



EXODUS
POST-APOCALYPTIC ROLEPLAYING
ADVENTURE

SHOWDOWN AT BARTER TOWN

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An Exodus OPS Campaign Adventure

Requires the *Exodus Survivor's Guide* and *Exodus OPS Campaign Manual*

Welcome to Barter Town, the trading outpost of the Chi Dynasty. A fighter invitational has been posted throughout the Wasteland for all athletes to attend the first Showdown at Barter Town for the illustrious Dynasty Title. All fights are one on one advancement battles within the tournament and take place in the famous Shockdome. Dare you enter the fights or come to Barter Town to enjoy the other activities that revolve around this championship fight? Showdown at Barter Town is an Exodus OPS campaign scenario for 4 to 6 (non- *Ghūls* or Dreg) characters of 1st to 5th level. **(Sorry, No *Ghūls* Allowed in Barter Town).**

This scenario has been updated from the original to reflex the new Experience system used in the Exodus OPS campaign. OPS players that have already played this scenario, cannot re-play it, or gain any benefits from the changes within.

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OPS Introduction

This is an *Exodus OPS* campaign adventure designed for the OPS setting and consumes between 3 to 5 hours of game time. This adventure can also be used outside of the OPS setting as a stand-alone home game adventure within a post-apocalyptic setting.

This adventure requires the *Exodus Survivor's Guide*, and the *Exodus OPS* campaign manual. The *Exodus* campaign manual can be found at the GCG website listed above. All game mechanics are denoted by chapter/topic and book. Those not presented with an aforementioned book above is included within this scenario as a sidebar within the encounter or an appendix at the end of the adventure.

Preparation

First, you should print this scenario. This scenario supports single and double-sided printing. There is enough room along the inside margin to bind the adventure.

Read this entire scenario at least once before you run your game. Familiarize yourself with any special rules, or new equipment not presented in the books listed above. Highlighting particularly important passages may help with the flow of the game mechanics.

A grid map (one-inch square) or graph paper and a representation of adventurers, NPCs, and creatures will enhance game play, as well as the other necessities (scrap paper, writing materials, and a set of dice) needed to run the game.

Game Time: Have the players prepare their characters according to *Exodus OPS* campaign rulings, get them to the scenario start point, and read the scenario introduction.

There is descriptive text in this scenario that is written so that you may present it to the adventurers, while other text is for your eyes only. Text for the players is bold text. It is strongly recommended that you paraphrase player text instead of reading it aloud. Some of the text is general and needs to be adapted to the specific situation, or to the actions of the adventurers.

Showdown at Barter Town

Exodus OPS

Scenario 10

Showdown at Barter Town

Location: Barter Town, Chi Dynasty

Number of Characters: 4 to 6

Average Character Levels: 3

Max CEL/SC: 21/18

Max Purchasable Equipment Value: Barter Town (2500 steel)

Adventure Summary

This scenario revolves around the Pit Fighter challenge. Most likely, not all players will want to be involved in the actual fighting, so it's important to keep the entire party invested in the adventure. To this end, events go on during the fights, including gambling and information gathering. These are largely role-playing oriented. Additionally, mechanics are provided to allow non-fighting characters to interact with the fighters – cheering for them or even injuring them with tossed objects.

The entire tourney takes place over the course of one day, during which time there are four bouts and a number of side events and encounters.

There are several prominently located fliers scattered throughout the Wasteland, advertising the First Invitational Showdown Pit Fight Challenge at Barter Town. The Chi Dynasty invites all to come and test their might against the most powerful hand-to-hand combatants in the Wastes. There is the option of signing up for one-on-one brawls, or watching, gathering information, and gambling on the outcomes. The fight has four rounds of increasing difficulty.

Between the first and second round, a Chi doctor named Wang Chung arrives with a proposition to drug one of the next opponents. The doctor's just protecting his investment, but one of the characters will soon discover that the fighter he's about to drug is his own next opponent!

Between rounds two and three, one of the local managers appears with an offer to fight in an illegal, underground combat. There is the option to fight, to act as the guard, and even to accept the manager as a manager for the Invitational. During the underground fight, however, things go wrong when the militia turns up and attempts to arrest everyone there.

Following this exchange, a strange old man is waiting outside. He offers a variety of games of chance. Do the characters dare to test their luck against him? Maybe a special item could be acquired!

At the end of the night, a group of drunken Chi is spoiling for a fight. Fighting the Chi is dangerous, however, because the militia does not take kindly to brawls in town limits. There's always the chance to pacify the locals, but this could prove tricky, given the level of xenophobia in Barter Town.

Finally, a laborer wishes to escape from Barter Town, and needs to enlist some help. Although he has little to offer in terms of reward, maybe a good deed can still come free of charge in the Wasteland.

Barter Town

Population: 120 citizens (95% Chi human, 4% other human, 1% Mutant)

Military: 100 soldiers

Trade Goods – Infrequent up to 2500 steel

Services – Doctor Services, Hotel Rooms, Kitchen Meals, Pit Fights, and Prostitution

Barter Town is the Chi Dynasty's only trading outpost with the outside wasteland. This small trading post caters to the corrupt and powerful of the Chi Nobles allowing them to bypass Dynasty laws by doing business with non-Chi.

Chi Dynasty's attitudes on Outsiders

The Chi are a xenophobic lot, but understand trade is necessary without outsiders. All non-Chi humans and Mutants are treated with disdain and receive a -2 penalty on all social skills. The Chi will kill any Dregs and Ghuls (Jiang Shi) that approach Barter Town.

Introduction

There are several ways to get the players into Barter Town. The first revolves around the posters that have been springing up across the Wastes.

Posters spotted all around the Wasteland bars and roadhouses announce the '1st Invitational Showdown Pit Fight Challenge', sponsored by the Chi Dynasty in Barter Town. In bright, cheery letters, the posters declare: "All participants are welcome to battle in the Shockdome against opponents equal to your caliber. A championship tournament will determine the Dynasty Champion. Come for the beer, stay for the fights!" The bottom edge of the poster is perforated and features several tear-away tickets, each of which says 'admit one' on one side, and '1 free beer' on the other. Sounds like a pretty sweet deal! Most of the tickets are long gone, but a few still remain.

It is ultimately up to the characters to travel to Barter Town. There are no alternative plot hooks to get the characters to the tournament as found in other OPS adventures. The Blurb spells out what is going on, if the character doesn't choose to go to the tournament, then the adventure is over for him.

Getting to Barter Town is a simple task. The characters can easily hop on guard duty for a free ride with a caravan going to Barter Town, as many Wasteland merchants are setting up tables for the tournament. The travel time from the characters' location does not count towards any Time Units spent for the scenario.

Barter Town

Emerging from the Wasteland, the dust-baked air gives way to a slightly humid environment that reeks of salt water. Beneath the rolling hills of sand, a small settlement, Barter Town, sits on the horizon near the peninsula of San Francisco.

Barter Town is the Chi Dynasty only Trading Post within the outer Wastes. This trading post lies in the remains of an old town that once sat near a highway. The six-lane highway still remains, heavily cracked, as a testament of man's engineering skills before the Exodus. Barter Town itself is a well-fortified community. Tall walls made of crushed cars surround the encampment, providing fortification against attack. A single tunnel, some twenty feet wide, is the only entrance from the Wasteland into Barter Town.

Upon entering the tunnel to Barter Town, the characters will see a security checkpoint. A large sign states that all weapons, firearms, and explosives must be checked into the Locker Room. No weapons are allowed into Barter Town, except those carried by Chi Dynasty Militia.

Knowledge (Street)

DC 5 - The Chi Dynasty controls the San Francisco Peninsula and Bay. Barter Town is the only Trading Post that non-Chi may enter in the Chi Dynasty Territory.

DC 10 - Barter Town is run by an individual chosen by the emperor and given the title of Dragon. Dragons are the mayors of the Chi Dynasty, controlling all of the operations of the cities and borders within their domain. Each Dragon is issued one-hundred Chi Dynasty soldiers and conscribes militia from the area's population. Additionally, the Dragon is allowed to imprison lawbreakers to form labor camps to further improve the area's living conditions.

DC 15 - The Chi Dynasty is at war at both of its borders — to the south and across the Bay. To the south, the Dynasty fights with the Children of the Apocalypse over building supplies and scavenging rights in the Junkyard. While across the Bay, in the ruins of Berkeley, an old world experiment mutated men into the walking dead. This blight must be eradicated.

DC 20 - Several escaped slave laborers, as well as individuals that disagree with the Emperor's will, have headed to the far north and east into the Wasteland to start small Chi communities or refugee camps. The Dynasty will eventually find these communities and eradicate them for disobedience against the Emperor's will.

The Security Check Point

Barter Town is the only Chi controlled town in their Dynasty that allows trade with outside communities, built at the behest of Chi merchants who saw an opportunity for lucrative business with outsiders. This doesn't mean that the town isn't carefully controlled, though. The Three Chi Masters of Barter Town enforce the rule that all outsiders or Chi Dynasty visitors cannot carry any explosives, firearms, or medium-sized or larger archaic weapons within the city. All persons that enter Barter Town are searched for weapons. If weapons are found on an individual, the weapons are confiscated and the character jailed for 10 days, before being released, weaponless into the Wasteland. A character can attempt to smuggle weapons into Barter Town using a Sleight of Hands skill check as detailed in chapter 4 of the EXS.

Chi Security: Male Chi (Security) INT 14, WIS 10, CHR 8; Search +6, Sense Motive +4, Spot +6.

The guards at the security checkpoint will inform all of the characters of the laws of Barter Town.

The Laws of Barter Town

The Chi Masters enforce the following laws:

- 1) Public conflicts are resolved in the Shockdome through hand-to-hand combat, with the winner winning the conflict and the loser being imprisoned by the Chi and forced into a labor camp in the Dynasty.
- 2) Dregs and Jiang Shi (*Ghūls*) will be killed on approaching Barter Town, regardless of reason. Visitors are expected to defend against Jiang Shi incursions.
- 3) Non-Chi Militia carrying or using a weapon not authorized by the Militia will be jailed for no less than 10 days.

The Locker Room

The Locker Room is small alcove located near the security checkpoint in the tunnel entrance to Barter Town. Characters can offload their equipment that is not allowed into Barter Town here for one copper coin per pound of equipment. A large Chi man runs the booth and catalogs and weighs all the equipment left by a character. After the character pays the storage charge, he is given a ticket. The ticket must be redeemed in order to retrieve the character's equipment.

A: Barter Town

Barter Town is a small settlement of around 120 individuals, normally. It is built on a low ridge, clustered around an old highway that runs north along the San Francisco peninsula. Much of the town is built from scraps of old cars, pipes, and sheet metal scavenged from the Wastes. The walls of cars house several remaining structures of whatever town this was before the Exodus, which have been restored, as well as new structures built with the usable rubble.

Barter Town is walled and gated, with only two entry points, one for the general public and one for the Chi Dynasty citizens. The main gates are open to entry only during the day. There is a smaller entry way that's open at all times, kept secret from the militia and controlled by a small group of merchants. Finding this gate requires a Gather Information DC 22 check, and the merchants charge 30 steel per head for individuals to pass through. Nobody passing through this way is checked for weaponry.

Passing beyond the Security Check Point, back into the daylight, an open-air market filled with hundred of merchants bartering with people of all creeds, sits dead smack in the middle of Barter Town. The merchant quarter is surrounded by a rectangular chain link fence, with only one entry point. To both sides of the merchant quarter is a cluster of houses and other small shanties. To the immediate left is a large building pressed up against the outer wall of cars, hundreds of tents sit all around this building. A sign on the building in English identifies it as "Hostel." Beyond the merchant quarter is a large building with a glowing neon sign stating "Shockdome."
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The tournament doesn't start until the next day, so the characters will have several hours to explore Barter Town. Consult the Overseer's Map of Barter Town for further locations detailed below.

B: The Dust Court

The Dust Court is where merchants gather to trade for goods from all over the Wasteland. There are four guard towers at the Dust Court, each of which harbors three Chi Militia.

The Dust Court is an open courtyard, surrounded on all sides by chain link fence. At each corner of the yard, there's a makeshift tower constructed of sheets of metal and wood. Two Chi militia members scan the courtyard with rifles at the ready. Tables and haulers are piled high with wares scattered throughout the courtyard with merchants barking out prices. The center of the courtyard is dominated by an old, rusted-out water tower, with a red flag with a yellow Chinese dragon stretched across the fabric.

The Dust Court marketplace contains equipment from each corner of the Wasteland. Characters can find any weapon, armor, equipment, or chemical of Infrequent Scarcity or less up to a value of 2500 steel. Prices are slightly inflated from Chi merchants to non-Chi. Use the chart above to determine starting inflation from the base cost in the EXS.

Special Finds at the Dust Court:

The one Trans-Genetic Mutant at the Dust Court has common normal human-sized armaments. He however does have one special item that he is will to part with for a Mutant, a Spud Cannon.

Spud Cannon: This homemade heavy weapon is the poor man's grenade launcher. The Spud Cannon is fueled through a fuel tank and designed to fire potato or potato-sized ammunition.

Dust Court Merchants	Starting Price	Barter Skill
Chi to Chi	Base Cost + 0%	+9
Chi to Non-Chi Human	Base Cost + 10%	+15
Chi to Mutant	Base Cost + 25%	+15
Non-Chi to Human	Base Cost + 0%	+12
Non-Chi to Mutant	Base Cost + 25%	+15
Mutant to Human/Mutant	Base Cost + 10%	+7
Percentage of Merchants	%	
Chi	60	
Non-Chi Human	39	
Mutant	1	

Heavy Weapons	DMG	CRIT	TYPE	RNG	ROF	MAG	SIZE	WT	STR	SCRC	COST
Spud Cannon	3d4	20	P	30	S	10 TK	LG	18	14	R	1500

C: Big Trouble Hostel

The Big Trouble Hostel is one of the most unpleasant buildings you've ever laid eyes on. The building leans into the western wall of crushed cars that make up the outer walls of Barter Town. This however, does not deter people from coming and going into the structure. Two fields of barren earth in front of the Hostel's entrance host hundreds of tents of various sizes, creating a small tent city.

