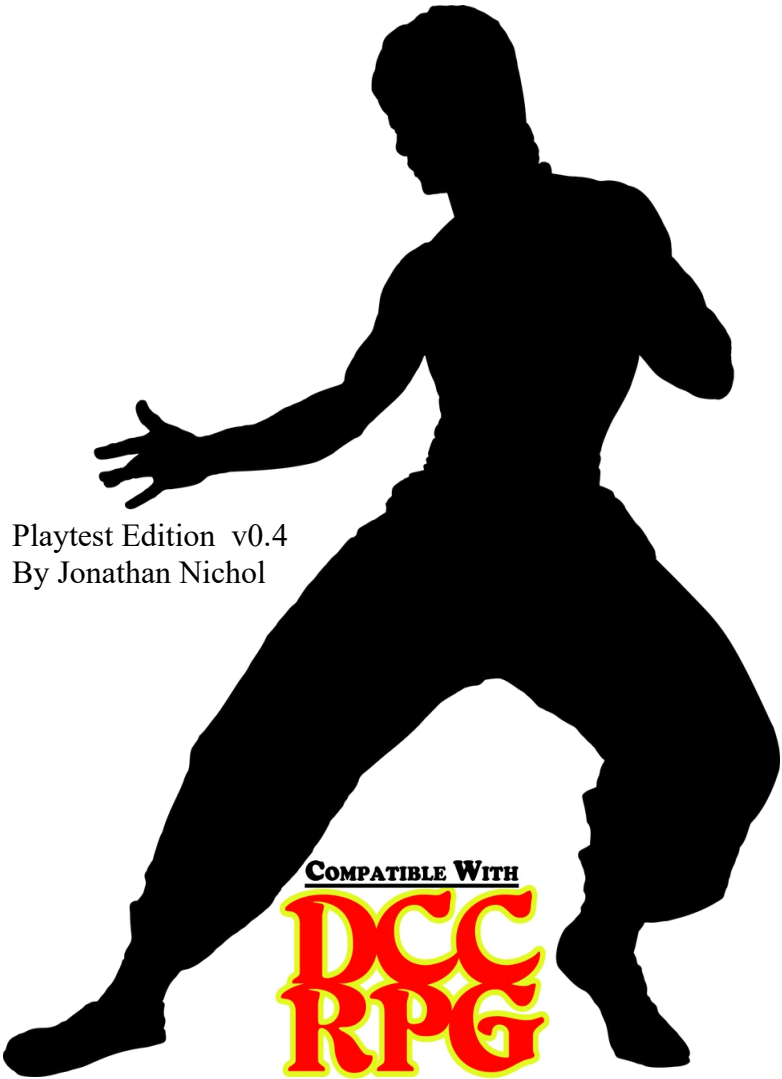


Kung Fu Classics

Player's Manual

Playtest Edition v0.4
By Jonathan Nichol



COMPATIBLE WITH

**DCC
RPG**

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ABOUT THE GAME

Kung Fu Classics is a supplement for Dungeon Crawl Classics that lets you roleplay a character from the fast, high-flying action of a kung fu movie.

Kung Fu Classics is inspired by the Flying Swordsmen roleplaying game by Dennis Laffey. It is an OSR RPG where players try to recreate the wild fun of fantasy martial arts books, movies, and comics. You can find it at <http://lordgwydion.blogspot.com>. Kung Fu Classics takes the Flying Swordsmen RPG and melds it with the rules of Dungeon Crawl Classics to create a new game of martial arts fantasy. This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodmangames.com or contact info@goodman-games.com.

Introduction

The goal of Kung Fu Classics is to emulate the awesome Kung Fu action from film and bring that to Dungeon Crawl Classics. In order to do this, I expanded the Mighty Deed into a Stunt Die that would allow you to perform any Kung Fu stunt and also a “build your own class” approach that lets you make any kind of kung fu character by choosing parts of the other classes.



