

THE PALLADIUM MARTIAL ARTS NETBOOK

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I have attempted to get permission from the original creators, but in some cases, this was not possible. If you find something of yours on this site and you would like it removed, or if you have a new form, a revision, or correction, please contact [Kuseru](#).

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Author Listing

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Total Number of Styles: 361

MARTIAL ART POWERS

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Total Number of Powers: 217

OPTIONAL RULES

AUTHOR LINKS

A note about the formatting: If a form has a * in front of it, then the link leads to the file on the creator's page, at their request. In the martial art file, the creator's name is for E-mail.

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NINJAS & SUPERSPIES GMS NETBOOK

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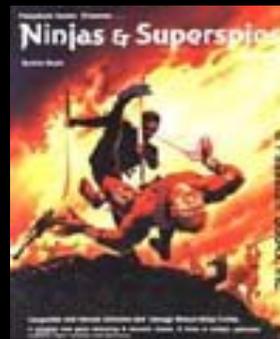
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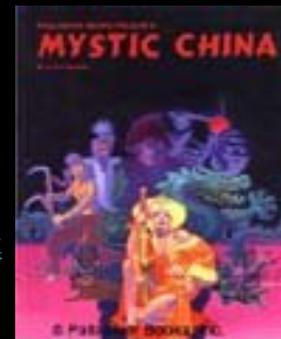
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Martial Art Styles A

Name	Game	Application	Country	Author
Advanced Zero Gravity	Any	Revision	NA	Kuseru
Aikido	Any	Quickie	Japan	Kuseru
Aikido (Revised)	Any	Revision	Japan	JJ Fuzz
Aikijutsu	N&S	Conversion	Japan	Kuseru
Aikikai Aikido*	N&S	Conversion	Japan	Lee Casebolt
Akaido	N&S	Fiction	Japan	Kuseru
American Kickboxing	N&S	Conversion	United States	danzig138
Anbo-Jyutsu	Rifts	Fiction	NA	Cutter Kinseeker
Angaranco	PF	Fiction	NA	Sinestus
Anything Gose Kung Fu	N&S	Humor	China	Ben Quash
Araki Ryu Kusarijutsu	N&S	Conversion	Japan	Kuseru
Arnis	N&S	Conversion	Philippines	Kuseru
Arondight	N&S	Fiction	United States	Sinestus
Art of the Crystal Mind	Rifts	Fiction	NA (Dweomer)	Patrick Young#
Art of Battering	Rifts	Fiction	NA (Atlantis)	danzig138
Art of the Fox	MC	Fiction	China	Author Unknown
Asayama Ichiden Ryu	N&S	Conversion	Japan	Kuseru
Aslyl Otka	Any	Fiction	NA	No Beard Pete
Assassin (Revised)	Any	Revision	NA	JJ Fuzz
Assassin (Revised)	N&S	Revision	NA	Mantisking
Assassin	Any	Revision	NA	Kuseru

Number of Styles: 21



Hand to Hand: Advanced Zero Gravity

By Kuseru

NOTE: Does not get "two attacks for living"!

Virtually identical to Hand to Hand: Expert Self Defense. Two characters, both with Hand to Hand: Zero Gravity (any) skills, fighting in zero gravity, would resolve their combat as normal. However, a character with this skill fighting in any kind of gravity has a -3 modifier on all combat dice rolls, including damage rolls. In addition, if fighting in zero gravity against someone with no zero gravity movement/combat skills, the character gets a +2 on all combat rolls, excluding damage, and also gets one additional attack per melee.

In order to obtain these skills, the character must have spent at least six months in a weightless environment. It is possible for one character to take both Hand to Hand: Expert Self Defense or Expert Military and Hand to Hand: Advanced Zero Gravity skills, but bonuses are NOT cumulative.

Requirements: Two skill selections. Zero Gravity Movement Skill

Attacks Per Melee: 3

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Entangle, Punch, Knife Hand, Kick, Snap Kick, Pull Punch, Knock-Out/Stun, Critical Strike, Knock-Out/Stun from Behind, Critical Strike from Behind.

Level Advancement Bonuses

1st: +2 to roll with punch/fall/impact, +2 to pull punch.

2nd: +2 to parry and dodge.

3rd: Tripping Leg/Hook or Backward Sweep.

4th: One additional attack per melee round.

5th: +2 to strike and +1 on initiative.

6th: Knockout/stun on an unmodified roll of 18, 19 or 20.

7th: +2 to damage and +4 to disarm.

8th: One additional attack per melee round.

9th: Body Flip/Throw.

10th: +3 to roll with punch/fall/impact, +3 to pull punch.

11th: +2 to parry and dodge.

12th: Critical strike on an unmodified roll of 18, 19 or 20.

13th: +2 to strike and +1 on initiative.

14th: One additional attack per melee round.

15th: Death Blow on a Natural 20

Hand to Hand: Aikido (Quickie version)

By Kuseru

NOTE: Does not get "two attacks for living"!

Aikido is another martial arts form known to the modern characters living in Japan. It has the greatest pacifist stance of all the martial arts. Its focus is entirely on defense, with absolutely no offensive maneuvers. In the 20th century, Aikido was created by drawing on techniques from Jujutsu, Judo, Karate and Kendo.

The Aikido martial artist can fend off the attacks of any and all who approach. Their goal in combat is to subdue opponents as quickly as possible. To do this they seize the leading part of the attacker's body, usually right at the wrist or ankle. At this point, one can either use the attacker's momentum in a flip/throw, or, by applying a joint lock, one can lead the attacker around into a helpless position on the ground.

Requirements: Three skill selections. Alignments must be Principled (Good), Scrupulous (Good), Unprincipled (Selfish), or Aberrant (evil).

Attacks Per Melee: 1

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Knife Hand, Trip/Leg Sweep, Pull Punch, Knock-Out/Stun, Critical Strike.

Level Advancement Bonuses

1st: +2 to roll with punch/fall/Impact, +2 to pull punch.

2nd: +2 to parry and dodge.

3rd: Breakfall. +2 to Body Flip/Throw (does 2D6 damage).

4th: +1 to strike and +1 to disarm.

5th: +1 to damage and +1 to parry.

6th: One additional attack per melee round.

7th: Critical Body Flip/Throw.

8th: +2 to roll with punch/fall/Impact, +2 to pull punch.

9th: +1 to dodge and +1 to disarm.

10th: Automatic Wrist Lock.

11th: +1 to strike and +1 on initiative.

12th: One additional attack per melee round.

13th: +2 to Body Flip/Throw (does 3D6 damage).

14th: Automatic Body Flip/Throw.

15th: Critical Body Flip/Throw on a Natural 18, 19, or 20.

(Hand to Hand: Martial Arts) Aikido (revised)

By [JJ Fuzz](#)

Skill Cost: Four "other" skills, or as noted under O.C.C. Skills section.

Techniques Known at First Level: Body Block/Tackle (1D6 damage), Body Flip/Throw (2D6 damage), automatic flip/throw, critical flip/throw, breakfall, disarm, roll with punch/fall/impact, pull punch, multiple dodge, automatic parry, kick attack (2D4 damage), and the basic strike, parry and dodge.

Locks/Holds: Arm hold, leg hold, body hold, neck hold, wrist lock, arm lock

Special Attacks: *Knife hand knock-out* (Special! The opponent must first be in some sort of joint lock or bound. It does no damage but renders the victim unconscious for 2D4 melees. Requires a normal strike roll), combination automatic parry/strike, combination automatic parry/throw (automatic flip/throw).

Modifiers to Attacks: Pull punch, knock-out/stun, automatic flip/throw, critical flip throw, critical strike.

Additional Skills (Choose Two): W.P. Knife, W.P. Forked (Sai), W.P. Blunt (Tonfa), W.P. Paired Weapons. Also choose any two domestic or domestic:cultural skills, or Holistic Medicine (any) or Identify Plants & Friuts. Selected skills recieve a +15% skill bonus.

Character Bonuses: Add +2D4 to P.P.E. and I.S.P. (if applicable), +2D6 to S.D.C., +1D4 to M.E., +1 to P.P., and +1 to P.E.

Level Advancement Bonuses:

Level 1: Add two additional attacks per melee, +2 to parry and dodge, +3 to breakfall, +2 to roll with punch/fall/impact, +2 to body flip/throw, critical flip/throw on natural 20 (double damage; 4d6 damage), critical strike on natural 20..

Level 2: Learns automatic locks, +1 on initiative, +2 to parry and dodge.

Level 3: Learns knife hand knock-out, add +1D6 to P.P.E or I.S.P., +1 to disarm.

Level 4: One additional attack per melee, +1 to strike, +1 to body flip/throw .

Level 5: Automatic Dodge, critical flip/throw on natural 18 or better (double damage), +1 to body block tackle.

Level 6: +1 to parry and dodge, +1 to body flip/throw (flip/throw damage does 2D6 extra damage instead of the usual 1D6 damage, inflicting 3D6 total damage).

Level 7: +2 to pull punch, +1 to disarm.

Level 8: One additional attack per melee, +1 to breakfall.

Level 9: +1 on initiative, +1 to strike, parry and dodge.

Level 10: Add +2D6 to P.P.E. or I.S.P., +1 to disarm.