Big Trouble is the only Hostel in Barter Town. This two-story hostel looks in bad shape, leaning heavily against the outer walls of crushed cars from an earthquake a year earlier. The hostel is relatively safe, until another earthquake hits.

The characters can get a room at the Hostel or rent a tent based on the table to the right. These prices are inflated due to the tournament.

D: Militia Barracks

These two building house the Chi Dynasty Militia that protects and patrols Barter Town. The smaller building houses the commander bunk and HQ as well as equipment. The larger of the two buildings serves as a barracks for the Militia. One hundred Chi Militia members are stationed in Barter Town with 30 members on patrol at any given time. Patrols are broken up into 10 teams of three and are assigned to a district within Barter Town.

Hostel	Accommodation	1 Day Rate
Chi	Room (6)	40 steel
Non-Chi Human	Room (6)	60 steel
Mutant	Room (6)	80 steel
Chi	Tent (6)	20 steel
Non-Chi Human	Tent (6)	30 steel
Mutant	Tent (6)	40 steel
Chi	Tent (4)	10 steel
Non-Chi Human	Tent (4)	15 steel
Mutant	Tent (4)	20 steel
Chi	Tent (2)	5 steel
Non-Chi Human	Tent (2)	10 steel
Mutant	Tent (2)	15 steel

Disturbances will attract at least two teams of Chi Militia to the area within 10 rounds (1d6+4 rounds). Use the following statistic below to resolve any conflicts with the Militia.

E: Residential Areas

Three residential areas reside in Barter Town. These residential areas are ramshackle housing at best clustered together to form the housing for the permanent citizens from the Chi Dynasty that have been assigned to live in Barter Town.

These neighborhoods, if you could call them that, are patrolled by the militia hourly for criminal activities.

F: The Pit Fighter Bar and Brothel

This Pit Fighter Bar and Brothel is located at restored truck stop from the pre-Exodus era. This is the largest structure next to the Shockdome in Barter Town.

Chi Militia (3) (Aggressive 2): Medium Humanoid; HD 2d10+2+2; hp 15; Mas 12; Init +3; Spd 30 ft.; Defense 18 (+3 Dex, +2 class, +2 armor, +1 in melee), touch 16, flat-footed 14; BAB +2; Grap +4; Atk Spear +5 melee (1d8+4, wielded 2 handed), or crossbow +6 ranged (1d8); FS: 5 ft./5 ft.; SV Fort +5, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills: Knowledge: tactics +4, Tumble (tag) +9

Feats: Archaic Weapon Proficiency, Brawl, Defensive Martial Arts, Point Blank Shot, Weapon Focus (crossbow).

Talents: Robust

Traits: None

Background: Chi

Occupation: Military

Special Qualities: PDR/1 (armor)

Equipment: Bolts (20) Crossbow, Leather Armor, Spear.

A large two-story building on the southern wall of Barter Town buzzes with activity as people of all creeds enters and leaves the compound. A sign standing twenty feet in the air, which occasionally moves with the slightest of breeze, displays Chi Dynasty symbols and a portrait of a Chi man holding a beer.

The Pit Fighter Bar and Brothel is split into three sections in two buildings. The first section is the Bar, the second section, the Brothel, and the third (in the separate building) a garage.

The Bar displays a sign on the door in English: "The Pit Fighter." The bar is open to all patrons, regardless of race or creed. At least one Militia patrol is on duty at the Pit Fighter at all hours of the day.

The Pit Fighter Bar is dimly lit, smoky, and studded with multicolored lights. Giant paper lanterns bob from the ceiling about crowded tables and a broad, largely empty dance floor. There is a trio of musicians on a raised stage at the back of the dance floor, playing some god-awful music on mandolins and violins. The people here are a melting pot of races and creeds from all across the Wasteland amidst the obvious pit fighters. None of the patrons look very welcoming, but at least they aren't openly hostile. A large board in the back of the bar states "Pit Fighter Showdown Challenge" and contains an odds spread for combatants. At the southern end of the bar is a staircase that ascends to the upper floor of the Bar. Two large Chi men stand guard block the way up the staircase.

The characters can sign up for the Showdown at the Pit Fighter Challenge board. This board shows the elimination tournament grid for the Showdown and contains odds for the fight. All of the fight statistics and fighters participating in the Showdown are located in Appendix A. The first fight begins the day after the characters arrived in Barter Town at noon.

Food and Drink can be purchased at the Bar for the normal price listed in the EXS in Chapter 4 under Grub.

At the end of the bar, the two Chi men guard the staircase to the Brothel above. Human characters must pay 100 steel to enter the upper establishment. Mutants are not allowed into the Brothel. Characters that pay the door fee can seek entertainment of the recreational drug use and prostitution (uncommon and rare) as listed in the EXS in chapter 4 under entertainment. The drug use aspect of the brothel is opium, smoked through a long pipe. Opium will give the character the properties detailed in the sidebar.

Opium Cigarette: This tobacco/opium cigarette is rolled with a zip-zap paper. When smoked, the opiate is ingested into the lungs numbing the smoker's senses (-4 Wisdom). While under the influence of the drug, the smoker gains the Talent (Robust) for 2 hours. After the duration ends the character becomes Fatigued for 2 hours.

Addiction: 20%

Withdrawal Effects: -2 Wisdom (Fort DC 35)

Cost: 50 steel

The garage outside is a merchant shop that sells hauler parts and repairs broken haulers and other vehicles that make their way to Barter Town. The garage is only open during the day and is run by a fat greasy Chi man, named Chung Chow Cow. Chung charges repairs at an increased price of 10% to all non-Chi, as detailed under Services in Chapter of the EXS.

G: The Shockdome

The Shockdome is the largest building in Barter Town. It is located in the center of town on the eastern walls. The building that the dome resides in is an old warehouse that has been converted into an arena. The Shockdome is 60 feet tall emerging from the top of the warehouse with electrical wiring attached at the top, to power both the dome and the sign that beacons fighters and criminals to resolve their disputes.

A flashing, lime-green neon light stating “Shockdome” in both English and Chinese, sits upon a spherical cage that emerges from the depths of a large dilapidated warehouse. Large crowds of people, smoking and drinking, cluster in around this structure, gossiping in a variety of languages.

If the characters want to take a closer look at the Shockdome itself, read the following.

The inside of the warehouse that houses the dome is large, with two huge fields of compacted sand, and rows of bleachers near each field. In the middle of the fields is the Shockdome. The Shockdome is a pretty impressive structure. It’s a geodesic metal lattice dome, almost completely enclosed, composed of iron railings and ringed by elaborate bleachers. Floodlights hang from spidery metal rafters and illuminate the sandy battlefield below. An occasional spark leaps across the surface of the metal. A few fighters are sparring down on the field left of the dome with dozens of people watching.

The characters can gauge some of the competitor’s skills while they train, as well as gathering information from the spectators.

Gather Information (Showdown Fighters) (1d10 minutes/2d8+3 steel per fighter)

- **Glass Cho:**
 - ☛ **DC 5** – This is the smallest, scrawniest fighter ever to complete in the fighter circuit. He couldn’t fight his way out of a wet paper bag.
 - ☛ **DC 10** – Cho has yet to win a single match, but he keeps fighting. One day, one of the Mutant fighters will put him out of his misery.
- **Ching Hippo:**
 - ☛ **DC 10** – Ching Hippo is a favorite of the fighter circuit as a heavyweight. He is favored to advance to at least round three of this tournament.
 - ☛ **DC 20** – Ching has a weak spot on his belly that he protects: a bandage covers a wound of some type.
- **Tiger Tiger:**
 - ☛ **DC 5** – Tiger is a feral fighter and is not above clawing or biting an opponent to get a win.
- **Devil Claw:**
 - ☛ **DC 5** – The Claw is a Mutant and is very intimidating to most fighters. Not too many fighters like being pitted up against a mutant fighter.
 - ☛ **DC 20** – It is said that the Claw cheats using smuggled in or planted weapons in his fights.
- **Ike:**
 - ☛ **DC 5** – Ike is a mean man that is not afraid of getting beat down. He’ll go toe to toe with any challenger.
 - ☛ **DC 10** – Ike’s favorite tactic is to get the crowd pumped up by ridiculing his opponent through intimidation factors.
- **Redbull:**
 - ☛ **DC 10** – Redbull is a very dangerous fighter because he is smart. He’ll use his environment to his advantage when possible.

- **Straw Hat Shin:**
 - ☛ **DC 5** – Shin is a favorite of the Chi Dynasty.
 - ☛ **DC 10** – It is said that he was blessed by the spirits of Lightning and Thunder as a child and now focuses that energy into his fighting style.
 - ☛ **DC 15** – Shin and Tien Lung are enemies and are pitted to meet in the Showdown.
- **Snake:**
 - ☛ **DC 10** – The Snake is a mystery. Not much is known about him, except that his body moves in fluid motion like that of a snake.
- **Stoneman:**
 - ☛ **DC 5** – This Mutant is favored to win the showdown challenge due to his massive size alone.
- **Tien Lung:**
 - ☛ **DC 10** – Tien is the favored to win the showdown challenge. Fighting is his way of life and he has never lost a recorded match.
 - ☛ **DC 15** – Tien is a professional fighter with a manager and promoter — the whole nine yards.

H: The Chi Dynasty Entrance

This is the entry point for Chi entering from the Dynasty. Chi characters can enter from this Entrance and it is treated much like the Locker Room entry above, except that a Chi character doesn't have to pay a storage fee for items not allowed in Barter Town.

The Showdown (Round 1)

The Showdown is a one on one fighting elimination tournament. Characters that want to participate in the tournament must sign up at least one hour before the tournament at the Pit Fighter Bar.

At one hour before noon and at noon of the second day that the characters are in Barter Town, a large gong is rung, denoting the start of the first round of the Showdown Tournament. At noon, competitors are instructed in the rules and then are given five minutes to prepare for their bout. Competitors may only wear Cloth Armor, Leather Jackets, or Improvised Armor and may not have any weapons or firearms in the Shockdome, except for boxing gloves. Characters can attempt to sneak in weapons or concealed armor, but all combatants are checked for concealed weapons and illegal armor by the referee before the start of each fight. If a character is caught cheating, that character is disqualified from the tournament.

Referee: Male Chi
INT 12, WIS 14, CHR 12; Search +6, Sense Motive +7, Spot +8.

The inside of the Shock Dome is more imposing than it appears from outside. Floodlights drown out any view of the spectators, and the dome itself hums and crackles with electricity. Cheers echo from the stands as the MC makes his announcements. The arena is around 60 feet across, over two stories high, and features two prominent portcullis-type gates and a sand floor.

The Referee will instruct both combatants that the first opponent who surrenders or is unable to continue will lose this round of the tournament and be eliminated. Anything goes once the fight starts. Use Appendix A for the tournament to eliminate the characters and NPC opponents. The tournament chart denotes six characters or NPCs. Create a name for NPC slots that are not filled by a character. The NPC will lose against the named NPC opponent.

The Shock Dome: The Dome itself is electrified, meaning any character or opponent that touches the dome will get a shocking jolt of electricity. The dome deals 3d6 points of electrical damage per round of contact with it. This is great weapon for characters that can actually Bullrush opponents into the dome.

Cheating: The characters can attempt to cheat while in the Shockdome to even up the odds against some of the other fighters that are also cheating. They can cheat in any of the rounds of the tournament.

- The characters can get away with the use of drugs before the fight begins to enhance their combat abilities.
- The characters can attempt to slip illegal weapons or improved weapons into the dome for the fighters behind the referee's back with an opposed Sleight of Hands check vs. the referee's Spot check.
- The characters can attempt to distract the referee to allow a fighter to cheat with an opposed Bluff check vs. the Referee's Sense Motive check.
- A character can attempt to hit a fighter with a thrown object. This requires a ranged attack roll equal to the fighter's Defense +7 (for the cover provided by the lattice dome). If a fighter is hit, the crowd will turn on the cheating character, which will need to succeed a Hide check DC 18, to blend into the crowd. Failure means the character takes a beating for 3d6 points of non-lethal damage and is left prone.

If any characters are caught cheating by the referee, they are disqualified from the tournament.

Balancing the Fight: In round one of the Showdown, the opponent that the character faces is two levels lower than his level. For first and second level characters, they'll face a character with a CR ½ for this fight. A Trans-Genetic Mutant character will fight an opponent equal to his own level. Consult Appendix A and B.

Prize: After the bout ends, the fighters are escorted back to the dressing room and handed 50 steel and are given a medpak to recover from the fight. If the medpak does not fully heal the character, the character will need to find other methods of restoring hit points before round two.

Once this fight is over, proceed to Interval A: Cheaters.

Interval A: Cheaters (EL 1)

Shortly after the first round of the Showdown is over, Wang Chung approaches a member of the party who's been watching the fight (or a random character if all have participated in the fight). Wang Chung is a doctor whose intent is to profit off odds by drugging one of the competitors with a good spread on odds. Pick a fight from round two of the showdown that that has at least 3 to 1 odds or better. This is Wang Chung's target and it may even be the character's opponent.

A fat, jolly looking man weaves through the crowd to reach you. He's huffing and mops his face with a silk handkerchief before suddenly brightening. "I was watching some of the fights, and I see that you have some interest in them as well. Perhaps you'd like to sit down? I have an opportunity you might want to listen to, my friend."

Doctor Chung wastes no time with formalities. In hushed tones, he explains that he has a lot of money running on the next fight. As such, Chung wants to enlist the character's help in drugging the opposition.

