

Kung Fu Classics

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Introduction

ABOUT THE GAME

Kung Fu Classics is a supplement for Dungeon Crawl Classics that lets you roleplay in the fast, high-flying action of a kung fu movie like the ones starring Bruce Lee, Jet Li, Jackie Chan, Michelle Yeoh, Chow Yun Fat, Maggie Cheung, Donnie Yuen, Zhang Ziyi, and more.

Kung Fu Classics is heavily based on the Flying Swordsman roleplaying game. It's an excellent OSR RPG written by Dennis Laffey 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 Flying Swordsman and melds it with the rules of Dungeon Crawl Classics to create a new game of martial arts fantasy.

XIA

The kung fu movies with larger than life martial feats, and the books and comics from China and Hong Kong that inspired them are called Wuxia, meaning "Martial Chivalry." The heroes of these stories are called Xia.

Xia is a Chinese word that roughly translates to "chivalrous" or "honorable" but also refers to a breed of martial artist who lives outside the norms of society but follows a code of honor. In Kung Fu Classics, all player characters are Xia. They may be warriors dedicated solely to the martial arts, or they may mix their martial arts with magic or special skills. In Kung Fu Classics, these Xia come together as a team to battle villains and monsters, go on quests, seek out lost martial arts maneuvers, or nearly anything you can imagine.

THE XIA CODE

The virtues in the code of Xia are righteousness and honor. It also emphasizes the importance of repaying benefactors after having received deeds of grace as well as seeking vengeance to bring villains to justice. Here are eight common attributes of Xia:

- **Altruism**
- **Justice**
- **Individualism**
- **Loyalty**
- **Courage**
- **Truthfulness**
- **Disregard for wealth**
- **Disregard desire for glory**

The code is not set in stone, because of the emphasis on Individualism. For some Xia, their every action will seek to conform to their ideals. For others, the ends will justify the means. It's up to each player to decide how they will roleplay their character.

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's in the Dungeon Crawl Classics book.

WHAT IS DIFFERENT

Stunts are the heart of Kung Fu Classics and everyone gets a stunt die. The stunt die is similar to the deed die in DCC but it is used in two 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. To perform a Stunt out of combat, roll the stunt die plus a d20 plus any attribute modifier. If the total meets or beats the Difficulty Challenge (DC) set by the Judge, the Stunt is successful. Stunt die results are added to attacks and damage during combat.

STUNT DIE TABLE

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

MARTIAL ARTS MANEUVERS

Martial Arts Maneuvers are special techniques that your character can employ in combat if they are not wearing armor with a check penalty. The Maneuvers may be offensive, defensive, or allow mobility on the battlefield. Taken together, they make up your character's martial arts style. All characters gain a set number of Maneuvers determined by the character's level.

Martial Arts Maneuvers By Level

<u>Character Level</u>	<u>Martial Arts Maneuver Levels</u>				
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
1	2	-	-	-	-
2	2	1	-	-	-
3	3	2	-	-	-
4	4	2	1	-	-
5	4	2	2	-	-
6	5	3	2	1	-
7	5	3	3	2	-
8	5	4	3	2	1
9	6	4	3	2	2
10	7	5	4	3	3

CHARACTER CLASSES

There are four classes available for players to choose from: Shaman, Thief, Warrior, and Wizard,. These are very similar to the classes in DCC (with the Shaman being the Cleric renamed) but a Stunt Die and Martial Arts maneuvers have been added to each class. Also, there are some slight changes to the Warrior class.



SHAMAN

When Shamans choose an alignment, they also align themselves with one of the following pantheon of gods, which determines weapon training and creatures turned by Turn Unholy.

Alignment	Pantheon of Gods	Weapons	Unholy Creatures
Law	The Celestial Bureaucracy	Club, mace, sling, sickle, staff, war fan, warhammer	Undead, demons, devils, chaotic extraplanar creatures, monsters Chaos Primes, chaotic humanoids, chaotic dragons
Neutral	The Five Dragon Kings	Dagger, mace, sickle, sling, spear, staff, sword (any), war fan	Mundane animals, undead, demons, devils, monsters, lycanthropes, perversions of nature
Chaos	The Ten Kings of Hell	Axe (any), bow (any), dagger, dart, flail, sickle, war fan	Angels, paladins, lawful dragons, Lords of Law, Lawful Primes, and Law-aligned humanoids

THIEF

Thieves have a Backstab attack but it cannot be used in combination with a Stunt. In addition to their normal weapon training, they are also trained in the double stick, monk's stick, sickle, sword (butterfly), throwing spikes, war fan and whipping chain.



WARRIOR

Instead of a deed die and mighty deeds, Warriors get a Stunt Die like every other class. In addition to their normal weapon training, Warriors are also trained in every weapon found in this document.