Level 11: +1 to parry, +2 to dodge, and +1 to body flip/throw.

Level 12: One additional attack per melee.

Level 13: +1 on initiative, +2 to body block/tackle.

Level 14: Critical strike on natural 18, 19, or 20.

Level 15: One additional attack per melee

Aikijutsu (EXCLUSIVE)

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include I.Q.: 9, P.S.: 8, P.P.: 12, and Spd.: 10.

Skill Cost: 14 Years.

Aikijutsu developed within the Aizu domain of Japan where certain families came together, bringing their own expertise in Jujutsu, swordsmanship, spearmanship, horsemanship, archery, strategy, and other war-related arts. Other non-martial arts were also valued such as calligraphy, poetry, healing arts, ethics, etiquette, and other areas of learning more related to peace. The more traditional lines of Aikijutsu today still give priority to the spiritual training of the student, and judges his or her progress by means of character, dedication, humility, willingness to contribute to the welfare of the dojo, the progress of the fellow students, and other traits that show a loyal and selfless spirit. These make a student worthwhile to be instructed in the inner secrets of the art. These fundamental principles are:

1. Metsuke: Meeting or focus of the eyes.
2. Kokyu: Breathing.
3. Ma-ai: Distance between opponents.
4. Kuzushi: Breaking the opponent's balance.
5. Zanshin: Staying attentive at the end of a technique.
6. Aiki: Spirit or energy unification.

Costume: Keikogi and Hakama

Stance: Facing opponent with one foot forward and the other back, arms extended forward as if holding a sword. *Hanmai* - The ready stance used to precede most techniques, also referred to as a "T" stance.

CHARACTER BONUSES

Add 1 to P.S.

Add 1 to P.P.

Add 1 to M.E.

Add 2 to Spd.

Add 5 to Chi

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Parry/Attack, Auto Roll, Break fall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick, Reverse Turning Kick, Drop Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap, Body Block/Tackle, Body Flip/Throw, Choke, Knee,

Elbow, Forearm, Grab/Attack, Parry/Attack, Paralysis Attack, Headbutt .

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold Wrist Lock.

Weapon Kata (Pick two): W.P. Bokken, W.P. Daikyu, W.P. Katana , W.P. Naginata, W.P. Spear, W.P. Wakizashi.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Automatically receives Zanshin, Select a total of one (1) Powers from among Body Hardening, Special Kata, or Martial Art Techniques.

Language: Japanese.

Cultural Skills: Calligraphy, Etiquette, First Aid, Haiku, Horsemanship, Strategy, Ukio-E.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Goshinjutsu (4 Years), Jujutsu (3 Years), Kaze Arashi Ryu (7 Years), or Kito Ryu Jujutsu (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +3 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, Critical on a 19 or 20.

2nd: +1 to Strike, +1 to Disarm.

3rd: +1 to Body Flip/Throw (2D6 damage), +2 to Maintain Balance, Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

4th: +1 Attack per Melee, KO/Stun on an 18, 19, or 20.

5th: +2 to Roll with Punch/Fall/Impact, Critical on an 18, 19, or 20, Death Blow on a Natural 20.

6th: +1 Attack per Melee, Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

7th: +1 Body Flip/Throw, +1 to Damage.

8th: +1 Disarm, +1 to Maintain Balance.

9th: +2 to Roll with Punch/Fall/Impact, +1 to Damage.

10th: +1 Attack per Melee, +1 to Parry/Dodge, +1 to Disarm.

11th: + 1 to Damage, Select One (1) Martial Art Power from Atemi, Special Kata, or Martial Art Techniques.

12th: +1 to Parry/Dodge, +1 to Strike.

13th: +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

14th: Death Blow on a Natural 19 or 20, Select One (1) Martial Art Power from Atemi, Special Kata, or Martial Art Techniques.

15th: +1 Attack per Melee, Select one Zenjorike.

WHY STUDY Aikijutsu?

Combining the best of Jujutsu and Kenjutsu, Aikijutsu is a powerful art with awesome offensive and defensive abilities. The main drawbacks are the intensive, rigorous and strict training, coupled with limited mental abilities.

AIKIKAI AIKIDO

by
Lee Casebolt

Aikikai Aikido (EXCLUSIVE)

Entrance Requirements: Alignment must be Principled (good), Scrupulous (good), Unprincipled (selfish), or Aberrant (evil). There are no attribute requirements.

Skill Cost: 15 years

(Basically, this is a representation of Aikido based on my GM's numerous complaints. It's resemblance to "true" Aikikai-school aikido is indeterminate. In terms of history and philosophy, it is identical to the Aikido found on page 84 of Ninjas and Superspies.)

Costume: Standard Karate outfit with the addition of a black hakama

Stance: Shizentai Gamae; a natural stance, facing either right or left, feet a shoulder's width apart, forward hand outstretched loosely, rear hand held back for defense.

CHARACTER BONUSES:

Double Normal CHI

+4 ME

+2 PP

COMBAT SKILLS

Attacks per Melee: 1 Escape Moves: Roll with Punch/Fall/Impact, Breakfall Basic Defensive Moves: Dodge, Parry, Automatic Parry Advanced Defenses: Multiple Dodge, Circular Parry, Disarm Hand Attacks: Strike (Punch), Knife Hand Foot Attacks: None Special Attacks: Body Flip/Throw, Automatic Flip/Throw, Critical Flip/Throw Holds/Locks: Neck Hold, Wrist Lock, Elbow Lock, Automatic Wrist Lock, Automatic Elbow Lock Weapon Katas (Pick Two): WP Sword--Katana, WP Sword--Bokken, WP Knife--Tanto, WP Jo Staff

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Receives the Zanshin Martial Arts Technique automatically. Select one additional power from Ateimi Abilities or Chi Mastery.

Language: Japanese, Full Literacy

Cultural Skills: Ikebana, Bonsai, Calligraphy, Ukio-E, Haiku, or Go Philosophical Training: Zen

LEVEL ADVANCEMENT BONUSES

(see Ninjas and Superspies, page 85)

WHY STUDY AIKIKAI AIKIDO? A slightly more combat oriented style than standard aikido, it should appeal to those who need some offense with their defensive skills. Somewhat less mystic power than the usual aikido.

Lee Casebolt

"The opprobrium of assholes is a badge of honor" - Norman Spinrad

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Anbo-Jyutsu

The Ultimate Way of the Staff

By [Cutter Kinseeker](#)

In the distant future of another time-line, the martial arts had become obsolete in the face of super-powerful weaponry. As such, they had been relegated to mostly ceremonial functions and were rarely if ever used in actual combat. Many of the more aggressive martial arts died out completely (or lived on secretly) in those dark times, but at least one new form was created.

Even though humans of the future liked to believe themselves free from all violent impulses, they still required an occasional venting of anger and frustration. Because of the combatant nature of the martial arts, these ancient practices were deemed worthy of further study; the fact that they required great mental and physical discipline as well was seen as a great plus. So, sometime in the mid- to late 23rd century, an historian and student of the martial arts decided to create his own form. Well, it wasn't actually that simple a decision, but it's as good a description as any.

Working with the idea that the martial arts should be a vent for negative emotions and not a means of self-defense, this historian (who is ironically unnamed in the history texts of later eras) synthesized a workable form from his knowledge of many older forms. He called this discipline "Anbo-Jyutsu," but among its practitioners it was often called (wrongly and arrogantly) "the ultimate advancement in the martial arts." Anbo-Jyutsu is practiced and performed in light-weight armor made out of a material similar to kevlar. Its primary weapon is a staff about five feet long, with a padded weight on one end and a carved air-whistle on the other. In combat, these staves made a low, throbbing noise counterpointed with shrill whistles each time it strikes. However, the most stunning thing about this martial art (besides its impressive appearance) is that it is performed without the benefit of sight! All Anbo-Jyutsu armor is built with an attached faceplate which can be lowered or raised. In performances, mock battles, and grudge matches, it is always kept down.

Anbo-Jyutsu has many wide, sweeping, circular motions in it, partly to make up for the lack of sight, but also just for the sake of an impressive appearance. Do not be fooled by thinking this martial art weak just because it prides itself on appearance; on the contrary, practitioners of Anbo-Jyutsu (who often consider it a game rather than a combat discipline) equate being good with looking good and can be truly devastating, both to their mock opponents and their real ones.

(Note: If you want to use this in a campaign that isn't Phase World/Rifts, arbitrate that a group of Anbo-Jyutsu practitioners were caught in a transporter accident and sent to whatever game world you're using. Or just move the background [i.e. an historian with a penchant for the martial arts] to whatever game world you're using.)

Entrance Requirements: PP 13; PE 11; MA or PB 12

Skill Cost: 4 years (people can learn Anbo-Jyutsu fairly quickly because of its dependence on the purely physical aspects of martial arts)

Costume: Light, padded armor for competitions which is fairly useless in real battle (AR 16; 25 SDC); traditional colors are red and blue, but any are allowed. If actually fighting, the practitioners go with something comfortable, but stylish, depending on individual tastes.

Stance: Feet planted wide, pointing apart at a 45-degree angle, weight on the balls of the feet rather than the heel. Arms kept level and steady, holding the staff in a defensive posture.