Wang Chung (Doctor): Male Human; INT 15, WIS 14, CHR 10; Craft (chemical) +11, Knowledge: Medical +9, Sense motive +7.

If the character is interested, Doctor Chung offers the following reward for success: The 'Chung happy hour gift box', which includes an Afterburner, a Burnout, and two Vigoroids. He cautions the character that the Brown Lung toxin takes about half

an hour to kick in, lasts for 3 hours, and is extremely potent. It would be best to slip this into a drink, perhaps when the opposing fighter is at the Pit Fighter.

After Chung provides the toxin, the character can go about attempting to drug the fighter's drink. Whichever fighter it is, he'll be drinking with his agent at the bar. Getting the drug into the drink is a DC 18 sleight of hand check – but it's made easier through several tactics. Tactics not listed here have the standard DC 18 check. If the agent is present, the check becomes DC 20, but he periodically leaves to powder his nose/get drinks.

Brown Lung: This brown powder is a potent toxin that, when ingested, causes the lungs to constrict, drawing out 90% of the oxygen that is needed. The afflicted ingestor becomes Exhausted 30 minutes after ingestion. The effect of this toxin lasts for 4 hours.

Cost: 500 steel (Underworld)

Getting a drink for the Fighter – If a character offers to go to the bar and buy the man a drink, the DC for the sleight of hand check drops to 8. However, a diplomacy check (DC 12) is required when asking to buy him a drink or else he refuses. If a woman attempts this ruse, she gains a +6 bonus on the diplomacy check.

Toasting the Fighter – If a character offers a toast to the upcoming battle, he can drug his own drink and slosh some into the opposition's cup. This requires a DC 10 diplomacy check, and a sleight of hand check opposed against the fighter's spot (+5). However, the reduced amount of toxin results in the target becoming fatigued as opposed to exhausted.

The Ol' Switcheroo – The character can attempt swapping the fighter's drink for another. This is a sleight of hand check opposed against the fighter's spot (+5), but has a secret advantage – the fighter's drink has an anesthetic in it that grants PDR 1 for the next 12 hours. This stacks with any other PDR that the drinker may have.

Getting caught

If the character is caught attempting to drug a fighter, that fighter will approach him and try to beat him up. Consult the stats for the individual fighter. He'll still use non-lethal damage and surrender if he's dropped to 25% or less of his hit points. It's possible to talk him out of fighting with a DC 22 diplomacy check. The drugging character gains +1 infamy amongst the Chi if he loses the fight, and +1 Fame if he wins. After three rounds of fighting, the Chi Militia patrol that is at the bar will arrest the fighter and any characters involved in the fight. Characters that are arrested will be jailed for 10 Time Units.

Keeping the Drugs

The character can just opt to keep the poison and not use it on the fighter. This item is listed under special on the OPS log. Only one character can obtain this at the end of the adventure.

Reward and Completion

If the fighter loses the bout, a Chi child will deliver the "Happy Hour Gift Box" to the character that drugged the fighter. If the fighter wins, the character doesn't receive the reward.

The next round of the fight starts at 4PM, so the character will have several hours to complete this encounter, as well as time to waste before the second round.

The Showdown (Round 2)

The second round of the Showdown begins at 4 PM with the fighter that advanced from round 1. It is possible that characters will fight one another. The crowd is larger at this time, and spicy food carts have parked themselves around the Shockdome. Any returning fighters are cheered by the crowd as they make their way to the field.

Combat proceeds as in Encounter 1, with the exception that if a character poisoned a fighter in the tournament, that fighter will lose the match against a NPC opponent, unless he is on the advancement tier to round 3. PCs will have to fight the poisoning character to get the win.

The referee will instruct both combatants that the first opponent unable to continue the fight or who surrenders will lose this round of the tournament and be eliminated. Anything goes once the fight starts. Use Appendix A for the tournament to eliminate the characters and NPC opponents.

Balancing the Fight: In round 2 of the Showdown, the opponent that the character faces is equal to his level. A Trans-Genetic Mutant character will fight an opponent one level higher than his level. Consult Appendix A and C.

Prize: After the bout ends, the fighters are escorted back to the dressing room, handed 150 steel, and are given a medpak to recover from the fight. If the medpak does not fully heal the character, the character will need to find other methods of restoring hit points before round 3.

Advance the characters and NPCs that win the fight to the next tier of the Showdown.

After this round, the characters that participated in the Showdown or cheered on a fighter will be approached by a Chi man named Wu Tang with a proposition. Proceed to Interval C "The Chi Underground."

Interval B: The Chi Underground (SC 1)

After the second round of the Showdown is concluded, a Chi businessman, Wu Tang, approaches character(s) that participated in the fight or characters that cheered on some fighters when they leave the Shockdome or are in the field. He has two propositions for the character and his comrades at the Pit Fighter Bar.

Wu Tang (businessman): Male Human; INT 16, WIS 15, CHR 18; Barter +12, Bluff +7, Knowledge (underworld) +11, Profession (business) +11, Sense motive +7.

Once the second round of the Showdown ends, a tall slim Chi man makes his way towards you. He nimbly steps around a pool of beer and vomit, smiling broadly at you. He's wearing a well-pressed grey business suit and has neatly combed, slicked-back hair, a wan smile, and a sleek manner.

"Hello there, I couldn't help but notice your interest in the Showdown Tournament. It's been quite the show, hasn't it? I'm Wu Tang; it's nice to meet you. I'd love it if you'd join me for some refreshments at the Pit Fighter - my treat, of course! I always like to talk with some fresh blood. It gets so boring around here."

Wu Tang owns the Pit Fighter Bar and Brothel and is the main contributor for the Showdown Tournament. He is looking to run an off-show fight for some of his business associates. A Sense Motive DC 17 check reveals that Wu clearly wants something from the characters. If the characters accept Wu's invitation, they make their way into the Pit Fighter bar, dodging the lineup, and are quickly ushered into a private booth in the back.

Wu Tang looks like he has some serious clout at the Pit Fighter - the bouncers just nod and usher you into a dimly lit private booth in the back. When you get there, there's already a steaming tray of meat buns ready for you, while a pair of serving girls politely wait to take your drink orders.

Wu makes small talk for a little while, learning where the characters are from, and after few drinks will offer the Showdown competitor character still in contention an offer.

"You're outsiders, exotics, and that fetches a good audience. After seeing your potential and interest, I've decided to offer you a few propositions, while you're in town. You'll be well taken care of - don't worry - we can always use some new talent here at the Pit Fighter."

Wu will offer the following to any character that is still in the Showdown Tournament.

"There are a few areas where I think your skills would really shine. Obviously, you could continue fighting in the dome, however, I manage athletes on a professional level and for a small fee I can make your fights far, far more comfortable."

Wu is willing to "manage" the character for a mere 500 steel. If the character purchases Wu's service as manager, the character's final two fights will be easier. Through Wu's network of friends, he can 'encourage' the opposition to throw fights in the character's favor. This reduces the level adjustment of the opponent in round 3 and the final round by 1. Use the appropriate lower level opponents if the character agrees to his management.

Wu's second proposition, a pit fight challenge, is directed towards all of the characters.

"I saw that you were enjoying the challenge, but maybe a more... realistic fight would interest you better? As owner of the Pit Fighter, I also run independent fights in the basement of the bar. This is much more dangerous and much more rewarding than the Dome fights - perhaps this is up your alley?"

Wu will offer the characters each 250 steel to participate in a group challenge in the encounter "Fit for the Pit." The characters can attempt to persuade a 10% increase with a successful opposed Barter skill check.

Fit for the Pit (CEL 5)

Run this encounter if the characters have agreed to fight in the pit at the Pit Fighter.

Wu stands, motioning you to follow him. He leads you through a maze of corridors and rooms before descending a steep staircase. The staircase opens to a deep basement under the Pit Fighter Bar. The ceiling is at least 15-feet tall, with a wooden or metal support beam every 30 feet. Wu continues through another series of rooms and corridors before emerging into a large square room lit by a few bare, hanging neon lights with food wrappers, cigarette butts, and broken bottles scattered around the floor. This room has two rows of bleachers with a small crowd of bored-looking Chi men talking causally and passing around notepads. A 6-foot tall barbed-wire fence surrounds a 30-foot wide pit that is 10 feet deep.

Wu motions for you to enter into the pit, while two men two Chi men begin tossing weapons over the fence into the pit. Wu hands a card to a Chi man with a bullhorn, who blares your names to a chorus of unenthused clapping and much more enthusiastic betting. Another two Chi men push a snarling, bouncing crate into the edge of the arena and scramble atop it to slide the front grate off. Something terrible leaps out.

The characters have one round of actions before the Foo Lion is unleashed upon them. The weapons that were thrown over the fence into the pit include two Revolver SA (.45) with 6 rounds each, a spear, a baseball bat, and a crossbow with 6 bolts.

Foo Lion; CR 5; Large Animal; HD 10d8+60; hp 105; Mas 22; Init +3; Spd 40 ft.; Defense 16 (+3 Dex, -1 size, +4 natural), touch 12, flat-footed 13, PDR/2; BAB +7; Grap +17; Atk: bite +13 melee (1d8+6), full attack: bite +13 melee (1d8+6), 2 claws +8 melee (1d6+3); FS: 10 ft./5 ft.; SV Fort +13, Ref +10, Will +5; Str 23, Dex 17, Con 22, Int 2, Wis 14, Cha 5.

Feats: Alertness, Dodge

Skills (15): Climb +19, Jump +19, Swim +19

Special Attacks

Roar (ex): A Foo Lion can, as a standard action, let out a deafening roar. This roar forces a DC 17 Will save from all opponents within 50 feet of the Foo Lion, otherwise they become shaken for the remainder of the fight.

Maul (ex): If a Foo Lion hits with its bite and at least one claw attack against a single opponent, he may maul the opponent for an additional 2d4 damage and toss them up to 20 feet in any direction. The opponent automatically falls prone when he lands. Any movement made during the toss does not provoke attacks of opportunity.

Special Qualities

+8 racial bonus on climb, jump, and swim checks.

Appearance

The creature looks similar to a tiger, but with much more bulk. It's built almost like a bulldog. The head is huge and heavy, with fierce bulging eyes, a flared nose, and a lolling tongue. Curved tusks jut out from the creature's upper and lower jaws, and a shaggy mane surrounds the back of the head like flowing hair.

Should the characters defeat the Foo Lion, they will be taken to the room that Doctor Wang Chung works out of. Doctor Chung will treat the character's wounds for 2 steel per HP of damage (1 steel for the character that drugged the competitor in round 2 of the Showdown). Once, or if, the characters are healed, Wu pays them for the fight and leads them out a back door of the Pit Fighter Bar, saying he would like to do business with them in the future.

The characters emerge into the neighborhood next to the Bar and see the following encounter "Chicken Tac Toe."

Chicken Tac Toe

This encounter begins about 30 minutes before the third round of the Showdown begins. The characters either notice the old Chi man set up in an alleyway on their next trip to the Shockdome or while leaving the pit fight at the Pit Fighter Bar.

In an alleyway, a wizened old Chi man with a straw hat sits cross-legged on a grass mat. A variety of games of chance is spread all around him on a long short table. The table has the shell game and another table has a deck of worn-out cards stacked atop it. Finally, on a little leather leash, there's a chicken.

This man, Lu Bu, will regale the characters with four or five hundred stilted stories about how great a warrior he was in his youth. He's also an accomplished gambler, and will challenge any character to a game of chance. He will let the character win the first game and then attempt to dupe him into betting more. Lu Bu only plays for 1 steel, 5 steel, or 10 steel, and only against a single opponent. A perceptive player can note individual differences in the cards (if he says he's looking for them) to gain a +2 circumstance modifier to his gamble check when playing the card game.

Lu Bu (old Chi man): Male human; INT 11, WIS 17, CHA 13. Gamble +11, Knowledge: tactics +6.

The Chicken

The chicken plays Tic-Tac-Toe. If one of the characters asks about the mangy little guy, Lu Bu will laugh and let the bird loose.

The chicken rushes out into the open and starts kicking up a flurry of dust in a frantic little dance. Suddenly it stops and peers up at you expectantly - it scratched a Tic-Tac-Toe grid into the ground! Lu Bu laughs and calls out to you. "Well? Play! The General never loses!"

Lu Bu is not a liar (well, not this time). The Chicken, General Tso, always ties his opponent or wins. Always. After the match, he'll go and click his beak against an old coffee tin with some copper coins in it, obviously expecting a penny or two for his troubles. Failure to pay the General results in the chicken crapping on the offending individual's shoes.

At the end of this encounter, the party has around 15 minutes to before the 3rd round of The Showdown begins.

The Showdown (Round 3)

The third round of the Showdown begins at 7PM. Things inside the building have changed a little bit. Returning fighters are greeted with a loud yell and offers of free drinks.

This fight runs as the other two rounds, but will determine the two opponents in the Championship match at 10PM.

Balancing the Fight: In round 3 of the Showdown, the opponent that the character faces is two levels higher than his level. A Trans-Genetic Mutant character will fight an opponent three levels higher than his level. If the character has purchased the services of Wu Tang, reduce the level of the opponent by 1. Consult Appendix A and D.

Prize: After the bout ends, the fighters are escorted back to the dressing room and handed 300 steel and are given two medpaks to recover from the fight. If the medpaks don't fully heal the character, the character will need to find other methods of restoring hit points before round 3.

Advance the final two combatants to the final round of the Showdown.

About an hour before the Final Round of the Showdown, the encounter "Everyone was Kung-Fu Fighting" happens.

Everybody Kung-Fu Fighting (CEL 6/SC 3)

After the third round of the Showdown is complete, several revelers party hard and begin to parade up and down the streets of Barter Town and in and out of the Pit Fighter and the Big Trouble Hostel. The Chi Militia is watching the group from afar, making sure that a brawl doesn't break out. One of the revelers makes a stop to lose his lunch of liquor on one of the characters.