Rolling with choice: Warriors get to roll with choice all their attack, damage, and critical hit rolls. This means they roll an additional die of the same die type for each of those rolls and can choose which of the dice they want to use. For example, for an attack roll of 1d20, a Warrior rolls 2d20 and chooses which of the die results they want to use for the attack roll.

WIZARD

In addition to a Wizard's normal weapon training, they are also trained in the three-section staff, war fan, and crossbows.

Chapter 2: Stunts

There are two types of stunts, in combat stunts and out of combat stunts, and they are handled in different ways.

Combat Stunts

The combat stunt is just like the mighty deed in normal Dungeon Crawl Classics. In combat, 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 as examples of combat stunts.

Out of Combat Stunts

These are made like a 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.

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

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 (5)
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. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief 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 Xia do not wear armor, as Martial Arts Maneuvers cannot be used while wearing armor with a check penalty. Shields can still be used. Common soldiers and guards will wear armor, as will the occasional aristocrat, mercenary, or traveling merchant.

Chapter 4: Martial Arts Maneuvers

MARTIAL ARTS

Every player character, many NPCs, and even some monsters have access to martial arts maneuvers. Most are used only in combat, but some have uses outside of combat as well. The martial arts 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 maneuvers for flavor purposes, while the technical names can be used to remind the Judge of the effects of the renamed abilities.

Martial arts maneuvers are arranged into five levels. Characters gain more and higher level maneuvers as they gain levels. Judges may require that characters find someone to teach maneuvers, and spend time training to learn them. There are many organizations that can teach maneuvers, 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 maneuvers for characters to discover.

All characters begin doing 1d4 points of damage with unarmed attacks. Martial arts maneuvers can increase these values, as well as provide other bonuses to characters that learn them. Most maneuvers can be learned by any character with a space available to gain a new one upon gaining a level.



LEVEL 1 MANEUVERS

Changing Seasons [Weapon Proficiency]: Gain weapon training in one group of similar weapons (axes, swords, polearms, bows, flexible weapons, etc.)

Fists of Steel [Improved Damage 1]: Increase unarmed damage to 1d6.

Grasping Monkey [Improved Grapple]: When grappling, roll two stunt dice and keep the better one.

Hornet's Sting [Stun]: Attack at -2, and the target hit must make a Fortitude save at DC 15 or be stunned for 1 round. Stunned characters cannot perform a stunt and suffer -4 to AC.

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

Monkey's Dance [Withdraw]: Do not draw attacks when withdrawing from melee.

Snatch the Pebble [Improved Called Shot]: +1 to your Stunt Die result for any stunt involving called shots.

Spider Scuttle [Prone Fighting]: Suffer no penalties when in a prone position.

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.

Waves on the Beach [Instant Stand]: Stand from a prone position without losing actions for the round.

LEVEL 2 MANEUVERS

Cleanse the Chi [Healing]: Once per day, the character may roll 1 hit die and regain that many hit points per level.

Dragon and Tiger [Extra Attack]: The character may attack twice with a normal action die.

Felling Trees [Trip/Throw]: A successful attack at -2 to hit knocks the opponent prone. Prone targets suffer -4 to AC and must spend one round to get up.

Fists of Jade [Improved Damage 2]: Increase unarmed damage to 1d7 + one die step for each lesser damage maneuver known.

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.

Immortal's Sight [Perception]: Detect opponents on all sides equally, unless hidden or invisible.

Monk's Step [Balance]: Never lose balance when walking on the narrowest of wires or slipperiest of surfaces, but movement is at half speed.

Secret of the Trigram [Fast Spellcasting]: When casting spells, roll initiative with choice. Only Shamans and Wizards may learn this maneuver.

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

Way of Water Stance [Second Stance]: +4 AC, +1 more if Swaying Grass Stance is also known.

LEVEL 3 MANEUVERS

Biting Wolf [Upgrade Weapon]: Roll with choice for any single weapon when used by the character.

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

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.

Shooting Star Strike [Lesser Immobilize]: Attack at one die step lower, and after the target takes damage, it must make a Fortitude save at DC 15 or be immobilized for 1 round. Immobilized characters cannot perform any actions and are automatically hit.

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.

Twisting Bamboo Stance [Third Stance]: +6 AC, +1 more for each lesser stance known.



LEVEL 4 MANEUVERS

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.

Demon's Reflexes [Initiative Boost]: Roll with choice for all initiative rolls.

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

Touch of the Yellow Springs [Debilitate]: An opponent hit must make a Fortitude save at DC 17 or lose 1 point of Constitution immediately, and each day thereafter (save at DC 27 each day) until the character dies or is magically cured.



LEVEL 5 MANEUVERS

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

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

Green Dragon's Touch [Cure Disease]: Cure any one disease magically, once per week.

Yellow Unicorn Strike [Greater Immobilize]: Attack at -4, and the target hit must make a Fortitude save at DC 15 or be immobilized for 1d4+1 rounds. Immobilized characters cannot perform any actions and are automatically hit.

Red Phoenix Stance [Final Stance]: +8 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.



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