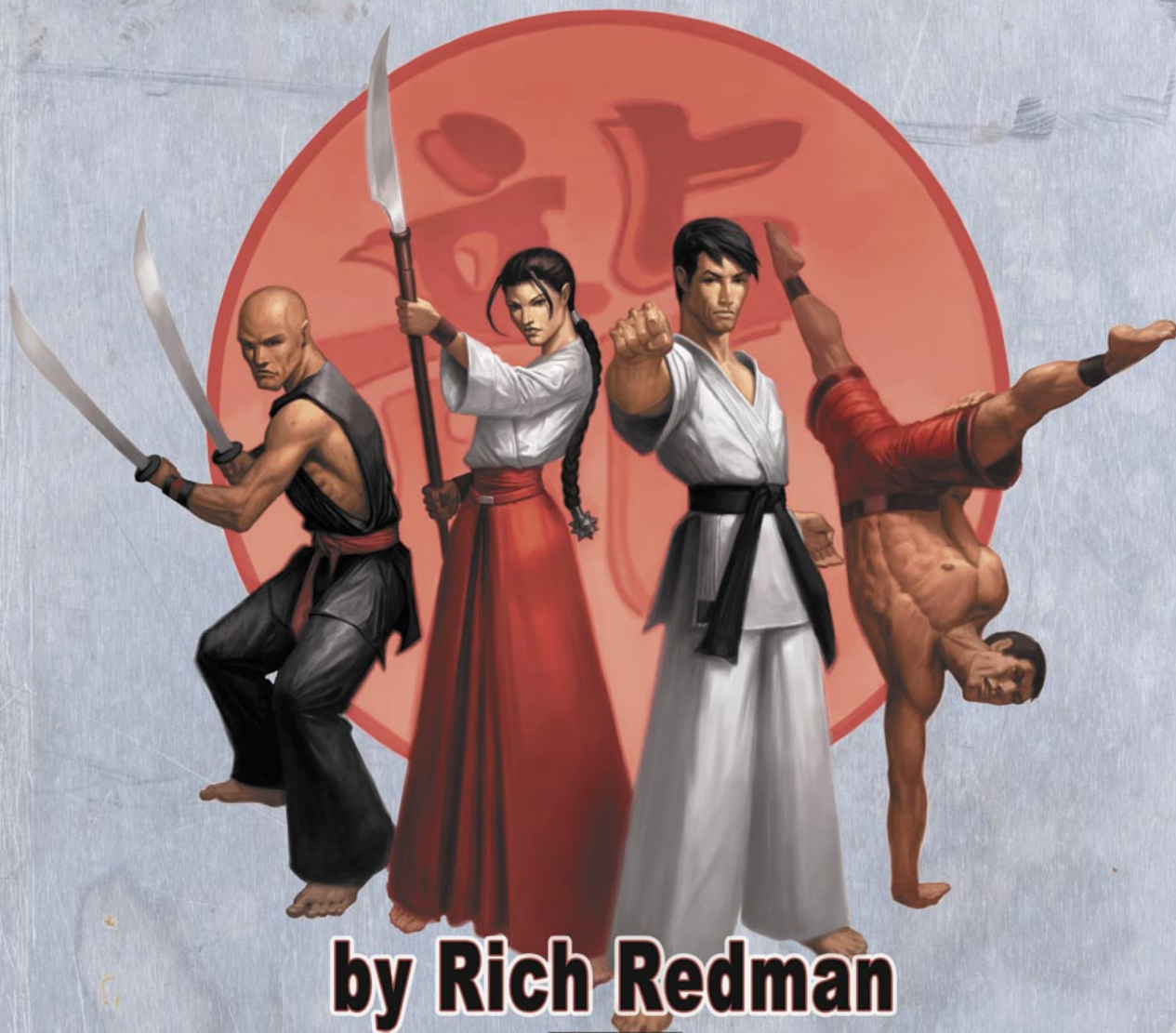




THE GAME MECHANICS™

MARTIAL ARTS MAYHEM VOLUME ONE



by Rich Redman



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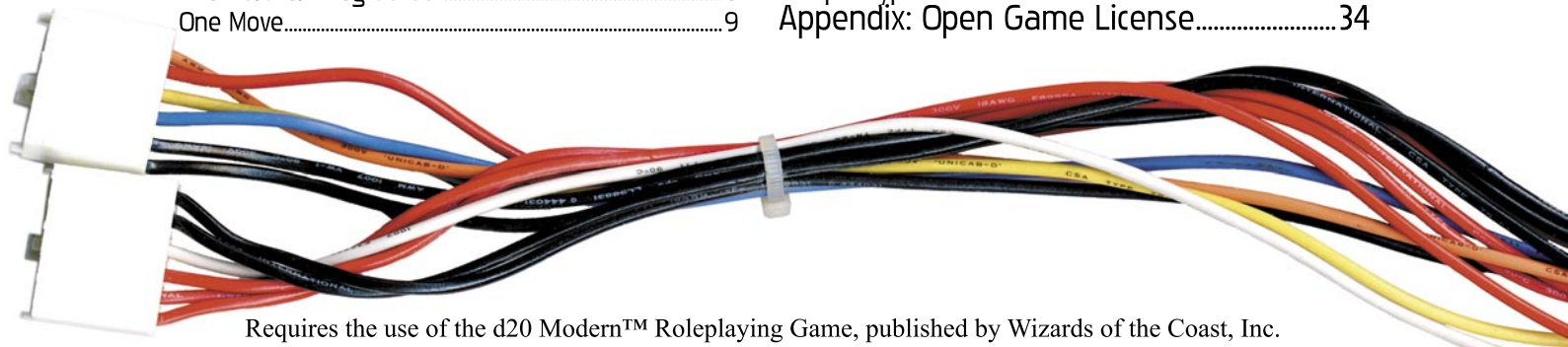
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Special Thanks to: Northwest Fu Huk Kwoon (www.hunggar.org), Sifu Chris Toepker, and his students Ron Berry, Dan Fortine, Margret Graham, Jason Janicki, and Joel Studevart.

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Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.



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Introduction

“Don’t think! Feel. It is like a finger pointing away to the moon. Do not concentrate on the finger or you will miss all that heavenly glory.”

—Lee, *Enter the Dragon*, 1973

Welcome to *Martial Arts Mayhem*, a supplement from The Game Mechanics for the *d20 Modern Roleplaying Game*, full of off-the-top-rope, flying side kick, no-holds-barred action! When you use this supplement, every melee combat is unique thanks to added customization. Your heroes are no longer limited to the Brawl feat tree, the Combat Martial Arts feat tree, and Defensive Martial Arts. Instead, your heroes can become

light-fingered masters of the Deft Touch School. They can confuse and befuddle opponents as masters of Drunken Fighting. Or they can launch powerful, lightning-fast kicks as masters of the Northern Leg School.

And because anyone can be members of these schools, your heroes will never know if the old man sweeping the sidewalk is a mere shopkeeper—or a secret master of Sticky Hands! Even when he takes his combat stance, they cannot be sure whether he knows the Thousand-League Eye technique, or Repulse the Monkey

(or both) until it’s too late.

Martial Arts Mayhem maintains the balance between firearms and martial arts found in the *d20 Modern Roleplaying Game*. We designed it to work with the feats in the *d20 Modern Roleplaying Game*, not to replace them.

Design Philosophy

“Jiu-jitsu? I’m going to learn jiu-jitsu?”

—Neo, *The Matrix*, 1999

Every hero in the *d20 Modern Roleplaying Game* has 20 character levels of advancement. When created, each (human) hero gets 2 starting feats, Simple Weapons Proficiency, and in some cases a feat granted by a starting occupation. Then, over the course of 20 character levels, heroes gain feats at 3rd, 6th, 9th, 12th, 15th, and 18th levels. Additionally, a hero who took all 20 levels in basic classes receives up to 10 bonus feats from the bonus feat lists of those classes. That totals up to less than 20 feats over the course of an entire “career” as a hero, and some of them must be chosen from limited bonus feat lists. Realistically, heroes have 8 feats they can choose freely over the course of an entire campaign, assuming they reach at least 18th

level. Of course, there are ways around these limitations (such as creating advanced classes that hand out bonus feats like candy) but they often feel forced and artificial.

The goal of *Martial Arts Mayhem* is to give characters plenty of opportunities to acquire the feats necessary to build a master of the martial arts without sacrificing character balance. By acquiring specific combinations of feats and skills (most of which exist in the *d20 Modern Roleplaying Game*—and which experienced characters might already have), heroes can qualify for additional benefits, in the form of “free” special abilities. Which abilities a hero gains depends on which school or schools the hero qualifies for. In short, *Martial Arts Mayhem* rewards characters for following a particular martial arts path.

Where other game products simulate martial arts with hundreds of new feats, we chose to create only the necessary minimum. This allows heroes to choose only the martial arts feats they need, and to use their other feats to become more well-rounded characters. But joining a martial arts school requires that the character make specific feat and skill choices, so the benefits of mastery aren’t entirely free.

What are Martial Arts

“What style is that?”

“Don’t ask! If it works, it’s a good one!”

—*Fist of Legend*, 1994

“Martial” or “combative” arts are trained schools of hand-to-hand combat: karate, kung-fu, tai-chi, and other Oriental schools of combat. Most people also consider Greco-Roman wrestling, boxing, and fencing to be forms of the martial arts, as well. For the *d20 Modern Roleplaying Game*, all these constitute either Combat Martial Arts or Defensive Martial Arts. Brawling, on the other hand, represents countless schoolyard scuffles, barroom brawls, and back alley fights. Brawlers are tough, but they aren’t formally trained.

The Real World

*“Karate come from China, sixteenth century, called te, ‘hand.’ Hundred year later, Miyagi ancestor bring to Okinawa, call *kara*-te, ‘empty hand.’”*

“I thought it came from Buddhist temples and stuff like that.”
“You too much TV.”

—*The Karate Kid*, 1989

Many people only experience martial arts through the media. Some take a few judo, karate, or tae kwon do lessons. A few fall in love with an art and practice it for the rest of their lives. Even among that minority, there are many misconceptions about the origins of the martial arts, though they tend to be much more realistic about the power of martial arts. The origins of martial arts, Eastern or Western, are much more

Learning Martial Arts

There are many reasons to learn a combative art, including self-defense, self-discipline, confidence, and physical fitness. You cannot learn martial arts from books, television, or films. *In fact, trying to learn hand-to-hand combat techniques by watching martial arts films is like trying to learn American history by watching Westerns!* Regardless of your level of physical condition, there are combative arts you can study, and I strongly encourage you to discover one that works for you.

Introduction

mundane than many realize. Wars ended, and, while some soldiers returned home, others opened schools to teach their fighting skills, and others entered religious orders (often monastic ones) to atone for what they did in combat. Over hundreds, sometimes thousands, of years, the styles formalized and became what we now call the martial arts.

It is possible to kill someone with a single blow of an empty hand. Even untrained amateurs can get lucky. However the chaos of combat makes it very difficult to land the kind of precision strike necessary to kill with a single blow. Most street fights, bar brawls, and schoolyard scuffles end when all sides are exhausted, the authorities step in and separate the combatants, or when someone uses an improvised weapon to start inflicting real damage—whether with a wall, a railing, asphalt pavement, a dumpster, or a makeshift club.

Lightweight boxing champion Ray “Boom Boom” Mancini once said that the name of the game was “get hit, and hit back.” This was as true for Mr. Mancini’s sport as it is for any combative art. The chief advantage trained fighters have is that they get hit, a lot, in training. This teaches the fighter to differentiate between pain and real damage. There is no best martial art, or most deadly. For that matter, there are no truly deadly weapons. Instead, there are only deadly people. This book is about turning your hero into one of them.

Guns versus Fists

“Why doesn’t somebody pull out a .45 and, bang, settle it?”

—Lee, *Enter the Dragon*, 1973

A firearm beats a black belt every time...at distances beyond about six feet (many police departments extend the threat range of a melee combatant as far as twenty-five feet). In the *d20 Modern Roleplaying Game*, this is represented by the attacks of opportunity taken by gun fighters when shooting while in a threatened area. The advantages of firearms are

that they do a lot of damage, take little training, and function further than a human can reach. The advantages of martial arts are that they do not provoke attacks of opportunity, do not run out of ammunition, can be carried openly without provoking law enforcement, and don’t have to be drawn from hiding before using.

You may wish to alter that balance in favor of martial arts. There are several ways to do so. One method is simply to double the damage done by martial arts attacks. For example, a hero with Combat Martial Arts would do $2d4 + \text{Strength}$ points of damage.

A more complex method is to provide Combat Martial Arts as a free bonus feat to every basic class. Characters should receive the feat at the same level in which their Base Attack Bonus becomes +1. You may wish to add more martial arts feats to class bonus feat lists as well (see Appendix One: Tables for suggestions).

Adding Advanced Classes

You may wish to design additional advanced classes. In fact, since the Martial Artist in Chapter Six: Advanced Classes of the *d20 Modern Roleplaying Game* is easiest for Strong heroes to enter, you may wish to design five more advanced classes, one for each of the other basic classes. There are excellent products available, including *Blood and Fists* from RPGObjects, which use this approach.

Perhaps the most complex method of shifting the balance in favor of martial arts is redesigning the basic classes themselves. This is a giant stride away from the core rules of the *d20 Modern Roleplaying Game*, and you should undertake it only if you’re very sure of what you’re doing. Everything in the *d20 Modern Roleplaying Game* is designed around the class abilities and relative strengths and weaknesses of the six base classes. If you change those in any significant way, you should limit your heroes to the advanced and prestige classes that you design for your campaign.



Adding this Material

“No growth without resistance. No action without reaction. No desire without restraint.”

—Li Mu Bai, *Crouching Tiger, Hidden Dragon*, 2000

Martial Arts Mayhem and the Martial Artist

Martial Arts Mayhem allows heroes from all classes to consider themselves martial artists—not just those who take levels in the Martial Artist advanced class. Those who wish to become Special Forces kickboxers can take levels in Soldier and master Northern Leg. It may take them longer to qualify for Soldier, but their players can still build the heroes they want to play. Chapter Three: Feats shows which feats are bonus feats for which classes. Appendix One: Tables also shows that feature.

But just because everyone is a martial artist doesn't mean the Martial Artist class is obsolete. Heroes who become masters of a school of martial arts and take levels in Martial Artist represent people who do more than just study martial arts. They are people who dedicate their lives to their art, like Bruce Lee, Jet Li, Jackie Chan, Sammo Hung, Yuen Biao, and even Steven Seagal and Jean-Claude Van Damme: martial artists first, and whatever else they are second.

The Martial Artist benefits from class abilities like living weapon, flying kick, iron fist, and flurry of blows. Those abilities remain unique to the Martial Artist and combine with the material presented in this book to create truly deadly heroes!

The first step in adding this material to any campaign is discussion. The GM and the players should discuss this material and decide together whether or not it is appropriate for the game. Obviously players should never add rules to the campaign without the GM's permission, but likewise the GM should make players aware of the possibilities (and effects) of new rules.

Once the material is part of the game, some heroes may suddenly qualify for some level of mastery in one or more schools simply by possessing the right mix of skills and feats. That does not make the heroes into martial artists automatically. Only if a player desires for her hero to be a martial artist should the hero gain the benefits of mastery. Even then, the GM may require that the hero spend time training, and meet certain Knowledge skill prerequisites. (See the optional rules in Chapter One.)

If you introduce this material to an ongoing campaign, some heroes may immediately meet most of the requirements for a school.

In this case, the GM may choose to “forgive” that requirement and allow the hero to gain the benefit of mastery. In other words, you may wish to allow characters to be granted 1st degree mastery of a school if they meet all but one of the requirements. However, you should not forgive requirements to achieve higher degrees of mastery.

If you decide to allow this, you should require the hero to gain the “forgiven” requirement at the next possible opportunity. For example, if a hero is missing one feat to qualify for mastery of a school, you may allow the hero to become a master with the proviso that the next feat taken by the hero must be the one lacking. This allowance should only be made when new material is first introduced, not throughout a campaign.

A Note about Organization

Many books start with skills, then present feats, classes, FX, and then Gamemaster or campaign information. This book starts with general rules and then jumps right to martial arts schools—because that's why you bought it. Feats mentioned in that chapter that do not appear until Chapter Three: Feats are marked with an asterisk (*). Then, after you've absorbed the concept of schools, you'll find feats, secret techniques, weapons, and finally campaign models.

Rule 0

I wrote the original combat and equipment rules for the *d20 Modern Roleplaying Game*, and participated in all aspects of its design, development, and testing. I made my best effort to balance the rules in *Martial Arts Mayhem* between being cool and being reasonable. This material is not official, and GMs may choose to disallow some or all of it.

Chapter One: General Rules

“Don’t let the situation change you. Change it.”

—Ah Keung, *Rumble in the Bronx*, 1995

This book presents feats, schools, and secret techniques for hand-to-hand combat in the *d20 Modern Roleplaying Game*. You know how to use feats. Unarmed combat feats like Brawl, Combat Martial Arts, and Defensive Martial Arts assume that heroes with the feats have some training and experience in hand-to-hand combat. Heroes who dedicate themselves to a particular style of unarmed fighting are assumed to have joined a school that teaches that style. Martial arts schools are neither feats nor prestige classes. Instead, they reward heroes who focus on certain feats and skills by providing them with additional abilities. For example, the Deft Touch School requires ranks in Craft (pharmaceuticals) and Treat Injury, as well as knowledge of fighting techniques.

When heroes meet the prerequisites for a school, they gain the school’s benefit and may use it within the restrictions of the rules. Schools have several degrees of mastery, with more benefits for more dedicated students. Heroes may master as many schools as they wish, provided they meet all the prerequisites for each school.

Secret techniques, on the other hand, are feats. When a member of a martial arts school reaches a certain level of expertise and earns his master’s trust, he may learn secret techniques of his school. These techniques are passed down from master to master, taught only to the students most closely approaching their schools’ ideals. Heroes may learn a secret technique any time they could learn a feat, provided they are masters of the appropriate school and rank, and meet the prerequisites.

Optional Rule: Training

The reality is that martial arts training takes time and costs money. If you would like to enforce that reality in your game, add these optional rules.

The GM controls access to skills and feats. He may rule that you must locate an instructor. As a general rule, the instructor should have at least one more rank in the skill you wish to

learn or should have the feat you wish to learn. Finding an instructor isn’t hard, thanks to the Internet.