Several drunken Chi men parade up and down the streets of Barter Town, hooting and howling, while drinking beers. This group grows with every pass through the Pit Fighter Bar and by the Shockdome. The drunken men crash into people and buildings as they circle the city. Several of the men stray periodically to lose their liquid lunch, reducing the group.

One of the Chi will stop near a character on one of the passes through the town. He loses his lunch on the character. If the character retaliates with hostility, the mob of drunks seems to notice and stop the parade of foolishness and turn on the characters. The mob will rush in brawling, with some throwing bottles of beers.

The Drunken Chi are extremely hostile, but the players can attempt a single Diplomacy (DC 25) skill check to attempt to defuse the situation. The characters gain a +2 circumstance bonus to the check for each Chi that is in their group.

The Chi Militia will intervene into the conflict after 3 rounds. Any character or drunk left in the area will be arrested and thrown in jail for 10 Time Units. A character that kills a Chi drunk will be sentenced to a labor camp for 60 Time Units, at which time they escape into the Wasteland.

Drunken Chi Reveler (CR 1/4) (10) (regular human, Scavenger occupation, Chi background): Medium Humanoid; HD 1d6+1; hp 5; Mas 12; Init +1; Spd 30 ft.; Defense 11 (+1 Dex), touch 11, flat-footed 10; BAB +0; Grap +2; Atk Punch +3 melee (1d4+2); FS: 5 ft./5 ft.; SV Fort +1, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Feats: Brawl

Skills (6): Escape Artist (tag) +4, Tumble (tag) +4

Talents: none

Traits: none

Special Qualities

-Drunk (ex): The Chi are hilariously drunk and resistant to non-lethal damage. They have an effective damage reduction of 2/- versus all non-lethal attacks.

Appearance: Tipsy Chinese fellows in simple clothing. None carries weapons.

The Showdown (Final Round)

It's 10PM, and most of the spectators are all dead drunk. This is also the perfect time to do some pick pocketing. A DC 12 sleight of hand check is all that's necessary to pick a drunk's pocket, resulting in 2d4 steel being stolen. Increase the DC by +1 for each additional target that a character attempts to rob.

Balancing the Fight: In the final round of the Showdown, the opponent that the character faces is three levels higher than his level. A Trans-Genetic Mutant character will fight an opponent four levels higher than his level. If the character has purchased the services of Wu Tang, reduce the level of the opponent by 1. Consult Appendix A and E.

Prize: After the bout ends, the winner is awarded the Chi Dynasty Championship Belt and a Cherry Bomb magazine, and given a bag with 1000 steel. The loser is led or carried off the field with 500 steel and two medpaks. The winner of the Showdown Tournament gains a reputation of +2 (fame) in Chi category.

The Refugee

After the Showdown, revelers party drunkenly into the night with the Chi Militia arresting many of them. A few slave laborers that have been assigned to clean up the trash at the Shockdome make a run for it when the Militia Patrol is distracted. The Militia notices the escapees and is in hot pursuit.

While the characters are returning to the Hostel or are leaving Barter Town, the laborer will run directly towards one of the characters. The character will need to make a Reflex save (DC 12) to avoid the laborer. If

the save fails, the two collide sending both stumbling to the ground. If the save is successful the laborer trips and lands on the ground, just past the character.

A powerfully built man is running towards you, headed from the direction of the Shockdome. In the distance behind him, you can hear a few shouts and curses, along with a shrill whistle. The man looks completely terrified.

This is Manchu Wok, a laborer wrongfully imprisoned. Wok will apologize profusely while he picks himself up and offers the collision victim a hand.

Manchu Wok (Laborer): Male Human;
INT 12, WIS 12, CHR 15; Craft (salvage) +6,
Craft (structural) +4, Diplomacy +5.

Wok only has three rounds before the Militia is on top of him. If questioned, Wok reveals that he's a forced laborer that escaped from the Shockdome and needs to get out of Bartertown so he can travel to a refugee camp to the north. He plans to meet up with some family there. He needs to hide out until morning and then escape under disguise through the main gates.

If the characters help Wok, they will gain a Reputation of +1 (fame) in Chi Refugee. If they turn Wok over to the Militia, the characters will gain a Reputation of +1 (infamy) in Chi Refugee. If the characters let Wok go, they gain no reputation.

Conclusion A:

Survived the Showdown Tournament

The characters have survived all of the events at the Showdown in Barter Town without being jailed.

With the final festivities of the Showdown Tournament over, and many drunken revelers arrested, the guards open the main gates at dawn to let out departing caravans, showdown participants with their entourages, and spectators. Barter Town is transformed into a scurry of chain laborers sweeping the streets, and the normal residents going back about their business. Barter Town has many attractions for a small town as well as individuals, and your experiences here have shown that. Perhaps your next trip will reveal even more of the Chi Dynasty Trading Post.

Conclusion B:

The Character is Jailed by the Militia

The character has been jailed for being in the wrong place at the wrong time or has been in a scrap. He is placed into a metal holding cell in the Militia barracks for 10 days and given only bread and dirty water. After 10 days are over, the character is given a stern warning and released back into Barter Town.

Conclusion C:

The Character is Sentenced to a Labor Camp

The character has been sentenced to a labor camp for killing a Chi or attacking a Militia member. He is sent to a labor camp deep within the Chi Dynasty. After 60 Time Units, the character escapes with a group of refugees. The bad part is that the character cannot retrieve his equipment from the Locker Room, as the Chi Militia took his belongings.

...The End

Experience

Experience is divided into three categories, combat, skill, and role-playing as denoted below. First determine the character's APL as it will be important to calculate Combat XP. Second add all XP earned together and divided by the number of characters to get each character's earned XP. Record their earned XP upon their OPS Certificate Log.

Average Party Level (APL): To determine APL, add together all of the player character levels including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters, and divide by the number of characters, assisting creatures, and NPC to determine the APL of the group. APL plays a factor in the number of Creature XP earned, and represents the challenge presented by the group.

CEL (Combat Encounter Level)

Combat XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs. If the APL is under the CEL add the difference to the CEL then times the total HP to determine EXP earned. If the APL is over the CEL subtract the difference to the CEL then times the total HP to determine EXP earned.

SC (Skill Challenge)

Skill XP = 250 times SC

RP (Role-Playing)

Conclusion Reward

Experience		EXP Earned
Combat (CEL)	Achievements	
The Showdown Round 1	Defeat the Showdown Opponent	* special
The Showdown Round 2	Defeat the Showdown Opponent	* special
Fit for the Pit	Defeat the Foo Lion	5 (+/- APL) x105
The Showdown Round 3	Defeat the Showdown Opponent	* special
Everyone Kung-Fu Fighting	Defeat the Drunken Revealers	6 (+/- APL) x50
The Showdown Final Round	Defeat the Showdown Opponent	* special
* The fights in the Showdown awards individual XP for each character that participates in a match. Replace the standard CEL with the Showdown fighter's CR (+/- character level) times Showdown fighter's HP.		
Skill (SC)		
Barter Town	Recall information on Barter Town (knowledge)	250 - 500
Barter Town: Barter Town	Learn of the Secret Gate (gather information)	500
Barter Town: Shockdome	Gather Info on the Showdown Fighters (gather information)	250 - 500
Interval A: Cheaters	Drug a Showdown Fighter (various skills)	500
Interval B: Chi Underground	Detect that Wu Tang is being deceptive (sense motive)	250
Role-Playing (RP)		
Barter Town	Exploring 3 or more locations	100
Chicken Tac Toe	Speaking with Lu Bu and playing Tic Tac Toe	50
Conclusion A		1000
Divide by the number of players for each player's total EXP, then add individual rewards *		
Time Units Spent: 1		

Reputation

Reputation is gained through the actions of the characters as a group or of a single character during the scenario. Each character earns either fame or infamy in the Reputation category as defined by the actions listed below. Record all of the results on the Scenario Log.

Defeating an Opponent in the Showdown Challenge: +1% fame Chi Dynasty per opponent defeated

Getting Arrested by the Chi Militia: +5% Infamy Chi Dynasty

Killing a non-Showdown opponent or Chi Militia member: +3% Infamy Chi Dynasty

Helping the Refugee flee Barter Town: +1% fame Desert Ranger and Steel Disciple

Not Helping the Refugee Flee Barter Town: +1% Infamy Chi Refugee

Treasure

To determine the amount of treasure (loot and coin) that a character earns, consult the results below for items and add up the coin earned from the encounters in which the character participated. A chart of potential coin earned is included below for quick reference. Allow the players to determine the items that they are keeping and what they are selling. Items with a quantity of (1) only one player can attain, and it is up to the players to determine who gets the item without in-character fighting. A common method to determine who gets a disputed item is a dice roll off; or, one of the characters adding the sell value to the coin earned that is split amongst the other characters. Selling items is broken up into three categories below with a base sell price (1/2 cost) and two barter categories (5% and 10%).

Encounter	Maximum Attainable Coin
Showdown Rewards	1500 steel
Fit for the Pit	275 Steel each
Showdown Gambling	Varies wildly

Equipment	Sell Value		Barter	
	(individual)	(total)	DC 20	DC 25
Brown Lung Toxin		250	+5%	+10%
Afterburner		75		
Burnout		300		
Vigoroids (2)	100	200		
Cherry Bomb – special edition		1750		
Total	---	21440	22512	23584

Certificate Entries

Chi Dynasty Showdown Championship Belt

The Chi Dynasty Showdown Championship Belt is made of a 1-foot by 8-inch rounded solid polished steel buckle with two wide black leather straps two feet long emerging from either side of the buckle that snap together behind the wearer's back. The buckle displays a red and yellow Chinese dragon emblem raised on the polished steel. This belt is prestigious honor in the eyes of the Chi. Wearing or displaying this belt bestows to the wearer +1 to all Charisma based skill check with Chi and an increased Reputation (+5% fame Chi Dynasty).

Cherry Bomb (The Orient Edition)

This is a special edition of the Cherry Bomb magazine, originally released in 1974. This issue displays pin-up girls from the Orient.

Scarcity: Very Rare **Value:** 3500 steel

Brown Lung: This brown powder is a potent toxin that when ingested causes the lungs to constrict drawing out 90% of the oxygen that are needed. The afflicted becomes Exhausted 30 minutes after ingestion. The effect of this toxin lasts for 4 hours. **Value:** 500 steel

Opium Cigarette: This tobacco/opium cigarette is rolled with a zip-zap paper. When smoked, the opiate is ingested into the lungs numbing the smoker's senses (-4 Wisdom). While under the influence of the drug, the smoker gains the Talent (Robust) for 2 hours. After the duration ends the character becomes Fatigued for 2 hours. Addiction: 20%; Additional Effects: -2 Wisdom (Fort DC 35).

Spud Cannon: This homemade heavy weapon is the poor man's grenade launcher. The Spud Cannon is fueled through a fuel tank and designed to fire potato or potato-sized ammunition.

Heavy Weapons	DMG	CRIT	TYPE	RNG	ROF	MAG	SIZE	WT	STR	SCRC	COST
Spud Cannon	3d4	20	P or X	30	S	10 TK	LG	18	14	R	1500

Overseers Map



BARTER TOWN

1 inch = 200 feet

KEY

- A: Barter Town (Wasteland) Entrance
- B: The Dust Court
- C: Big Trouble Hostel
- D: Militia Barracks
- E: Residential Areas
- F: The Pit Fighter Bar and Brothel
- G: The Shockdome
- H: Barter Town (Chi Dynasty) Entrance

APPENDIX A

Appendix A – The Showdown Pit Fighters

Round 1			
Fighters	Opponents	Gambling Odds	Advancer
Player/ NPC 1	Glass Cho	1 to 10	Glass Cho
Player/ NPC 2	Ching Hippo	2 to 1	Ching Hippo
Player/ NPC 3	Tiger Tiger	1 to 4	Tiger Tiger
Player/ NPC 4	Devil Claw	1 to 3	Devil Claw
Player/ NPC 5	Ike	4 to 1	Ike
Player/ NPC 6	Redbull	1 to 3	Redbull
Straw Hat Shin	Snake	1 to 4	Straw Hat Shin
Tien Lung	Stoneman	1 to 8	Tien Lung
Round 2			
Glass Cho	Ching Hippo	4 to 1	Ching Hippo
Tiger Tiger	Devil Claw	3 to 1	Tiger Tiger
Ike	Redbull	2 to 1	Redbull
Tien Lung	Straw Hat Shin	1 to 3	Tien Lung
Round 3			
Ching Hippo	Redbull	4 to 1	Redbull
Tiger Tiger	Tien Lung	5 to 1	Tien Lung
Championship			
Redbull	Tien Lung	2 to 1	Tien Lung

Advancing the Fighters

The First Round of advancements is based on the number of characters participating in the fights. If a character is not participating in the showdown challenge, create a name for an NPC to fill the fight slot. The NPC will lose, with the Opponent that is grey-shaded in the Advancer column advancing to the next round. The advancing round follows this same formula to the Championship round.

Managers

It is possible, after the second round of fighting, for the characters to purchase the services of a manager for 30% of the championship prize value. If a character does hire a manager his 3rd round fight is reduced by 2 character levels unless the character is pitted against Tien Lung, at which point the character is SOL.

APPENDIX A

The Fighters of the Showdown

Each Fighter's appearance is detailed below. All of the fighters' stat blocks are detailed in the adjoining Appendix's B – E by round number.

Fighter's Appearance

Glass Cho: Glass Cho is a thin, slight man with a receding hairline and no chin. He wears flimsy silk boxers and a puffy white robe, which he refuses to take off when combat begins. He looks nervous, as if he really doesn't want to be here, and swallows hard as soon as you meet his gaze.