CHARACTER BONUSES

Add 2 to PP

Add 1 to PE

Add 1 to PS

Add 15 to SDC

Add 5 to sound-based perception (if those optional rules are used)

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Circular Parry, Disarm, Multiple Dodge, Combination Parry/Attack

Hand Attacks: Strike (Punch), Palm Strike

Basic Foot Attacks: Kick Attack

Special Attacks: Death Blow, Combination Strike/Parry, [Blindfighting](#) (Special, see below), [Temple Strike](#) (Special, see below), [Tripping Strike](#) (Special, see below), [Pinwheel Attack](#) (Special, see below)

Weapon Katas: WP Staff (treat as two levels higher than actual level), WP Short Staff (treat as two levels higher than actual level), WP Short Staff (Paired) (treat as two levels higher than actual level)

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Behind, [Staff Choke](#) (Special, see below)

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two powers from either Body Hardening Exercises (with the exception of Chagi/Kick Practice) or Special Katas. If the optional perception rules are not used, ignore the Blindfighting ability and the perception bonuses, and instead give the character the ability of Zanshin.

Languages: English

Cultural: Performance

Physical: Prowl, Athletics

Philosophical Training: None, except possibly "win as much as possible while looking as good as possible."

If Anbo-Jyutsu is your primary martial art form, then the following other forms can be learned in a shorter time: Jujutsu (3 years), Choy-Li-Fut Kung Fu (4 years), Isshin-Ryu Karate (4 years), Tai-Chi Ch'uan (5 years), or Taido (6 years).

LEVEL ADVANCEMENT BONUSES

Level 1: +3 to roll with punch, +3 to parry, Critical Strike on natural 20

Level 2: +1 to strike with staves, Knock-Out/Stun on natural 19-20

Level 3: +1 attack per melee; +1 to parry/dodge, +1 to disarm

Level 4: +2 to damage with staves, Select one additional martial art power from Special Katas

Level 5: +2 to Maintain Balance, Critical Strike on natural 19-20

Level 6: +1 to roll with punch, +3 to pull punch, Knock-Out/Stun on Natural 18-20

Level 7: +2 to parry, Select one additional martial art power from Body Hardening (except Chagi)

Level 8: +1 attack per melee, +1 to Maintain Balance, +2 to disarm

Level 9: +1 to damage with staves, +1 to parry/dodge, +1 to strike with staves

Level 10: Critical Strike on Natural 18-20, +1 to disarm

Level 11: +1 to strike and dodge, Death Blow on Natural 20

Level 12: Select one additional martial art power from Body Hardening (except Chagi), Special Katas, or Martial Arts Techniques

Level 13: +2 to roll with punch, +1 to disarm, Critical Strike from behind

Level 14: +1 to strike/parry with staves

Level 15: Death Blow on natural 19-20

Why study Anbo-Jyutsu?

Despite its flashy maneuvers and posturing, Anbo-Jyutsu is a viable martial art with a great deal of strength in one area: the staff. Practitioners of this martial art are good at putting on shows, but are also good at winning fights, as long as a staff or rod is readily available (and many carry concealed hardwood dowel rods "just in case"). Those that practice Anbo-Jyutsu never start fights (you might get dirty, after all) and would rather avoid them, but can defend themselves along with the best of them. The only area in which Anbo-Jyutsu is notably deficient is kick attacks, mainly because the tournament rules (and remember, originally this martial art was just for show) forbid kicks.

Special Maneuvers

Blindfighting

Anbo-Jyutsu is unique among the martial arts in that all matches are fought completely blind! While those that pursue this form as a means of self-defense are not required to fight every battle blind, they are very prepared in case they have to. The rules are simple: At the beginning of each melee round, roll a flat perception check (no bonuses). If it succeeds, the practitioner is only -1 to strike, parry, and dodge. If it fails, then half the usual penalties apply.

Temple Strike

On a called shot at -4 to strike, a practitioner of Anbo-Jyutsu may make a staff or rod strike against the side of an opponent's head. This strike inflicts double damage, results in the negation opponent's combat bonuses for 1D4 melees, and has a 15% +(damage inflicted)% chance of causing knock-out for 1D4 minutes! Repeated usage of this attack (ex: reducing an opponent to 1 HP using only this attack) can result in serious and long-lasting brain damage (GM has final say).

Tripping Strike

This strike is aimed at an opponent's legs, preferably the bend of the knee, but the shin works as well. This attack does minimal damage (1D4) and is used primarily to ensure a knock-down on an opponent. Treat it exactly as the Tripping/Leg Hook from N&SS.

Pinwheel Attack

This flashy, show-off move is used primarily to intimidate but also has good damage. Unfortunately, the use of the Pinwheel Attack (so called because of the "pinwheeling" motions of the attacker's arms) results in an almost complete loss of defensive capability for its duration! The build-up to this attack is eerily silent for all its obvious power. In the moments preceding this attack, the attacker begins to whirl his weapon(s) in a circular pattern that does look like a pinwheel, all the while moving closer to the target. This attack must be the first attack in a melee round, and regardless of the initiative roll, this attack always comes last in the first group of attacks. During the build-up, the attacker may still use circular parries, but may not dodge or use a regular parry, and the circular parry is at -4.

When the attack itself comes, it comes as the whirlwind--fast and hard. The attacker spins in a complete circle, hits the target with both ends of the staff (or both rods), comes to a complete stop, and does the same thing in reverse. In essence, the character gets four attacks for the price of one! Each set of attacks (the first two, then the last two) must be rolled for separately, and unless the opponent has two weapons (or a staff) a parry of the first attack results in a -4 to the parry roll on the second attack (the weapon has been knocked out of line).

When the attack ends, the character may not do anything for the remainder of the round except defend, and may only do that with a penalty of -6! However, this attack is so impressive and cool-looking that any opponent of less than fifth level must save vs. horror factor 15 to avoid being cowed into retreat or submission.

More experienced characters without martial arts ability are less impressed by flashy maneuvers and only need a 12 to save. Martial artists of fifth level or above are completely unaffected by this move, considering it the tool of a show-off and braggart.

(Example: Will, a first-level practitioner of Anbo-Jyutsu armed with a bo staff [with which he is considered to have third level proficiency], is in a duel against Kyle, a third level Soldier with Hand to Hand: Martial Arts who is armed with a sword. Will and Kyle each have three attacks per melee. The first round of combat begins; Will gets a 17 on initiative and Kyle gets a 10. Normally, Will would go first, but he declares that he is building up for a Pinwheel Strike. Kyle gets his first attack, going for a simple sword strike. Will cannot use any defense except a circular parry, and manages to parry the sword strike successfully. Now it's Will's turn. Will goes into his attack run, rolling a 16 to strike for the first pair of staff strikes. Kyle parries the first strike with his sword by rolling an 18, but because of the -4 penalty (which reduces his parry to 14) the butt end of the staff connects squarely with him and inflicts seven points of damage. Then the next two strikes come through the other way; Will rolls 14 to strike. Kyle rolls an 18 to parry, blocking both strikes successfully (but barely on the second one). Will is incapable of any attacks for the remainder of the round, but can now parry, dodge, or whatever [albeit at a -6 penalty] if Kyle attacks him. Fortunately for Will, Kyle [a martial artist of less than fifth level] rolls only a 13 on his save vs. horror factor and books away, deciding he doesn't want anything to do with this fight.)

Staff Choke

This is identical to the Choke ability in N&SS except that is performed with a staff or pair of rods and that it must be done from behind (ie: using the staff to essentially garrote the poor sod in front of you).

A Final Note on Damage and Size

Weapon	Damage	Average Length
Short Staff	1D6 SDC	Five feet
Long Staff	1D8 SDC	Seven feet
Bo Staff	2D4 SDC	8.5 feet
Quarterstaff	1D8 SDC	Six feet
Iron Staff	1D8+2 SDC	Six feet
Rod	1D4+1 SDC	2.5 feet
Ironwood Rod	1D6 SDC	Three feet

Angaranco **By Sinestus**

Inspired by The Minion (with Dolph Lundgren)

In the early ages of Man, the Temple of the Holy Light was founded to train the protectors of the mortal races. These Holy Templars were trained in the ways of demon hunting, and similar spiritual duties. From them spawned the modern Paladins and Warrior Monks; however, with the return of the Old Gods, the Holy Templars were instructed to disband. In their first act of disobedience, the Templars did not disband, instead they made their existence secret, allowing a mist of rumors surround their true motivations.

Angaranco is the fighting technique taught to all who enter the Temple of Holy Light. It's primary concern is fighting possessing entities, and thus trains to bring about a quick, merciful death to the opponent. To aid in its methods, Angaranco trains in the use of many weapons, specializing in a modified Cestus, a spiked gauntlet.

One can easily identify a Templar after a battle, as they are trained to crush the skull, and destroy the eyes of their enemies. In addition, they are taught to revere holy ground (churches and the like) and will seek to move combat from such places before spilling blood (lest there is no alternative).

Requirements: P.P.: 9, P.S.: 10, Devotion to the Templars

Training: 10 years

Character Bonuses

+2 to P.P.

+2 to P.E.

+2 to P.S.

