

MODERN MARTIAL ARTS

BY CLINT BLACK

First off, let's clarify one thing. "Martial arts" tends to mean different things to different people. This isn't wuxia or even Hong Kong Action Theater. These options are designed for people who have training (or are naturally skilled) in how to fight. You could just as easily add these Edges to the Combat or Professional Edge list without any mention of "martial arts."

The goal here is to be able to introduce martial arts into most settings without changing the balance of the system. Most skill at "martial arts" is just indicated by a higher Fighting die type. But the Edges here can help give characters a little more flair and choice. Now, it will be a bit easier to differentiate your college wrestler (Grab and Hold) from your kickboxer (Unarmed Warrior).

If you want to make these Edges more distinctive to a specific martial art or more restrictive than the typical Edge, then just add a requirement of Knowledge (Martial Art Type) at a die type equivalent to the highest Trait die type needed (i.e. an Edge like Bewildering Warrior that requires Fighting and Smarts at d8 might also require Knowledge (Drunken Style) at d8 as well).

ACCURATE ATTACK

Requirements: Heroic, Fighting, Throwing, or Shooting d10+

When making a Called Shot or your target has Cover, you ignore 2 points of penalties. This Edge either applies to Fighting, Throwing, or Shooting attacks, but may be taken up to three times, applying to each kind of attack separately.

BEWILDERING WARRIOR

Requirements: Seasoned, Smarts d8+, Fighting d8+

You have learned to throw your opponents off with your unpredictable behavior in combat. You gain a +2 bonus to Smarts-based Tricks. You also gain a +1 to Parry as long as your opponent does not have animal intelligence (A); animals don't have the same innate expectations. You do still gain the bonus versus animals with a Smarts-based Trick which is presumed to be suited to them.

BREAKING BLOW

Requirements: Seasoned, Fighting d8+, innate Toughness 6+*

When breaking an item with an unarmed attack, you gain the bonus damage for a raise and may Ace your damage roll. In addition, your unarmed attacks count as AP 2.

*"Innate" meaning a Toughness attained solely by natural Vigor and Edges, and not counting any bonuses granted by armor, magic, etc.

BRING IT ON!

Requirements: Seasoned, Fighting d8+

You are trained or experienced at defending against multiple attackers. The Gang Up bonus against you is reduced by 2. Thus, three attackers gain no bonus, and five or more attackers only gain a +2.

BRING IT ALL ON!

Requirements: Heroic, Fighting d10+, Bring It On!

You are a master of defending against multiple attackers. Opponents gain no Gang Up bonus against you.

DISARM MASTERY

Requirements: Seasoned, Fighting d8+

You excel at removing an opponent's weapon in melee combat. Make an opposed Fighting roll against your opponent. With a success, they drop their weapon. If you get a raise, the opponent is Shaken, and the weapon flies 1d4 inches away from the target. Roll a d12 and read it like a clock facing to determine which direction the weapon goes.

DISTRACTING DEFENDER

Requirements: Seasoned, Fighting d8+

When discretion is the better part of valor, your skill at self-preservation shines. When you use the Defend maneuver, you may designate one opponent who does not get a free attack against you when you withdraw from close combat.

GRAB AND HOLD

Requirements: Novice, Fighting d6+

You are more skilled at getting a hold on your opponent and keeping it. You gain a +1 bonus to Fighting when making a Grappling attack and to the Strength or Agility roll to maintain the hold.

GROUND FIGHTER

Requirements: Seasoned, Fighting d8+

You suffer no penalty to Parry or Fighting rolls while Prone.

HEIGHTENED SENSES

Requirements: Novice, Notice d8+

You've learned to rely on senses other than sight. As long as the objective isn't purely visual (such as reading a sign), you ignore 2 points of Darkness or vision penalties.

IMPROVED HEIGHTENED SENSES

Requirements: Veteran, Heightened Senses

You can function without sight perfectly fine. As with Heightened Senses, if the objective is purely visual, you still suffer a penalty, but otherwise Darkness and vision penalties do not apply.

Special: If your character has the Blind Hindrance, the required Rank is reduced to Novice.

HI-YA!

Requirements: Novice, Fighting d6+

You have learned how to throw or trip an opponent. Make an opposed Fighting roll versus your target. If the opponent is armed, he gains a +2 bonus as per the Unarmed Defender rule. On a success, you may place your opponent in any spot within 1" of your character, and he is now Prone. With a raise, the opponent is also Shaken. If already Shaken, the opponent takes a wound.

MERCIFUL

Requirements: Novice, Fighting d8+

You suffer no penalty with any melee weapon to do Non-Lethal Damage.

SQUEEZE PLAY

Requirements: Seasoned, Grab and Hold

Once you have an opponent, you know how best to apply pressure. If you succeed at the opposed roll to do damage, you do Str+d6 damage.

SUPERIOR DEFENSE

Requirements: Novice, Fighting d8+

You have learned some special techniques when focused purely on defense. When you use the Full Defense maneuver, you gain a +2 bonus to your Fighting roll.

UNARMED WARRIOR

Requirements: Novice, Fighting d8+

You have been trained to fight unarmed. Opponents no longer gain the Unarmed Defender bonus against you. Your unarmed damage also increases to Str+d4. This does not apply to Grappling damage; for that, see Squeeze Play.

IMPROVED UNARMED WARRIOR

Requirements: Veteran, Unarmed Warrior

Your hands and feet truly should be registered as deadly weapons. Your unarmed damage increases to Str+d8. This damage is not restricted by having a lower Strength die type, so even a character with a d4 Strength would do d4+d8 damage with this Edge.



12 to Midnight and Reality Blurs are proud to present Modern Martial Arts and hope you find lots of uses for it in your Savage Worlds games!

To check out the latest projects and developments from **12 to Midnight** and **Reality Blurs**, please visit our respective websites at www.12toMidnight.com and www.realityblurs.com.