Ching Hippo: Ching Hippo is a great fat man wearing boxing gloves and a cheap-looking, plastic Burger Royale crown. Ching huffs and puffs at a constant rate.

Tiger Tiger: Tiger-Tiger is a tall, rangy man with a wild mane of hair. He wears scraps of what looks like tiger hide, more or less. It's actually quite difficult to tell given how dirty it is.

Devil Claw: Devil Claw is terrifying. He's clearly a tribal, and sports whirling, green tattoos across most of his face and body. He's very tall and thin for a mutant. He goes into battle mostly naked with only a pair of loose pants and bracers, which he is nonetheless capable of using to block attacks. Each hand sports a pair of vicious, hooked claws, strapped to the back palm with tightly wound leather thongs.

Ike: Ike is a stern looking dark-skinned man with squared-off hair. He hops from foot to foot and swings at the air in an attempt at an imposing display, an act that causes his parachute pants to flutter around his legs.

Redbull: Red Bull is over seven feet tall, powerfully muscled, and terrifying. He has a red stripe painted across his eyes, and tattoos down both arms. Plus he's a crazy man – he constantly charges around the arena, calling for blood.

Straw Hat Shin: Straw Hat is a massive man, with a broad straw hat shading his face. He stalks around the arena, bellowing and flexing his gigantic arms.

Snake: The Snake is a short, thin man. He has a mop of scraggly hair, snagged teeth, and a snake tattoo covering the majority of his torso. When the Snake moves, his steps are placed perfectly – he's so graceful it's almost supernatural.

Tien Lung: Tein Lung is a tall, muscular mutant who moves with easy confidence in the ring. His face and chest are crisscrossed with scars, and he's clad in a padded military vest and cargo pants.

Stoneman: That is one huge mutant. Stoneman looks like the offspring of a tank and a rhinoceros complete with about the same amount of charm. The creature's fully 6 feet broad at the shoulders, with a massive frame clad in piecemeal armor. Stoneman snorts and huffs constantly as he circles the arena, beads of sweat dripping down his bald head. He has a black triangular scar burned into his forehead.

APPENDIX B (ROUND 1 FIGHTERS)

Glass Cho

Fighter for 1st and 2nd Level Characters (CR ½)

Glass Cho (1st level aggressive, Outcast occupation, Chi background):

Medium Humanoid; HD 1d10+2+3; hp 15; Mas 14; Init +2; Spd 35 ft.; Defense 14 (+2 Dex, +1 class, +1 armor), touch 13, flat-footed 12; BAB +1; Grap +3; Atk Brawl +4 melee (1d4+2); FS: 5 ft./5 ft.; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 13, Wis 11, Cha 10.

Feats: Brawl, Combat Expertise, Improved Trip, Toughness.

Skills: Escape Artist +8, Tumble +8

Talents: Increased Speed

Traits: Sickly

Special Attacks

Cower (ex): If Glass Cho has taken more than 10 points of damage, he begins to cower as a free action. This grants him a +2 dodge bonus to AC, but a -1 penalty on attack rolls.

Trip (ex): Glass Cho frequently grabs people's legs and tries to yank them to the ground.

Equipment: Cloth armor, stylish red scarf.

Fighter for 3rd Level Characters or 1st Level Mutants (CR 1)

Glass Cho (2nd level aggressive, Outcast occupation, Chi background):

Medium Humanoid; HD 2d10+4+3; hp 22; Mas 14; Init +2; Spd 35 ft.; Defense 15 (+2 Dex, +2 class, +1 armor), touch 14, flat-footed 13; BAB +2; Grap +4; Atk Brawl +5 melee (1d4+2); FS: 5 ft./5 ft.; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 13, Wis 11, Cha 10.

Feats: Brawl, Combat Expertise, Dodge, Improved Trip, Toughness.

Skills: Escape Artist +9, Tumble +10

Talents: Increased Speed

Traits: Sickly

Special Attacks

Cower (ex): If Glass Cho has taken more than 10 points of damage, he begins to cower as a free action. This grants him a +2 dodge bonus to AC, but a -1 penalty on attack rolls.

Trip (ex): Glass Cho frequently grabs people's legs and tries to yank them to the ground.

Equipment: Cloth armor, stylish red scarf.

Tactics: Glass Cho's combat strategy is based around the basic fact that he's a coward. He fights with combat expertise in full use all the time (only a +2 to AC and -2 to hit) while fighting defensively. He attempts to trip, and when an opponent is on the ground he either kicks them (75%) or backs away. He'll tumble away from daunting opponents, and simply use escape artist if anyone attempts a grapple. He doesn't even try to win, he just avoids getting hurt.

APPENDIX B (ROUND 1 FIGHTERS)

Fighter for 4th Level or 2nd Level Mutants (CR 2)

Glass Cho (3rd level aggressive, Outcast occupation, Chi background):

Medium Humanoid; HD 3d10+6+3; hp 31; Mas 14; Init +2; Spd 35 ft.; Defense 15 (+2 Dex, +2 class, +1 armor), touch 14, flat-footed 13; BAB +3; Grap +5; Atk Brawl +6 melee (1d4+2); FS: 5 ft./5 ft.; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14 (-1 trait), Int 13, Wis 11, Cha 10.

Feats: Agile Riposte, Brawl, Combat Expertise, Dodge, Improved Trip, Toughness.

Skills: Escape Artist (tag) +11, Tumble (tag) +11

Talents: Improved Increased Speed, Increased Speed

Traits: Sickly (-1 constitution, +2 will saves)

Special Attacks

- **Cower (ex):** If Glass Cho has taken more than 10 points of damage, he begins to cower as a free action. This grants him a +2 dodge bonus to AC, but a -1 penalty on attack rolls.
- **Trip (ex):** Glass Cho frequently grabs people's legs and tries to yank them to the ground.

Equipment: Cloth armor, stylish red scarf.

Tactics: Glass Cho's combat strategy is based around the basic fact that he's a coward. He fights with combat expertise in full use all the time (only a +3 to AC and -3 to hit) while fighting defensively. He attempts to trip, and when an opponent is on the ground he either kicks them (75%) or backs away. He'll tumble away from daunting opponents, and simply use escape artist if anyone attempts a grapple. He doesn't even try to win, he just avoids getting hurt.

Fighter for 5th Level or 3rd Level Mutants (CR 3)

Glass Cho (4th level aggressive, Outcast occupation, Chi background):

Medium Humanoid; HD 4d10+8+3; hp 38; Mas 14; Init +2; Spd 35 ft.; Defense 16 (+2 Dex, +3 class, +1 armor), touch 15, flat-footed 14; BAB +4; Grap +6; Atk Brawl +7 melee (1d4+2); FS: 5 ft./5 ft.; SV Fort +6, Ref +3, Will +1; Str 14, Dex 15, Con 14 (-1 trait), Int 13, Wis 11, Cha 10.

Feats: Agile Riposte, Brawl, Combat Expertise, Dodge, Improved Trip, Mobility, Toughness.

Skills: Bluff +3, Escape Artist (tag) +11, Tumble (tag) +11

Talents: Improved Increased Speed, Increased Speed

Traits: Sickly (-1 constitution, +2 will saves)

Special Attacks

- **Cower (ex):** If Glass Cho has taken more than 10 points of damage, he begins to cower as a free action. This grants him a +2 dodge bonus to AC, but a -1 penalty on attack rolls.
- **Trip (ex):** Glass Cho frequently grabs people's legs and tries to yank them to the ground.

Equipment: Cloth armor, stylish red scarf.

Tactics: Glass Cho's combat strategy is based around the basic fact that he's a coward. He fights with combat expertise in full use all the time (only a +4 to AC and -4 to hit) while fighting defensively. He attempts to trip, and when an opponent is on the ground he either kicks them (75%) or backs away. He'll tumble away from daunting opponents, and simply use escape artist if anyone attempts a grapple. He doesn't even try to win, he just avoids getting hurt.

APPENDIX B (ROUND 1 FIGHTERS)

Ching Hippo

Fighter for 1st and 2nd Level Characters (CR ½)

Ching Hippo (1st level aggressive, Athlete Occupation, Chi background)

Medium Humanoid; HD 1d10+3+9; hp 22; Mas 16; Init -3; Spd 30 ft.; Defense 12 (-1 Dex, +1 class, +1 armor, +1 versus melee), touch 12, flat-footed 12; BAB +1; Grap +5; Atk Brawl +6 melee (1d4+6); FS: 5 ft./5 ft.; SV Fort +5, Ref -1, Will +0; Str 18, Dex 8, Con 16, Int 10, Wis 10, Cha 8.

Feats: Brawl, Defensive Martial Arts, Toughness (x2)

Skills: Balance +2, Knowledge (tactics) +5

Talents: Melee smash

Traits: Bruiser

Special Qualities

Weak Spot (ex): King Li Po has a weak spot that he generally keeps guarded. After each attack made by Li Po, allow the character to make a Spot check DC 18 to notice that Li Po is guarding an X- shaped bandage over his belly button on his stomach. A fighter can attempt to strike this weak spot (at a -6 attack roll penalty) as detailed under Targeted Attacks in the EXS.

Special Equipment: Cloth armor, Burger Royale plastic crown.

Tactics: King Li Po is an out and out attacking fighter. He swings as often and as hard as he possibly can, hoping to deal some damage and end the fight quickly. He really hates being struck in his weak spot, and fights defensively after being hit there.

Fighter for 3rd Level Characters or 1st Level Mutants (CR 1)

Ching Hippo (2nd level aggressive, Athlete Occupation, Chi background)

Medium Humanoid; HD 2d10+6+9; hp 30; Mas 16; Init -3; Spd 30 ft.; Defense 13 (-1 Dex, +2 class, +1 armor, +1 versus melee), touch 11, flat-footed 13; BAB +2; Grap +6; Atk Punch +7 melee (1d4+1d4+6); FS: 5 ft./5 ft.; SV Fort +6, Ref -1, Will +0; Str 18, Dex 8, Con 16, Int 10, Wis 10, Cha 8.

Feats: Brawl, Defensive Martial Arts, Street Fighting, Toughness (x2)

Skills: Balance +4, Knowledge (tactics) +5

Talents: Melee smash

Traits: Bruiser

Special Qualities

Weak Spot (ex): King Li Po has a weak spot that he generally keeps guarded. After each attack made by Li Po, allow the character to make a Spot check DC 18 to notice that Li Po is guarding an X- shaped bandage over his belly button on his stomach. A fighter can attempt to strike this weak spot (at a -6 attack roll penalty) as detailed under Targeted Attacks in the EXS.

Special Equipment: Cloth armor, Burger Royale plastic crown.

Tactics: King Li Po is an out and out attacking fighter. He swings as often and as hard as he possibly can, hoping to deal some damage and end the fight quickly. He really hates being struck in his weak spot, and fights defensively after being hit there.

APPENDIX B (ROUND 1 FIGHTERS)

Fighter for 4th Level or 2nd Level Mutants (CR 2)

Ching Hippo (3rd level aggressive, Athlete Occupation, Chi background)

Medium Humanoid; HD 3d10+9+9; hp 39; Mas 16; Init -3; Spd 30 ft.; Defense 13 (-1 Dex, +2 class, +1 armor, +1 versus melee), touch 12, flat-footed 13, PDR/1; BAB +3; Grap +7; Atk Punch +10 melee (1d8+1d4+5); FS: 5 ft./5 ft.; SV Fort +7, Ref -1, Will +0; Str 18, Dex 8, Con 16, Int 10, Wis 10, Cha 8.

Feats: Brawl, Defensive Martial Arts, Improved Brawl, Toughness (x2), Street Fighting.

Skills: Balance +6, Knowledge (tactics) +5

Talents: Strong Attack, Thick Skin (PDR/1)

Traits: Bruiser

Special Qualities

Weak Spot (ex): King Li Po has a weak spot that he generally keeps guarded. After each attack made by Li Po, allow the character to make a Spot check DC 18 to notice that Li Po is guarding an X- shaped bandage over his belly button on his stomach. A fighter can attempt to strike this weak spot (at a -6 attack roll penalty) as detailed under Targeted Attacks in the EXS.

Special Equipment: Cloth armor, Burger Royale plastic crown.

Tactics: King Li Po is an out and out attacking fighter. He swings as often and as hard as he possibly can, hoping to deal some damage and end the fight quickly. He really hates being struck in his weak spot, and fights defensively after being hit there.

Fighter for 5th Level or 3rd Level Mutants (CR 3)

Ching Hippo (4th level aggressive, Athlete Occupation, Chi background)

Medium Humanoid; HD 4d10+12+9; hp 47; Mas 16; Init -2; Spd 30 ft.; Defense 15 (+3 class, +1 armor, +1 versus melee), touch 14, flat-footed 15, PDR/1; BAB +4; Grap +8; Atk Punch +11 melee (1d8+1d4+6); FS: 5 ft./5 ft.; SV Fort +7, Ref +0, Will +1; Str 18, Dex 9, Con 16, Int 10, Wis 10, Cha 8.

Feats: Brawl, Defensive Martial Arts, Improved Brawl, Knockout Punch, Toughness (x2), Street Fighting.

Skills: Balance +6, Knowledge (tactics) +7

Talents: Strong Attack, Thick Skin (PDR/1)

Traits: Bruiser

Special Qualities

Weak Spot (ex): King Li Po has a weak spot that he generally keeps guarded. After each attack made by Li Po, allow the character to make a Spot check DC 18 to notice that Li Po is guarding an X- shaped bandage over his belly button on his stomach. A fighter can attempt to strike this weak spot (at a -6 attack roll penalty) as detailed under Targeted Attacks in the EXS.

Special Equipment: Cloth armor, Burger Royale plastic crown.

Tactics: King Li Po is an out and out attacking fighter. He swings as often and as hard as he possibly can, hoping to deal some damage and end the fight quickly. He really hates being struck in his weak spot, and fights defensively after being hit there.