+10 Chi

Stance: Similar to a Kickboxing or boxing stance

Outfit: Light chain mail vest (A.R.: 10, S.D.C.: 15), loose pants, and Cestus on primary arm.

Combat Skills

Attacks per Melee: 3

Hand Attacks: strike/punch, power punch (1D10, one attack), backhand, forearm, turning backhand (dodge/strike, +3 damage with Cestus)

Foot Attacks: crescent kick, axe kick, roundhouse, kick attack, turning kick (dodge/kick), knee, snap kick

Basic Defense Moves: parry, dodge, automatic parry

Advances Defense Moves: roll, circular parry, disarm (as/with parry)

Holds/Locks: wrist lock, one handed-arm hold (-1 to hold)

Escape Techniques: roll

Modifiers to Attack: critical, death blow

Special Moves: one hand choke

Weapon Katas: Cestus (see below)

Additional Skills: Lore: Possession/Demon (+10), Lore: Religion (General)

Martial Arts Powers: Select two from Martial Arts Techniques, Specialty Katas, or Body Hardening (including Demon Wrestling)

Level Advancement Bonuses

1st: +2 to parry, +2 to damage

2nd: +2 to strike, +1 to initiative, Critical from Behind

3rd: +2 to dodge, +1 to roll

4th: Select one power from Body Hardening, Specialty Katas, Or Martial Arts

5th: +1 attack, Critical on 19+

6th: Gain Leap Attack, +2 to hold/lock/choke

7th: +1 to damage and parry, Select one Chi Mastery or Body Hardening

8th: +1 to strike and roll, Deathblow on natural 20

9th: Select one power from Martial Arts, Specialty Katas, or gain Enlightenment Strike (Atemi)

10th: +1 attack, Critical 18+

11th: +1 to parry and hold/lock/choke

12th: Deathblow from Behind

13th: +1 to damage and dodge

14th: Select one Chi Mastery, Body Hardening, or Specialty Kata

15th: +1 attack, +1 to parry

Special Weapon Training - The Cestus is a not truly a specialty weapon, it can be found in many cultures. Generally it is composed of a spiked gauntlet of some sort. The Templar Cestus is made from a heavy leather bracer and a light gauntlet. Both are lined with spikes roughly 1 to 2 inches long. When striking it provides +1D6 to most hand and forearm strikes.

The Cestus W.P. cannot be paired with itself (only other single-handed, short weapons). It Provides +1 to parry at levels 1, 3, 7, 12, and 15, and +1 to strike at levels 2, 7, and 14.

At level five, W.P. Cestus provides a two action Power Punch which deals 2D6 for the Punch + 2D4 from Spike Damage.

The Arm bearing the Cestus is also 'immune' to wrist and finger hold/locks, however, it cannot be used for holds/locked either.

Those who have bare hand/leg attacks parried by the Cestus suffer 1D4 damage to the offending limb. (A natural 20 on the parry deals 2D4 to the offending limb).

The average Cestus acts as a shield, directly attempting to damage the gauntlet can be done. Generally it has a natural A.R.: 11, S.D.C.: 15.

Anything Gose Kung Fu

By Ben Quash

Entry Requirements: **M.E.** of 12 or higher, only a stubborn person is able to put up with the training regiment the masters put students through.

Skill Cost: 10 years (5years if secondary form)

This Martial Art was first taught in the 1800's by a wandering pugilist, whose students were desperate kids that saw him to be the road to independence. However most of his students dropped out of training early, due to the ramshackle teaching methods the pugilist used. For the pugilist used various tasks to teach each student the essential of the art, with the least effort on his part. These tasks also develop and honed the students Physical dexterity and stamina, while also building their strength of body and character.

Each student ends up exiting the initial training with the basics set martial art moves and with a desire and the ability to learn more. This comes from the wanting to beat the daylights out of the master after the years of living hell they have been put through. It is this desire that sets in motion the ability to learn the moves and powers of different forms.

If the student finds an instructor and dedicates their time to training, then the base time to learn something is four weeks, subtracting the char's P.P. or I.Q. in day from the training time(GM discretion) with a minimum training time of one week. However, if there is no instructor, or can't dedicate the time to the learning, each new move takes half a year and each power takes a year to learn.

Because of the eclectic training methods of this form embraces, ends up teaching the students a basic set of moves, but also makes those moves seam self taught and sloppy, for good portion that is exactly what it is. This fools most martial artists that they are not any good. But the teaching techniques also make it so that each student learns a different set of moves from one another.

Once a martial artist learns Anything Gose KUNG FU he is ruined for any other form because of the living hell the Anything Gose KUNG FU master puts their students through breaks their previous form's moves into new moves for Anything Gose KUNG FU.

Costume: for the formal daily practice a white 'gi' is worn, but any clothes are worn by the practitioners, but most like loose clothing.

Stance: Just about Anything here, depends on the practitioner

Character Bonuses

+4 P.P.

+2 P.E.

+1 P.S.

+10 S.D.C.

+3 Parry

+5 dodge

Combat Skills

Escape Moves: roll with fall/impact, somersault, maintain balance

Defensive Moves: dodge, parry, auto parry

Hand Attacks: Strike, Knife hand, power punch

Basic Foot Attacks: Kick, Snap Kick, Drop Kick(combination dodge(drop)/Kick, Round House

Kick

Jumping Kick Attacks: Jump Kick

Special Attacks: Leap Attack, Body Block/Tackle, Body Flip/Throw

Modifiers to Attack: Pull Punch, KO/Stun, Critical Strike, Critical Strike from Behind(AG masters never ever teach their students Death blow, even if they know Death Blow, however they would teach someone else student Death blow)

Holds/Locks: none standard to start

Advanced Defensive moves: none standard to start

Special Katas: none standard to start

Weapon Katas: Improvised Weapon all (Strike, Parry, Damage, Throw, Entangle), WP chopsticks or WP Paired weapons Fork and Knife(depending on the master)

Skills learned in Training

Martial Art Powers: Any two to start other then, Mystic Invisibility, all Atemi, Chi-Gung, all chi mastery powers, sword drawing, chi Katas and Zenjorike.

Language Skills: only the primary language of the Master

Cultural Skills: Combative Eating(+ 2 attacks, +2 to all combat rolls while eating), Packing(cultural: the ability to pack traveling gear in less then fifteen minutes on a successful roll)

Physical Skills: Prowl, running, Gymnastics and Acrobatics

Philosophical Training: "Feed you Stomach and you will not be hungry" and "The Master is always there to make your life a Living Hell"

Other forms

Because of the ramshackleness of the training leaves a mark on the Martial Artist , that once he goes though the training they can no longer learn a complete form, even though they can learn the moves of that form, taking them into their own style of Anything Goes KUNG FU. And any form they had is lost to the M.A. after going through the Anything Gose training.

Level Advancement Bonuses

1st: +2 Parry & Dodge, Critical from behind, +2 roll with fall/impact, +2 perception

2nd: +1 Parry,+1 Strike,+1D6 S.D.C.

3rd: +1 attack, +1 roll with fall/impact, +1 M.E., +1 Escape Moves

4th: Paired Improvised Weapons, +1 to Improvised Weapons

5th: +1 P.E., +1D6 S.D.C., Learns the basics of Chi if has not already and one chi power

6th: +1 strike, +2 Parry & Dodge, +1 M.E., +1 Escape Moves

7th: +1 Attack, Double chi, +2 to Improvised Weapons,

8th: Demon Wresting, + 1 Maintain balance

9th: +1 Strike & Dodge, +2 Parry, +1 Escape Moves

10th: +2 damage

11th: Vital Harmony Martial Art Technique

12th: +1 Attack

13th: Double chi, +1 P.E., +1 Strike, Parry, Dodge and Escape Moves

14th: Double eating attacks

15th: + 1 Maintain balance, +2 damage

Why study Anything Goes KUNG FU?

It's the only martial art that you can easily learn new moves, skills, powers of other M.A. forms with out having to learn a whole new form. However, masters never let their students live in peace, continually testing them and keeping them on their toes.

Araki Ryu Kusarijutsu

By Kuseru

Entrance Requirements: Restricted to Honorable Alignments. No Attribute restrictions.

Skill Cost: 12 years (6 as a Secondary Martial Art Style).

Araki Ryu Kusarijutsu is a Japanese style that teaches a wide variety of chain weapons. This style was founded by Araki (Mujinsai) Mataemon Minamoto Hidetsuna (c. 1584-1638), who was skilled in the Yagyu Shinkage Ryu and in the Muso Jikiden Ryu. Araki Hidetsuna founded this style around 1573, at the end of the Muromachi Era (roughly 1333-1573), during the Sengoku Jidai (Warring States Period, roughly 1542-1600, though some sources date this from the Onin War (1467-1477) to the Battle of Sekigahara (1600)).

This style teaches unarmed combat, a variant of torite kogusoku, which concentrates primarily on grappling and close combat. However, the primary teaching of this style is weapon skills, including kusarigamajutsu (Kusarigama); chigirikijutsu (Chigiriki); ryofundojutsu (Ryofundo), and mojiri nawa. In addition, this style also teaches common combat weapons and techniques such as; tojutsu (sword practice), tantojutsu (knife fighting), bojutsu (staff techniques), shuriken, and the nagimaki.