The purchase DC for training equals $7 \times$ the number of weeks spent in training. Skills require 1 week per rank, so if you wished to increase Move Silently from 7 ranks to 8 ranks, it takes 8 weeks and has a purchase DC of 56 (kind GMs may allow heroes to make a Purchase check [DC 7] each week rather than paying a lump sum). A feat requires two weeks training.

A hero can work on up to two skills simultaneously, or one skill and a feat. If both are part of the same martial arts school, one instructor can teach both.

A GM may allow heroes to train in advance, spending time and Wealth but not gaining ranks or feats until they gain a level. The GM may require training for feats and not for skills, or vice versa, rather than requiring training for both.

Optional Rule: School Knowledge

Many martial arts schools require students to be able to converse knowledgeably about their art before conveying the rank of master. Students must be able to recite their school’s lineage, master by master, from their instructor back to the art’s founder. They must also be able to explain techniques.

If you wish to add this feature, all schools add the following requirements:

Rank	Requirement
1st-Degree Mastery	Knowledge (history) 2 ranks, Knowledge (tactics) 2 ranks
2nd-Degree Mastery	Knowledge (history) 4 ranks, Knowledge (tactics) 4 ranks
3rd-Degree Mastery	Knowledge (history) 6 ranks, Knowledge (tactics) 6 ranks

If you add these requirements, you must also add these skills to the class skill list for all basic classes and to the Martial Artist advanced class.

You may substitute Knowledge (streetwise) for Knowledge (history) for any school that requires the hero to have the Brawl feat.

Chapter Two: Schools

"My style? You could call it the art of fighting without fighting."

—Lee, *Enter the Dragon*, 1973

As the Introduction explains, heroes who dedicate themselves to a particular style of unarmed fighting are assumed to have joined a school that teaches that style.

Acquiring School Masteries

Martial arts schools are neither feats nor prestige classes. When heroes meet the prerequisites for a school, they gain the school's benefit and may use it within the restrictions of the rules. Schools have several degrees of mastery, with more benefits for more dedicated students. Heroes may master as many schools as they wish, provided they meet all the prerequisites for each school.

Unless otherwise specified, the abilities granted by mastery of a school are extraordinary abilities.

Note: Prerequisites marked with an asterisk (*) are new feats that appear in Chapter Three of this book.

See Chapter Four: Secret Techniques for descriptions of secret techniques.

The Clothyard Shaft School

Historically, the bow is an ancient weapon. Its fairly simple mechanism for multiplying the muscle power of the archer belies the skill needed to use a bow effectively. In most countries, martial use of the bow fell into disfavor with the introduction of the crossbow or firearms, both of which require far less training to produce competent shooters. However, the very dedication needed to learn the skills kept them alive, passed down generation by generation, gradually developing into more than just a difficult way to hunt deer.

Bows and arrows are famous weapons in films and books. Legolas was a great archer, as was Robin Hood. Tales of blind Zen archers are popular in genre literature. The great actor Toshiro Mifune practiced *yabusamé*, a style of *kisha* (Japanese horseback archery).

1st Degree Mastery—Clothyard Shaft

Prerequisites: Dex 17, Wis 13, base attack bonus +6, Archaic Weapons Proficiency, Dodge, Focused, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Bow, Concentration 4 ranks.

Benefits: If you use the Fight Defensively option, firing your bow does not trigger attacks of opportunity.

2nd Degree Mastery—Clothyard Shaft

Prerequisites: 1st Degree Mastery of Clothyard Shaft, Dex 17, Wis 13, base attack bonus +8, Archaic Weapons Proficiency,

Dodge, Focused, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Bow, Concentration 6 ranks.

Benefits: You may add your Dexterity bonus to damage from your arrows rather than your Strength bonus.

Available Secret Technique: Zen Archery.

3rd Degree Mastery—Clothyard Shaft

Prerequisites: Degree Mastery of Clothyard Shaft, Dex 19, Wis 13, base attack bonus +11, 2nd Archaic Weapons Proficiency, Dodge, Focused, Improved Precise Shot, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus: Composite Bow, Concentration 8 ranks.

Benefits: The range increment for your bow increases to 60 feet. When using your bow in ranged combat, every time you miss because of concealment, you can reroll your miss chance roll one time to see if you actually hit (see Concealment in Chapter Five: Combat of the *d20 Modern Roleplaying Game*).

Available Secret Technique: Heaven's Arrow.

The Cloudy Night School

The Cloudy Night School developed from a need for people who could do things the warrior classes were prohibited from doing, if not by law then by their own codes of behavior. Such things included espionage, murder, sabotage, and theft. The basis of Cloudy Night is very similar to Japanese *ninjutsu* (also called *taijutsu*) and Chinese *an chi*.

The essence of Cloudy Night is deception. Its training emphasizes subtlety, stealth, and improvisation. Contrary to popular belief, practitioners rarely dress in head-to-toe black except for training sessions. Schools are easy to locate using the internet and the telephone directory.

1st Degree Mastery—Cloudy Night

Prerequisites: Base attack bonus +1, Acrobatic, Archaic Weapons Proficiency, Athletic, Combat Martial Arts, Climb 4 ranks, Hide 4 ranks, Move Silently 4 ranks, Tumble 4 ranks, Evasion class ability.

Benefits: You gain Dodge and Stealthy as a bonus feat. You must meet the prerequisites for Dodge in order to use that feat.

2nd Degree Mastery—Cloudy Night

Prerequisites: 1st Degree Mastery of Cloudy Night, base attack bonus +1, Acrobatic, Archaic Weapons Proficiency, Athletic, Combat Martial Arts, Defensive Martial Arts, Martial Weapons Proficiency* (see Chapter Five: Weapons for a list of appropriate choices), Climb 7 ranks, Hide 7 ranks, Move Silently 7 ranks, Tumble 7 ranks, Evasion class ability.

Benefits: You gain Mobility as a bonus feat. You must meet all prerequisites in order to use this feat.

Chapter Two: Schools

You also gain Improved Evasion. If you are exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as getting caught in a grenade blast), you suffer no damage if you make a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light or no armor.

Available Secret Technique: Spirit Needles.

3rd Degree Mastery—Cloudy Night

Prerequisites: 2nd Degree Mastery of Cloudy Night, base attack bonus +4, Acrobatic, Archaic Weapons Proficiency, Athletic, Combat Martial Arts, Deceptive, Defensive Martial Arts, Focused, Improved Combat Martial Arts, Martial Weapons Proficiency* (see Chapter Five: Weapons for a list of appropriate choices), Bluff 4 ranks, Climb 7 ranks, Disguise 4 ranks, Hide 7 ranks, Move Silently 7 ranks, Tumble 7 ranks, Evasion class ability.

Benefits: You gain Spring Attack as a bonus feat. You must meet all prerequisites in order to use this feat.

In addition, if you make a successful Bluff check as a standard action you may immediately make a normal Hide check as a free action provided there is sufficient terrain or furnishings to conceal you. Your hiding place must be within 1 foot for every rank you have in Hide (so if you have 10 ranks in Hide, your hiding place can be as much as 10 feet away).

Normal: If you make a Bluff check to create a diversion before hiding, you suffer a –10 penalty to the Hide check.

Available Secret Technique: Hypnotic Gaze.

The Deft Touch School

The Deft Touch School developed in countries with detailed medical systems, such as the Vedic knowledge of India and the Taoist medicine of China. Many of the masters of this and similar schools are doctors of traditional medicine. They expect their students to learn their traditional medical knowledge and techniques in order to treat the training injuries of junior students.

Deft Touch combat techniques use precise fingertip strikes to specific pressure points and nerve clusters. It is a gentle-

looking art that relies on education and accuracy rather than brute strength.

1st Degree Mastery—Deft Touch

Prerequisites: Dex 13, Wis 13, base attack bonus +4, Defensive Martial Arts, Stunning Fist*, Medical Expert, Craft (Pharmaceutical) 8 ranks, Treat Injury 8 ranks.

Benefits: You may make three additional stunning attacks per day.

2nd Degree Mastery—Deft Touch

Prerequisites: 1st Degree Mastery of Deft Touch, Dex 17, Wis 15, base attack bonus +8, Nauseating Punch*, Blinding Punch*, Craft (Pharmaceutical) 10 ranks, Treat Injury 10 ranks.

Benefits: You may use Stunning Fist, Nauseating Punch, and Blinding Punch on a number of additional creature types equal to your Intelligence modifier (minimum 0). You must choose which additional types when you attain 2nd Degree Mastery of Deft Touch. If your Intelligence modifier decreases, you lose creature types of your choice until your Intelligence recovers. If your Intelligence modifier permanently increases (for example, because you gain levels and increase your Intelligence ability score), you must choose additional creature types when the increase occurs. This benefit applies to Paralyzing Strike when you learn it; and to the 3rd Degree Mastery benefit when you gain it.

Constructs, elementals, oozes, plants, and undead cannot be chosen as additional creature types.

Available Secret Technique: Reincarnated Crane.

3rd Degree Mastery—Deft Touch

Prerequisites: 2nd Degree Mastery of Deft Touch, base attack bonus +10, Paralyzing Strike*, Surgery, Craft (Pharmaceutical) 12 ranks, Treat Injury 12 ranks.

Benefits: You may make an unarmed melee attack to do 1d4 points of temporary Strength damage to your opponent for every 4 character levels you have (maximum 5d4). This counts as one of your stunning attacks. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. Creatures that are immune to



Chapter Two: Schools

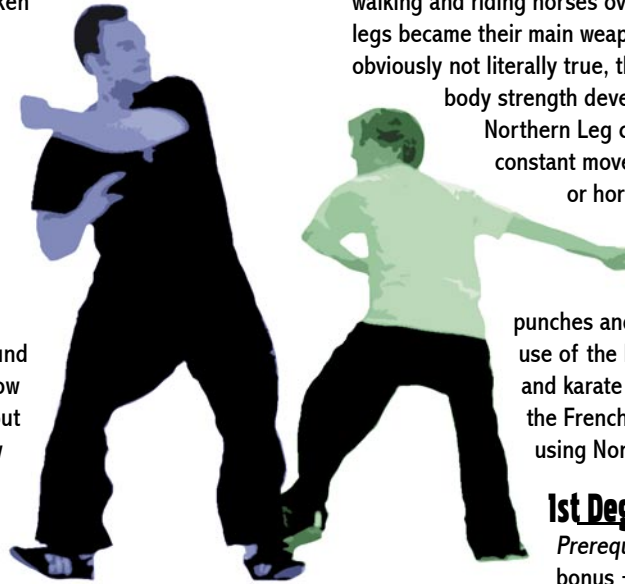
stunning attacks are also immune to this ability, as are any creatures that are more than one size category larger than the feat user.

Available Secret Technique: Sleeping Immortal.

The Drunken Fighting School

A great deal of folklore surrounds the origin of the Drunken Fighting School. One story tells of a monk who observed constables attempting to arrest a drunkard. He was so loose and relaxed they had difficulty keeping a hold on him, and no matter how often or hard the drunkard fell, he never injured himself. Another story suggests the monk and the drunkard were the same person, but that may be sour grapes from those defeated by Drunken Fighters.

Drunken Fighting emphasizes surprise and deception, constantly falling and rolling so that the opponent never knows when the Drunken Fighter is balanced well enough to attack. It requires intense leg conditioning to perform the ground and close-to-the-ground techniques. Students learn how to fall on most surfaces without harming themselves, and how to use whatever implements are available as weapons. The Chinese art of *choi li fut* is an example of this school.



1st Degree Mastery—Drunken Fighting

Prerequisites: Dex 13, Int 13, base attack bonus +4, Acrobatic, Combat Expertise, Combat Martial Arts, Deceptive, Dodge, Drunken Stance*, Balance 4 ranks, Bluff 4 ranks, Tumble 4 ranks.

Benefits: As a move action, you may make a Bluff check to feint in combat (see the *d20 Modern Roleplaying Game*, Chapter Two: Skills, Bluff) or as part of the Drunken Stance feat. (Normally, using Bluff to feint in combat is an attack action.)

2nd Degree Mastery—Drunken Fighting

Prerequisites: 1st Degree Mastery of Drunken Fighting, Dex 13, Int 13, base attack bonus +6, Acrobatic, Combat Martial Arts, Deceptive, Dodge, Mobility, Drunken Stance*, Balance 6 ranks, Bluff 6 ranks, Tumble 6 ranks.

Benefits: As an attack action, you may make a Bluff check (see the *d20 Modern Roleplaying Game*, Chapter Two: Skills, Bluff). Instead of using the result of your check as a feint, use it as your Defense until your next action. You may not take 10 or 20 with this check.

Available Secret Technique: Unicorn Steps.

3rd Degree Mastery—Drunken Fighting

Prerequisites: 2nd Degree Mastery of Drunken Fighting, Dex 13, Int 13, base attack bonus +8, Acrobatic, Combat Martial Arts, Deceptive, Dodge, Improvised Weapon Proficiency*, Mobility, Redirect Attack*, Drunken Stance*, Balance 8 ranks, Bluff 8 ranks, Tumble 8 ranks.

Benefits: You gain a +10 competence bonus to Balance and Tumble checks.

Available Secret Technique: Eight Drunken Immortals.

The Northern Leg School

Folklore has it that the Northern Leg School developed on open, undulating plains where the people were accustomed to walking and riding horses over great distances. Their strong legs became their main weapons of attack and defense. While obviously not literally true, the story points out the great lower body strength developed by masters of this school.

Northern Leg combat techniques involve constant movement, often leaping vertically or horizontally. They combine low and high kicks, and depend on an excellent sense of balance.

Northern Leg does teach punches and arm blocks, but emphasizes the use of the legs. Numerous styles of kung fu and karate exemplify Northern Leg, and even the French art of *savate* can be modeled using Northern Leg.

1st Degree Mastery—Northern Leg

Prerequisites: Str 13, Dex 13, base attack bonus +2, Acrobatic, Combat Martial Arts, Crane Kick*, Power Attack, Balance 6 ranks, Jump 6 ranks, Tumble 6 ranks.

Benefits: You gain a +10 competence bonus on your Balance and Jump checks.

2nd Degree Mastery—Northern Leg

Prerequisites: 1st Degree Mastery of Northern Leg, Str 13, Dex 13, base attack bonus +4, Acrobatic, Combat Martial Arts, Crane Kick*, Improved Combat Martial Arts, No-Shadow Kick*, Power Attack, Balance 8 ranks, Jump 8 ranks, Tumble 8 ranks.

Benefits: Designate an opponent against which you could make a charge attack. Make a normal Jump check. If the result indicates you could jump to the designated opponent, you can make a normal charge attack against that opponent as part of the same action. If your charge attack is successful, you inflict normal damage, plus your Strength modifier multiplied by 2. If the Jump check fails, you cannot charge that opponent nor can you make any other attack on your action.

Normal: Because charge attacks are normally full round actions, you cannot make both a charge attack and a Jump check in the same action.

Available Secret Techniques: Light Body I.

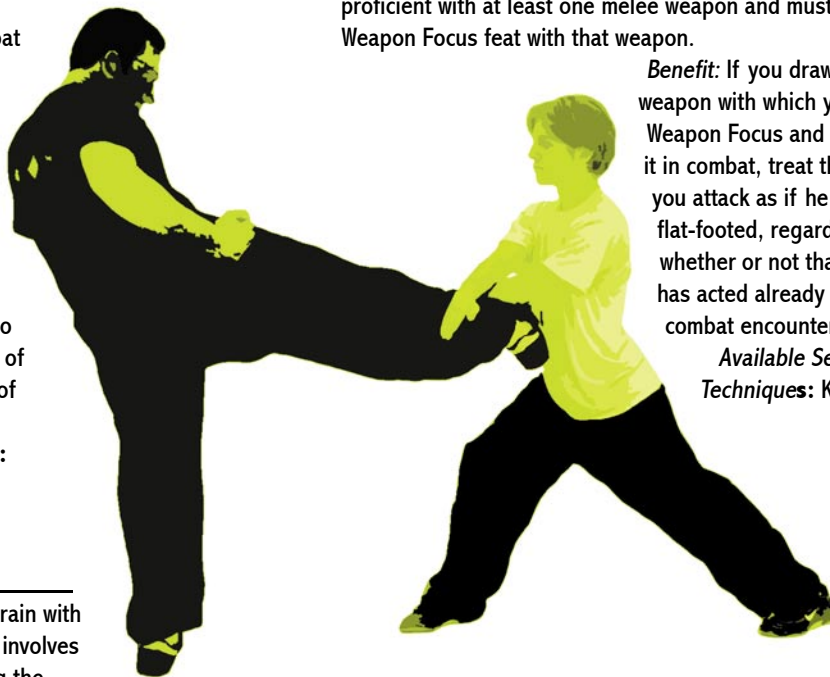
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3rd Degree Mastery—Northern Leg

Prerequisites: 2nd Degree Mastery of Northern Leg, Str 13, Dex 13, base attack bonus +8, Acrobatic, Advanced Combat Martial Arts, Combat Martial Arts, Crane Kick*, Endurance, Improved Combat Martial Arts, No-Shadow Kick*, Power Attack, Run, Balance 8 ranks, Jump 8 ranks, Tumble 8 ranks.

Benefit: When you make a successful charge attack, you do +1 point of damage per 5-feet of your charge, up to a maximum of +8 points of damage.

Available Secret Techniques: Light Body II.



Improved Combat Martial Arts, Improved Initiative, Mobility, Quick Draw, Spring Attack. In addition, the master must be proficient with at least one melee weapon and must have the Weapon Focus feat with that weapon.

Benefit: If you draw the melee weapon with which you have Weapon Focus and attack with it in combat, treat the opponent you attack as if he or she was flat-footed, regardless of whether or not that opponent has acted already in this combat encounter.

Available Secret Techniques: Kiritsuke.

One Move

Wherever martial arts schools train with weapons, a style develops that involves drawing, striking, and sheathing the weapon in a single, flowing movement—without the need for conscious thought. This is the essence of the Japanese art of *iaido*, among others.

The One Move school requires training in meditation as well as weapon proficiency and quick reflexes.

1st Degree Mastery—One Move

Prerequisites: Dex 13, base attack bonus +1, Agile Riposte*, Combat Martial Arts, Combat Reflexes, Dodge, Improved Initiative, Quick Draw. In addition, the master must be proficient with at least one melee weapon and must have the Weapon Focus feat with that weapon.

Benefit: You gain a +2 bonus to initiative. If you do not draw the melee weapon with which you have Weapon Focus and attack an opponent with it in the first round of combat, you move to the end of the initiative order for the rest of that encounter.