APPENDIX B (ROUND 1 FIGHTERS)

Tiger Tiger

Fighter for 1st and 2nd Level Characters (CR ½)

Tiger Tiger (1st level aggressive, Athlete Occupation, Feral Child background): Medium Humanoid; HD 1d10+2; hp 12; Mas 15; Init +3; Spd 30 ft.; Defense 15 (+3 Dex, +1 class, +0 armor, +1 versus melee), touch 15, flat-footed 12; BAB +1; Grap +5; Atk Brawl +7 melee (1d4+4); FS: 5 ft./5 ft.; SV Fort +4, Ref +3, Will +0; Str 18, Dex 16, Con 15, Int 8, Wis 10, Cha 8.

Feats: Brawl, Defensive Martial Arts

Skills: Balance +7

Talents: Fisticuffs

Traits: Physically Fit

Tactics: Tiger-Tiger fights quite cautiously. Once Tiger-Tiger's hit points have dropped to 10 or less, he starts shrieking and attempts to initiate a grapple.

Fighter for 3rd Level Characters or 1st Level Mutants (CR 1)

Tiger Tiger (2nd level aggressive, Athlete Occupation, Feral Child background): Medium Humanoid; HD 2d10+4; hp 19; Mas 15; Init +3; Spd 30 ft.; Defense 16 (+3 Dex, +2 class, +0 armor, +1 versus melee), touch 16, flat-footed 13; BAB +2; Grap +8; Atk Brawl +8 melee (1d4+4); FS: 5 ft./5 ft.; SV Fort +5, Ref +3, Will +0; Str 18, Dex 16, Con 15, Int 8, Wis 10, Cha 8.

Feats: Brawl, Combat Throw, Defensive Martial Arts

Skills: Balance +8

Talents: Fisticuffs

Traits: Physically Fit

Special Qualities

+2 bonus on trip and grapple checks.

Tactics: Tiger-Tiger fights quite cautiously. Once Tiger-Tiger's hit points have dropped to 10 or less, he starts shrieking and attempts to initiate a grapple.

Fighter for 4th Level or 2nd Level Mutants (CR 2)

Tiger Tiger (3rd level aggressive, Athlete Occupation, Feral Child background): Medium Humanoid; HD 3d10+6; hp 27; Mas 15; Init +3; Spd 30 ft.; Defense 16 (+3 Dex, +2 class, +0 armor, +1 versus melee), touch 16, flat-footed 13; BAB +3; Grap +9; Atk Brawl +9 melee (1d4+4; x2 19-20); FS: 5 ft./5 ft.; SV Fort +5, Ref +4, Will +1; Str 18, Dex 16, Con 15, Int 8, Wis 10, Cha 8.

Feats: Brawl, Combat Throw, Defensive Martial Arts, Improved Combat Throw

Skills: Balance +9

Talents: Fisticuffs, Pugilist

Traits: Physically Fit

Special Attacks

Improved Combat Throw (ex): Tiger Tiger can make a free trip attack as an attack of opportunity against an opponent who misses him in melee combat.

Stomping (ex): When Tiger-Tiger knocks an opponent prone, he can stomp them as a free action for 1d4+2 points of non-lethal damage.

Special Qualities

+2 bonus on trip and grapple checks.

Tactics: Tiger-Tiger fights quite cautiously. He favors taking full defense actions, then making an attack of opportunity when an opponent misses, then stomping his foe if they trip. Once Tiger-Tiger's hit points have dropped to 10 or less, he starts shrieking and attempts to initiate a grapple.

APPENDIX B (ROUND 1 FIGHTERS)

Fighter for 5th Level or 3rd Level Mutants (CR 3)

Tiger Tiger (4th level aggressive, Athlete Occupation, Feral Child background): Medium Humanoid; HD 4d10+12; hp 39; Mas 15; Init +3; Spd 30 ft.; Defense 17 (+3 Dex, +3 class, +0 armor, +1 versus melee), touch 17, flat-footed 14; BAB +4; Grap +10; Atk Brawl +12 melee (1d8+4; x2 19-20); FS: 5 ft./5 ft.; SV Fort +6, Ref +4, Will +1; Str 18, Dex 16, Con 16, Int 8, Wis 10, Cha 8.

Feats: Brawl, Combat Throw, Defensive Martial Arts, Improved Brawl, Improved Combat Throw

Skills: Balance +10

Talents: Fisticuffs, Pugilist

Traits: Physically Fit

Special Attacks

Improved Combat Throw (ex): Tiger Tiger can make a free trip attack as an attack of opportunity against an opponent who misses him in melee combat.

Stomping (ex): When Tiger-Tiger knocks an opponent prone, he can stomp them as a free action for 1d4+2 points of non-lethal damage.

Special Qualities

+2 bonus on trip and grapple checks.

Tactics: Tiger-Tiger fights quite cautiously. He favors taking full defense actions, then making an attack of opportunity when an opponent misses, then stomping his foe if they trip. Once Tiger-Tiger's hit points have dropped to 10 or less, he starts shrieking and attempts to initiate a grapple.

Devil Claw

Fighter for 1st, 2nd, 3rd, and 4th Level Characters or 1st and 2nd Level Mutants (CR 2)

Devil Claw (1st level aggressive, Athlete occupation, Mutant Defector background): Medium Humanoid; HD 1d10+3; hp 13; Mas 16; Init +3; Spd 30 ft.; Defense 15 (+3 Dex, +1 class, +1 against melee), touch 15, flat-footed 12, PDR/3; BAB +1; Grap +9; Atk Spiked Knuckles +7 melee (1d6+4; 19-20 x2) or brawl +7 melee (1d4+4); FS: 5 ft./5 ft.; SV Fort +5, Ref +3, Will -1; Str 18, Dex 16, Con 16, Int 10, Wis 9, Cha 8.

Feats: Brawl, Defensive Martial Arts

Skills: Sleight of Hands +8, Tumble +5

Talents: Fisticuffs

Traits: Flexible

Special Qualities

Powerful Build (treated as one size category larger when it would benefit him).

Equipment: Spiked Knuckles.

Tactics: Devil Claw cheats by sneaking in Spiked Knuckles, which he will attempt to use in the ring with a Sleight of Hands check versus the Referee Spot check against his opponent. Pulling the Knuckles is a Move action and attacking a standard action. The Referee receives a Spot check each round that Devil Claw has the Knuckles exposed.

Fighter for 5th Level Characters or 3rd Level Mutants (CR 3)

Devil Claw (1st level aggressive, Athlete occupation, Mutant Defector background): Medium Humanoid; HD 2d10+6; hp 21; Mas 16; Init +3; Spd 30 ft.; Defense 16 (+3 Dex, +2 class, +1 against melee), touch 16, flat-footed 13, PDR/3; BAB +2; Grap +10; Atk Spiked Knuckles +8 melee (1d6+1d4+4; 19-20 x2) or brawl +8 melee (1d4+1d4+4); FS: 5 ft./5 ft.; SV Fort +5, Ref +3, Will -1; Str 18, Dex 16, Con 16, Int 10, Wis 9, Cha 8.

Feats: Brawl, Defensive Martial Arts, Street-Fighting

Skills: Sleight of Hands +9, Tumble +6

Talents: Fisticuffs

Traits: Flexible

Special Qualities

Powerful Build (treated as one size category larger when it would benefit him).

Equipment: Spiked Knuckles.

Tactics: Devil Claw cheats by sneaking in Spiked Knuckles, which he will attempt to use in the ring with a Sleight of Hands check versus the Referee Spot check against his opponent. Pulling the Knuckles is a Move action and attacking a standard action. The Referee receives a Spot check each round that Devil Claw has the Knuckles exposed.

APPENDIX B (ROUND 1 FIGHTERS)

Ike

Fighter for 1st and 2nd Level Characters (CR ½)

Ike (1st level aggressive, Military Occupation, Chi background): Medium Humanoid; HD 1d10+2; hp 12; Mas 14; Init +2; Spd 30 ft.; Defense 15 (+2 Dex, +1 class, +2 armor), touch 13, flat-footed 13, PDR/1; BAB +1; Grap +5; Atk Martial Arts +7 melee (1d4+5); FS: 5 ft./5 ft.; SV Fort +4, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 14, Wis 9, Cha 14.

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Weapon Focus (unarmed)

Skills: Bluff +5, Intimidate +5, Tumble +4

Talents: Melee Smash

Traits: Gifted

Equipment: Leather armor, an abusive nature, a restraining order. Ike bullied the refs into letting him wear armor.

Tactics: Ike is a stand up fighter. He'll go toe to toe with his opponent slapping them around and calling them Tina.

Fighter for 3rd Level Characters or 1st Level Mutants (CR 1)

Ike (2nd level aggressive, Military Occupation, Chi background): Medium Humanoid; HD 2d10+4; hp 19; Mas 14; Init +2; Spd 30 ft.; Defense 16 (+2 Dex, +2 class, +2 armor), touch 14, flat-footed 14, PDR/1; BAB +2; Grap +6; Atk Martial Arts +8 melee (1d4+1d4+5); FS: 5 ft./5 ft.; SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 14, Int 14, Wis 9, Cha 14.

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Power Attack, Street-Fighting, Weapon Focus (unarmed)

Skills: Bluff +5, Intimidate +7, Tumble +4

Talents: Melee Smash

Traits: Gifted

Special Equipment: Leather armor, an abusive nature, a restraining order. Ike bullied the refs into letting him wear armor.

Tactics: Ike is a stand up fighter. He'll go toe to toe with his opponent slapping them around and calling them Tina.

Fighter for 4th Level Characters or 2nd Level Mutants (CR 2)

Ike (3rd level aggressive, Military Occupation, Chi background): Medium Humanoid; HD 3d10+6; hp 27; Mas 14; Init +2; Spd 30 ft.; Defense 16 (+2 Dex, +2 class, +2 armor), touch 14, flat-footed 14, PDR/1; BAB +3; Grap +7; Atk Martial Arts +9 melee (1d4+1d4+6); FS: 5 ft./5 ft.; SV Fort +5, Ref +1, Will +0; Str 18, Dex 14, Con 14, Int 14, Wis 9, Cha 14.

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Knock Out Punch, Power Attack, Street-Fighting, Weapon Focus (unarmed)

Skills: Bluff +6, Intimidate +7, Tumble +5

Talents: Improved Melee Smash, Melee Smash

Traits: Gifted

Special Equipment: Leather armor, an abusive nature, a restraining order. Ike bullied the refs into letting him wear armor.

Tactics: Ike is a stand up fighter. He'll go toe to toe with his opponent slapping them around and calling them Tina.

Fighter for 5th Level Characters or 3rd Level Mutants (CR 3)

Ike (4th level aggressive, Military Occupation, Chi background): Medium Humanoid; HD 4d10+8; hp 34; Mas 14; Init +2; Spd 30 ft.; Defense 17 (+2 Dex, +3 class, +2 armor), touch 15, flat-footed 15, PDR/1; BAB +4; Grap +8; Atk Martial Arts +10 melee (1d4+1d4+6); FS: 5 ft./5 ft.; SV Fort +5, Ref +1, Will +0; Str 19, Dex 14, Con 14, Int 14, Wis 9, Cha 14.

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Knock Out Punch, Power Attack, Street-Fighting, Weapon Focus (unarmed)

Skills: Bluff +7, Intimidate +7, Tumble +6

Talents: Improved Melee Smash, Melee Smash

Traits: Gifted

Special Equipment: Leather armor, an abusive nature, a restraining order. Ike bullied the refs into letting him wear armor.

Tactics: Ike is a stand up fighter. He'll go toe to toe with his opponent slapping them around and calling them Tina.

APPENDIX B (ROUND 1 FIGHTERS)

Red Bull

Fighter for 1st and 2nd Level Characters (CR ½)

Red Bull (1st level aggressive, Athlete Occupation, Wanderer background): Medium Humanoid; HD 1d10+3+3; hp 16; Mas 17; Init +2; Spd 30 ft.; Defense 14 (+2 Dex, +1 class, +1 armor), touch 13, flat-footed 12; BAB +1; Grap +5; Atk Brawl +6 melee (1d4+4); SV Fort +5, Ref +2, Will -1; Str 18, Dex 14, Con 17, Int 10, Wis 8, Cha 8.

Feats: Brawl, Improved Bull Rush, Power Attack, Toughness

Skills: Intimidate +6, Tumble +3

Talents: Electricity Resistance

Traits: Physically Fit

Special Equipment: Red leather jacket with spiked shoulder pads.

Tactics: Red Bull will attempt to charge his opponent into the Shockdome, rather than a standup brawl.

Fighter for 3rd Level Characters or 1st Level Mutants (CR 1)

Red Bull (2nd level aggressive, Athlete Occupation, Wanderer background): Medium Humanoid; HD 2d10+6+9; hp 30; Mas 17; Init +2; Spd 30 ft.; Defense 15 (+2 Dex, +2 class, +1 armor), touch 14, flat-footed 13; BAB +2; Grap +6; Atk Brawl +7 melee (1d4+4); SV Fort +6, Ref +2, Will -1; Str 18, Dex 14, Con 17, Int 10, Wis 8, Cha 8.

Feats: Brawl, Improved Bull Rush, Power Attack, Toughness (x2)

Skills: Intimidate +7, Tumble +4

Talents: Electricity Resistance

Traits: Physically Fit

Special Equipment: Red leather jacket with spiked shoulder pads.

Tactics: Red Bull will attempt to charge his opponent into the Shockdome, rather than a standup brawl.

Fighter for 4th Level Characters or 2nd Level Mutants (CR 2)

Red Bull (3rd level aggressive, Athlete Occupation, Wanderer background): Medium Humanoid; HD 3d10+9+9; hp 39; Mas 17; Init +2; Spd 30 ft.; Defense 15 (+2 Dex, +2 class, +1 armor), touch 14, flat-footed 13, PDR/1; BAB +3; Grap +7; Atk Brawl +8 melee (1d8+4); SV Fort +6, Ref +3, Will +0; Str 18, Dex 14, Con 17, Int 10, Wis 8, Cha 8.