CHANGE LOG

Version 0.4

- Revised introduction
- Expanded on “build your own class”
- Added punch and kick stunt examples
- Changed saving throws so that stunt dice are added to them rather than a set bonus.
- Revised Level 1 Kung Fu Abilities

Chapter 1: Characters

WHAT IS THE SAME

The dice chain, ability scores, saving throws, and everything else not detailed in this document are all the same as what is in the Dungeon Crawl Classics book.

WHAT IS DIFFERENT

Kung Fu Classics characters use the following table for leveling:

<u>Level</u>	<u>Stunt</u>	
	<u>Die</u>	<u>Action Dice</u>
1	+d3	1d20
2	+d4	1d20
3	+d5	1d20
4	+d6	1d20
5	+d7	1d20+1d14
6	+d8	1d20+1d16
7	+d10	1d20+1d20
8	+d12	1d20+1d20
9	+d14	1d20+1d20
10	+d16	1d20+1d20+1d14

BUILD YOUR OWN CLASS

Characters in Kung Fu Classics build their own class by taking pieces from the other DCC classes. Instead of having set class features, Kung Fu Classics characters choose Kung Fu Abilities, which are special techniques that your character can employ. The abilities may be offensive, defensive, or allow mobility on the battlefield. Taken together, they make up your character's martial arts style. All Kung Fu Classics characters start with 1d4 HP per level, a critical hit die of 1d4, critical hit table I, and a critical threat range of 20. They also have weapon training in every weapon. You may also add your level to your initiative roll and spend a Luck point to avoid fumbles. All other aspects of your class depend on the Kung Fu Abilities you choose.

Number of Kung Fu Abilities By Level

Character Level	Kung Fu Ability Levels				
	1	2	3	4	5
1	4	-	-	-	-
2	4	1	-	-	-
3	4	2	-	-	-
4	4	3	1	-	-
5	4	3	2	-	-
6	4	3	3	1	-
7	4	4	3	2	-
8	4	4	3	3	1
9	4	4	4	3	2
10	4	5	4	3	3

Listings and details of Kung Fu Abilities can be found in Chapter 4.



When choosing alignment, you may want to use the following pantheons of gods for more of a Kung Fu Classics feel:

- Law** The Celestial Bureaucracy
- Neutral** The Five Dragon Kings
- Chaos** The Ten Kings of Hell

Chapter 2: Stunts

Stunts are the heart of Kung Fu Classics and every Kung Fu Classics character gets a stunt die. The stunt die is similar to the deed die in DCC but it is used in three ways. First, in combat, each player will select one stunt to perform that round and roll their Stunt Die just like a DCC Warrior does with a mighty deed. Secondly, out of combat, characters may also perform Stunts. Thirdly, a stunt die is added to any saving throw a Kung Fu Classics character makes.

COMBAT STUNTS

The combat stunt is just like the mighty deed in normal Dungeon Crawl Classics. In combat, at the beginning of each round, a stunt may be declared. Then, the action dice and stunt die are rolled. If the result is a successful attack and the stunt die result is 3 or more, the stunt is successful. A result of 3 should be a stunt with small benefit and that benefit should increase with a result of 4, 5, or 6. A result of 7 or more on the Stunt Die should be a stunt with great benefit. *Steel and Fury*, from Purple Duck Games, is highly recommended for examples of combat stunts.

Additionally, regardless of whether the stunt is successful, the result of the stunt die becomes the character's attack and damage bonus for the round. The following are just examples of how a punch or kick might be done.



PUNCH

Roll	Result
3	A hard jab that puts your opponent off balance. On their next attack, they receive a -2 penalty.
4	Multiple punches stagger your opponent. They must make a Ref save against the attack roll. If failed, they are knocked prone. If successful, they still receive a -4 penalty to their attack.
5	Knockdown! Opponent is prone.
6	Stunning blow! Opponent is stunned for 1d3 rounds and receive a -2 penalty to attack every round they are stunned. Attacks against a stunned opponent are at +2.
7+	Knockout! Opponent is knocked down and stunned for 2d3 rounds. Stunned opponents attack with a -2 penalty and attacks against them are at +2.