Training for this style is currently conducted by three headmasters, 17th generation shihan Kikuchi Kunimitsu, 17th generation shihan Suzuki Nobuo, and 18th generation shihan, Arakawa Seishin. Training is conducted in Gunma and Saitama Prefectures in Japan.

Costume: Dogi top with Hakama.

Stance: None.

CHARACTER BONUSES

Add +2 to P.S.

Add +1 to P.P.

Add +1 to P.E.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact.

Attack Moves: None.

Basic Defense Moves: Automatic Parry, Dodge, Entangle, Parry.

Advanced Defense Moves: Circular Parry, Combination Parry/Lock.

Hand Attacks: Punch (Human Fist), Palm Strike.

Foot Attacks: Kick Attack, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Choke, Elbow, Knee, Grab Attack.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Arm Lock, Elbow Lock, Neck Hold/ Choke.

Weapon Kata (Choose three, at least two must be chain weapons): W.P. Kusarigama,

W.P. Chigiriki, W.P. Ryofundo, W.P. Yagara Mogara, W.P. Daito (Japanese longsword), W.P. Shoto (Japanese short sword), W.P. Tanto, W.P. Nagimaki, W.P. Bo staff, W.P. Bokken.

Modifiers to Attacks: Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of Two (2) Martial Art Powers from among Martial Art Techniques and Special Katas. If desired, any number of Powers can be traded, on a one-for-one basis, for Basic Skill Programs (excluding Physical).

Languages: Japanese

Cultural: Hojojutsu

Weapon Proficiencies: W.P. Kusarigama, W.P. Chigiriki, W.P. Ryofundo, W.P. Yagara Mogara, W.P. Daito (Japanese longsword), W.P. Shoto (Japanese short sword), W.P. Tanto, W.P. Nagimaki, W.P. Bo staff, W.P. Bokken, and W.P. Shuriken.

Philosophical Training: Zen Buddhism/Bushido.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Kogusoku (4 years), Masaki Ryu Kusarijutsu (5 years), or ZANJI Shinjinken Ryu (4 years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Parry, +1 to Roll with Punch/Fall/Impact, Critical Strike from Behind.

2nd: +1 Attack per Melee, +2 to Dodge, +1 to Damage .

3rd: Critical Strike on a Natural 18, 19, or 20.

4th: +2 to Strike, +1 to Roll with Punch/Fall/Impact.

5th: Select One (1) Martial Art Power from Martial Art Techniques or Special Kata.

6th: +1 Attack per Melee, Death Blow on a Natural 20.

7th: +2 to Parry, +1 to Dodge.

8th: +1 to Roll with Punch/Fall/Impact, +1 to Initiative, +1 to Damage with chain weapons.

9th: Add One (1) Martial Art Power from Atemi.

10th: Select One (1) Martial Art Power from Martial Art Techniques or Special Kata.

11th: +1 Attack per Melee, +2 to Strike, +1 to Damage.

12th: +2 to Parry, +1 to Roll with Punch/Fall/Impact.

13th: +1 to Dodge, +1 to Initiative, +1 to Damage with chain weapons.

14th: Select One (1) Martial Art Power from Martial Art Techniques or Special Kata, +1 to Strike, +1 to Parry.

15th: Add One (1) Martial Art Power from Atemi, +1 Attack per Melee.

Why Study Araki Ryu Kusarijutsu ?

A well rounded style that teaches unarmed and armed combat, with a variety of moves and techniques. This style is fairly devastating with chain weapons.

Arnis

By Kuseru

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 6 Years (4 Years as a Secondary Martial Art Style).

Arnis, also known as Arnis de Mano, is a Filipino fighting art. The word 'Arnis' is derived from the Spanish word 'arnes,' which means 'trappings' or 'defensive armor.' Arnis was developed as a streamlined, simplified way to teach people to fight Spanish invaders. Arnis is considered a "soldier's art".

Arnis weapon techniques include (one or two) sticks, knives, and machetes or swords. After having acquired some skills, one will also be able to self-defend with other things, like an umbrella, a newspaper, even a towel. One of the most notable techniques of Arnis is the continuous, figure-eight striking pattern used for both weapons and unarmed attacks. In the daily training there is also focus on coordination, timing and reaction-abilities, and also concentration. The focus on strict discipline isn't as high as in some other martial arts, which mainly is because the philosophy is to use the time for training, and not formal stuff.

Empty hand techniques are derived from weapon movements. First the weapons are learned, then the empty-handed applications are shown. The main technical stuff includes blocking, trapping, disarming and various lock- and throwing-techniques. Arnis is a Filipino weapon art which teaches empty hand techniques based on weapon movements.

Arnis is associated with the inhabitants of Luzon. Training for Arnis can be found in the Philippines and North America.

Costume: Unknown, similar to the Kung Fu uniform.

Stance: None.

CHARACTER BONUSES

Add +2 P.P.

Add +1 P.E.

Add +10 S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall, Maintain Balance.

Attack Moves: None.

Basic Defensive Moves: Parry, Dodge, Automatic Parry, Entangle.

Advanced Defenses: Circular Parry, Disarm, Combination Parry/Attack.

Hand Attacks: Punch, Backfist (The character twists his torso to extend his fist into a target to the rear. He may also bring his fist straight up over his shoulder or down past his thigh to strike close targets to the rear without changing facing direction. Damage is 1D6.), Knife Hand, Palm Strike

Foot Attacks: Snap Kick, Tripping/Leg Hooks, Kick Attack.

Special Attacks: Death Blow, Body Flip/Throw.

Holds/Locks: Arm Hold, Arm Lock, Wrist Lock.

Weapon Katas: Pick two of the following forms:

Espada y Daga: W.P. Paired--Short Stick or W.P. Kris(sword) & Dagger.

Solo Baston: W.P. Short Stick or W.P. Kris(sword) .

Doble Baston: W.P. Short Stick -Paired or W.P. Kris(sword)-Paired, Scissor Choke: uses the short sticks to choke a person squeezing them together in a motion similar to that of a pair of scissors (1D6 S.D.C.+2D4 HP/melee).

Modifiers to Attack: Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of One (1) Power from among Body Hardening or Martial Art Techniques, or two more Weapon Katas. Powers may be traded one for one for basic skill programs excluding physical.

Languages: English, Filipino, and Spanish

Weapon Proficiencies: W.P. Paired--Short Stick or W.P. Kris(sword) & Dagger, W.P. Short Stick, W.P. Kris(sword), W.P. Short Stick -Paired, W.P. Kris(sword)-Paired, W.P. Knife, W.P. Knife-Paired, W.P. Sibat(Staff), W.P. Spear, W.P. Oar (Polearm), W.P. Chain, W.P. Whip, W.P. Bow, W.P. Blowgun, W.P. Thrown, and W.P. Fistload.

Philosophical Training: None

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Eskrima (7 Years).

LEVEL ADVANCEMENT BONUSES

1st: Any found object usually not considered a weapon (typically umbrellas, rolled up newspapers, or other stick-like objects) becomes a 1D6 damage weapon when used in hand to hand. Critical Strike from Behind.

2nd: +1 to Strike, +1 to Parry.

3rd: +2 to Disarm, +1 to Entangle.

4th: Select One (1) Martial Art Power from Body Hardening or Martial Art Techniques.

5th: +1 to Initiative, Critical Strike on a Natural 19 or 20.

6th: +1 to Roll with Punch/Fall/Impact, +2 to Maintain Balance.

7th: +1 to Strike, +1 to Parry/Dodge.

8th: Select One (1) Martial Art Power from Body Hardening or Martial Art Techniques, or a new Kali Weapon Kata.

9th: +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

10th: +1 to Initiative, Death Blow on a Natural 20.

11th: +1 to Disarm, +1 to Entangle.

12th: Select One (1) Martial Art Power from Body Hardening or Martial Art Techniques.

13th: +1 to Strike, +2 to Parry/Dodge.

14th: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

15th: +1 to Strike, +1 to Parry/Dodge.

Why Study Arnis?

A deadly martial art that is well rounded in everything, from kicks, strikes, and grappling, to

weapon skills.

Arondight

By Sinestus

Initially, this style was little more than a brutal, ritualistic competition between gangs in various US cities. As the combat techniques evolved, those who learned it enhanced the knife fighting techniques with aspects of other fighting styles. Arondight is the evolution of basic knife fighting techniques combined with the grappling techniques taught in many law enforcement agencies. Refinement of the style is credited to members of the Detroit Police force, who adapted their training procedures to allow patrolmen to deal with potentially deadly situations without drawing their pistol, but still employing lethal force.

Requirements: I.Q.: 10, P.P.: 10

Training: 4 years

Character Bonuses

+2 to P.P.

+10 S.D.C.

+2D4 H.P.

Stance: Varies. There are two primary fighting stances: Aggressive (leaning forward, toward the opponent, both hands forward, like a wrestling stance) and Passive (standing fairly upright, empty hand drawn back, blade pointing towards the opponent's face).

Outfit: Anything, usually comfortable clothes.

Combat Skills

Attacks per Melee: 2

Hand Attacks: strike, knife hand, palm strike, forearm, elbow.