Feats: Brawl, Improved Brawl, Improved Bull Rush, Power Attack, Toughness (x2)

Skills: Intimidate +8, Tumble +5

Talents: Electricity Resistance, Thick Skin

Traits: Physically Fit

Special Equipment: Red leather jacket with spiked shoulder pads.

Tactics: Red Bull will attempt to charge his opponent into the Shockdome, rather than a standup brawl.

Fighter for 5th Level Characters or 3rd Level Mutants (CR 3)

Red Bull (4th level aggressive, Athlete Occupation, Wanderer background): Medium Humanoid; HD 4d10+16+9; hp 51; Mas 18; Init +2; Spd 30 ft.; Defense 16 (+2 Dex, +3 class, +1 armor), touch 15, flat-footed 14, PDR/1; BAB +3; Grap +7; Atk Brawl +9 melee (1d8+1d4+4); SV Fort +7, Ref +3, Will +0; Str 18, Dex 14, Con 18, Int 10, Wis 8, Cha 8.

Feats: Brawl, Improved Brawl, Improved Bull Rush, Power Attack, Street-Fighting, Toughness (x2)

Skills: Intimidate +9, Tumble +6

Talents: Electricity Resistance, Thick Skin

Traits: Physically Fit

Special Equipment: Red leather jacket with spiked shoulder pads.

Tactics: Red Bull will attempt to charge his opponent into the Shockdome, rather than a standup brawl.

APPENDIX C (ROUND 2 FIGHTERS)

Glass Cho

Fighter for 1st Level Characters (CR 1) — use 2nd level stat block from Round One

Fighter for 2nd Level Characters (CR 2) — use 3rd level stat block from Round One

Fighter for 3rd Level Characters or 1st Level Mutants (CR 3) — use 4th level stat block from Round One

Fighter for 4th Level Characters or 2nd Level Mutants (CR 4)

Glass Cho (5th level aggressive, Outcast occupation, Chi background):

Medium Humanoid; HD 5d10+10+3; hp 46; Mas 14; Init +2; Spd 45 ft.; Defense 16 (+2 Dex, +3 class, +1 armor), touch 15, flat-footed 14; BAB +5; Grap +7; Atk Punch +8 melee (1d4+2); FS: 5 ft./5 ft.; SV Fort +6, Ref +3, Will +1; Str 14, Dex 15, Con 14, Int 13, Wis 11, Cha 10.

Feats: Agile Riposte, Brawl, Combat Expertise, Dodge, Improved Trip, Mobility, Toughness.

Skills: Bluff +7, Escape Artist +11, Tumble +10

Talents: Advanced Increased Speed, Improved Increased Speed, Increased Speed

Traits: Sickly

Special Attacks

- **Cower (ex):** If Glass Cho has taken more than 10 points of damage, he begins to cower as a free action. This grants him a +2 dodge bonus to AC, but a -1 penalty on attack rolls.
- **Trip (ex):** Glass Cho frequently grabs people's legs and tries to yank them to the ground.

Equipment: Cloth armor, stylish red scarf.

Tactics: Glass Cho's combat strategy is based around the basic fact that he's a coward. He fights with combat expertise in full use all the time (only a +4 to AC and -4 to hit) while fighting defensively. He attempts to trip, and when an opponent is on the ground he either kicks them (75%) or backs away. He'll tumble away from daunting opponents, and simply use escape artist if anyone attempts a grapple. He doesn't even try to win, he just avoids getting hurt.

Fighter for 5th Level Characters or 3rd Level Mutants (CR 5)

Glass Cho (6th level aggressive, Outcast occupation, Chi background):

Medium Humanoid; HD 6d10+12+3; hp 52; Mas 14; Init +2; Spd 45 ft.; Defense 17 (+2 Dex, +3 class, +1 armor, +1 feat), touch 16, flat-footed 14; BAB +6/+1; Grap +8; Atk Brawl +9 melee (1d4+2); Full Atk Brawl +9/+3 melee (1d4+2); FS: 5 ft./5 ft.; SV Fort +7, Ref +4, Will +2; Str 14, Dex 15, Con 14, Int 13, Wis 11, Cha 10.

Feats: Agile Riposte, Brawl, Combat Expertise, Dodge, Dodger, Improved Trip, Mobility, Spring Attack, Toughness.

Skills: Bluff +10, Escape Artist +12, Tumble +12

Talents: Advanced Increased Speed, Improved Increased Speed, Increased Speed

Traits: Sickly

Special Attacks

- **Cower (ex):** If Glass Cho has taken more than 10 points of damage, he begins to cower as a free action. This grants him a +2 dodge bonus to AC, but a -1 penalty on attack rolls.
- **Trip (ex):** Glass Cho frequently grabs people's legs and tries to yank them to the ground.

Equipment: Cloth armor, stylish red scarf.

Tactics: Glass Cho's combat strategy is based around the basic fact that he's a coward. He fights with combat expertise in full use all the time (only a +4 to AC and -4 to hit) while fighting defensively. He attempts to trip, and when an opponent is on the ground he either kicks them (75%) or backs away. He'll tumble away from daunting opponents, and simply use escape artist if anyone attempts a grapple. He doesn't even try to win, he just avoids getting hurt.

APPENDIX C (ROUND 2 FIGHTERS)

Ching Hippo

Fighter for 1st Level Characters (CR 1) — use 2nd level stat block from Round One

Fighter for 2nd Level Characters (CR 2) — use 3rd level stat block from Round One

Fighter for 3rd Level Characters or 1st Level Mutants (CR 3) — use 4th level stat block from Round One

Fighter for 4th Level Characters or 2nd Level Mutants (CR 4)

Ching Hippo (5th level aggressive, Athlete Occupation, Chi background)

Medium Humanoid; HD 5d10+15+9; hp 56; Mas 16; Init -2; Spd 30 ft.; Defense 15 (+3 class, +1 armor, +1 versus melee), touch 14, flat-footed 15, PDR/1; BAB +5; Grap +9; Atk Brawl +12 melee (1d8+1d4+7); FS: 5 ft./5 ft.; SV Fort +7, Ref +0, Will +1; Str 18, Dex 8, Con 16, Int 10, Wis 10, Cha 8.

Feats: Brawl, Defensive Martial Arts, Improved Brawl, Knockout Punch, Toughness (x2), Street Fighting.

Skills: Balance +8 Knowledge (tactics) +7

Talents: Melee Smash, Strong Attack, Thick Skin (PDR/1)

Traits: Bruiser

Special Qualities

Weak Spot (ex): King Li Po has a weak spot that he generally keeps guarded. After each attack made by Li Po, allow the character to make a Spot check DC 18 to notice that Li Po is guarding an X-shaped bandage over his belly button on his stomach. A fighter can attempt to strike this weak spot (at a -6 attack roll penalty) as detailed under Targeted Attacks in the EXS.

Special Equipment: Cloth armor, Burger Royale plastic crown.

Tactics: King Li Po is an out and out attacking fighter. He swings as often and as hard as he possibly can, hoping to deal some damage and end the fight quickly. He really hates being struck in his weak spot, and fights defensively after being hit there.

Fighter for 5th Level Characters or 3rd Level Mutants (CR 5)

Ching Hippo (6th level aggressive, Athlete Occupation, Chi background)

Medium Humanoid; HD 6d10+18+9; hp 64; Mas 19; Init -2; Spd 30 ft.; Defense 15 (+3 class, +1 armor, +1 versus melee), touch 14, flat-footed 15, PDR/1; BAB +6/+1; Grap +10; Atk Brawl +15 melee (1d6+1d4+8); Full Atk Brawl +15/+10 melee (1d6+1d4+8); FS: 5 ft./5 ft.; SV Fort +8, Ref +1, Will +2; Str 18, Dex 8, Con 16, Int 10, Wis 10, Cha 8.

Feats: Brawl, Defensive Martial Arts, HtH Fighter, Improved Brawl, Improved Bullrush, Improved Damage Threshold, Knockout Punch, Power Attack, Toughness (x2), Street Fighting.

Skills: Balance +10 Knowledge (tactics) +7

Talents: Melee Smash, Strong Attack, Thick Skin (PDR/1)

Traits: Bruiser

Special Qualities

Weak Spot (ex): King Li Po has a weak spot that he generally keeps guarded. After each attack made by Li Po, allow the character to make a Spot check DC 18 to notice that Li Po is guarding an X-shaped bandage over his belly button on his stomach. A fighter can attempt to strike this weak spot (at a -6 attack roll penalty) as detailed under Targeted Attacks in the EXS.

Special Equipment: Cloth armor, Burger Royale plastic crown.

Tactics: King Li Po is an out and out attacking fighter. He swings as often and as hard as he possibly can, hoping to deal some damage and end the fight quickly. He really hates being struck in his weak spot, and fights defensively after being hit there.

APPENDIX C (ROUND 2 FIGHTERS)

Tiger Tiger

Fighter for 1st Level Characters (CR 1) — use 2nd level stat block from Round One

Fighter for 2nd Level Characters (CR 2) — use 3rd level stat block from Round One

Fighter for 3rd Level Characters or 1st Level Mutants (CR 3) — use 4th level stat block from Round One

Fighter for 4th Level Characters or 2nd Level Mutants (CR 4)

Tiger Tiger (5th level aggressive, Athlete Occupation, Feral Child background): Medium Humanoid; HD 5d10+15; hp 48; Mas 16; Init +3; Spd 30 ft.; Defense 17 (+3 Dex, +3 class, +0 armor, +1 versus melee), touch 17, flat-footed 14; BAB +5; Grap +11; Atk Brawl +13 melee (1d8+4; x2 19-20); FS: 5 ft./5 ft.; SV Fort +6, Ref +4, Will +1; Str 18, Dex 16, Con 16, Int 8, Wis 10, Cha 8.

Feats: Brawl, Combat Throw, Defensive Martial Arts, Improved Brawl, Improved Combat Throw

Skills: Balance +11

Talents: Extreme Effort, Fisticuffs, Pugilist

Traits: Physically Fit

Special Attacks

Improved Combat Throw (ex): Tiger Tiger can make a free trip attack as an attack of opportunity against an opponent who misses him in melee combat.

Stomping (ex): When Tiger-Tiger knocks an opponent prone, he can stomp them as a free action for 1d4+2 points of non-lethal damage.

Special Qualities

+2 bonus on trip and grapple checks.

Tactics: Tiger-Tiger fights quite cautiously. He favors taking full defense actions, then making an attack of opportunity when an opponent misses, then stomping his foe if they trip. Once Tiger-Tiger's hit points have dropped to 10 or less, he starts shrieking and attempts to initiate a grapple.

Fighter for 5th Level or 3rd Level Mutants (CR 3)

Tiger Tiger (6th level aggressive, Athlete Occupation, Feral Child background): Medium Humanoid; HD 6d10+18; hp 56; Mas 16; Init +7; Spd 30 ft.; Defense 17 (+3 Dex, +3 class, +0 armor, +1 versus melee), touch 17, flat-footed 14; BAB +6/+1; Grap +16; Atk Brawl +14 melee (1d8+4; x2 19-20); Full Atk Brawl +14/+9 melee (1d8+4; x2 19-20); FS: 5 ft./5 ft.; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 16, Int 8, Wis 10, Cha 8.

Feats: Brawl, Combat Throw, Defensive Martial Arts, Improved Brawl, Improved Combat Throw, Improved Grapple, Improved Initiative

Skills: Balance +12

Talents: Extreme Effort, Fisticuffs, Pugilist

Traits: Physically Fit

Special Attacks

Improved Combat Throw (ex): Tiger Tiger can make a free trip attack as an attack of opportunity against an opponent who misses him in melee combat.

Stomping (ex): When Tiger-Tiger knocks an opponent prone, he can stomp them as a free action for 1d4+2 points of non-lethal damage.

Special Qualities

+2 bonus on trip and grapple checks.

Tactics: Tiger-Tiger fights quite cautiously. He favors taking full defense actions, then making an attack of opportunity when an opponent misses, then stomping his foe if they trip. Once Tiger-Tiger's hit points have dropped to 10 or less, he starts shrieking and attempts to initiate a grapple.

APPENDIX C (ROUND 2 FIGHTERS)

Devil Claw

Fighter for 1st – 3rd Level Characters (CR 3) — use 2nd level stat block from Round One

Fighter for 4th Level Characters or 2nd Level Mutants (CR 4)

Devil Claw (3rd level aggressive, Athlete occupation, Mutant Defector background): Medium Humanoid; HD 3d10+9; hp 30; Mas 16; Init +3; Spd 30 ft.; Defense 16 (+3 Dex, +2 class, +1 against melee), touch 16, flat-footed 13, PDR/4; BAB +3; Grap +11; Atk Spiked Knuckles +9 melee (1d6+1d4+4; 19-20 x2) or brawl +9 melee (1d4+1d4+4); FS: 5 ft./5 ft.; SV Fort +6, Ref +4, Will +0; Str 18, Dex 16, Con 16, Int 10, Wis 9, Cha 8.

Feats: Brawl, Defensive Martial Arts, Street-Fighting, Power Attack

Skills: Sleight of Hands +10, Tumble +7

Talents: Fisticuffs, Thick Skin

Traits: Flexible

Special Qualities

Powerful Build (treated as one size category larger when it would benefit him).

Equipment: Spiked Knuckles.

Tactics: Devil Claw cheats by sneaking in Spiked Knuckles, which he will attempt to use in the ring with a Sleight of Hands check versus the Referee Spot check against his opponent. Pulling the Knuckles is a Move action and attacking a standard action. The Referee receives a Spot check each round that Devil Claw has the Knuckles exposed.