KICK

Roll	Result
3	A hard kick that puts your opponent off balance. On their next attack, they receive a -2 penalty.
4	Multiple kicks push back your opponent. They must make a Ref save against the attack roll. If failed, they are also knocked prone. If successful, they still receive a -4 penalty to their next attack.
5	Sweep the leg! Opponent is knocked prone and must move at ½ speed until healed.
6	Stunning kick! Opponent is stunned for 1d4 rounds and receive a -2 penalty to attack every round they are stunned. Attacks against a stunned opponent are at +2.
7+	Roundhouse kick! Opponent is knocked down and stunned for 2d3 rounds. Stunned opponents attack with a -2 penalty and attacks against them are at +2.

NON-COMBAT STUNTS

These are made like a DCC skill check. The Judge determines the Difficulty Challenge (DC) and the player then rolls 1d20 and the stunt die. Then the appropriate modifiers are applied to the roll and the total is compared to the DC. If the result is equal to or higher than the DC, the stunt succeeds. Otherwise, it fails.

If one character is attempting to perform a stunt to cancel a stunt attempted by another character, simply compare the results of the two rolls. The higher roll wins.

I suggest skipping DC 5 and using DC 10 for tasks that require some skill, DC 15 for tasks such as leaping the gap between two city roofs, hurling a log at an oncoming bear, or grabbing a pouch lashed to the saddle of a galloping stallion, and DC 20 for super-human tasks.

Some examples of out of combat stunts are:

- Stunts involving brute strength, such as lifting heavy stones or breaking a table with your bare hands.
- Stunts involving logical thinking or reasoning, such as solving a riddle or finding a loophole in bureaucratic regulations.
- Stunts involving perception, judgment or common sense such as detecting lies or noticing an ambush before it is sprung.
- Stunts involving balance, speed, or agility such as swinging on ropes or tumbling between a demon's legs.
- Stunts involving resisting pain or physical hardship such as meditating under a waterfall, sleeping on a block of ice, or breaking free from a painful arm lock.
- Stunts involving persuasion or leadership such as bargaining with a merchant or organizing villagers into a militia.

Chapter 3: Equipment

These weapons can only be used by Warriors and Kung Fu Classics characters.

Weapon	Damage	Range	Cost
Double Stick ^{^†}	1d6/1d8	-	1
Long Staff*	1d6	-	1
Meteor Hammer	1d6	-	3
Monk's Spade*	2d4	-	7
Monk's Stick [^]	1d6	-	1
Sickle [^]	1d6	-	1
Sword, Butterfly [^]	1d6	-	10
Sword, Nine Ring	2d4	-	15
Three-Section Staff	1d7	-	2
Throwing Spikes [†]	1d4/1d6	5/10/15	1 (for 5 spikes)
War Fan/Fire Wheel ^{^†}	1d4/1d6	-	3
Whipping Chain	1d8	-	6

* *Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.*

† *These weapons are particularly effective when used with the element of surprise. Succeeding in a backstab attempt with one of these weapons uses the second damage value listed. All other attacks use the first value.*

[^] *When wielding a pair of these, use the Halfling rules for two-weapon fighting.*

Double Stick: A pair of foot long pieces of wood connected with a thong or chain. These popular weapons are often used in pairs.

Long Staff: A popular weapon with both peasants and martial arts masters, the staff is easily disguised as a walking stick or carrying pole.

Meteor Hammer: This tricky martial arts weapon consists of two heavy iron or brass balls at the ends of a long rope or chain. The ends are twirled and used to bash or entangle enemies.

Monk's Spade: This pole weapon has a flat-topped broad blade like a spade at the top, and often a concave crescent blade at the base. It was developed as a weapon by warrior monks.

Monk's Stick: This short wooden rod has a small handle sticking out near the base. They are popular martial arts weapons, often used in pairs.

Sickle: A farm tool turned into a weapon. Martial artists often fight with them in pairs.

Sword: There are many types of swords for different purposes. Butterfly swords (hudie shuangdao) are small broad blades, wielded in pairs by martial artists. Nine-ring swords (qian kun ri yue dao) are curved single-edged swords with several iron rings set into the back of the blade to aid in disarming opponents.