Foot Attacks: tripping leg hooks, backward sweep, snap kick, kick.

Basic Defense Moves: parry, dodge, auto parry, roll.

Advances Defense Moves: parry/hold (one action, goes to wrist or arm hold), somersault/dodge, disarm.

Holds/Locks: wrist lock, automatic wrist hold (only needs one hand, acts as a grab/hold), arm hold, arm lock.

Escape Techniques: somersault/dodge, roll.

Modifiers to Attack: knockout, critical.

Special Moves: *Pulling Strike* (requires wrist hold/lock and a free knife hand, acts as a combination throw/strike. Victim is thrown, and is cut along the length of their arm for 2D4+P.S. damage, save vs. pain. If the officer is unarmed or using a blunt weapon, the strike is to the head and deals 1D10+damage and is a KO on natural 15+); *Knee Strike* (breaking attempt, leg is broken on successful natural strike of 16+)

Weapon Katas: Knife, Handcuffs (can employ the use of handcuffs once they have a successful Wrist lock or arm hold), Tonfa/Nightstick (Blunt)

Additional Skills: Select two: anticipation, prone fighting, boxing or gun grabbing.

Martial Arts Powers: Wrist Hardening, and Arm Strengthening (*Special:* repeated wounds to the arms increases durability, providing +2 to save vs. Pain, +5 S.D.C. and +1D4 H.P.)

Level Advancement Bonuses

1st: +2 to disarm and roll

2nd: +2 to strike/grab, +1 to hold/lock and parry

3rd: Critical on natural 18+

4th: +1 attack, +1 to dodge

5th: +1 to hold/lock and parry

6th: +1 to disarm, select one power from Body Hardening

7th: +1 attack, +1 to strike/grab and dodge

8th: Gain Parry/strike and strike/parry abilities. Turning kick.

9th: +1 to dodge, Natural KO on 19+ (boxing like)

10th: +1D6 damage with knives, +1 to parry

11th: +2 to initiative, +1 attack

12th: +1 to strike/grab and disarm

13th: gain neck and body holds, +1 to holds/locks

14th: Select one power from Martial Arts Techniques or Body Hardening

15th: +1 to disarm and dodge

Hand to Hand: Art of the Crystal Mind

by [Patrick Young](#)

Similar to the basic hand to hand combat taught by many, this art also has more metaphysical training, teaching its students to be better mages as well as passable fighters. Its teachings are that energy is a malleable force, be it the energy of an opponent's attack or the energy of a spell. Developed in Dweomer by a battle mage, it was later spread to Tolkeen, Lazlo, the rest of the Federation of Magic, and New Lazlo. Its teachings are simple, but very effective, teaching the average mage both basic self defense and better control over his magic.

Entrance Requirements: Must be a magic using character class

Skill Cost: 4 years (to gain this art, one must be able to gain Martial Arts, and it costs the same as that art, replacing it as a choice for most O.C.C.s.)

Costume: None

Stance: Varies. Practitioners are taught several different stances.

CHARACTER BONUSSES

Add +2 to M.E.

Add +1 to P.E.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Disarm

Basic Defense Moves: Dodge, Parry

Advanced Defenses: Automatic Parry

Hand Attacks: Punch (1d4)

Basic Foot Attacks: Kick Attack (2d4)

Jumping Foot Attacks: Jump Kick (at later levels)

Special Attacks: Death Blow (at later levels), Body Block/Tackle, Body Flip/Throw, disarm,

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from Behind

Multiple Attackers: 2

Preferred Range: Standard and Grappling

SKILLS INCLUDED IN TRAINING

Lore: Pick any 2

LEVEL ADVANCEMENT BONUSSES

Level 1: +1 Spell Attack, +1 Break Fall, +1 Roll with Punch/fall/impact, +2body flip/throw, +2 pull punch, +2 Horror Factor, +1 Save vs. Magic, +1 save vs. psionics

Level 2: +1 initiative when casting a spell, +2 parry and dodge, +5 P.P.E, +1save vs. Mind Control

Level 3: Automatic Body Flip/Throw, +1 Spell Attack, and +1 Disarm

Level 4: +1 attack per melee round, +1 body flip/throw, +1 Horror Factor

Level 5: Critical Body Flip/Throw on Natural 18-20 (double damage), +1 Horror Factor

Level 6: +1 Parry/dodge and +1 to Body Flip/Throw, +1 save vs. magic

Level 7: Automatic Dodge, +2 pull punch, +1 Spell Attack, +5 P.P.E, +1 save vs. mind control

Level 8: +1 attack per melee round, +3 save vs. Magic

Level 9: +1 Initiative and +1 strike, parry, and dodge, +1 Spell Attack

Level 10: Multiply Existing P.P.E by 1.5 and +1 disarm

Level 11: +1 Parry, +2 Dodge, +1 Body Flip/Throw

Level 12: +1 Attack per melee round

Level 13: +1 Initiative when casting a spell and +2 Body Block/Tackle, +10PPE

Level 14: Critical Strike on a Natural 18-20, +1 Spell Attack

Level 15: +1 Attack per melee attack

Why study Art of the Crystal Mind?

If you are a magic user, the good effects are without parallel. If you are not however, the art is all but useless. It teaches good defense, passable offensive maneuvers, and good metaphysical training making it an art unparalleled by any for a mage.

The Art of Battering

By [danzig138](#)

This is one of the many fighting arts developed by the Kydians (Atlantis, page 47). This is also one of the most brutal of Kydian martial arts. Originally, this was developed by the police forces to subdue criminals, but it spread in popularity, and was eventually available to all Kydians.

A practitioner of this style will enter combat rapidly, with the intent to land as many blows as possible in the shortest amount of time. The goal of this method is not to inflict pain, but to end the confrontation as soon as possible. Most of the time, if the opponent backs down, or surrenders, the attack will end.

Practitioners of this style rarely attempt to dodge or parry an attack (unless the opponent is using a weapon), preferring to take the damage while launching their own attacks (simultaneous Attack).

Those who practice this art demonstrate a particular interest in physically developing their bodies, and can often be identified by their unusually "ripped" physique.

Entrance Requirements: P.S. 23, P.P. 10, P.E. 12

Costume: Shorts, leather straps on the hands.

Stance: Similar to a boxing stance, but the both fists are held up and out at shoulder level.

CHARACTER BONUSES

Add +3 to P.S.

Add +15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch), Power Punch, Roundhouse Punch (1D10 damage), Palm Strike, Backhand

Special Attacks: Death Blow, Knee, Forearm, Elbow, Simultaneous Attack, **Ear Box** (SPECIAL! The character slams both of his fists into the opponent's ears. Requires a strike roll of 12 or better. Inflicts 2D6 damage, and the victim must save versus pain, with a 14 or better, or lose initiative and two melee attacks for 1D4 melee rounds. There is a damage x3% chance that the victim will be rendered permanently deaf).

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from rear

Special Katas

The Flurry: This is very similar to the Muay Thai kata, Lightning Form. The Kydian is able to deliver all of his attacks for the melee round on his first attack. This must be his first attack, and he must have initiative. After he uses his attacks, he cannot dodge, and suffers a -3 penalty to Parry for the remainder of the melee round.

SKILL INCLUDED IN TRAINING

Physical: Body Building

LEVEL ADVANCEMENT BONUSES

- Level 1:** +1 to Strike, Knock-Out/Stun on Natural 19-20
- Level 2:** +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance
- Level 3:** +1 Attack per Melee, +2 to Damage
- Level 4:** Critical Strike on Natural 19-20
- Level 5:** +2 to Strike, +1 to Damage
- Level 6:** Knock-Out/Stun on Natural 18-20
- Level 7:** +1 Attack per Melee, +1 to Maintain Balance
- Level 8:** +1 to Strike, +2 to Roll with Punch/Fall/Impact
- Level 9:** Death Blow on a Natural 20
- Level 10:** Critical Strike on Natural 18-20, +1 Attack per Melee
- Level 11:** Automatic Knock-Out on a Natural 19-20
- Level 12:** +2 to Strike, +2 to Damage
- Level 13:** Knock-Out/Stun on Natural 17-20, +2 to Maintain Balance
- Level 14:** +1 Attack per Melee, +2 to Damage
- Level 15:** Death Blow on a Natural 19-20

Why Study The Art of Battering?

This is an excellent style for those who are interested in developing their bodies and learning how to put people down quickly.

Art of the Fox (Counts as One Martial Art)

By Unknown

Based on the Spirit Fox Advancement Table.

Obviously to learn this style the character must first know of a Fox Spirit and secondly (most important of all) be able to convince the Fox Spirit to teach it to the character. Or if so inclined be able to capture one, be able to keep it captive and finally be capable of stealing its secrets.

Character Bonuses:

Add +15 to Chi Base

Add +3 to Spd.

Combat Moves

Escape Moves: Roll, Leap, Back Flip

Attack Moves: Roll, Leap, Back Flip

Basic Defensive Moves: Dodge, Parry, Auto Parry

Advanced Defensives: Auto Dodge, Automatic Roll

Hand Attacks: Punch (1D4), Palm Strike (1D6), Claw Hand (1D6), Dual Claw Hand (3D4)*

Foot Attacks: Kick (1D8), Snap Kick (1D6)

Special Attacks: Leap Attack

Modifiers to Attacks: Critical Strike / Knock-Out From Behind

Martial Art Powers and Abilities: Automatically knows Dragon Chi. Choose Three (3) Chi Mastery Abilities (No Negative Chi Allowed) and One (1) Zenjorike.