Fighter for 5th Level Characters or 3rd Level Mutants (CR 5)

Devil Claw (4th level aggressive, Athlete occupation, Mutant Defector background): Medium Humanoid; HD 4d10+12; hp 38; Mas 19; Init +3; Spd 30 ft.; Defense 16 (+3 Dex, +2 class, +1 against melee), touch 16, flat-footed 13, PDR/4; BAB +4; Grap +12; Atk Spiked Knuckles +10 melee (1d6+1d4+4; 19-20 x2) or brawl +10 melee (1d4+1d4+4); FS: 5 ft./5 ft.; SV Fort +7, Ref +4, Will +0; Str 19, Dex 16, Con 16, Int 10, Wis 9, Cha 8.

Feats: Brawl, Defensive Martial Arts, Improved Damage Threshold, Street-Fighting, Power Attack

Skills: Sleight of Hands +11, Tumble +8

Talents: Fisticuffs, Thick Skin

Traits: Flexible

Special Qualities

Powerful Build (treated as one size category larger when it would benefit him).

Equipment: Spiked Knuckles.

Tactics: Devil Claw cheats by sneaking in Spiked Knuckles, which he will attempt to use in the ring with a Sleight of Hands check versus the Referee Spot check against his opponent. Pulling the Knuckles is a Move action and attacking a standard action. The Referee receives a Spot check each round that Devil Claw has the Knuckles exposed.

APPENDIX C (ROUND 2 FIGHTERS)

Ike

Fighter for 1st Level Characters (CR 1) — use 2nd level stat block from Round One

Fighter for 2nd Level Characters (CR 2) — use 3rd level stat block from Round One

Fighter for 3rd Level Characters or 1st Level Mutants (CR 3) — use 4th level stat block from Round One

Fighter for 4th Level Characters or 2nd Level Mutants (CR 4)

Ike (5th level aggressive, Military Occupation, Chi background): Medium Humanoid; HD 5d10+10; hp 42; Mas 14; Init +2; Spd 30 ft.; Defense 17 (+2 Dex, +3 class, +2 armor), touch 15, flat-footed 15, PDR/1; BAB +5; Grap +9; Atk Martial Arts +11 melee (1d4+1d4+7); FS: 5 ft./5 ft.; SV Fort +5, Ref +1, Will +0; Str 19, Dex 14, Con 14, Int 14, Wis 9, Cha 14.

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Knock Out Punch, Power Attack, Street-Fighting, Weapon Focus (unarmed)

Skills: Bluff +7, Intimidate +9, Tumble +6

Talents: Advanced Melee Smash, Improved Melee Smash, Melee Smash

Traits: Gifted

Special Equipment: Leather armor, an abusive nature, a restraining order. Ike bullied the refs into letting him wear armor.

Tactics: Ike is a stand up fighter. He'll go toe to toe with his opponent slapping them around and calling them Tina.

Fighter for 5th Level Characters or 3rd Level Mutants (CR 3)

Ike (6th level aggressive, Military Occupation, Chi background): Medium Humanoid; HD 6d10+12; hp 49; Mas 14; Init +2; Spd 30 ft.; Defense 17 (+2 Dex, +3 class, +2 armor), touch 15, flat-footed 15, PDR/1; BAB +6/+1; Grap +10; Atk Martial Arts +12 melee (1d4+1d4+6); Full Atk Martial Arts +12/+7 melee (1d4+1d4+7, 19-20 x2); FS: 5 ft./5 ft.; SV Fort +6, Ref +2, Will +1; Str 19, Dex 14, Con 14, Int 14, Wis 9, Cha 14.

Feats: Armor Proficiency (light), Brawl, Combat Martial Arts, Improved Knock Out Punch, Improved Combat Martial Arts, Knock Out Punch, Power Attack, Street-Fighting, Weapon Focus (unarmed)

Skills: Bluff +7, Intimidate +10, Tumble +7

Talents: Advanced Melee Smash, Improved Melee Smash, Melee Smash

Traits: Gifted

Special Equipment: Leather armor, an abusive nature, a restraining order. Ike bullied the refs into letting him wear armor.

APPENDIX C (ROUND 2 FIGHTERS)

Red Bull

Fighter for 1st Level Characters (CR 1) — use 2nd level stat block from Round One

Fighter for 2nd Level Characters (CR 2) — use 3rd level stat block from Round One

Fighter for 3rd Level Characters or 1st Level Mutants (CR 3) — use 4th level stat block from Round One

Fighter for 4th Level Characters or 2nd Level Mutants (CR 4)

Red Bull (5th level aggressive, Athlete Occupation, Wanderer background): Medium Humanoid; HD 5d10+20+9+5; hp 66; Mas 18; Init +2; Spd 30 ft.; Defense 16 (+2 Dex, +3 class, +1 armor), touch 15, flat-footed 14, PDR/1; BAB +5; Grap +9; Atk Brawl +12 melee (1d8+1d4+4); SV Fort +7, Ref +3, Will +0; Str 18, Dex 14, Con 18, Int 10, Wis 8, Cha 8.

Feats: Brawl, Improved Brawl, Improved Bull Rush, Power Attack, Street-Fighting, Toughness (x2)

Skills: Intimidate +10, Tumble +7

Talents: Electricity Resistance, Robust, Thick Skin

Traits: Physically Fit

Special Equipment: Red leather jacket with spiked shoulder pads.

Tactics: Red Bull will attempt to charge his opponent into the Shockdome, rather than a standup brawl.

Fighter for 5th Level Characters or 3rd Level Mutants (CR 3)

Red Bull (6th level aggressive, Athlete Occupation, Wanderer background): Medium Humanoid; HD 6d10+24+18+6; hp 85; Mas 18; Init +2; Spd 30 ft.; Defense 16 (+2 Dex, +3 class, +1 armor), touch 15, flat-footed 14, PDR/1; BAB +6/+1; Grap +10; Atk Brawl +13 melee (1d8+1d4+4); Full Atk Brawl +13/+8 melee (1d8+1d4+4); SV Fort +7, Ref +3, Will +0; Str 18, Dex 14, Con 18, Int 10, Wis 8, Cha 8.

Feats: Brawl, Heroic Surge, Improved Brawl, Improved Bull Rush, Power Attack, Street-Fighting, Toughness (x3)

Skills: Intimidate +11, Tumble +8

Talents: Electricity Resistance, Robust, Thick Skin

Traits: Physically Fit

Special Equipment: Red leather jacket with spiked shoulder pads.

Tactics: Red Bull will attempt to charge his opponent into the Shockdome, rather than a standup brawl.

APPENDIX D (ROUND 3 FIGHTERS)

Ching Hippo

Fighter for 1st Level Characters (CR 2) — use 3rd level stat block from Round One

Fighter for 2nd Level Characters (CR 3) — use 4th level stat block from Round One

Fighter for 3rd Level Characters or 1st Level Mutants (CR 4) — use 5th level stat block from Round Two

Fighter for 4th Level Characters or 2nd Level Mutants (CR 5) — use 6th level stat block from Round Two

Fighter for 5th Level Characters or 3rd Level Mutants (CR 6)

Ching Hippo (7th level aggressive, Athlete Occupation, Chi background)

Medium Humanoid; HD 7d10+21+9; hp 73; Mas 19; Init -2; Spd 30 ft.; Defense 15 (+4 class, -1 Dex, +1 armor, +1 versus melee), touch 14, flat-footed 15, PDR/1; BAB +7/+2; Grap +11; Atk Brawl +16 melee (1d6+1d4+8); Full Atk Brawl +16/+11 melee (1d8+1d4+8); FS: 5 ft./5 ft.; SV Fort +8, Ref +1, Will +2; Str 18, Dex 8, Con 16, Int 10, Wis 10, Cha 8.

Feats: Brawl, Defensive Martial Arts, HtH Fighter, Improved Brawl, Improved Bullrush, Improved Damage Threshold, Knockout Punch, Power Attack, Toughness (x2), Street Fighting.

Skills: Balance +11 Knowledge (tactics) +9

Talents: Hammer Attack, Melee Smash, Strong Attack, Thick Skin (PDR/1)

Traits: Bruiser

Special Qualities

Weak Spot (ex): King Li Po has a weak spot that he generally keeps guarded. After each attack made by Li Po, allow the character to make a Spot check DC 18 to notice that Li Po is guarding an X-shaped bandage over his belly button on his stomach. A fighter can attempt to strike this weak spot (at a -6 attack roll penalty) as detailed under Targeted Attacks in the EXS.

Special Equipment: Cloth armor, Burger Royale plastic crown.

Tactics: King Li Po is an out and out attacking fighter. He swings as often and as hard as he possibly can, hoping to deal some damage and end the fight quickly. He really hates being struck in his weak spot, and fights defensively after being hit there.

APPENDIX D (ROUND 3 FIGHTERS)

Tiger Tiger

Fighter for 1st Level Characters (CR 2) — use 3rd level stat block from Round One

Fighter for 2nd Level Characters (CR 3) — use 4th level stat block from Round One

Fighter for 3rd Level Characters or 1st Level Mutants (CR 4) — use 5th level stat block from Round Two

Fighter for 4th Level Characters or 2nd Level Mutants (CR 5) — use 6th level stat block from Round Two

Fighter for 5th Level or 3rd Level Mutants (CR 6)

Tiger Tiger (7th level aggressive, Athlete Occupation, Feral Child background): Medium Humanoid; HD 7d10+21; hp 65; Mas 16; Init +7; Spd 30 ft.; Defense 18 (+3 Dex, +4 class, +1 versus melee), touch 18, flat-footed 15; BAB +7/+2; Grap +17; Atk Brawl +15 melee (1d8+5; x2 19-20); Full Atk Brawl +15/+10 melee (1d8+5; x2 19-20); FS: 5 ft./5 ft.; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 16, Int 8, Wis 10, Cha 8.

Feats: Brawl, Combat Throw, Defensive Martial Arts, Improved Brawl, Improved Combat Throw, Improved Grapple, Improved Initiative

Skills: Balance +13

Talents: Extreme Effort, Fisticuffs, Melee Smash, Pugilist

Traits: Physically Fit

Special Attacks

Improved Combat Throw (ex): Tiger Tiger can make a free trip attack as an attack of opportunity against an opponent who misses him in melee combat.

Stomping (ex): When Tiger-Tiger knocks an opponent prone, he can stomp them as a free action for 1d4+2 points of non-lethal damage.

Special Qualities

+2 bonus on trip and grapple checks.

Tactics: Tiger-Tiger fights quite cautiously. He favors taking full defense actions, then making an attack of opportunity when an opponent misses, then stomping his foe if they trip. Once Tiger-Tiger's hit points have dropped to 10 or less, he starts shrieking and attempts to initiate a grapple.

Red Bull

Fighter for 1st Level Characters (CR 2) — use 3rd level stat block from Round One

Fighter for 2nd Level Characters (CR 3) — use 4th level stat block from Round One

Fighter for 3rd Level Characters or 1st Level Mutants (CR 4) — use 5th level stat block from Round Two

Fighter for 4th Level Characters or 2nd Level Mutants (CR 5) — use 6th level stat block from Round Two

Fighter for 5th Level Characters or 3rd Level Mutants (CR 6)

Red Bull (7th level aggressive, Athlete Occupation, Wanderer background): Medium Humanoid; HD 7d10+28+18+6; hp 95; Mas 18; Init +2; Spd 30 ft.; Defense 17 (+2 Dex, +4 class, +1 armor), touch 16, flat-footed 15, PDR/1; BAB +7/+2; Grap +11; Atk Brawl +14 melee (1d8+1d4+4); Full Atk Brawl +14/+9 melee (1d8+1d4+4); SV Fort +7, Ref +3, Will +0; Str 18, Dex 14, Con 18, Int 10, Wis 8, Cha 8.

Feats: Brawl, Heroic Surge, Improved Brawl, Improved Bull Rush, Power Attack, Street-Fighting, Toughness (x3)

Skills: Intimidate +12, Tumble +9

Talents: Electricity Resistance, Remain Conscious, Robust, Thick Skin

Traits: Physically Fit

Special Equipment: Red leather jacket with spiked shoulder pads.

Tactics: Red Bull will attempt to charge his opponent into the Shockdome, rather than a standup brawl.

APPENDIX D & E (TIEN LUNG)

Tein Lung (Round 3 and Championship Fight)

Fighter for All Characters Levels (CR 6)

Tien Lung (4th level aggressive/ 3rd Prizefighter, Military occupation, wanderer background): Medium Humanoid; HD 7d10+28+9; hp 80; Mas 21; Init +0; Spd 30 ft.; Defense 16 (+5 class, +1 armor), touch 15, flat-footed 16; BAB +7/+2; Grap +15; Atk Punch +15 melee (1d8+1d4+5); Full attack Punch +15/+10 melee (1d8+1d4+5);FS: 5 ft./5 ft.; SV Fort +10, Ref +3, Will +1; Str 18, Dex 10, Con 18, Int 11, Wis 8, Cha 10.

Feats: Brawl, Improved Bull Rush, Improved Brawl, Improved Damage Threshold, Improved Grapple, Improved Knockout Punch, Knockout Punch, Power Attack, Street-Fighting, Toughness (x2), Whirlwind Attack

Skills: Bluff +5, Intimidate +10, Sense Motive +4

Talents: Fisticuffs, Melee smash, Strong Attack

Traits: Physically fit

Special Attacks

Taunt – see Prizefighter Advanced Class in EXS.

Improved Taunt – see Prizefighter Advanced Class in EXS (Will save DC 23 to negate).

Equipment: Cloth armor

Tactics: Tien will use his Improved Taunt ability on his first action against his opponent, and then unleash on them in the following rounds. If an opponent is within five feet of the Shockdome, then Tien will perform a Bullrush on his opponent into the cage.