Three-Section Staff: This weapon is similar to the double stick, but has three slightly longer rods attached by cords or chains.

Throwing Spike: This covers all sorts of darts, blades, stars, or other small weapons designed to be thrown rather than used in melee. They are easy to conceal, and may be quickly thrown, but have short range and low damage potential. Throwing spikes are bought in sets of 5.

War Fan/Fire Wheel: Some war fans are flat, fixed fans made of metal, used as bludgeons. Others are folding fans with sharpened metal blades, used for cutting. The folding type are sometimes used in pairs. Fire wheels, rings of metal with a handle on one side and blades and spikes around the outside, are martial arts weapons often used in pairs.

Whipping Chain: Whipping chains (bian) are made of seven or nine metal bars connected with chain, sometimes with a slashing barb at the end. They negate an opponent's Shield bonus to AC.

ARMOR

Most Kung Fu Classics characters do not wear armor, as abilities level 2 or higher cannot be used while wearing armor that has a check penalty. Common soldiers and guards will wear armor, as will the occasional aristocrat, mercenary, or traveling merchant.

Chapter 4: Kung Fu Abilities

Every player character, many NPCs, and even some monsters have access to kung fu abilities. Most are used only in combat, but some have uses outside of combat as well. The abilities listed here have stylistic names provided, and then a more technical name in brackets. Players should feel free to change the names of their character's abilities for flavor purposes, while the technical names can be used to remind the Judge of the effects of the renamed abilities.

Kung Fu abilities are arranged into five levels. Characters gain more and higher level abilities as they gain levels. Judges may require that characters find someone to teach abilities, and spend time training to learn them. There are many organizations that can teach abilities, and there are masters willing to teach students in large cities and remote wilderness areas that PCs may seek out. Judges should also create new abilities for characters to discover.

All Kung Fu Classics characters begin doing 1d4 points of damage with unarmed attacks. Kung Fu abilities can increase these values, as well as provide other bonuses to characters that learn them.



LEVEL 1 ABILITIES

Iron Hammer [Improved Hit Points & Critical Hit Die]: Your hit points gained per level and your critical hit die are 1d8 instead of 1d4. You may take this again to increase both dice to 1d12.

Cobra Strike [Improved Critical Hit Table]: Use critical hit table III instead of I and increase your Critical Threat Range to 19-20.

Deadly Assassin [Backstab, Sneak Silently, Hide In Shadows, Pick Pocket, Climb Sheer Surfaces, Handle Poison]: You gain these skills and level up with them like a Thief.

Excellent Student [Pick Lock, Find Trap, Disable Trap, Forge Document, Disguise Self, Read Languages, Cast Spell From Scroll]: You gain these skills and level up with them like a Thief.

Healing Hands [Lay On Hands]: This allows you to lay on hands like a cleric. A failed roll increases the chance of Disapproval.

Commune With The Gods [Divine Aid, Turn Unholy]: This allows you to seek divine aid and turn unholy like a Cleric. A failed roll increases the chance of Disapproval.

Sorcerous Arts [Ability to cast spells]: This counts as two Kung Fu abilities and allows you to cast spells like a wizard.

Sacrifice Flesh For Power [Spellburn]: This allows you to spellburn like a Wizard. This is required for some spells.

Arcane Knowledge [Spells Known]: You learn four 1st level spells.

LEVEL 2 ABILITIES

Arcane Knowledge 2 [Spells Known 2]: You learn two spells and they can be 1st or 2nd level spells.

Crouching Tiger [Critical Hit Table]: Increase your critical hit table by 1.

Fists of Jade [Improved Damage]: Increase unarmed damage to 1d7.

Grab the Serpent's Tail [Disarm]: A successful attack at -2 to hit disarms the opponent. A second successful attack roll allows the attacker to decide where the weapon goes, otherwise it flies 2d6 feet in a random direction.