Level Advancement Bonuses

1st: +2 to Dodge, +2 to Roll, +2 to Back Flip

2nd: Add +1 Attack Per Melee

3rd: +1 to Roll

4th: +1 to Back Flip

5th: +1 to Dodge

6th: +1 to Strike

7th: +1 to Back Flip

8th: Add +1 Attack Per Melee

9th: +1 to Roll

10th: +1 to Dodge

11th: Add +1 Attack Per Melee

12th: Double Existing Chi **

13th: Learn Continuous Chi Mask ***

14th: Learn Permanent Yin / Yang Chi Kata ****

15th: Learn Assume Pure Chi Form *****

All Attacks, bonuses, abilities and maneuvers are added and / or combined with any style known by the martial artist. Note that there are no starting attacks listed; this is because a style must be known previous to learning the Art of the Fox. This Style is only useful to someone with previous martial art training. If multiple styles are known then the martial arts are combined to encompass all attacks and bonuses (total bonuses / attacks are not added together but instead the best total bonus / attack from the multiple style is chosen) and maneuvers.

* Dual Claw Hand Attack can only be used with the Leap Attack Maneuver, and must be the

first attack in the round or with a surprise attack. Cannot parry while using this attack.

** Allowed to Double the Existing Chi beyond the maximum of 4 (Snake Style, Tien-Hseuh, and Tai Chi) Note: Allowed to learn Chi Overcharge.

*** Chi Mask as the spell but constantly active.

**** As per the Yin / Yang Chi Kata but always in effect and the martial artist does not have to dance.

***** Assume Pure Chi Form as if a Fox Spirit but not restricted to a positive chi form. If the martial artist is filled with negative chi then he will assume a pure negative chi form, but just as a positive pure chi form will take damage from being in a negative chi zone, the martial artist will take damage from being in a positive chi area.

Example: A Dedicated Martial Artist knows Tien-Hseuh / Shao-Lin / Praying Mantis then later in life gains a new O.C.C., Operative Agent, and learns the Art of the Fox. For this example the Dedicated Martial Artist class is at 15th level. All maneuvers from the three styles will be used with the Art of the Fox. The best natural Critical number (17) is chosen from the 3 styles (Praying Mantis). The x3 damage modifier for critical strikes and critical strikes / KO from Behind is chosen (Tien Hseuh). The best # of attacks/strike/parry/dodge/roll/etc... bonus is used from the 3 styles. Later on the character learns Muay Thai and upon reaching high enough level the strike bonuses from that style will be used because they are higher than other martial arts known.

Asayama Ichiden Ryu

By Kuseru

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 9 years (5 Years as a Secondary Martial Art Style).

Asayama Ichiden Ryu is a Japanese martial art that teaches a variety of armed and unarmed techniques. This style was founded by Asayama Ichidensai Shigetatsu during the Tensho Era (1573-1593). This ryu is strongly associated with the goshi (farmer warriors) or jizamurai (landed bushi).

This style teaches the weapon arts of kenjutsu (sword techniques), battojutsu (quick draw techniques), iaijutsu (quick draw techniques), kamajutsu (kama techniques), bojutsu (staff techniques), and shurikenjutsu (throwing techniques). The fast draw (or iaijutsu) techniques of this ryu are all practiced using a pair of swords; there is no single sword drawing. The *kama* used in this tradition is huge, with a long wide blade. This school also teaches unarmed techniques derived from taijutsu and jujutsu.

Training in this school can be found in Kanagawa Prefecture Japan. The current headmaster of the style is Ozaki Kiyoshi.

Costume: Dogi top with unusual trouser-like *hakama*, similar to those worn by the goshi.

Stance: *Kasumi no Kamae*: The sword is held at eye level with the edge facing diagonally upwards. The point of the sword threatens the enemy's eyes and hinders his movement. The instant the enemy moves you cut without raising the sword. This posture is of use when the enemy holds his sword in Jodan or Hasso.

Migi (Right Hand) Kasumi no Kamae: The sword is held with the edge facing diagonally upwards and to the right, with the sword somewhere between shoulder level and eye level. The left foot is advanced.

Hidari (Left Hand) Kasumi no Kamae: The sword is held the edge facing upwards and to the left, with the sword somewhere between shoulder level and eye level. The right foot is advanced.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +2 to P.E.

Add +4 to Spd.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Back Flip, Leap, Roll with Punch/Fall/Impact.

Attack Moves: Leap, Cartwheel.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defense Moves: Multiple Dodge, Combination Parry/Attack.

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike.

Foot Attacks: Kick Attack, Tripping/Leg Hook, Snap Kick, Drop Kick (Combination Fall/Dodge/Kick).

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap Attack, Roll/Knockdown (Special! This is a knock-down attack that does no damage, standard Roll bonus applies.), Body Flip/Throw.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold.

Weapon Kata (pick two): W.P. Katana, W.P. Wakizashi, W.P. Daisho, W.P. Bo staff, W.P. Kama (O-kama).

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receives Iaijutsu. Select One (1) Martial Art Power from among Body Hardening, Martial Art Techniques, or Special Kata.

Languages: Japanese.

Cultural: Farming, Gardening.

Weapon Proficiencies: W.P. Katana, W.P. Wakizashi, W.P. Daisho, W.P. Bo staff, W.P. Kama (O-kama).

Philosophical Training: Zen Buddhism.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Jujutsu (3 years), Te (3 years), or Zanji Shinjinken Ryu (4 years).

LEVEL ADVANCEMENT BONUSES

1st + 3 to Roll with Punch/Fall/Impact, + 2 to Strike, Critical Strike on Natural 19 or 20, Critical Strike or Knock-Out from Behind, Death Blow on roll of a Natural 20.

2nd + 1 to Parry/Dodge, + 2 to Back Flip/Cartwheel.

3rd + 1 Attack per Melee, + 1 to Leap (Add 4ft to Leap Distance).

4th Gains Battojutsu Martial Art Technique.

5th + 1 to Strike, +2 to Roll/Knock-Down.

6th + 1 Attack per Melee, + 2 to Backflip/Cartwheel.

7th Critical Strike on Natural 18, 19, or 20, + 2 to Leap (Add 4ft to Leap Distance).

8th + 1 to Roll with Punch/ Fall/Impact, Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques, or Special Kata.

9th + 2 to Parry/Dodge, + 2 to Roll/Knock-Down.

10th +1 to Leap (Add 4ft to Leap Distance), +2 to Damage.

11th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques, or Special Kata.

12th +2 to Roll with Punch/Fall/Impact, Knock-Out/Stun on Natural 19 or 20.

13th Death Blow on roll of 19 or 20, +2 to Back Flip/Cartwheel.

14th + 1 to Roll/Knockdown, +2 to Damage.

15th +2 to Roll with Punch/Fall/Impact, Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques, or Special Kata.

Why Study Asayama Ichiden Ryu?

A well balanced martial art that teaches some weapon skills and some unarmed skills. A decent answer to the 'pure samurai' martial arts, developed by and for the common man.

Aslyl Okta

By [No Beard Pete](#)

This martial Art has a history of many thousands of years. Its roots lie in several marital arts styles developed on the ra-hu man's home world. An amalgam of these forms made its way into the Palladium world, where it was refined into the Algor Mountains, at the monestary of Von Hodlon, an important place in ra-hu man mythology. Since then it has remained more or less the same.

Optionally, one can allow students of Aslyl Okta to learn Chi Abilities, Martial Art Techniques, and/or Specialty Katas from Ninjas and Superspies and/or Mystic China. Each one of these will cost 3 OCC related skill selections to most OCCs, and only 2 skill selection, of any category, to a Warrior Monk. At 12th level, the Warrior Monk may select a zenjoriki ability. If allowing this, instead of spending chi (unless, of course, you use chi in your Rifts game, in which case Aslyl Okta gives +5 chi, with another +5 at levels 5, 10, and 15), spend triple the listed cost in ISP or PPE (player's choice) to activate abilities. This may increase the power level significantly, and should be thought out by the GM. Not all abilities may be available (GM's choice).

There are two different styles used in Aslyl Okta. When fighting other Ra-hu men or multiple attackers, the Martial Artist will keep a little more than an arms reach and attempt to land as many blows as possible while parrying most attacks.

When fighting other humanoids, the Ra-hu man can utilize his extra set of arms to their full advantage. If the opponent is using hand based attacks, the Ra-hu man will attempt to entangle one (or more) of his/her arms with one (or more) of the opponents. This typically leave the Ra-hu man free to press the attack with his/her remaining arms. The Ra-hu man can also try to break the entrapped arms (does 3D6 MDC to entangled arm/attack). If the opponent is using foot based attacks, the Ra-hu man will attempt to parry or dodge most attacks, then attempt to catch the foot on a slow/misplaced kick, or sweep the opponent.