2nd Degree Mastery—One Move

Prerequisites: 1st Degree Mastery of One Move, Dex 13, base attack bonus +4, Agile Riposte*, Combat Martial Arts, Combat Reflexes, Dodge, Improved Combat Martial Arts, Improved Initiative, Mobility, Quick Draw. In addition, the master must be proficient with at least one melee weapon and must have the Weapon Focus feat with that weapon.

Benefit: If you draw the melee weapon with which you have Weapon Focus and attack with it in the first round of combat, you gain a +2 bonus to your damage roll with that weapon.

Available Secret Techniques: Zanshin.

3rd Degree Mastery—One Move

Prerequisites: 2nd Degree Mastery of One Move, Dex 13, base attack bonus +8, Advanced Combat Martial Arts, Agile Riposte*, Combat Martial Arts, Combat Reflexes, Dodge,

Professional Wrestling

A uniquely Western form of combat entertainment particularly popular in both the United States and Mexico, professional wrestling relies on a combination of acting, raw charisma, and brute athleticism. Professional wrestling has its roots in Greco-Roman wrestling, with the addition of acrobatics, aerial maneuvers, and improvised weapons.

Professional Wrestling combat techniques vary sharply from those used for entertainment. The emphasis is on grappling and pinning, overpowering the opponent with raw physical power and using anything at hand to inflict lethal damage.

1st Degree Mastery—Professional Wrestling

Prerequisites: Str 17, Cha 15, base attack bonus +4, Brawl, Improved Damage Threshold, Improved Grapple*, Mat Techniques*, Streetfighting, Intimidate 4 ranks, Perform (Act) 4 ranks, Second Wind class ability.

Benefits: You suffer a -2 penalty when using improvised weapons, instead of the normal -4 penalty.

2nd Degree Mastery—Professional Wrestling

Prerequisites: 1st Degree Mastery of Professional Wrestling, Str 17, Cha 15, base attack bonus +6, Brawl, Frightful Presence, Improved Damage Threshold, Improved Feint, Improved Grapple*, Mat Techniques*, Renown, Streetfighting, Second Wind class ability, Intimidate 6 ranks, Perform (Act) 6 ranks.

Benefits: Designate an opponent. If you can make a charge attack against this opponent, make a normal Jump check as part of a charge. If the result indicates you could jump to the designated opponent, you can make a grapple check against that opponent as part of the charge. If your grapple check

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succeeds, both you and your opponent are prone. If your grapple check fails, you are prone and your opponent is not. If the Jump check fails, you cannot charge that opponent, nor can you make any other attack on your action.

Normal: Charge attacks are normally full round actions, so you could not make both a charge attack and a Jump check in the same action. Charge attacks end with melee attacks rather than grapple checks.

Available Secret Techniques: Irish Whip.

3rd Degree Mastery—Professional Wrestling

Prerequisites: 2nd Degree Mastery of Professional Wrestling, Str 17, Cha 15, base attack bonus +8, Advanced Grapple, Brawl, Defensive Martial Arts, Combat Throw, Frightful Presence, Improved Combat Throw, Improved Damage Threshold, Improved Feint, Improved Grapple, Mat Techniques*, Power Attack, Renown, Streetfighting, Intimidate 8 ranks, Perform (Act) 8 ranks, Second Wind class ability.

Benefits: You can climb any object up to five feet high (for example, a corner stanchion of a wrestling ring, a dumpster, or part way up a ladder) as a free action if you start your action next to the object. It costs you no movement to do so. Any attack you make on an opponent below you receives a +4 circumstance bonus on your attack roll and a +2 bonus on your damage roll.

Normal: A height advantage normally grants you a +2 bonus on your attack rolls.

Available Secret Techniques: Top Rope.

The School of the Dance

The Dance involves constant movement. “Dancers” move back and forth, shifting their weight and constantly moving their feet. Their hands make graceful, flickering gestures. They fight well standing or prone, and more advanced practitioners can fight as easily standing on their hands as on their feet!

Rhythm is at the heart of the Dance. All dancers learn to perform traditional instruments associated with their art. The music calls dancers to perform acrobatic feats and to remind them of their art’s traditions and history. The Dance is one way to model the Brazilian martial art of *capoiera*.

Making maximum use of available weapons is also part of the Dance. Various schools emphasize different weapons. The example used here is the straight razor.

Special: Dancers cannot wear armor heavier than light armor, or they lose any benefits from this school.

1st-Degree Mastery—School of the Dance

Prerequisites: Base attack bonus +3, Acrobatic, Combat Martial Arts, Defensive Martial Arts, Dodge, Perform 4 ranks (must be with percussion instruments, string instruments, or wind instruments), Tumble 7 ranks, Evasion class ability.

Benefits: You receive Exotic Melee Weapon Proficiency: Straight Razor as a bonus feat. You also gain a +4 competence bonus on Balance, Jump, and Tumble checks. You no longer suffer a -4 penalty to Defense against melee attacks for being prone.

2nd-Degree Mastery—School of the Dance

Prerequisites: 1st Degree Mastery of the Dance, base attack bonus +4, Acrobatic, Combat Martial Arts, Defensive Martial Arts, Dodge, Improved Combat Martial Arts, Mobility, Perform 4 ranks (must be with percussion instruments, string instruments, or wind instruments), Tumble 9 ranks, Evasion class ability, Uncanny Dodge I class ability, and Uncanny Dodge II class ability.

Benefits: Before attacking your opponent, make a Tumble check opposed by your opponent’s Sense Motive check. This is a move action. Whether you succeed or fail you move to any unoccupied space around your opponent from which you can still make melee attacks against that opponent. If your Tumble check succeeds, your opponent loses any Dexterity bonus to his Defense against your attacks. This benefit only lasts until just before your next action.

You also gain Weapon Focus: Straight Razor as a bonus feat.

Available Secret Techniques: Steps

3rd-Degree Mastery—School of the Dance

Prerequisites: 2nd Degree Mastery of the Dance, Base attack bonus +8, Acrobatic, Advanced Combat Martial Arts, Combat Martial Arts, Defensive Martial Arts, Dodge, Improved Combat Martial Arts, Mobility, Perform 4 ranks (must be with percussion instruments, string instruments, or wind instruments), Tumble 11 ranks, Defensive Roll class ability, Evasion class ability, Opportunist class ability, Uncanny Dodge I class ability, and Uncanny Dodge II class ability.

Benefits: You gain Weapon Specialization: Straight Razor. You get a +2 bonus on damage rolls with straight razors. Your competence bonus to Jump and Tumble checks increases to +10. You retain your Dexterity bonus to Defense when grappling.

Available Secret Techniques: Sweeps.

The Southern Fist School

The Southern Fist School teaches that it developed in terrain crosscut by a huge network of waterways, along which the people traditionally lived. Rowing and poling themselves from place to place, they developed great strength in the arms and thus used the fist as their main martial weapon. While this is obviously not literally true, it demonstrates the great upper body strength developed by masters of this school.

Southern Fist combat techniques vary from short punches to sweeping blows and circular blocks. They rely on circular hip movements to develop power for the blows and to evade incoming attacks. Southern Fist does teach kicks and leg blocks, but emphasizes the use of hands and arms. Numerous styles of kung fu and karate can be modeled using Southern Fist, as can Indonesian martial arts like *pentjak silat*.

1st Degree Mastery—Southern Fist

Prerequisites: Str 13, Dex 13, Wis 13, base attack bonus +3, Alertness, Combat martial Arts, Combat Reflexes, Genshin Awareness*.

Benefits: You may double your Strength bonus to damage

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(if any) with an unarmed attack. You must declare the use of this technique before making your attack roll (thus a missed attack roll is a failed attempt). You may do this a number of times per day equal to your character level divided by four (rounded down).

2nd Degree Mastery—Southern Fist

Prerequisites: 1st Degree Mastery of Southern Fist, Str 13, Dex 13, Wis 13, base attack bonus +4, Alertness, Combat Martial Arts, Combat Reflexes, Genshin Awareness*, Hands without Shadow*, Improved Combat Martial Arts.

Benefits: If an opponent makes a melee or melee touch attack against you while you are fighting defensively or using the total defense action, you can immediately make an unarmed melee attack against that opponent. Both attacks occur simultaneously so you and the opponent both suffer damage and any other effects. You gain no benefit against an opponent that does not attack you. This counts against your total number of attacks of opportunity for the round, and you cannot use this technique if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

Available Secret Techniques: Hammer Fist.

3rd Degree Mastery—Southern Fist

Prerequisites: 2nd Degree Mastery of Southern Fist, Str 13, Dex 13, Wis 13, base attack bonus +9, Advanced Combat Martial Arts, Agile Riposte, Alertness, Combat Martial Arts, Combat Reflexes, Dodge, Genshin Awareness*, Hands without Shadow*, Improved Combat Martial Arts.

Benefits: When you attack an opponent's melee weapon or firearm you ignore its hardness. You may do this a number of times per day equal to your character level divided by four (rounded down).

Available Secret Techniques: Crane Fist.

The Sticky Hands School

The Sticky Hands School was developed by female monks. It emphasizes staying close to an opponent, keeping one hand on the opponent at all times to control the opponent's movement. The strikes are designed to redirect the opponent's force, unbalancing or knocking down the opponent.

Sticky Hands combat techniques combine short punches, low kicks, and circular blocks. They use subtle hip movements to develop attacking power and to redirect the opponent's attacks. The Chinese arts of *tai chi* and *wing chung* can both be modeled with the Sticky Hands School.

1st Degree Mastery—Sticky Hands

Prerequisites: Int 13, base attack bonus +4, Combat Expertise, Combat Martial Arts, Improved Combat Martial Arts, Defensive Martial Arts, Three-Conflicts Stance*, Unbalance Opponent.

Benefits: Double your Strength bonus on opposed Strength checks to resist bull rush attacks, grapple checks, pin attempts, and swallow attacks.

2nd Degree Mastery—Sticky Hands

Prerequisites: 1st Degree Mastery of Sticky Hands, Int 13, base attack bonus +6, Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Improved Combat Martial Arts, Improved Disarm, Improved Trip, Three-Conflicts Stance*, Unbalance Opponent.

Benefits: As a free action, you may make a grapple attempt against an opponent no more than one size category larger than you. If you succeed, you may interpose the grabbed opponent between you and any incoming attacks during the subsequent round. The interposed character counts as three-quarters cover. An attack that misses you because it hits the cover damages the grabbed character (See Striking the Cover Instead of a Missed Target in Chapter Five: Combat in the *d20 Modern Roleplaying Game*). If you have cover from more than one source, the GM decides which cover the incoming attack hits. An opponent grabbed by a hero with 2nd Degree Mastery of Sticky Hands can attempt to break free as if escaping from a grapple.

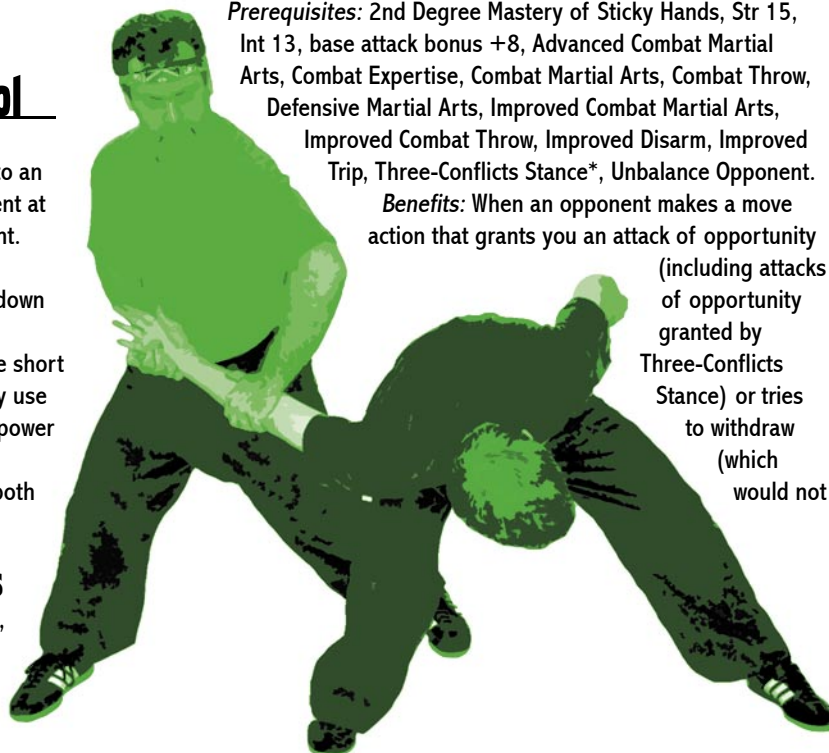
You may only do this once per round. This counts as one of your attacks of opportunity for the round, and you cannot use this technique if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed). On following rounds, you may attempt to pin the grappled opponent as a free action. If you succeed, you may continue using the opponent as a shield. If you fail, the opponent is no longer grappled.

Available Secret Techniques: Thousand-League Eye.

3rd Degree Mastery—Sticky Hands

Prerequisites: 2nd Degree Mastery of Sticky Hands, Str 15, Int 13, base attack bonus +8, Advanced Combat Martial Arts, Combat Expertise, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Improved Combat Martial Arts, Improved Combat Throw, Improved Disarm, Improved Trip, Three-Conflicts Stance*, Unbalance Opponent.

Benefits: When an opponent makes a move action that grants you an attack of opportunity (including attacks of opportunity granted by Three-Conflicts Stance) or tries to withdraw (which would not



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normally grant you attacks of opportunity), you may attempt to prevent the move action before it actually occurs by making an unarmed attack. If you succeed, you deal damage normally and the opponent must succeed at a Reflex save (DC 10 + half your character levels + your Strength modifier) or be unable to move into or out of the area you threaten. This prevents a foe from either closing or fleeing. This counts as one of your attacks of opportunity for the round, and you cannot use this technique if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

Available Secret Techniques: Repulse the Monkey.

Swordplay

“Swordplay” is a general school that encompasses European fencing, Japanese *kendo*, and other forms of martial arts that center on the correct use of a sword. While some schools are very formalized, others teach more rough-and-tumble techniques closer to what true sword combat is like. Some schools teach the use of a single weapon, some teach two weapons (such as katana and wakizashi or rapier and main-gauche), some teach a sword and shield combination, and some teach grappling, punching, and kicking to accompany the sword blows.

In general, practitioners of Swordplay train with a specific bladed weapon (see Chapter Five: Weapons). This is the weapon to which they apply Weapon Finesse and Weapon Focus. The practitioner may also apply those feats to a light weapon if she wishes to fight with two weapons, but she must apply the feats to her main weapon first.

1st Degree Mastery—Swordplay

Prerequisites: Dex 15, Int 13, base attack bonus +1, Combat Expertise, Dodge, Improved Disarm, proficiency with a bladed weapon (see Chapter Five: Weapons).

Benefit: If armed with a light weapon as your second weapon, you gain a +1 bonus to your Defense against melee attacks. When you fight defensively or use the total defense action, this bonus increases to +2. You must be proficient with the second weapon to gain this bonus. This bonus does not stack with a bonus to Defense from using a shield.

In addition, when you take the Weapon Finesse feat, you may choose the bokken, cutlass, katana, longsword, saber, or sword cane, or the usual light melee weapon, rapier, or chain.

2nd Degree Mastery—Swordplay

Prerequisites: 1st Degree Mastery of Swordplay, Dex 15, Int 13, base attack bonus +4, Agile Riposte*, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Parry*, Weapon Finesse with a bladed weapon, Weapon Focus with that bladed weapon, proficiency with a bladed weapon (see Chapter Five: Weapons).

Benefit: As a full attack action, you may move 5 feet and make a melee attack with a +1 bonus on the attack roll. If you do so, you also take a –1 penalty to your Defense for 1 round (until the beginning of your action on the following round). You must move before your attack, not after. You may make a Bull Rush attempt or attempt to disarm your opponent rather than making a standard melee attack.

Available Secret Techniques: Prise de Fer.

3rd Degree Mastery—Swordplay

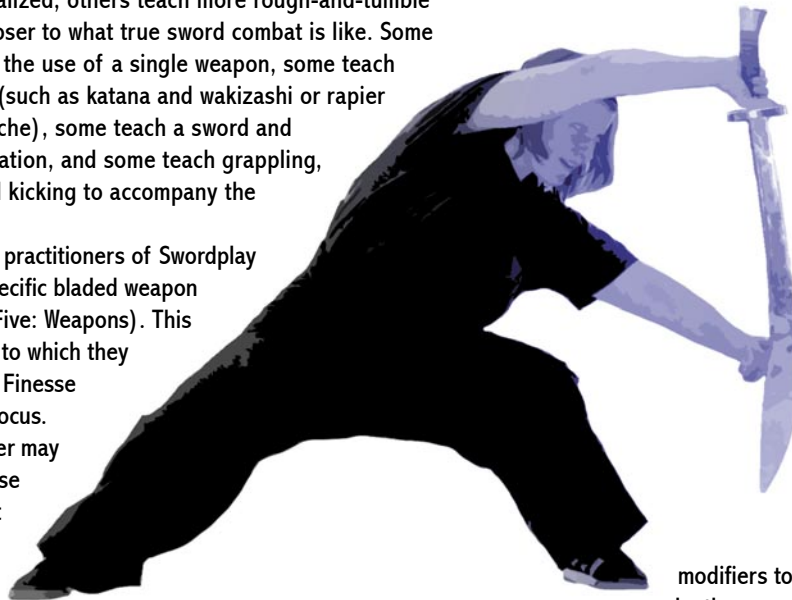
Prerequisites: 2nd Degree Mastery of Swordplay, Dex 15, Int 13, base attack bonus +8, Agile Riposte*, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Parry*, Weapon Finesse with a bladed weapon, Weapon Focus with that bladed weapon, proficiency with a bladed weapon (see Chapter Five: Weapons).

Benefit: You may perform a series of blindingly fast movements as an attack action while armed with your sword and frighten your opponent. Make a melee attack roll against a single opponent, adding any modifiers to your Intimidate check, opposed by the opponent’s level check (1d20 + opponent’s character level or Hit Dice).

Characters immune to fear effects can’t be intimidated. You may add a +2 bonus to your melee attack roll for every size category you are larger than your target. Conversely, you take a –2 penalty to your check for every size category you are smaller than your target. If you succeed, your opponent *cowers* for one round. If you succeed by 10 or more, your opponent *panics* (see the Character Condition Summary sidebar in Chapter Five: Combat of the *d20 Modern Roleplaying Game*).