Iron Monkey [Critical Hit Die]: Increase your critical hit die by 1 on the following chain: d4-d6-d8-d10-d12-d14-d16-d20-d24-d30-2d20. You may take this ability multiple times.

Little Whirlwind [Increase Speed]: Increase speed by 10x the stunt die result in feet for that Round.

Stone Ox Charge [Breakthrough]: Wooden walls and similar obstructions do not hinder movement or cause damage when breaking through them.

Swaying Grass Stance [First Stance]: +2 AC.

Tiger Vault [Leaping]: Jump 20' plus 1' per level, even from a dead stop.

Tumbling Leaves [Lessen Fall]: Ignore falls of 20 feet or less, half damage from greater falls.

LEVEL 3 ABILITIES

Arcane Knowledge 3 [Spells Known 3]: You learn two spells consisting of 1st, 2nd, or 3rd level spells.

Cloud Somersault [Flight]: Fly 60'+10' per level. Must land at the end of each round or fall.

Crouching Tiger 2 [Critical Hit Table]: Increase your critical hit table by 1.

Iron Skin [Damage Reduction]: Take half damage from the selected type of weapon: blunt, missile, piercing, slashing. Magical weapons always do normal damage.

Phoenix Strike [Double Damage]: Attack at one die step lower, and if successful roll double the normal damage dice (modifiers are unchanged).

Secret of the Zodiac [Resist Magic]: +1 bonus for every 2 character levels to saving throws against magical spells and effects.

Twin Viper Strike [Double Attack]: On a successful melee attack, a second opponent adjacent to the target struck with equal or lower AC also takes damage.

Way of Water Stance [Second Stance]: +2 AC, +1 more for each lesser stance known. (e.g. If you know Swaying Grass Stance and Way of Water Stance, you will have a total of +5AC.)



LEVEL 4 ABILITIES

Arcane Knowledge 4 [Spells Known 4]: You learn two spells consisting of 1st, 2nd, 3rd, or 4th level spells.

Blade Tempest [Whirlwind Attack]: Instead of normal attacks, make one melee attack against each opponent within range, up to the attacking character's level in targets.

Hidden Dragon [Critical Threat Range]: Increase your critical threat range by one.

Fists of Heaven [Improve Damage 3]: Increase unarmed damage to 1d8 + one die step for each lesser Improve Damage ability known.

Immortal's Feet [Light Step]: The character may move at any speed on water, bamboo branches, or any other surface without touching the ground or leaving footprints. No traps or tripwires are set off, and no damage is taken from hazardous surfaces.

Moving Wave Fist [Chi Blast]: Make ranged chi attacks, damage 1d12, range 60'.

Twisting Bamboo Stance [Third Stance]: +2 AC, +1 more for each lesser stance known.

LEVEL 5 ABILITIES

Arcane Knowledge 5 [Spells Known 5]: You learn two spells consisting of 1st, 2nd, 3rd, 4th, or 5th level spells.

Chi Leech [Absorb Life]: Heal an amount of hit points equal to that just inflicted on an opponent by one of the characters' attacks. Usable once per day.

Hidden Dragon 2 [Critical Threat Range]: Increase your critical threat range by one.

White Tiger Smash [Triple Damage]: Attack at one die step lower, and if successful roll triple the normal damage dice (modifiers are unchanged).

Red Phoenix Stance [Final Stance]: +2 AC, +1 more for each lesser stance known.

Way of the Black Tortoise [Damage Immunity]: Take no damage from the selected type of weapon: blunt, missile, piercing, slashing. Magical weapons always do normal damage.



Appendix: New Spell Tables

These tables just combine the wizard and cleric spells from DCC.

Randomly determining spells can be difficult when the number of spells is more than 30. You can simulate rolling a 40-sided die by rolling a 20-sided die and any other even-sided die. If the other even-sided die is even, just read the result of the 20-sided die. However, if it is odd, add 20 to the result of the 20-sided die.