You may affect one additional opponent for every 3 full character levels you have (four opponents starting at 9th level and so on, up to a maximum of seven starting at 18th level). When affecting more than one opponent, make a single attack roll opposed by the level check of the opponent with the most character levels or Hit Dice.

Available Secret Techniques: Active Defense.



Chapter Three: Feats

“You’re no match for my Shaolin monk!”

“Yeah, but I’ll bury you with my Crouching Tiger!”

—Jay and Silent Bob Strike Back, 2001

Brawl, Combat Martial Arts, and Defensive Martial Arts are good general feats, and are the building blocks for the material in this chapter. They lack detail, however. The feats provided below add detail and support the schools described in Chapter Two.

Acquiring Martial Arts Feats

Your heroes take these feats just as they would any others. When a feat adds to a class bonus feat list, we noted that in the feat description and on the table at the end. A GM who wishes to de-emphasize martial arts in his or her campaign may remove some or all of them from class bonus feat lists. A GM who wishes to emphasize martial arts in his or her campaign may add more of them to more class bonus feat lists!

Feat Descriptions

Here is the format for feat descriptions.

Feat Name

Description of what the feat does or represents in plain language, with no game mechanics.

Prerequisites: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a hero must have to acquire this feat. This entry is absent if a feat has no prerequisite. **Note:** Prerequisites marked with an asterisk (*) appear elsewhere in this chapter.

Benefit: What the feat enables your hero to do.

Normal: What a hero who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat that may help you decide whether to select it.

Bonus Feat: If the feat should be added to the bonus feat list for one or more classes, this entry explains which classes.

Advanced Grapple

You have mastered joint locks and grappling techniques.

Prerequisites: Str 13, base attack bonus +4, Brawl, Improved Grapple*, Power Attack.

Benefit: You gain a bonus to melee touch attacks to grab an opponent, opposed grapple checks, and to Escape Artist checks to escape a grapple or a pin. This bonus is equal to your character level divided by 4 (4th–7th level = +1, 8th–11th level = +2, 12th–15th level = +3, 16th–19th level = +4, and 20th level = +5).

Bonus Feat: Advanced Grapple is a bonus feat for the Strong hero, Tough hero, and Martial Artist classes.

Blinding Punch

You have mastered striking the vital points that blind a humanoid opponent.

Prerequisites: Dex 13, Wis 13, base attack bonus +8, Defensive Martial Arts, Stunning Fist*, Nauseating Punch*.

Benefit: Against a humanoid opponent, you can use one of your stunning attempts (see Stunning Fist) to make an unarmed attack that has a chance of blinding your target. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom bonus). If the target fails this saving throw he is blinded, rather than stunned, for 1 round per character level you possess. (See the *d20 Modern Roleplaying Game*, Chapter 5, Character Condition Summary for the consequences of being blinded.)

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Bonus Feat: Blinding Punch is a bonus feat for the Fast hero and Martial Artist classes.

Something Borrowed

Not all the feats in this chapter are original. Know Your Enemy, Knowledge Is Power, and Poise are from *Blood and Fists* by Charles Rice, RPG Objects, 2003 (www.rpgobjects.com). Improved Grapple, Manyshot, and Stunning Fist are from the System Reference Document.

Crane Kick

You kick multiple opponents with the same attack action.

Prerequisites: Str 13, Dex 13, base attack bonus +2, Combat Martial Arts, Power Attack.

Benefit: As a full attack, you may make a single unarmed melee attack after a successful melee attack. This second attack must be against a different opponent within the area you threaten. The second attack uses the same attack bonus as the successful melee attack.

Bonus feat: Crane Kick is a bonus feat for the Strong hero and Martial Artist classes.

Drunken Stance

You train in deceptive techniques that fool your opponent into thinking you are off-balance, unprepared, or unaware of his presence.

Prerequisites: Base attack bonus +2, Combat Martial Arts, Deceptive, Bluff 4 ranks.

Benefit: If you make a successful Bluff check against your opponent, you may make an unarmed attack of opportunity against him the next time he makes a melee attack against you. The Bluff check is an attack action that does not provoke an attack of opportunity, and only works against opponents with Intelligence of 3 or higher. The target of your attack of opportunity loses any Dexterity bonus to Defense against your attack of opportunity.

You may also attempt to use this feat with any Tiny or Small melee weapon with which you are proficient, but you incur a –2

Chapter Three: Feats

Table 3-1: Feats

Feat	Cls*	Prerequisites	Benefit
Acrobatic	FM	—	+2 on Jump and Tumble checks
Alertness	TD	—	+2 on Listen and Spot checks
Brawl	ST	—	+1 on unarmed attacks, 1d6 + Str bonus nonlethal damage
Improved Grapple	STM	Brawl	Grapple as a free action after a successful unarmed strike
Advanced Grapple	STM	Str 13, Brawl, Improved Grapple, Power Attack, base attack bonus +4	Gain a bonus when grappling equal to character level divided by 4.
Mat Techniques	STM	Brawl, base attack bonus +2,	Attack from a prone position without penalty
Combat Expertise	F _{Sm}	Int 13	Reduce attack bonus by up to -5, increase Defense bonus by up to +5
Improved Trip	Sm	Combat Expertise, Int 13	Trip opponent and make immediate melee attack
Combat Martial Arts	S	Base attack bonus +1	1d4 + Str lethal or nonlethal damage, considered armed
Crane Kick	SM	Str 13, Dex 13, Combat Martial Arts, Power Attack, base attack bonus +2	Second unarmed attack after successful melee attack
Improved Combat Martial Arts	S	Combat Martial Arts, base attack bonus +4	Unarmed strike threatens critical hit on 19 or 20
Hands Without Shadow	SM	Dex 15, Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +4	Two extra unarmed attacks per round, all attacks at -5
No-Shadow Kick	SM	Str 13, Power Attack, Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +4	Critical hit with unarmed attacks allows additional attacks
Three-Conflicts Stance	FM	Combat Reflexes, Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +4	When enemy tries to grapple, your damage gives you bonus to resist grapple
Combat Reflexes	SM	—	Additional attacks of opportunity
Genshin Awareness	DM	Wis 13, Alertness, Combat Martial Arts, Combat Reflexes, base attack bonus +3	Attackers do not get flanking bonus
Deceptive	DC	—	+2 on Bluff and Disguise checks
Drunken Stance	CM	Combat Martial Arts, Deceptive, Bluff 4 ranks, base attack bonus +2	Successful Bluff check allows attack of opportunity against next melee attack
Defensive Martial Arts	F	—	+1 dodge bonus to Defense against melee attacks
Redirect Attack	FM	Dex 15, Wis 13, Defensive Martial Arts, base attack bonus +8	Redirect an opponent's melee attack to another target within reach
Stunning Fist	FM	Dex 13, Wis 13, Defensive Martial Arts, base attack bonus +4	Chance to stun opponent with successful melee attack
Nauseating Punch	FM	Dex 13, Wis 13, Defensive Martial Arts, Stunning Fist, base attack bonus +6	Successful stunning attack also nauseates opponent
Blinding Punch	FM	Dex 13, Wis 13, Defensive Martial Arts, Stunning Fist, Nauseating Punch, base attack bonus +8	Successful unarmed strike has a chance to blind opponent
Paralyzing Strike	FM	Dex 13, Wis 13, Defensive Martial Arts, Stunning Fist, Nauseating Punch, Blinding Punch, base attack bonus +10	Successful unarmed strike has a chance to paralyze opponent
Dodge	F	Dex 13	+1 dodge bonus against selected opponent
Agile Riposte	C	Dex 13, Dodge	Make one attack of opportunity when your designated opponent fails a melee attack against you.
Parry	M	Dex 13, Dodge, Agile Riposte	Use your melee attack roll as your Defense
Improvised Weapon Proficiency	M	Base attack bonus +8	Use improvised weapons with no penalty
Know Your Enemy	—	Knowledge (history) 2 ranks, Knowledge (tactics) 2 ranks	Gain a bonus when fighting a master of one particular school

*This column indicates which classes receive these feats as bonus feats. Abbreviations are as follows:

C: Charismatic heroes D: Dedicated heroes F: Fast heroes G: Gunslinger heroes
M: Martial Artist heroes S: Strong heroes Sm: Smart heroes T: Tough heroes

Chapter Three: Feats

Table 3-1: Feats (continued)

Feat	Cls	Prerequisites	Benefit
Knowledge is Power	—	Know Your Enemy, base attack bonus +9	Make an attack of opportunity when a martial arts master misses an attack against you.
Martial Arts Weapons Proficiency	—	Combat Martial Arts, Defensive Martial Arts, base attack bonus +1	Use 3 exotic weapons with no penalty +1 on attack and damage up to 30 ft.
Point Blank Shot	F	—	
Precise Shot	G	Point Blank Shot	No –4 penalty for shooting into melee
Improved Precise Shot	—	Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11	Ignore less than total cover/concealment on ranged attacks
Rapid Shot	—	Dex 13, Point Blank Shot	One extra ranged attack each round
Manyshot	—	Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6	Shoot two or more arrows simultaneously
Poise	—	Wisdom 13, Concentration 5 ranks	Add Wisdom bonus to Defense
Power Attack	ST	Str 13	Subtract from melee attack to add to melee damage
Two-Weapon Fighting	—	Dex 13	Lessen two-weapon penalties by 2
Two-Weapon Defense	—	Dex 15, Two-Weapon Fighting	Off-hand weapon grants +1 shield bonus

penalty to your Bluff check for a Tiny weapon, and a –6 penalty for a Small weapon.

Using this feat counts as making an attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Bonus feat: Drunken Stance is a bonus feat for the Charismatic hero and Martial Artist classes.

Genshin Awareness

Your superior awareness and compassion help you read the intentions of others and negate the effects of flanking.

Prerequisites: Wis 13, base attack bonus +3, Alertness, Combat Martial Arts, Combat Reflexes.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are without your Dexterity bonus to Defense, such as when you are flat-footed.

Normal: When you are flanked, the flanking opponents receive a +2 attack roll bonus against you.

Bonus feat: Genshin Awareness is a bonus feat for the Dedicated hero and Martial Artist classes.

Hands without Shadow

You throw a series of blindingly fast blows.

Prerequisites: Dex 15, base attack bonus +4, Combat Martial Arts, Improved Combat Martial Arts.

Benefit: When you make a full attack action, you can make two additional unarmed attacks in a round at your highest base attack. All attacks made this round suffer a –5 attack penalty.

Bonus feat: Hands without Shadow is a bonus feat for the Strong hero and Martial Artist classes.

Improved Grab

You are skilled in martial arts that emphasize joint locks and holds.

Prerequisites: Brawl.

Benefit: If you hit with an unarmed strike, you can attempt to start a grapple as a free action without provoking an attack of

opportunity. No initial touch attack is required.

Normal: Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity when doing so.

Bonus feat: Improved Grab is a bonus feat for the Strong hero, Tough hero, and Martial Artist classes.

Improved Grapple

You are skilled at grappling opponents.

Prerequisites: Dex 13, Brawl, Improved Grab.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Bonus feat: Improved Grapple is a bonus feat for the Strong hero, Tough hero, and Martial Artist classes.

Improved Precise Shot

Your ranged attacks can ignore the effects of cover or concealment.

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefits: Your ranged attacks ignore the Defense bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See Combat Modifiers in Chapter Five: Combat of the *d20 Modern Roleplaying Game* for the effects of cover and concealment. Without this feat, a character that shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Chapter Three: Feats

Improvised Weapon Proficiency

You can use furniture, farm implements, or nearly anything else at hand to attack your foes.

Prerequisites: Base attack bonus +8.

Benefit: You can use an improvised weapon with no penalty to your attack roll. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give you a +2 equipment bonus on Disarm attempts. (See the *d20 Modern Roleplaying Game*, Chapter Four, Improvised Weapons for examples and damage.) Note that this only applies to *improvised* weapons; you still suffer a -4 penalty on your attack roll when attacking with a weapon with which you are not proficient.

Normal: Characters without this feat suffer a -4 penalty on their attack roll when attacking with improvised weapons.

Bonus feat: Improvised Weapon Proficiency is a bonus feat for the Martial Artist class.

Know Your Enemy

By studying a certain fighting style, you are better able to combat it.

Prerequisite: Knowledge (history) 2 ranks, Knowledge (tactics) 2 ranks.

Effect: When you take this feat, choose a specific martial arts school. When fighting a master of that school, you gain a +2 competence bonus to attack, damage, or defense. Only one of these categories gains the bonus, but you may change categories from round to round.

Special: You may take this feat multiple times. Each time you must apply it to a different martial arts school.

Knowledge is Power

Your studies allow you to respond more quickly to an opponent's attacks.

Prerequisite: Base attack bonus +9, Know Your Enemy.

Effect: When you take this feat, you must apply it to one of the same schools as the Know Your Enemy feat used as the prerequisite. When a master of that school attacks you and misses, you gain an Attack of Opportunity against him.

Special: You may take this feat multiple times. Each time you must apply it to a different martial arts school.

Manyshot

You can fire multiple arrows simultaneously against a nearby target.

Prerequisites: Dex 17, base attack bonus +6, Point Blank Shot, Rapid Shot.

Benefit: As an attack action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack,

to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage (such as sneak attack damage) only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Martial Arts Weapons Proficiency

Your training in the martial arts includes the use of various exotic weapons.

Prerequisites: Base attack bonus +1, Combat Martial Arts, Defensive Martial Arts.

Benefit: Select three exotic weapons. You make attack rolls with these weapons normally.

Normal: A character who uses an exotic weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, you select another three exotic weapons. Your GM may limit which weapons you can use with this feat (for example, he should not allow you to choose a chainsaw or an M-60 medium machine gun). See Weapons Proficiencies at the end of this chapter for more information.

Mat Techniques

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2, Brawl.

Benefit: You can make a melee attack from the prone position and suffer no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action.

Normal: Normally an attacker who is prone takes a -4 penalty on melee attack rolls. He gains a +4 bonus to his Defense against ranged attacks, but takes a -4 penalty to his Defense against melee attacks.

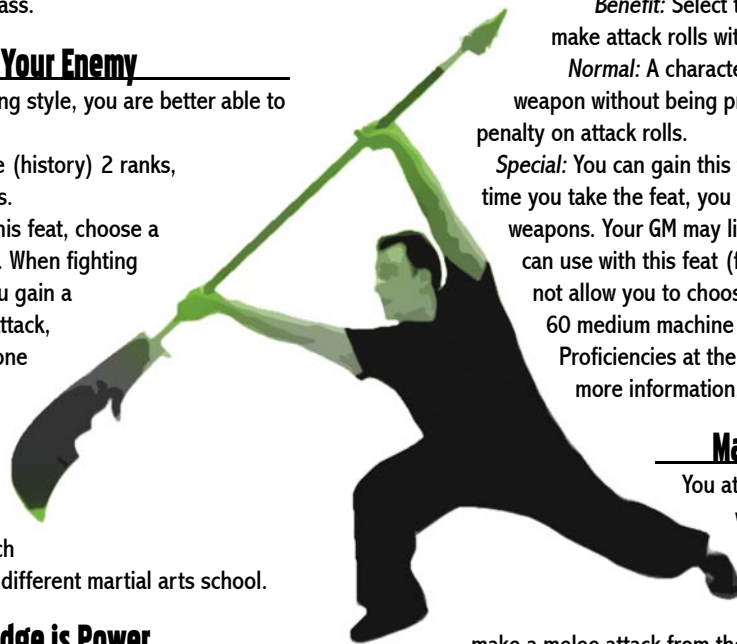
Bonus Feat: Mat Techniques is a bonus feat for the Strong hero, Tough hero, and Martial Artist classes.

Nauseating Punch

Your stunning attacks leave your humanoid opponents nauseated.

Prerequisites: Dex 13, Wis 13, base attack bonus +6, Defensive Martial Arts, Stunning Fist*.

Benefit: When you make a successful stunning attack (see Stunning Fist), your opponent is nauseated for 1 round following the round in which he is stunned. (See the Character Condition Summary in Chapter Five: Combat, in the *d20 Modern Roleplaying Game*, for the consequences of being nauseated.)



Chapter Three: Feats

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Bonus Feat: Nauseating Punch is a bonus feat for the Fast hero and Martial Artist classes.

No-Shadow Kick

You can follow up on a particularly powerful unarmed attack with an equally powerful kick.

Prerequisites: Str 13, base attack bonus +4, Power Attack, Combat Martial Arts, Improved Combat Martial Arts.

Benefit: If your unarmed attack successfully scores a critical hit, you can immediately make an additional unarmed attack against the same opponent at the same base attack bonus as the attack that scored the critical hit. Scoring a critical hit with the unarmed attack generated by this feat does not allow you to use this ability again; but scoring a critical with another unarmed attack during the same round does.

For example, Russell has a base attack bonus of +11/+6/+1, and scores a critical hit against an ogre with his first attack. He uses this feat to immediately make an additional unarmed attack against the same ogre, again with a +11 base attack bonus. He scores a second critical hit, but it does not trigger the use of this feat. The ogre is weak in the knees but still standing, and Russell continues attacking, now with a +6 base attack bonus. If he were to miraculously score a third critical hit, it would trigger the use of this feat a second time.

Bonus feat: No-Shadow Kick is a bonus feat for the Strong hero and Martial Artist classes.

Paralyzing Strike

You can paralyze a humanoid opponent with a stunning attack.

Prerequisites: Dex 13, Wis 13, base attack bonus +10, Defensive Martial Arts, Stunning Fist*, Nauseating Punch*, Blinding Punch*.

Benefit: Against a humanoid opponent, you can use one of your stunning attempts (see Stunning Fist) to make an unarmed attack that deals no damage but has a chance of paralyzing your target, rather than stunning it. If your attack is successful, your target must attempt a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom bonus). If the target fails this saving throw, he is paralyzed for 1d4+1 rounds. (See the Character Condition Summary in Chapter Five: Combat, in the *d20 Modern Roleplaying Game*, for the consequences of being paralyzed.)

Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Bonus feat: Paralyzing Strike is a bonus feat for the Fast hero and Martial Artist classes.

Parry

You are skilled at countering attacks.

Prerequisite: Dex 13, Agile Riposte*, Dodge.

Effect: You may forfeit any bonus to Defense from Dexterity or equipment. If you do, all melee and melee touch attack rolls against you become opposed rolls. When an opponent makes a melee or melee touch attack against you, make a melee attack roll. Your opponent's attack roll must be higher than yours in order to hit you (note that a natural 1 still misses and a natural 20 still hits).

Declare the use of this feat before taking your first action in a round; the effects last until just before your first action in the next round.

Bonus Feat: Parry is a bonus feat for the Martial Artist class.

Poise

Your composure and indomitable will make you a formidable opponent.

Prerequisite: Wisdom 13, Concentration 5 ranks.

Effect: You gain a competence bonus to your Defense against melee attacks equal to your Wisdom bonus (if any).

Rapid Shot

You can make an extra attack per round with an archaic or simple ranged weapon.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use a full attack action to use this feat.

Redirect Attack

You can redirect melee attacks to strike another target.

Prerequisites: Dex 15, Wis 13, base attack bonus +8, Defensive Martial Arts.

Benefit: When an opponent successfully hits you with a melee attack, you may make a melee attack roll opposed by that opponent's attack roll. If you successfully beat your opponent's attack roll, the opponent's attack strikes misses you and instead strikes a different target. This second target must be within reach of both you and the opponent. If no target fits the criteria, the opponent's attack simply has no effect on you.

Using this feat counts as making an attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Bonus feat: Redirect attack is a bonus feat for the Fast hero and Martial Artist classes.



Chapter Three: Feats

Stunning Fist

You have learned blows to vital areas, or *atemi*, that stun humanoid opponents.

Prerequisites: Dex 13, Wis 13, base attack bonus +4, Defensive Martial Arts.

Benefit: Declare that you are using this feat before you make your attack roll (thus a missed attack roll ruins the attempt). Make an unarmed melee attack. A successful attack does damage normally and forces your opponent to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom bonus). If the opponent fails his saving throw, he is stunned for 1 round (until just before your next action). (See the *d20 Modern Roleplaying Game*, Chapter Five: Combat, Character Condition Summary for the consequences of being stunned.)

You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round.

Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned. Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

Bonus feat: Stunning Fist is a bonus feat for the Fast hero and Martial Artist classes.

Note: Stunning Fist is adapted from the feat of the same name in the 3rd Edition *Player's Handbook*.

Three-Conflicts Stance

You train to fight at close range and to resist grapple attacks.

Prerequisites: Base attack bonus +4, Combat Reflexes, Combat Martial Arts, Improved Combat Martial Arts.

Benefit: When an enemy attempts to enter your fighting space, you are entitled to make an attack of opportunity even if the attacking creature has an ability that would ordinarily prevent an attack of opportunity (such as the improved grab ability, Improved Grapple, or Improved Bull Rush).

Using this feat counts as making an attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Bonus feat: Three-Conflicts Stance is a bonus feat for the Fast hero and Martial Artist classes.

Two-Weapon Defense

Your two-weapon fighting style bolsters your defense as well as your offense.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your Defense.

When you fight defensively or use the total defense action, this shield bonus increases to +2.

Weapons Proficiencies

Ordinarily, Archaic Weapons Proficiency gives a hero the ability to correctly wield all archaic weapons. Martial Arts Weapons Proficiency (see page 16) gives a hero the ability to wield three exotic weapons without suffering a nonproficiency penalty.

As a GM, you may want to alter how these proficiencies work to add flavor to your game and to your heroes. One way to alter proficiencies is to limit them to those weapons commonly taught as part of a martial arts school. You could, for example, provide your players with a list of which weapons are taught by which schools, and let them choose from that list when they select either feat. This would change the specifics of Archaic Weapon Proficiency and Martial Arts Weapon Proficiency a bit:

- **Archaic Weapons Proficiency [School]:** A hero gains skill with all archaic weapons taught as part of that school. A hero may take Archaic Weapons Proficiency multiple times to gain skill with weapons not associated with a martial arts school or to gain skill with those associated with some other school.
- **Martial Arts Weapons Proficiency [School]:** A hero gains skill with three exotic weapons taught as part of that school. A hero may take Martial Arts Weapons Proficiency multiple times to gain skill with additional weapons associated with that school, or with weapons associated with some other school.

We provide suggestions for matching weapons with the schools in this book in Chapter Five: Weapons.

Proficiency by Region

Another way to alter proficiencies is to limit them to weapons originating in the same geographic region where the school was developed. For example, you might have Archaic Weapons Proficiency [Chinese] that would be limited to weapons from China, and those who practice a school that originated in China would be limited to that feat. Other possible regions include Indian, Indonesian, Japanese, and Okinawan.

The table below shows weapons associated with various regions. These weapons appear in Chapter Five: Weapons of this book. Some have equivalents with other names, and those appear in the descriptions of their equivalent.

Region	Weapons
China	Axe (Chinese), ba, ba tou, bian tzu chiang, butterfly sword, chai dao, chain sword, chain whip, chiang mao chiang, comet star hammer, copper hammer, darn do, elephant trunk sword, eyebrow spear, fire wing sword, flying claw, ghi, giau tzu jen, grau jen, hankyu, hook sword, jien, quarterstaff, sher ther jien, ton zen, war fan, willow leaf knife,
Europe	Battleaxe, club, cutlass, greatclub, halberd, longsword, main-gauche, rapier, saber, short sword, sickle
India	Bundi, gada, katar, kettukari, kukri, kuntham, lathi, muchan, otta
Indonesia	Arbir, arit, club, pentjong, sang kauw, tjelurit, tjio, to, tombak
Japan	Ashiko, bokken, greatclub, hanbo, hankyu, kama, katana, naginata, nekode ninja-to, quarterstaff, shikomi-zue, sodegarami, tabiumi, wakizashi, war fan, yawara
Korea	Chang, dan sang gum
Okinawa	Kue, nunchaku, quarterstaff, tonfa
Philippines	Balisong, club, machete
Vietnam	Club, dai dao, kiem, ma dao, song dao
Thailand	Club, ngow, thuan

Chapter Four: Secret Techniques

“King Kong Fist. Buddha on Lotus. And that’s...kicking your ass.”

—Dylan, *Charlie’s Angels*, 2000

When a member of a martial arts school reaches a certain level of expertise and earns his master’s trust, he may learn secret techniques of his school. These techniques are passed down from master to master, taught only to the students most closely approaching their schools’ ideals.

Acquiring Secret Techniques

Secret techniques are feats. Heroes may learn a secret technique any time they could learn a feat, provided they are masters of the appropriate school and meet the secret technique’s prerequisite.

For example, Eight Drunken Immortals requires a hero to meet all the prerequisites of Third Degree Mastery of the Drunken Fighting School before she can learn it. She can learn Unicorn Steps after gaining Second Degree Mastery, but it is not a prerequisite for Eight Drunken Immortals.

Secret techniques are never on class bonus feat lists.

Unless a hero has some ability that allows her to spend multiple action points in a single round, she cannot combine

secret techniques that require the expenditure of more than one action point.

When a technique requires that you spend an action point, do not roll dice for that action point unless the technique calls for it.

Secret Techniques

Below is the full description for each of the secret techniques listed in Chapter Two: Schools.

Active Defense

Your skill with counterattacks makes you a dangerous foe.

Prerequisites: Third Degree Mastery of Swordplay

Benefits: When an opponent makes a melee attack against you (including melee touch attacks), you may spend an action point to immediately attack with a weapon with which you have both Weapon Finesse and Weapon Focus. You may attempt to disarm your opponent or use the *prise de fer* technique (see *Prise de Fer*, page 21) rather than simply attack. If your weapon allows, you may attempt to trip or grapple your opponent instead.

Your action occurs before the opponent’s attack but does not change your place in the initiative order. If your action disarms the opponent or binds his weapon—or if you kill

Secret Technique	School	Mastery
Active Defense	Swordplay	3rd Degree
Crane Fist	Southern Fist	3rd Degree
Eight Drunken Immortals	Drunken Fighting	3rd Degree
Hammer Fist	Southern Fist	2nd Degree
Heaven’s Arrow	Clothyard Shaft	3rd Degree
Hypnotic Gaze	Cloudy Night	3rd Degree
Irish Whip	Professional Wrestling	2nd Degree
Kiritsuke	One Move	3rd Degree
Light Body I	Northern Leg	2nd Degree
Light Body II	Northern Leg	3rd Degree
Prise de Fer	Swordplay	2nd Degree
Reincarnated Crane	Deft Touch	2nd Degree
Repulse the Monkey	Sticky Hands	3rd Degree
Sleeping Immortal	Deft Touch	3rd Degree
Spirit Needles	Cloudy Night	2nd Degree
Steps	The School of the Dance	3rd Degree
Sweeps	The School of the Dance	2nd Degree
Thousand-League Eye	Sticky Hands	2nd Degree
Top Rope	Professional Wrestling	3rd Degree
Unicorn Steps	Drunken Fighting	2nd Degree
Zanshin	One Move	2nd Degree
Zen Archery	Clothyard Shaft	2nd Degree

School	Secret Techniques	Mastery
Clothyard Shaft	Heaven’s Arrow	3rd Degree
	Zen Archery	2nd Degree
Cloudy Night	Hypnotic Gaze	3rd Degree
	Spirit Needles	2nd Degree
Deft Touch	Reincarnated Crane	2nd Degree
	Sleeping Immortal	3rd Degree
Drunken Fighting	Eight Drunken Immortals	3rd Degree
	Unicorn Steps	2nd Degree
Northern Leg	Light Body I	2nd Degree
	Light Body II	3rd Degree
One Move	Kiritsuke	3rd Degree
	Zanshin	2nd Degree
Professional Wrestling	Irish Whip	2nd Degree
	Top Rope	3rd Degree
School of the Dance	Steps	3rd Degree
	Sweeps	2nd Degree
Southern Fist	Crane Fist	3rd Degree
	Hammer Fist	2nd Degree
Sticky Hands	Repulse the Monkey	3rd Degree
	Thousand-League Eye	2nd Degree
Swordplay	Active Defense	3rd Degree
	Prise de Fer	2nd Degree

Chapter Four: Secret Techniques

your opponent—his attack fails. This counts against your total number of attacks of opportunity for the round, and you cannot use this technique if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

Crane Fist

You can make an unarmed melee attack as a touch attack.

Prerequisites: Third Degree Mastery of Southern Fist.

Benefits: You may spend an action point to make a single unarmed melee attack as a touch attack. This is a full attack action.

Eight Drunken Immortals

Your skill with Drunken Fighting techniques makes you harder to hit.

Prerequisites: Third Degree Mastery of Drunken Fighting.

Benefits: You may spend an action point at the beginning of your action to gain a +2 dodge bonus to all attacks made against you, both ranged and melee, before your next action. If you take an action that provokes an attack of opportunity (other than moving) or if you attack, you lose this bonus.

Hammer Fist

Your hands and feet are conditioned to be capable of terrible blows to objects.

Prerequisites: Second Degree Mastery of Southern Fist.

Benefits: As a full attack action, you may spend an action point to make a single unarmed attack against an object. When you deal damage to the object, you ignore its hardness.

Heaven's Arrow

You are a master at dropping opponents with a single arrow.

Prerequisites: Third Degree Mastery of Clothyard Shaft.

Benefits: As a Third Degree Master of the Clothyard Shaft School, you may attempt an automatic critical hit with your bow attack. The attempt requires two full-round actions and the expenditure of 1 action point. You take a –8 penalty on the attack roll, but if the attack is successful, it automatically scores a critical hit. The attack occurs at the end of your second action, so if the target moves out of your sight (or range) the attempt is wasted. The natural roll does not have to be within the bow's threat range, and you do not have to roll to confirm the critical hit.

Hypnotic Gaze

Your powerful personality distracts opponents from your attacks.

Prerequisites: Third Degree Mastery of Cloudy Night.

Benefits: Make a Sleight of Hand check opposed by an opponent's Spot check. If you succeed, that opponent loses his Dexterity bonus to Defense against your attacks until your next action. Once an opponent succeeds in his opposed Spot

check, you may not use Hypnotic Gaze against that opponent again until the end of the encounter.

You may use this technique to attack with a weapon. If you do so, the size of your weapon modifies your Sleight of Hand roll (see Table 4-3: Concealing Weapons and Objects in the *d20 Modern Roleplaying Game*). If you use Hypnotic Gaze in this way, you must draw a different weapon each time you use Hypnotic Gaze.

If you are using a war fan (see Chapter Five: Weapons), you may substitute the opposed Sleight of Hand check for the Bluff check to get a +4 bonus to your attack roll.

Irish Whip

You can rebound off stationary objects to make charge attacks.

Prerequisites: Second Degree Mastery of Professional Wrestling.

Benefits: You may change direction while making a charge attack. Opponents make attacks of opportunity against you normally, so if you leave a threatened area they may attack you before you complete your charge.

Kiritsuke

You are deadly accurate with a melee weapon.

Prerequisites: Third Degree Mastery of One Move.

Benefits: If you draw the melee weapon with which you have Weapon Focus and successful attack in the same round, you automatically threaten a critical hit (roll to confirm normally). This technique is a full attack action so you only make a single attack on the round you use it. This technique has no effect on opponents immune to critical hits.

Light Body I

You jump greater distances than normal.

Prerequisites: Second Degree Mastery of Northern Leg.

Benefits: You may spend an action point when you make a Jump check to jump a maximum distance equal to twice your speed, but your normal movement counts against this distance. For example, a hero with this secret technique has a movement of 30 feet. If he moves 20 feet in a straight line (the minimum move that doesn't double the DC of a jump), he can still jump 40 feet (DC 45).

Normal: You cannot make a horizontal long jump that covers a distance greater than your normal speed.

Light Body II

You can run up or along walls for short distances.

Prerequisites: Third Degree Mastery of Northern Leg.

Benefits: You may spend an action point when you move so that part of your move is on a wall. You must begin and end your move on a relatively horizontal surface (such as a floor, ramp, or staircase), and can reach any height within this movement restriction. Changing from horizontal to vertical, or vice versa, is the equivalent of 5 feet of movement along a normal floor. For example, a normal human with this secret



Chapter Four: Secret Techniques

technique who starts at the base of a 20-foot wall could move straight up the wall, then move on to the top of the wall (total move of 30 feet). You may double move using this secret technique, and you may combine it with Spring Attack or Shot On the Run, but you cannot run.

Treat the wall as a normal floor for purposes of determining movement distance. For example, if you move both up and along a wall, you move diagonally. If you fail to reach a horizontal surface at the end of your move, you fall prone and take damage according to how far you fall. Opponents on the floor still get attacks of opportunity if they threaten a part of the wall on which you move.

You can combine moving on a wall with other types of move actions. For example, you can tumble along a wall to avoid an attack of opportunity, or you could charge someone at the top of a wall provided you did not have to turn (other than changing from horizontal to vertical movement). However, if you are somehow prevented from completing your move, you fall.

Prise de Fer

You can use a melee weapon to bind an opponent's weapon.

Prerequisites: Second Degree Mastery of Swordplay

Benefits: You may make a melee touch attack against a weapon wielded by an opponent (see Attack an Object in Chapter Five: Combat of the *d20 Modern Roleplaying Game*). You get a +4 bonus to this roll for every size category your weapon is larger than your opponent's weapon, or a -4 penalty for every size category smaller. If his weapon has an enhancement bonus, that adds to its Defense. You cannot use this technique against unarmed opponents. If you succeed, your weapon binds your opponent's weapon.

While the bind is in effect, your opponent cannot attack with that weapon, nor can you attack with yours. You both continue to threaten surrounding squares normally, but you both lose any Dexterity bonus to Defense. Either of you may move at half speed by winning an opposed grapple check (this check is a standard action).

Your opponent may attempt to escape the bind by making a grapple check, or an Escape Artist check opposed by your grapple check. Either of you may end the bind voluntarily as a free action, but your opponent may only do so by dropping his weapon.

You may attack each other (or adjacent opponents) with unarmed strikes, natural weapons, or a second weapon. Either of you may draw a light weapon as a move action. If you are using a two-handed weapon to bind your opponent's weapon, drawing another weapon automatically ends the bind.

Reincarnated Crane

Your precision blows can negate an opponent's agility.

Prerequisites: Second Degree Mastery of Deft Touch.

Benefits: Choose an opponent you threaten, spend an action point, and make an unarmed melee attack. If you succeed, you do no damage but your opponent loses any Dexterity bonus to Defense until the start of your action on the next round. You must declare the use of this feat before you make your attack roll; thus, a failed attack ruins the attempt—though you still spend the action point.

Repulse the Monkey

You are adept at defending yourself against charging attacks.

Prerequisites: Third Degree Mastery of Sticky Hands.

Benefits: You may spend an action point to ready an action and set yourself against a charge. When the charging opponent enters a square you threaten, you may make an unarmed attack against that opponent. If your attack succeeds, you do double damage. This effect lasts until you make an attack roll, or stop readying the action. This counts against your total number of attacks of opportunity for the round, and you cannot use this technique if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

Sleeping Immortal

Your unarmed attacks drain your target's internal energy.

Prerequisites: Third Degree Mastery of Deft Touch.

Benefits: As a full round action, spend an action point and make a single unarmed melee attack. If successful, your attack does no damage. Instead, the target of your attack loses 1d4 action points permanently. Sleeping Immortal cannot reduce action points below zero. Characters affected by Sleeping Immortal gain action points normally when they increase levels.

Spirit Needles

You are adept at striking from surprise.

Prerequisites: Second Degree Mastery of Cloudy Night.

Benefits: Your attacks deal extra damage any time your target would be denied a Dexterity bonus to Defense (whether your target actually has a Dexterity bonus or not), or when you flank your target. The amount of extra damage is based on your level.

Level	Extra Damage
3rd–5th	+1d6
6th–8th	+2d6
9th–11th	+3d6
12th–14th	+4d6
15th–17th	+5d6
18th+	+6d6

In order to use this bonus with a ranged attack, you must be within 30 feet of your target and you must take a full-attack action to make a single ranged attack. You may not combine this technique with Burst Fire, Double Tap, or automatic fire.

Steps

You can perform an involved series of dance steps to make yourself a harder target.

Prerequisites: Third Degree Mastery of the Dance.

Benefits: You may spend an action point at the beginning of your action to gain a +4 dodge bonus to Defense against all melee attacks made against you before your next action.

Sweeps

You can sweep your opponent's legs out from underneath him.

Prerequisites: Second Degree Mastery of the Dance.

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Benefits: You may spend an action point to trip an opponent. This attack does not provoke an attack of opportunity. If you successfully trip your opponent, both you and the opponent are prone, and your opponent is considered grabbed: You may make a grapple check against that opponent to establish a hold.