1st Level Spells

1 Animal summoning 129	19 Patron bond** 148
2 Cantrip 130	20 Read magic 152
3 Charm person 131	21 Ropework 153
4 Chill touch 133	22 Runic alphabet, mortal 154
5 Choking cloud 134	23 Sleep 155
6 Color spray 135	24 Spider climb 156
7 Comprehend languages 136	25 Ventriloquism 158
8 Detect magic* 260	26 Ward portal 160
9 Ekim's mystical mask 137	27 (Patron spell)***
10 Enlarge 139	28 Blessing* 255
11 Feather fall 140	29 Darkness* 258
12 Find familiar 141	30 Food of the gods* 262
13 Flaming hands 142	31 Holy sanctuary* 263
14 Force manipulation 143	32 Protection from evil* 265
15 Invoke patron** 144	33 Resist cold or heat* 266
16 Magic missile 144	34 Second sight* 267
17 Magic shield 146	35 Word of command* 268
18 Mending 147	

* On a result of natural 1, the wizard suffers a 50% chance of major corruption *or* misfire, rolling on the generic tables as appropriate.

** If either *patron bond* or *invoke patron* is rolled, the Kung Fu Classics character receives *both* of these spells, but they count as only one spell slot.

*** Ignore this result if the wizard does not have the spell *patron bond*. If the wizard has that spell, he also gains the appropriate patron spell. Consult your judge for more information.

2nd Level Spells

- 1 Arcane Affinity 162
- 2 Detect evil* 259
- 3 Detect invisible 165
- 4 ESP 166
- 5 Fire resistance 169
- 6 Forget 170
- 7 Invisibility 172
- 8 Invisible Companion 173
- 9 Knock 175
- 10 Levitate 176
- 11 Locate object 178
- 12 Magic mouth 180
- 13 Mirror image 182
- 14 Monster summoning 184
- 15 Nythuul's porcupine coat 186
- 16 Phantasm 187
- 17 Ray of enfeeblement 190
- 18 Scare 191
- 19 Scorching ray 192
- 20 Shatter 193
- 21 Spider web 198
- 22 Strength 198
- 23 Wizard Staff 199
- 24 (Patron spell)***
- 25 Banish* 269
- 26 Cure Paralysis* 272
- 27 Curse* 273
- 28 Divine symbol* 275
- 29 Lotus stare* 276
- 30 Neutralize poison or disease* 277
- 31 Restore vitality* 278
- 32 Snake charm* 280
- 33 Stinging stone* 282
- 34 Wood Wyrding* 284

3rd Level Spells

- 1 Binding* 270
- 2 Breathe life 202
- 3 Consult spirit 204
- 4 Demon Summoning 206
- 5 Dispel magic 208
- 6 Eldritch hound 211
- 7 Emrikol's entropic maelstrom 213
- 8 Eternal champion 214
- 9 Fireball 216
- 10 Fly 217
- 11 Gust of wind 219
- 12 Haste 221
- 13 Lightning bolt 222
- 14 Make potion 223
- 15 Paralysis 264
- 16 Planar step 225
- 17 Runic alphabet, fey 227
- 18 Slow 228
- 19 Sword magic 229
- 20 Transference 232
- 21 Turn to stone 233
- 22 Water breathing 235
- 23 Write magic 236
- 24 (Patron spell)***
- 25 Animate dead* 285
- 26 Bolt from the blue* 287
- 27 Exorcise* 288
- 28 Remove curse* 289
- 29 Speak with the dead* 290
- 30 Spiritual weapon* 291
- 31 True name* 293

4th Level Spells

- 1 Control fire 238
- 2 Control ice 239
- 3 Lokerimon's orderly assistance 241
- 4 Polymorph 243
- 5 Transmute earth 244

- 6 Wizard sense 245
- 7 Affliction of the gods* 295
- 8 Cause earthquake* 296
- 9 Sanctify / desecrate* 298
- 10 Vermin blight* 300

5th Level Spells

- 1 Hepsjoj's fecund fungi 247
- 2 Lokerimon's unerring hunter 249
- 3 Magic bulwark 251
- 4 Mind purge 252

- 5 Replication 253
- 6 Righteous fire* 301
- 7 Weather control* 302
- 8 Whirling doom* 303



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