Thousand League Eye

Your keen perceptions give you insight into your opponent's defenses.

Prerequisites: Second Degree Mastery of Sticky Hands.

Benefits: As a move action, you may spend an action point to make a single Spot check against an opponent who is within 30 feet of you. The result of your check determines how much you learn about your opponent. You gain the information for your result and any results lower than yours:

Spot Check Result	Information Gained
5+	Whether or not the opponent is a normal character without action points.
10+	Opponent's total Defense bonus
15+	Opponent's Dexterity bonus, class bonus to Defense, equipment bonus to Defense, and any situational modifiers (such as dodge bonuses or cover).
20+	Opponent's current number of action points.

Top Rope

You jump with greater ease than normal.

Prerequisites: Third Degree Mastery of Professional Wrestling.

Benefits: You may spend an action point when you make a Jump check to halve the DC of that check (round up). Alternatively, you can make a Jump check at the normal DC without first making a 20-foot movement in a straight line first. For example, you may spend an action point to lower the DC

for a 15-foot running long jump to DC 10, or you can make a 5-foot long jump without a 20-foot straight-line movement at DC 10.

Unicorn Steps

You move with extraordinarily sinuous grace, confounding those who want to attack you.

Prerequisites: Second Degree Mastery of Drunken Fighting.

Benefits: You may spend an action point at the beginning of your action to gain a +4 dodge bonus to Defense against all melee attacks made against you before your next action. If you take an action (other than moving) that provokes an attack of opportunity, or if you attack, you lose this bonus.

Zanshin

You are constantly prepared to defend yourself.

Prerequisites: Second Degree Mastery of One Move.

Benefits: If an opponent makes a melee attack against you, you may immediately spend an action point to gain a +4 dodge bonus to your Defense. You may not take another action this round, except a 5-foot step. The bonus to your Defense lasts until your next action. This counts against your total number of attacks of opportunity for the round, and you cannot use this technique if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

Zen Archery

Your intuition makes you a deadly shot with a bow.

Prerequisites: Second Degree Mastery of Clothyard Shaft.

Benefits: When making a full-attack action with your bow, if you miss your target you may immediately spend one action point to reroll the attack. This second attack roll is made at the same base attack bonus as the first roll, and all bonuses or penalties that applied to the first roll also apply to the second. This second roll does not count as a second attack.

Chapter Five: Weapons

“The man of Tao when dwelling at home makes the left a place of honor, and when using arms makes the right as the place of honor. He uses them only when he cannot avoid it. In his conquests he takes no delight. If he takes delight in them, it would mean that he enjoys the slaughter of men. He who takes delight in the slaughter of men cannot have his will done in the world.”

—Lao Tzu, *Tao Te Ching*

From Bruce Lee’s nunchaku to Master Killer’s three-section staff to Li Mu Bai’s Green Destiny sword, martial arts films and books are full of weapons. Most martial arts training includes both empty-handed and weapons techniques and some, like kendo and fencing, are focused almost entirely on weapon techniques.

This chapter provides statistics for and descriptions of a broad new selection of martial arts weapons, from the simple to the exotic—from spiked clubs to the formidable naginata.

Additionally, this chapter includes a list of associated schools, so you’ll know which of the schools presented in Chapter Two typically train with which weapons from Chapter Five.

Weapons

The tables below repeat some weapons from other products in order to list equivalents from around the world or to provide new rules for them.

Arbir: This is a five-foot polearm used in some styles of Indonesian martial arts, such as *pentjak silat*. It has a convex chopping blade at one end and a sharpened metal spike at the other.

The arbir is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double-weapon in one hand, such as a Large creature using a quarterstaff, can’t use it as a double weapon.

Ashiko: These are sandals or slippers fitted with spikes on the soles—like nekodes, but worn on the feet. Your opponent cannot use a disarm action to disarm you of an ashiko. An attack with an *ashiko* is considered an armed attack.

Using a pair of *ashiko* while climbing gives a +1 equipment bonus on Climb checks. This bonus does not stack with the +2 bonus provided by a climber’s kit, but does stack with the bonus provided by nekodes.

You suffer a –5 penalty on Move Silently checks while wearing *ashiko*.

Axe, Chinese: This weapon has a medium-length haft and a single broad blade. It is chiefly taught as part of southern Chinese kung fu styles.

Battleaxe: Axes like this are popular with cultists and others who like leaving big, bloody wounds.

Bian tzu chiang: This double weapon is similar to a whip except that its length consists of metal plates connected by chain links and it has a spearhead at each end.

Because you can wrap one end of the *bian tzu chiang* around an opponent’s leg, you can use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the *bian tzu chiang* to avoid being tripped.

When using the *bian tzu chiang* to disarm an opponent, you get a +2 bonus on your opposed attack roll (including the roll to keep from being disarmed if you fail to disarm your opponent).

You may use Weapon Finesse with the *bian tzu chiang*.

Bokken: The *bokken* is a practice sword made of heavy, tough wood. It is entirely possible to kill an opponent with it. You may inflict nonlethal damage with a bokken without the normal –4 penalty.

The *bokken* can be wielded with two hands and treated as a Simple Weapon without a –4 nonproficiency penalty. The Exotic Melee Weapon Proficiency is required to wield it one-handed without the nonproficiency penalty.

Chai-dao: Also called the “Bandit’s Encampment Broadsword,” this is a glaive-like polearm, with a two-and-a-half foot, wickedly curved blade mounted on a wooden haft.

Chain Sword: Called a *lien tzu jen* in China, this weapon consists of two sword-like blades connected by a one- to two-foot chain. You may use Weapon Finesse with a chain sword.

Chain Whip: Called a *bian* in China, this weapon is similar to a whip except that its length consists of metal plates connected by chain links and it has a slashing blade at the tip.

Like the whip, treat the chain whip as a ranged weapon with a *maximum* range of 15 feet and no range penalties. A chain whip can wrap around an enemy’s leg or other limb, so you can make a trip attack with it by succeeding at a ranged touch attack. You do not provoke an attack of opportunity when using a chain whip in this way. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a chain whip, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Club: Numerous weapons are functionally clubs and use the same statistics, including the Japanese *hanbo*, Indonesian *pentjong* (a knobbed club), and Indian *kettukari* (cane), *lathi* (heavy cane), *muchan* (a tapered two-foot long staff), and the *otta* (curved heavy stick).

Club, spiked: Exactly what it sounds like, this weapon ranges from a wooden shaft with spikes pounded through it to a more sophisticated weapon with a spiked metal ball on the end of the haft.

Comet Star Hammer: This missile weapon is also known as *lieu shen chuai*, Shooting Star Hammer, or Wolf’s Teeth Hammer. It consists of a chain linking two spiked metal balls.

Chapter Five: Weapons

The primary use of this weapon is tangling an opponent's legs, or the legs of his mount. You can make a trip attack with the comet star hammer by making a ranged touch attack. The target must be at least 10 feet away as the comet star hammer cannot be used against adjacent opponents. This attack does not generate an attack of opportunity. If your attack succeeds, the comet star hammer gives a +2 equipment bonus on your

opposed Strength check to trip your opponent. The target cannot try to trip you if your trip attempt fails.

Copper Hammer: This is a short-hafted hammer with a large ball of copper on the striking end. Effectively, this is a heavy mace. Its statistics apply also to the *ton zen*, a type of mace in the shape of a two to three foot tall solid brass statue of a man.

Table 5-1: Simple Melee Weapons (require the Simple Weapons Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Brass Knuckles	*	20	B	—	—	—	T	1 lb.	5	—
Cleaver	1d6	19-20	S	—	—	—	S	2 lb.	5	—
Club	1d6	20	B	10 ft.	1	—	M	3 lb.	4	—
Club, spiked	1d8	20	B, P	—	—	—	M	8 lb.	5	—
Copper hammer	1d8	20	B	—	—	—	M	8 lb.	5	—
Dagger, punching	1d4	20/x3	P	—	—	—	T	2 lb.	5	—
Gada	1d8	20	B	—	—	—	M	8 lb.	5	—
Glove, weighted	**	20	B	—	—	—	T	3 lb.	7	—
Knife	1d4	19-20	P	10 ft.	1	—	T	1 lb.	7	—
Metal baton	1d6	19-20	B	—	—	—	M	2 lb.	8	—
Quarterstaff**	1d6/1d6	20	B	—	—	—	L	4 lb.	3	—
Sap	1d6*	20	B	—	—	—	S	3 lb.	2	—
Sickle	1d6	20	S	—	—	—	S	3 lb.	3	—
Tonfa*	1d4	20	B	—	—	—	M	2 lb.	6	—
Yawara	**	20	B	—	—	—	T	1 lb.	4	—

Table 5-2: Archaic Melee Weapons (require the Archaic Weapons Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Arbir	1d10/1d8	20	S/P	—	—	—	L	10 lb.	8	—
Axe, Chinese	1d8	20/x3	S	—	—	—	M	7 lb.	11	—
Battleaxe	1d8	20/x3	S	—	—	—	M	7 lb.	11	—
Chai-dao	1d10	20/x3	S	—	—	—	L	15 lb.	10	—
Cutlass**	1d6	19-20	P, S	—	—	—	S	3 lb.	11	—
Greatclub	1d10	20	B	—	—	—	L	10 lb.	6	—
Halberd	1d10	20/x3	P, S	—	—	—	L	15 lb.	10	—
Hatchet	1d6	20	S	10 ft.	1	—	S	4 lb.	4	—
Longsword	1d8	19-20	S	—	—	—	M	4 lb.	11	—
Machete	1d6	19-20	S	—	—	—	S	2 lb.	5	—
Maine-gauche	1d4	19-20	P	—	—	—	S	2 lb.	5	—
Naginata	1d10	20/x3	S	—	—	—	L	15 lb.	13	—
Rapier	1d6	18-20	P	—	—	—	M	3 lb.	10	—
Saber**	1d8	19-20	S, P	—	—	—	M	4 lb.	11	—
Spear**	1d8/1d6	20	P/B	—	—	—	L	9 lb.	6	—
Straight Razor	1d4	19-20	S	—	—	—	T	.5 lb.	4	—
Sword, butterfly	1d6	19-20	P	—	—	—	S	3 lb.	10	—
Sword cane*	1d6	18-20	P	—	—	—	M	3 lb.	9	—
Sword, short	1d6	19-20	P	—	—	—	S	3 lb.	10	—
Wakizashi	1d6	19-20	S	—	—	—	S	3 lb.	11	—

* Additional rules for this weapon appear in the *d20 Modern Roleplaying Game*.

** Additional rules for this weapon appear in this book.

Chapter Five: Weapons

Cutlass: This is a short, heavy, slightly curved sword with a single edge and a heavy basket hilt. The hilt gives you a +2 equipment bonus on any checks to resist being disarmed. The *song dao* is a Vietnamese equivalent.

Dagger, punching: Sometimes called a *katar* or a *bundi*, this is a common weapon in the Indian martial art of *kalaripayit*.

Flying Claw: This is a large, clawed metal hand on the end of a rope. You use it by whirling it around and slashing people with it.

Although you don't fire or throw the flying claw, treat it as a ranged attack with a *maximum* range of 25 feet and no range penalties. You can make trip attacks with the flying claw as you would with a whip.

Gada: This is a large, heavy wooden club with a relatively thin shaft and a large bulbous head used in India by *kalaripayit* practitioners.

Glove, weighted: These are heavy leather gloves with soft lead weights sewn into the back of the hand and fingers, normally worn in pairs.

When used by a character with the Brawl feat, weighted gloves increase the base damage dealt by an unarmed strike by +3. The damage remains nonlethal and the character is not treated as armed.

Greatclub: This is a two-handed version of the club, sometimes bound with iron bands.

Halberd: Halberds, the traditional weapons of the Swiss

Table 5-3: Exotic Melee Weapons (each requires a separate Exotic Melee Weapon Proficiency Feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Ashiko**	1d4	20	P	—	—	—	T	2 lb.	8	—
Bian tzu chiang	1d6/1d6	20	P	—	—	—	L	6 lb.	6	—
Bokken	1d8	20	B	—	—	—	L	6 lb.	6	—
Chain*	1d6/1d6	20	B	—	—	—	L	5 lb.	5	—
Chain sword	1d6/1d6	19-20	S	—	—	—	L	6 lb.	10	—
Hook sword	1d6	20	S	—	—	—	M	6 lb.	10	—
Kama	1d6	20	S	—	—	—	S	2 lb.	5	—
Katana	2d6	19-20	S	—	—	—	L	6 lb.	12	—
Kukri	1d4	18-20	S	—	—	—	S	1 lb.	5	—
Nunchaku	1d6	20	B	—	—	—	S	2 lb.	3	—
Nekode**	1d4	20	P	—	—	—	T	2 lb.	8	—
Ninja-to**	1d6	19-20	S	—	—	—	S	3 lb.	10	—
Shikomi-zue**	1d8	20/x3	P	—	—	—	L	5 lb.	12	—
Three-section staff**	1d10/ 1d10	20	B	—	—	—	L	3 lb.	4	—
War fan**	1d6	30/x3	S	—	—	—	S	3 lb.	12	—

Table 5-4: Ranged Weapons (feat needed listed in parentheses)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Chain whip (Exotic)**	1d6	20	S	15 ft.	1	—	S	3 lb.	6	—
Comet Star Hammer (Exotic)	1d4	20	B	10 ft.	1	—	S	2 lb.	4	—
Compound bow (Archaic)	1d8	20	P	40 ft.	1	—	L	3 lb.	10	—
Flying Claw (Exotic)	1d6	20	S	25 ft.	1	—	L	4 lb.	7	—
Hankyu (Archaic)	1d6	20	P	20 ft.	1	—	M	2 lb.	7	—
Javelin (Simple)	1d6	20	P	30 ft.	1	—	M	2 lb.	4	—
Shuriken (Archaic)	1	20	P	10 ft.	1	—	T	.5 lb.	3	—
Tabiumi (Archaic)**	1d6	20	P	20 ft.	1	—	M	2 lb.	7	—
Whip (Simple)	1d2	20	S	15 ft.*	1	—	S	2 lb.	4	—

* Additional rules for this weapon appear in the *d20 Modern Roleplaying Game*.

** Additional rules for this weapon appear in this book.

Chapter Five: Weapons

Guards, are rarely seen outside museums. It has both an axe head and a spike.

Because of the hook on the back of the halberd, you can use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

Equivalents to the halberd include the Chinese *ghi*, the Vietnamese *dai dao*, and the Thai *ngow*.

Hankyu: This is a short, easily carried bow favored by ninja. It requires two hands to use. See the *tabiumi*, below, for a collapsible version.

Hook Sword: This sword includes a straight, double-edge blade with a forward-curving hook at the tip, a bladed crescent-shaped guard for the hand, and a butt spike protruding from the hilt. Practitioners of some styles of kung fu use these swords in pairs.

Because of their unusual shape, hook swords give you a +2 on opposed checks to disarm and trip opponents (including the roll to keep from being disarmed if you fail your disarm attempt).

Similar weapons include the Fire Wing sword, Elephant Trunk sword, and the *sang kauw* used in *kuntao*.

Longsword: Similar weapons include the Chinese *jien*, *sher ther jien* (snake-tongued sword), *giau tzu jen* (a light sword with tiny serrations along both edges), and *grou jen* (Centipede Hook), and the Vietnamese *kiem*.

Main-gauche: This is a basket-hilted dagger used in Italian styles of fencing as a secondary weapon. The basket hilt protects the hand so the fencer can use it to block attacks. If you do not attack with the *main-gauche* in a round, it grants a +1 shield bonus to your Defense until the start of your next action.

Naginata: This is a finely crafted Japanese polearm, traditionally used as the last line of defense by the women of the castle. Naginata-do remains a martial art traditionally practiced by Japanese weapon.

A naginata has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

If you use a ready action to set a naginata against a charge, you deal double damage on a successful hit against a charging character.

Nekode: A nekode is a strap or glove fitted with spikes in the palm, favored as both a weapon and a climbing tool by ninja. Your opponent cannot use a disarm action to disarm you of a nekode. An attack with a nekode is considered an armed attack.

Using a pair of nekodes while climbing gives a +1 equipment bonus on Climb checks. This bonus does not stack with the +2 bonus provided by a climber's kit.

The *bagh nakh* ("tiger's claws") is a similar weapon from India, and wielded more like brass knuckles. Its statistics are the same, but it does not give a bonus on Climb checks.

Ninja-to: This short, straight sword is the standard sword of the ninja. The large, square guard allowed the sheathed *ninja-to* to be used as a stepladder. A cord tied to the scabbard let the ninja pull the *ninja-to* up behind him. The scabbard of the *ninja-to* is a multipurpose tool. It is open at both ends, allowing it to be used as a blowpipe for powders or poisons

or as a breathing tube. It is strong enough to be used as a weapon on its own (use the statistics for a club).

Quarterstaff: This is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double-weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

Saber: The saber is a single-edged sword with a slightly curved blade specialized for use in mounted combat. You gain a +1 equipment bonus on your attack rolls when you use a saber while mounted (horse or a vehicle such as a motorcycle).

The *darn do* is a Chinese equivalent to the saber, and the *ma dao* is a Vietnamese equivalent.

Shikomi-zue: This appears to be a stout bamboo or wooden staff, but a quick twist or press of a button causes a spearhead to spring from end. Without the blade, the shikomi-zue functions as a quarterstaff (see Table 5-1: Simple Melee Weapons). With the blade out, it has the statistics shown on Table 5-3: Exotic Melee Weapons.

If you use a ready action to set a shikomi-zue against a charge, you deal double damage on a successful hit against a charging character.

Sickle: This is a farming implement converted to combat purposes, similar to the kama but with a much more curved crescent blade. The *arit* and *tjelurit* of Indonesia use the same statistics.

Spear: Martial arts training does not differentiate between staff and spear techniques. As a result, you can fight with a spear as if it were a double weapon, one end piercing and the other bludgeoning. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double-weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

The *chiang mao chiang*, Eyebrow Spear, *ba, ba tou*, (all from China), Korean *chang*, Japanese *sodegarami*, *tombak* and *tjio* from Indonesia, Indian *kuntham*, Okinawan *kue*, and Thai *thuan* all use the same statistics.

Sword, butterfly: This short sword has a heavy, flat, cleaver-like curved blade with a single cutting edge. It is often used in pairs by kung fu practitioners. It is similar to the Willow Leaf Knife, the Korean *dan sang gum* (twin short swords), and the *to* of *kuntao*. It is not related to the *balisong*, the switchblade-like knife of the Philippines.

Sword, short: This is a short, straight stabbing sword popular because of its concealability.

Tabiumi: This is a collapsible variant of the *hankyu*. When collapsed, it is a Small object. It takes one full round to assemble a *tabiumi*. See *hankyu*, above, for a non-collapsible version.

Chapter Five: Weapons

Wakizashi: This mastercraft Japanese short sword grants a +1 bonus on your attack rolls. A mastercraft weapon's bonus to attack does not stack with an enhancement bonus to attack.

A samurai's wakizashi is a part of a matched pair with his katana, and—like the katana—is an important part of his honor.

War fan: This weapon appears to be nothing more than a beautifully crafted folding fan. The vanes of the fan, however, are crafted from steel and the tips are needle sharp. When first brought into melee, the wielder may attempt a Bluff check against an opponent's Sense Motive check. If the wielder wins the contest, he adds a +4 bonus to the attack roll for his first round's attack(s).

Yawara: This is a small, heavy rod held in the character's fist. A thong or ring protruding from the center of the rod goes around one or more of your fingers to hold it in place.

When used by a character with either the Brawl or Combat Martial Arts feat, a yawara increases the base damage dealt by an unarmed strike by +1. It does not change nonlethal damage to lethal, and it does not cause your attacks to be treated as if you were armed.

All sorts of "fist loads" use the same statistics, including rolls of coins (although after two successful attack rolls, they break and become useless). While these objects have varying purchase DCs (and some may be free), they are improvised weapons and carry the normal -4 penalty for attacking with them.

ARROWS

Through the centuries, many types of arrows have been developed to fill a variety of purposes. The variant arrows below require no special feats to use and all work with the compound bow. The purchase DC Modifier applies to the purchase DC for 12 arrows found in Chapter Four: Equipment of the *d20 Modern Roleplaying Game*.

Dragon's Tongue: This arrow is finely crafted with a slightly rounded point that penetrates armor easily.

Explosive: Anyone who grew up watching *The Dukes of Hazzard* wants these. Unlike the arrows used by the Duke boys, these are more sophisticated than lashing sticks of dynamite to normal arrows. The detonation is activated by impact, so no fuse needs to be lit.

Table 5-5: Arrows

Arrow	Effect	Purchase DC Modifier
Dragon's Tongue	When fired at an opponent wearing any kind of armor, the attack receives a +2 bonus. No benefit against unarmored targets.	+3
Explosive	This arrowhead deals 1d8 extra points of damage, but takes a -2 penalty on attack rolls. This arrowhead's restriction is Licensed (+1).	+5
Hikime	This arrowhead does nonlethal damage.	+1
Silver	Silver arrowheads are produced by hand, and are useful for bypassing the damage reduction of some creatures.	+5
White Phosphorous	Any target hit by such an arrowhead takes 1d6 additional points of fire damage and risks catching fire (see <i>Catching on Fire</i> in Chapter Seven: Gamemastering of the <i>d20 Modern Roleplaying Game</i>). WP arrowheads' restriction is Military (+3)	+5
Willow Leaf	This arrowhead improves the critical threat range of its bow by one, but takes a -1 penalty on attack rolls.	+2

Hikime: This arrow head has a rounded wooden head slightly broader than the shaft.

Silver: The large increase to the purchase DC is caused by the fact that these arrowheads are never mass-produced, but instead made by hand.

White Phosphorous: Similar to explosive arrows, except the payload is white phosphorous, a chemical that burns on exposure to oxygen. These arrowheads can inflict terrible burns.

Willow Leaf: Willow Leaf arrowheads convert the arrow into a very large needle. It is not quite as accurate as standard arrows, however.

Schools and Weapons

This guide suggests weapons appropriate to schools presented in this book.

Clothyard Shaft: Compound bow.

Cloudy Night: Ashiko, hankyu, knife, nekode, ninja-to, shikomi-zue, shuriken, tabiumi.

Deft Touch: War fan, yawara.

Drunken Fighting: Butterfly sword, cleaver, club, copper hammer, greatclub, hook sword, kama, longsword, quarterstaff, spear, war fan.

Northern Leg: Arbir, bian tzu chiang, butterfly sword, chain, chain sword, chinese axe, chai-dao, chain whip, cleaver, club, copper hammer, gada, greatclub, halberd, hook sword, longsword, naginata, quarterstaff, spear, three-section staff.

One Move: Bokken, cutlass, katana, main-gauche, rapier, saber, wakizashi.

School of the Dance: Straight razor.

Southern Fist: Arbir, bian tzu chiang, butterfly sword, chain, chain sword, chinese axe, chai-dao, chain whip, cleaver, club, copper hammer, gada, greatclub, halberd, hook sword, kama, knife, kukri, longsword, naginata, nunchaku, punching dagger, quarterstaff, spear, three-section staff, tonfa, war fan, whip, yawara.

Sticky Hands: Club, hook sword, kama, nunchaku, war fan

Swordplay: Bokken, cutlass, katana, longsword, main-gauche, rapier, saber, sword cane, wakizashi.

Chapter Six: Campaign Models

If martial arts are going to be the centerpiece of your campaign, you should plan to build martial arts into every facet of the campaign, from the background to the character generation rules. Instead of just being another form of combat available to the heroes, the martial arts can be the *only* form of combat available—or the only form available to the heroes, anyway.

This chapter presents two campaign models that focus on martial arts: *Gangland*, and *Apocalypse Tao*.

Gangland

The Godfather meets *Enter the Dragon* on today's crime-riddled streets, where gangsters fight turf wars and exact vengeance with flying kicks and blazing guns. Heroes are honorable gangsters or honest cops in a world of corruption, gang warfare, Triads, Yakuza, drug smuggling, prostitution, gambling, protection, and other rackets.

Setting

Gangland is set right now, in our world, in the big city of your choice. Even as you read this, gangsters are committing crimes. In *Gangland*, heroes are either part of the Nine Dragons Gang (see *Opposition*, below) or part of a law-enforcement task force fighting gang activities (see *Department-7*, below).

Role of the Heroes

The *d20 Modern Roleplaying Game* is a game about heroes. *Gangland* deviates slightly from that, allowing “heroes” to play either cops or gangsters. Cop heroes may be uniformed officers, detectives, or undercover operatives within a gang. Gangster heroes are honorable people and their activities focus on things like auto theft, burglary, counterfeiting, gambling, and money laundering. Often the conflicts that drive *Gangland* stories arise when the heroes are ordered to be part of more unpleasant gang activities such as assault, murder, extortion, blackmail, arson, kidnapping, and smuggling illegal aliens.

Department-7

In *Gangland*, Department-7 is a multi-jurisdictional federal task force investigating gang activities and enforcing the RICO act. In 1970, Congress passed the Racketeer-Influenced and Corrupt Organizations statute, otherwise known as the RICO Act.

Under RICO, racketeering activities cover any act or threat of act that involves murder, kidnapping, arson, extortion, robbery, gambling, bribery, or narcotics and makes that act or threat a federal offense. Anyone receiving monetary gains from one of the prohibited activities, directly or not, has violated RICO. RICO allows law enforcement agencies to confiscate monies or properties obtained from gains made from illegal activities, and provides for prison time and fines. In *Gangland*, Department-7 has vast federal resources, but it is restricted by due process and the Constitution.

Three Key Traits

Three vital traits form the basis of the *Gangland* campaign:

- **Crime:** In a *Gangland* campaign, crime is everywhere. Cops are on the take, children shake down each other for lunch money and shoot craps behind their schools, and someone is always scheming to pull off the perfect crime.
- **A Constant Struggle:** Heroes in a *Gangland* campaign are constantly torn between loyalty to their friends and loyalty to themselves, and between their personal morality and the demands of their organization, whether they are cops or gangsters.
- **Emotion:** *Gangland* stories are about emotions. The heart of every gang is the family that founded it. Every member of the gang is tied to every other member by a complex web of familial relationships, obligations, and loyalty. But pride, greed, ambition, jealousy, and revenge drive the gangs into violent conflict. *Gangland* stories begin when someone loses their sense of proportion, and a single emotion becomes dominant.

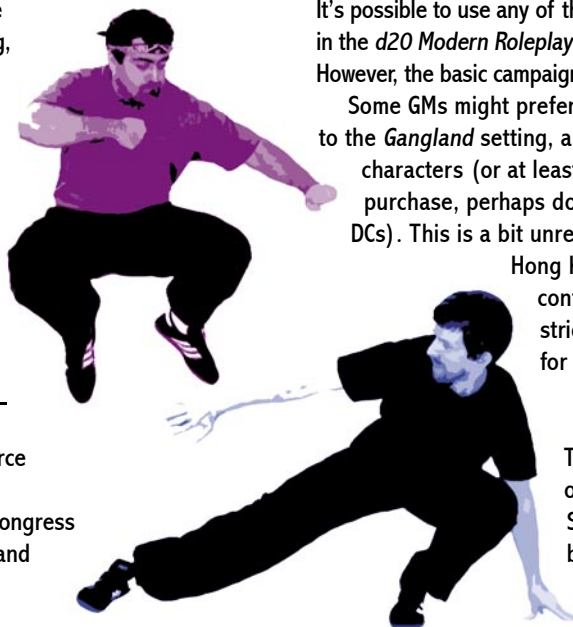
Rules

It's possible to use any of the rules from Chapter Ten: *FX Abilities* in the *d20 Modern Roleplaying Game* in a *Gangland* campaign. However, the basic campaign assumes you don't use any of them.

Some GMs might prefer a “more fu, less guns” approach to the *Gangland* setting, and disallow guns for starting characters (or at least make them more expensive to purchase, perhaps doubling or tripling the purchase DCs). This is a bit unrealistic in the United States, but in Hong Kong or Great Britain, where gun control laws are considerably more strict, it makes a great deal of sense for the setting.

Opposition

The Nine Dragons Gang has been operating in the *Gangland* United States for over 100 years. It began as a mutual aid society for immigrants from the Old Country. Many of these people were



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accustomed to gambling as a form of social interaction, and American laws against it only frustrated them. The gang served its community's needs by providing gambling in the back rooms of the gang's offices.

Many of the immigrants distrusted traditional financial institutions, but needed money to start businesses. The Nine Dragons had money and loaned that money out with no collateral but high interest rates. They created situations in which someone with something they need—such as property, information, or influence—had to come to them for money, for example by systematically destroying that person's business. When the person couldn't repay the money, the group refused to extend another loan or put off payment. Then they had the loan recipient in their pocket.

From helping immigrants, the Nine Dragons Gang expanded its operations to bring in more immigrants. Between eight and eleven million people live illegally in the United States, about 3% of the entire population and almost ten times the population of New York City. 700,000 to 800,000 more arrive every year. Now gang operations include arms dealing, arson, blackmail, drug manufacturing (and selling and smuggling), extortion, fencing, insurance fraud, kidnapping, murder, prostitution, and protection.

Through its money laundering operation, the Nine Dragons Gang often acquires interests in legitimate businesses. It forces the owner to order excessive inventory. The Nine Dragons take the inventory "out the back door," sell it, and pocket the profit. When the owner can no longer even pretend to pay the bills, the Nine Dragons burn the place down and collect the insurance. They also hire out arsonists to individuals seeking to claim insurance or commit an "untraceable" murder. Arson also terrorizes individuals or neighborhoods.

Immigrants can still come to the Nine Dragons Society offices downtown for legitimate assistance, but law enforcement believes far more still goes on in the backrooms. Many local youths look up to the Nine Dragons. They see joining street gangs as a way of "auditioning" for the Nine Dragons—and the Nine Dragons do occasionally notice when some street gang starts to develop a strong reputation.

Nine Dragons Street Thugs: Human Tough ordinary 1/ Charismatic ordinary 1; CR 1; Medium human; HD 1d10+2 plus 1d6+2; hp 13; Mas 14; Init +1 (+1 Dex); Spd 30 ft.; Def 13, touch 12, flat-footed 12; BAB +0; Grap +2; Atk +2 melee (1d6+2/19-20, cleaver), or +1 ranged (2d4, Pathfinder); Full Atk: +2 melee (1d6+2/19-20, cleaver), +1 ranged (2d4, Pathfinder); Space/Reach 5 ft./5 ft.; AL Nine Dragons; AP 0; Rep +2; SV Fort +4, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Starting Occupation: Criminal (Gamble and Knowledge [streetwise] are class skills).

Skills and Feats: Bluff +5, Gamble +5, Intimidate +7, Knowledge (streetwise) +4; Confident, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Possessions: Leather jacket, Pathfinder (.22 revolver), 6 spare pistol cartridges, cleaver, cellular phone, various personal possessions.

Nine Dragons Gang Soldiers: Human Tough ordinary 3/ Charismatic ordinary 3; CR 5; Medium human; HD 3d10+6 plus 3d6+6; hp 39; Mas 14; Init +2 (+2 Dex); Spd 30 ft.; Def 17, touch 15, flat-footed 15; BAB +3; Grap +5; Atk +5 melee (1d6+2/19-20, cleaver), or +5 melee (1d4+2, unarmed), or +6 ranged (2d6, Glock 20); Full Atk: +5 melee (1d6+2/19-20, cleaver), or +5 melee (1d4+2, unarmed), or +6 ranged (2d6, Glock 20); Space/Reach 5 ft./5 ft.; AL Nine Dragons; AP 0; Rep +3; SV Fort +6, Ref +5, Will +2; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 12.

Starting Occupation: Criminal (Gamble and Knowledge [streetwise] are class skills).

Skills and Feats: Bluff +7, Gamble +9, Gather Information +7, Intimidate +9, Knowledge (streetwise) +6; Armor Proficiency (light), Combat Martial Arts, Confident, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Possessions: Light undercover shirt, Glock 20 (10mm autoloader), spare pistol magazine (loaded), cleaver, cellular phone, concealed carry holster, various personal possessions.

Nine Dragons Torpedoes: Human Tough ordinary 3/ Charismatic ordinary 3/Fast 3; CR 8; Medium human; HD 3d10+6 plus 3d6+6 plus 3d8+6; hp 58; Mas 14; Init +2 (+2 Dex); Spd 30 ft.; Def 22, touch 19, flat-footed 20; BAB +5; Grap +8; Atk +8 melee (1d6+3/19-20, cleaver), or +8 melee (1d4+3, unarmed), or +7 ranged (2d4, Skorpion); Full Atk +8 melee (1d6+3/19-20, cleaver), or +8 melee (1d4+3, unarmed), or +7 ranged (2d4, Skorpion); Space/Reach 5 ft./5 ft.; AL Nine Dragons; AP 0; Rep +4; SV Fort +7, Ref +7, Will +3; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 12.

Starting Occupation: Criminal (Gamble and Knowledge [streetwise] are class skills).

Skills and Feats: Bluff +7, Gamble +9, Gather Information +7, Hide +6, Intimidate +9, Knowledge (streetwise) +6, Move Silently +6; Advanced Firearms Proficiency, Armor Proficiency (light), Combat Martial Arts, Confident, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Possessions: Undercover vest, Skorpion (.32 machine pistol), spare machine pistol magazine (loaded), cleaver, cellular phone, concealed carry holster, various personal possessions.

Nine Dragons Counselor: Human Tough ordinary 3/ Charismatic ordinary 6; CR 8; Medium human; HD 3d10+6 plus 6d6+12; hp 55; Mas 14; Init +2 (+2 Dex); Spd 30 ft.; Def 19, touch 16, flat-footed 17; BAB +5; Grap +7; Atk +7 melee (1d6+2/19-20, cleaver), or +7 melee (1d4+2/19-20, unarmed), or +7 ranged (2d6, SITES); Full Atk +7 melee (1d6+2/19-20, cleaver), or +7 melee (1d4+2/19-20, unarmed), or +7 ranged (2d6, SITES); Space/Reach 5 ft./5 ft.; AL Nine Dragons; AP 0; Rep +4; SV Fort +7, Ref +6, Will +3; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 13.

Starting Occupation: Criminal (Gamble and Knowledge [streetwise] are class skills).

Skills and Feats: Bluff +10, Diplomacy +10, Gamble +12, Gather Information +10, Intimidate +9, Knowledge (streetwise) +6; Armor Proficiency (light), Combat Martial

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Arts, Confident, Improved Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Possessions: Undercover vest, SITES (9mm autoloader), spare pistol magazine (loaded), cleaver, cellular phone, concealed carry holster, various personal possessions.

Nine Dragons Boss: Human Tough 3/Charismatic 6/Negotiator 3; CR 12; Medium human; HD 3d10+6 plus 6d6+12 plus 3d8+6; hp 79; Mas 14; Init +2 (+2 Dex); Spd 30 ft.; Def 20, touch 17, flat-footed 18; BAB +7; Grap +9; Atk +9 melee (1d6+2/19-20, cleaver), or +9 melee (1d4+2/19-20, unarmed), or +9 ranged (2d6, SITES); Full Atk +9/+4 melee (1d6+2/19-20, cleaver), or +9/+4 melee (1d4+2/19-20, unarmed), or +9/+4 ranged (2d6, SITES); Space/Reach 5 ft./5 ft.; SQ: Conceal motive, react first; AL Nine Dragons; AP 6; Rep +5; SV Fort +9, Ref +7, Will +6; Str 15, Dex 14, Con 14, Int 8, Wis 10, Cha 14.

Starting Occupation: Criminal (Gamble and Knowledge [streetwise] are class skills).

Skills and Feats: Bluff +20, Diplomacy +18, Disguise +4, Gamble +16, Gather Information +11, Intimidate +14, Jump +4, Knowledge (streetwise) +6, Listen +2, Spot +2, Tumble +4; Acrobatic, Alertness, Armor Proficiency (light), Combat Martial Arts, Confident, Crane Kick, Deceptive, Dodge, Improved Combat Martial Arts, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Talents (Tough): Robust, Second Wind.

Talents (Charismatic): Coordinate, Fast Talk, Inspiration.

Possessions: Undercover vest, SITES (9mm autoloader), spare pistol magazine (loaded), cleaver, cellular phone, concealed carry holster, various personal possessions.

Apocalypse Tao

Crouching Tiger, Hidden Dragon meets *Fallout* in a forbidding future in which humanity turns to the ancient arts of self-defense when the ammunition runs out. Apocalypse Tao is a campaign model set in the post-apocalyptic future!

Setting

Three generations ago, fossil fuel reserves ran out, pandemics swept the globe, overpopulation strained the environment, global warming raised sea levels, earthquakes shattered cities, and the links in the food chain simply broke. The strain grew too much for the 21st Century infrastructure, and society dissolved into riots, survivalist retreats, famine, and chaos.

Fertile land and fresh water became vitally important to survival, and over the next decades the survivors fought savagely to possess them. With seemingly no one else in charge, the strong and the strong-willed quickly took control of various resources, seizing National Guard and Reserve armories to hold what they had taken. They established territories very similar to those of feudal warlords, complete with oppressed peasants working the land, and warriors to keep them in line.

A few warlords recognized that ammunition would not last forever, even if they reloaded every cartridge they fired.

Eventually the cases would crack, shells would be lost, and firearms would become useless. These prescient few sought out experts in hand to hand and melee weapon combat and offered them shelter and protection in return for training their warriors in the secrets of martial arts.

Across the world, academic communities and religious retreats also attracted the lost and frightened. Some placed their faith in science and technology, confident that centers of knowledge could reproduce the lost wonders of the civilized world. Rumors of experiments with strange mental powers are common in *Apocalypse Tao*, most centering around one of these academic communities. Some sought out religious retreats, many of which had their own orchards, vineyards, or fields. Some religious communities had mystic traditions and many made yoga, tai chi, or other forms of exercise part of their lifestyle.

Role of the Heroes

When the *Apocalypse Tao* campaign begins, firearms are few and far between. People live in isolated communities centered on military, academic, or religious sources of authority. Few travel beyond the boundaries of their communities. Still, there is some travel, and a few always thirst for adventure.

Possible roles for heroes include:

- The time of *Apocalypse Tao* is similar to the “warring states” period of Chinese history (403-221 BC). Influenced by Confucian ideas of proper conduct, a loosely knit body of men known as knights-errant put wrongs to right for rich and poor alike. They were skilled in martial arts and driven mostly by high ideals. Heroes could belong to a similar group influenced by a tattered copy of the United States Constitution and the Bill of Rights—or maybe just *Hagakure* or *The Art of War*.
- Heroes could be members of a monastic order where martial arts training and philosophical teachings equip them to avenge wrongdoings and protect the weak and the innocent. Their campaign could center on overthrowing a particularly cruel warlord, or seeking vengeance against a bandit king in the surrounding wilderness.
- In times of unrest, skilled and willing warriors often band together to help the people fight oppression or protect them from invaders. This was the beginning for the Chinese Triads, Japanese Yakuza, and even the Sicilian Cosa Nostra. Similarly, heroes could work for a protection organization, guarding caravans from bandits and acting as guardians and couriers of important objects.
- Heroes could be treasure seekers, braving the unknown in the ruins of ancient cities, plumbing their subterranean depths in search of preserved food, potent medicines, tools, ammunition, or simply metal for smiths to reform into objects needed in the present day.

Department-7

In *Apocalypse Tao*, Department-7 should represent a surviving cabal of the national government. Its goal is the eventual reinstatement of that government. On the surface, it appears to be simply another feudal village. Hidden within the village are high-tech weapons, functioning equipment, and perhaps

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even electrical power. Department-7 is closely linked with surviving academic institutions, and it has access to agents with psionic powers if you allow such in your campaign. The GM must decide if Department-7 represents an idealistic Utopian dream or if it is a gang of corrupt power mongers cloaking themselves behind ideals of a past age.

Three Key Traits

Three vital traits form the basis of the *Apocalypse Tao* campaign:

- **Good vs. Evil:** In *Apocalypse Tao*, good, hardworking people are oppressed by evil bandits and local warlords (who are themselves little better than bandits). By supporting and defending those too weak to defend themselves, the player characters take the righteous path, and earn the name “heroes.”
- **Anarchy:** There is no larger government, and no court of higher appeal. Justice is subject to the whims of the local warlord. Villagers build fences around their lands and hope that the warlord is less troublesome than bandits, and that he at least occasionally actually protects them.
- **Adventure:** *Apocalypse Tao* occurs when order breaks down, but there was order before the anarchy. In the collapse of society, treasures were lost, families were displaced, and cities emptied. There are lost treasures to discover, kidnapped nobles to rescue, and bandits to fight!

Rules

Apocalypse Tao can be run using the rules from Chapter Ten:

FX Abilities of the *d20*

Modern Roleplaying Game. Many will find that psionics add a tremendous amount of flavor to their post-apocalyptic setting.

Additionally, certain starting occupations are off-limits. Players may not select the Academic, Celebrity, Creative, Dilettante, Doctor, Emergency Services, Student, Technician, or White Collar occupations. If you are using the *Modern Player's Companion*, Bureaucrat and Domestic are also unavailable.

Depending on your individual campaign, you may also wish to allow players to play more as kinds of mutants. See Chapter Eight: Friends and Foes in the *d20 Modern Roleplaying Game*.

GMs should also change the prices of equipment, to reflect its scarcity in the post-apocalyptic world:

- Double the purchase DCs for all weapons on Table 4-4: Ranged Weapons in the *d20 Modern Roleplaying Game*, except for compound bows, crossbows, javelins, and whips.
- Multiply ammunition purchase DCs by 5, except for arrows and crossbow bolts.
- Multiply purchase DCs for chainsaws and stun guns from Table 4-7: Melee Weapons by 5.
- Double the purchase DCs for Computers and Consumer Electronics, Surveillance Gear, Weapon Accessories, and other high tech gear from Table 4-10: General Equipment.

- Motor vehicles should not be available at any price for starting characters.

Some rules regarding equipment change, as well. Battery-powered equipment should have its batteries die when a natural 1 is rolled on a check involving the equipment (a Wisdom check if no skill roll is involved).

Opposition

This section outlines several possible sources of opposition for the heroes of *Apocalypse Tao*.

The Black Coats

The Black Coats are a nomadic bandit gang that moves from village to village, trying to accumulate enough food and supplies to last them through the next winter. The Black Coats are made up of 20 soldiers, with 4 lieutenants each leading 5 soldiers, and their leader, Leon Calvera.

Black Coat Soldier: Human Strong ordinary 1/Tough ordinary 1; CR 1; Medium humanoid; HD 1d8+1 plus 1d10+1; hp 12; Mas 13; Init +2 (+2 Dex); Spd 30 ft.; Def 15, touch 14, flat-footed 13; BAB +1; Grap +3; Atk +3 melee (1d6+2/19-20, machete), or +3 melee (1d4+2, unarmed), or +3 ranged (1d10/19-20, crossbow); Full Atk: +3 melee (1d6+2/19-20, machete), or +3 melee (1d4+2, unarmed), or +3 ranged (1d10/19-20, crossbow); Space/Reach 5 ft./5 ft.;

AL Black Coat bandits; AP 0; Rep +0; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Starting Occupation: Military (Climb and Swim are class skills).

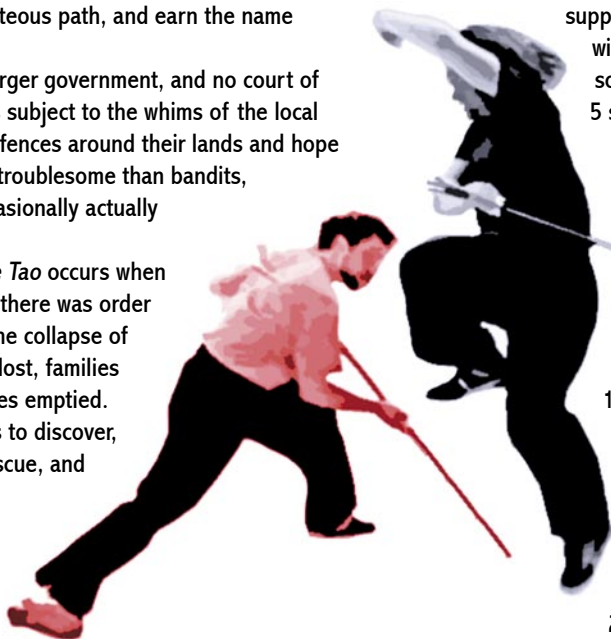
Skills and Feats: Climb +7, Handle Animal +4, Ride +4; Archaic Weapon Proficiency, Armor Proficiency (light), Combat Martial Arts, Simple Weapons Proficiency.

Possessions: Machete, crossbow, 20 crossbow bolts, leather jacket, riding horse, saddle and tack.

Black Coat Lieutenant: Human Strong ordinary 3/Tough ordinary 3; CR 5; Medium humanoid; HD 3d8+3 plus 3d10+3; hp 35; Mas 13; Init +2 (+2 Dex); Spd 30 ft.; Def 18, touch 16, flat-footed 16; BAB +5; Grap +8; Atk +8 melee (1d6+3/19-20, machete), or +8 melee (1d4+3/19-20 unarmed), or +7 ranged (2d6, Colt Python); Full Atk: +8 melee (1d6+3/19-20, machete), or +8 melee (1d4+3/19-20 unarmed), or +7 ranged (2d6, Colt Python); Space/Reach 5 ft./5 ft.; AL Black Coat bandits; AP 0; Rep +1; SV Fort +5, Ref +4, Will +3; Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Starting Occupation: Military (Climb and Swim are class skills).

Skills and Feats: Climb +10, Handle Animal +6, Ride +8; Archaic Weapon Proficiency, Armor Proficiency (light), Combat



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Martial Arts, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Machete, Colt Python (.357 Magnum pistol), 6 .357 cartridges, leather armor, riding horse, saddle and tack.

Leon Calvera: Human Strong ordinary 6/Tough ordinary 6; CR 11; Medium humanoid; HD 6d8+6 plus 6d10+6; hp 72; Mas 13; Init +2 (+2 Dex); Spd 30 ft.; Def 21, touch 18, flat-footed 19; BAB +10; Grap +13; Atk +13 melee (1d6+3/19-20, machete), or +13 melee (1d4+3/19-20 unarmed), or +12 ranged (2d8, M4 Carbine); Full Atk: +13/+8 melee (1d6+3/19-20, machete), or +13/+8 melee (1d4+3/19-20 unarmed), or +12 ranged (2d8, M4 Carbine); Space/Reach 5 ft./5 ft.; AL Black Coat bandits; SV Fort +8, Ref +6, Will +5; AP 0; Rep +3; Str 16, Dex 14, Con 13, Int 8, Wis 12, Cha 12.

Starting Occupation: Military (Climb and Swim are class skills).

Skills and Feats: Climb +11, Handle Animal +10, Intimidate +4, Ride +11; Agile Riposte, Archaic Weapon Proficiency, Armor Proficiency (light), Combat Martial Arts, Dodge, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Machete, M4 Carbine (5.56mm assault rifle), 12 5.56mm cartridges, undercover vest, riding horse, saddle and tack.

The Red Rocks Monastery

The Red Rocks was a nondenominational spiritual retreat before society collapsed. Many people spent a week or two within its cloistered walls meditating, practicing yoga and tai chi, and then returning to their daily lives. The monastery had its own apple orchard, grew its own vegetables and grains, and even kept chickens. When society collapsed, many past visitors retreated to the Red Rocks for sanctuary. Now it is a thriving community of farmers, watched over by those who have joined the monastic order.

Unfortunately, the monks have become swaggering bullies who use their martial arts training to intimidate travelers, local residents, and anyone they believe doesn't show them the proper respect.

Red Rocks Novice: Human Fast ordinary 3; CR 2; Medium humanoid; HD 3d8+6; hp 19; Mas 14; Init +2 (+2 Dex); Spd 30 ft.; Def 17, touch 16, flat-footed 15; BAB +2; Grap +3; Atk +3 melee (1d4+1, unarmed), or +3 melee (1d8+1, copper hammer), or +4 ranged (1d6+1, javelin); Full Atk: +3 melee (1d4+1, unarmed), or +3 melee (1d8+1, copper hammer), or +4 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft.; AL Red Rocks Monastery; AP 0; Rep +1; SV Fort +3, Ref +4, Will +2; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Starting Occupation: Military (Hide and Move Silently are class skills).

Skills and Feats: Balance +8, Escape Artist +8, Hide +9; Listen +3, Move Silently +9, Spot +3, Tumble +8; Alertness, Armor Proficiency (light), Combat Martial Arts, Combat Reflexes, Simple Weapons Proficiency.

Possessions: Copper hammer, 3 javelins, leather jacket, alms bowl, 50 ft. rope.

Red Rocks Initiate: Human Fast ordinary 6; CR 5; Medium humanoid; HD 6d8+12; hp 39; Mas 14; Init +2 (+2 Dex); Spd 30 ft.; Def 19, touch 18, flat-footed 17; BAB +4; Grap +5; Atk +5 melee (1d4+1/19-20, unarmed), or +5 melee (1d8+1, copper hammer), or +6 ranged (1d6+1, javelin); Full Atk: +5 melee (1d4+1/19-20, unarmed), or +5 melee (1d8+1, copper hammer), or +6 ranged (1d6+1, javelin); Space/Reach 5 ft./5 ft.; AL Red Rocks Monastery; AP 0; Rep +2; SV Fort +4, Ref +5, Will +3; Str 13, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Starting Occupation: Military (Hide and Move Silently are class skills).

Skills and Feats: Balance +11, Escape Artist +11, Hide +12; Listen +3, Move Silently +12, Spot +3, Tumble +11; Alertness, Armor Proficiency (light), Combat Martial Arts, Combat Reflexes, Genshin Awareness, Simple Weapons Proficiency.

Possessions: Copper hammer, 3 javelins, leather jacket, alms bowl, 50 ft. rope.

Red Rocks Bonze: Human Fast ordinary 10/Tough ordinary 2; CR 11; Medium humanoid; HD 10d8+20 plus 2d10+4; hp 80; Mas 14; Init +3 (+3 Dex); Spd 30 ft.; Def 24, touch 23, flat-footed 21; BAB +8; Grap +10; Atk +10 melee (1d4+2/19-20, unarmed), or +11 melee (1d8+2, mastercraft copper hammer), or +11 ranged (1d6+2, javelin); Full Atk: +10/+5 melee (1d4+2/19-20, unarmed), or +5/+5/+5/+0 (1d4+2/19-20 Hands without Shadow), or +11/+6 melee (1d8+2, mastercraft copper hammer), or +11/+6 ranged (1d6+2, javelin); Space/Reach 5 ft./5 ft.; AL Red Rocks Monastery; AP 0; Rep +3; SV Fort +7, Ref +8, Will +4; Str 14, Dex 16, Con 14, Int 10, Wis 13, Cha 8.

Starting Occupation: Military (Hide and Move Silently are class skills).

Skills and Feats: Balance +16, Escape Artist +16, Hide +17; Intimidate +5, Listen +3, Move Silently +17, Spot +3, Tumble +16; Alertness, Armor Proficiency (light), Combat Martial Arts, Combat Reflexes, Genshin Awareness, Hands without Shadow, Improved Combat Martial Arts, Simple Weapons Proficiency.

1st Degree Mastery of Southern Fist: Initiates may double their Strength bonus with an unarmed attack. They must declare the use of this technique before making their attack rolls (thus a missed attack roll is a failed attempt). They may do this once per day.

2nd Degree Mastery of Southern Fist: If an opponent makes a melee or melee touch attack against the Bonze while he is fighting defensively or using the total defense action, he can immediately make an unarmed melee attack against that opponent. Both attacks occur simultaneously so he and the opponent both suffer damage and any other effects. He gains no benefit against an opponent that does not attack him. This counts against his total number of attacks of opportunity for the round, and he cannot use this technique if he cannot make an attack of opportunity (for example, he has used all his available attacks of opportunity or he is flat-footed).

Possessions: Mastercraft (+1) copper hammer, 3 javelins, leather jacket, alms bowl, 50 ft. rope.

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The Stone Monkey

No one knows who the Stone Monkey is, where he came from, or what he wants. Some say that he is a half-human, half-monkey mutant. Many consider him little better than a bandit. Others see him as a Robin Hood-like figure. He has been known to rob bandits and steal from warlords, but he has also been known to steal from wealthy travelers. He seems to keep little for himself, instead distributing his booty to the needy. Some suspect a traveling healer and his humble assistant, but most are too grateful for their medical skills to look too closely...

Philip Yang/The Stone Monkey: Male human Fast ordinary 3/ Dedicated ordinary 3; CR 5; Medium human; HD 3d8 plus 3d6; hp 24; Mas 10; Init +2 (+2 Dex); Spd 30 ft.; Def 20, touch 18, flat-footed 18; BAB +4; Grap +7; Atk +7 melee (1d4+3, unarmed), or +8 melee (1d8+3, mastercraft longsword); Full Atk: +7 melee (1d4+3, unarmed), or +8 melee (1d8+3, mastercraft longsword); Space/Reach 5 ft./5 ft.; SA 1st Degree Mastery of Northern Leg; AL Good; AP 0; Rep +2; SV Fort +3, Ref +5, Will +2; Str 16, Dex 14, Con 10, Int 13, Wis 8, Cha 12.

Starting Occupation: Adventurer (Climb and Jump are class skills)

Skills and Feats: Balance +18, Craft (pharmaceutical) +7, Escape Artist +8, Hide +8, Jump +20, Knowledge (earth and

life sciences) +7, Move Silently +8, Treat Injury +5, Tumble +10; Acrobatic, Archaic Weapons Proficiency, Combat Martial Arts, Crane Kick, Power Attack, Simple Weapons Proficiency.

1st Degree Mastery of Northern Leg: The Stone Monkey gains a +10 competence bonus on his Balance and Jump checks.

Possessions: Mastercraft (+1) longsword, leather jacket, pharmacist kit, horse and wagon, 50 feet rope.

Suzi Hawks: Female human Dedicated ordinary 4; CR 3; Medium humanoid; HD 4d6+8; hp 22; Mas 14; Init +3 (+3 Dex); Spd 30 ft.; Def 17, touch 16, flat-footed 14; BAB +3; Grap +3; Atk +3 melee (1d4, unarmed), or +6 ranged (1d2, whip); Full Atk: +3 melee (1d4, unarmed), or +6 ranged (1d2, whip); Space/Reach 5 ft./5 ft.; AL Stone Monkey; AP 0; Rep +2; SV Fort +4, Ref +4, Will +3; Str 10, Dex 16, Con 14, Int 8, Wis 13, Cha 12.

Starting Occupation: Blue Collar (Drive, Handle Animal, and Repair are class skills).

Skills and Feats: Drive +10, Handle Animal +8, Jump +2, Navigate +3, Repair +6, Survival +3, Treat Injury +8; Acrobatic, Combat Martial Arts, Guide, Simple Weapons Proficiency.

Possessions: Whip, leather jacket, mechanical tool kit.

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