If the opponent is using small weapons, such as knives or short swords, these tactics work fine. If the opponent is using larger weapons, such as pole arms, large swords, or large clubs, the Ra-hu man will attempt to dodge most attacks (or parry is they have a convenient weapon or shield to parry with), then disarm the opponent when the opportunity presents itself.

The Ra-hu man also recieves training in the use of swords, knives, pole arms, and the "Zwittentang", a huge weighted staff that is wielded with three or four arms.

CHARACTER BONUSES: +2 P.S., +1 P.P., +1D6 Spd., +2 M.E.

COMBAT SKILLS

Attacks

Punch, power punch, hammer fist(2D4 MDC), snap kick(2D6 MDC), thrust kick(3D6 MDC), tripping leg hook

Defenses

Auto parry, dodge, roll, auto limb entangle(on an 18-20), circular parry(not an auto-circular parry at first), auto disarm, disarm

Weapons

WP Large Sword, WP Small Sword, WP Knife, WP Pole Arm, WP Staff, WP Small Shield, WP Zwittentang, WP Paired (any combination of other WPs and/or hammerfist).

Note on WP Paired:

This is a little different then the ordinary WP Paired. If more then one weapon/fist is used to strike at

once, then those weapons/limbs are not available for auto-parrying for the attack sequence. If one or more limbs are being used to parry attacks, then other limbs may be available for a simultaneous attack. It is possible to use at most 3 limbs per attack sequence (at first, anyway).

LEVEL ADVANCEMENT BONUSES

Level 1: +1 attack, +3 roll, +2 pin, +1 disarm

Level 2: +1 strike, parry and dodge, +2 MDC to hand/foot strikes.

Level 3: +1 attack, +1 disarm

Level 4: +1 strike parry and dodge

Level 5: +1 roll, +1 pin, Jump kick(6D6 MDC, 2 attacks)

Level 6: +1 strike and parry, +1 roll, +2 MDC to hand/foot strikes.

Level 7: Critical Strike on natural 18-20

Level 8: +1 attack, Critical strike from behind, Knockout strike from behind

Level 9: +1 parry and disarm

Level 9: Paired weapons can now use all 4 limbs in an attack sequence.

Level 10: +2 MDC to hand/foot strikes, +1 roll, auto roll

Level 11: +1 strike and parry, +2 pin

Level 12: Auto circular parry, body flip/throw, +2 flip/throw

Level 13: +1 attack, +1 dodge, multiple dodge

Level 14: Auto flip/throw, Critical strike on natural 16-20, +3 MDC to hand/foot strikes,

Level 15: +1 on all combat roles

The Zwittentang is a huge gnarled staff (usually 18 ft long or so) that weighs at least 250 lbs. It is traditionally made from iron wood trees, although on Rifts Earth they are commonly made from mega damage alloys or ceramics, as well as the occasional bone of a large supernatural creature or piece of a mega damage tree. In order to use it with three limbs, one must have a supernatural PS of at least 20, with four limbs, a supernatural PS of at least 16. For non Ra-hu men with only two limbs, one must have a supernatural PS of at least 30, and the user must be at least 10 ft tall. When used with two limbs, only WP Staff applies. When used with 3 or more, WP Zwittentang comes into play, in addition to the bonuses and abilities of WP Staff.

The only defensive move that works with the Zwittentang is the basic automatic parry, regardless of what moves the wielder can execute due to martial arts knowledge. Using it quickly requires lots of experience, and moves like a circular parry aren't easy to do.

The Zwittentang does 6D6 MDC + the damage for the users supernatural PS.

WP Zwittentang

Level 1: +1 parry

Level 2: Circular parry with Zwittentang

Level 3: +1 strike

Level 4: Spinning strike does half damage to everyone within 10 ft takes 2 attacks

Level 5: Thrust does half damage and target must roll vs punch/fall/impact or be pushed back 10 ft & lose an attack.

Level 6: +2 damage

Level 7: +1 parry

Level 8: Spinning strike does full damage

Level 9: +1 damage

Level 10: +1 strike and parry

Level 11: Thrust does full damage

Level 12: Auto Circular parry with Zwittentang

Level 13: +1 parry

Level 14: +1 damage

Level 15: +1 attack with Zwittentang

Hand to Hand: Assassin (Revised)

By [J.J. Fuzz](#)

Skill Cost: Four "other" skills, or as noted under O.C.C. Skills section.

Character Bonuses: +1 to P.S., +3 to Spd, +1D6 S.D.C.

Techniques Known at First Level: Punch (1D4 damage), backhand strike (1D4 damage), fore-knuckle strike (2D4 damage), kick attack (1D6 damage), tripping/leg hooks. Multiple dodge and automatic parry are in addition to the usual strike, parry, and dodge.

Locks/Holds: Arm hold, leg hold.

Special Attacks: Elbow strike (1D6 damage) Body/block tackle, Body flip/throw, choke

Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike from behind, death blow.

Additional Skills: W.P. Knife

Level Advancement Bonuses:

Level 1: Add one attack per melee, +1 on initiative, +2 to strike, +2 to pull punch, critical strike on natural 19 or 20.

Level 2: Add two additional attacks per melee, +1 to body flip/throw, +1 to parry.

Level 3: +3 to roll with punch/fall and +3 to pull strike.

Level 4: +4 to damage, +2 to disarm, +1 on initiative.

Level 5: Add one additional attack per melee, critical strike from behind.

Level 6: Learns Entangle, +1 to entangle, +2 to parry and dodge.

Level 7: Death blow on natural 20

Level 8: Add one additional attacks per melee, +1 to disarm.

Level 9: Kick Attack does 2D4 damage and can learn two kick attacks of choice (except jump kicks), +1 to parry and dodge.

Level 10: Critical strike on natural 18 to 20,

Level 11: Knock-out/stun on natural 17 to 20, +1 to entangle.

Level 12: +1 on initiative, +2 to strike, +1 to disarm.

Level 13: Add one additional attack per melee, +1 to body flip/throw, +1 to body block/tackle.

Level 14: +2 to damage, +2 to roll with impact, +1 to pull strike.

Level 15: +2 to strike, +1 on initiative.

Hand to Hand: Assassin

By Mantisking

Entrance Requirements: None

Skill Cost: 3 Years

COMBAT SKILLS

Attacks per Melee: Two (2)

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch), Single-Knuckle Punch

Foot Attacks: Kick Attack (Does 1D6 Damage), Trip/Leghook

Special Attacks: Deathblow, Choke

Holds/Locks: Arm Hold, Neck Hold, Wrist Lock

Weapon Kata: W.P. Knife

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge

2nd: +1 Attack per Melee

3rd: +1 to Strike

4th: +1 to Damage

5th: +1 Attack per Melee

6th: Critical Strike from Behind, +1 to Roll with Punch/Fall/Impact

7th: Knockout/Stun on a Natural 20

8th: +1 Attack per Melee

9th: Critical Strike on a Natural 19+

10th: +2 to Strike

11th: +2 to Damage

12th: Deathblow on a Natural 20, +1 to Roll with Punch/Fall/Impact

13th: +1 Attack per Melee

14th: +2 to Strike

15th: +2 to Damage

Why Study HAND TO HAND: ASSASSIN?

Hand to Hand: Assassin

By Kuseru

NOTE: Does not get "two attacks for living"!

Taught only to character trained by secret organizations (CIA, Mafia, etc.), this is the specialized science of killing.

Requirements: Three skill selections. Must be an evil alignment.

Attacks Per Melee: 3

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Punch, Kick, Knife Hand, Death Blow, Choke, Pull Punch, Knock-Out/Stun, Critical Strike, Knock-Out/Stun from Behind, Critical Strike from Behind.

Level Advancement Bonuses

1st: Death Blow on a Natural 20. +2 to strike and +3 to disarm.

2nd: Two additional attacks per melee round. +2 to initiative.

3rd: Select one hand attack and one kick attack. +2 to damage.

4th: +2 to dodge and parry.

5th: One additional attack per melee round. +2 to initiative.

6th: +2 to roll with punch/fall/impact, +1 to pull punch, +2 to damage.

7th: Entangle and W.P. Paired.

8th: One additional attack per melee round. +2 to initiative.

9th: Select one hand attack and one kick attack. +2 to damage.

10th: Critical Strike on an unmodified roll of 17, 18, 19, or 20.

11th: +2 to strike and +3 to disarm.

12th: Body Flip/Throw and Body Block/Tackle. +2 to dodge.

13th: One additional attack per melee round. +2 to parry.

14th: Death Blow!

15th: +2 to roll with punch/fall/impact, +1 to pull punch.

Martial Art Styles B

Name	Game	Application	Country	Author
Bagua Zhang	N&S	Revision	China	Hibik
Baji Quan	N&S	Conversion	China	Hibik
Bak Lien Kuen Pai Kung Fu	N&S	Conversion	China	Kuseru
Bak Mei	N&S	Revision	China	Hibik
Ball-Breaker Boxing	N&S	Fiction	Ireland	Kittenstomp
Balletist	Any	Fiction	NA	Thoth Ptolemy
Barbarian Hand-To-Hand	N&S/PF	Fiction	NA	Flash Fire
Bartitsu	N&S	Fiction	United Kingdom	Mantisking
Baruk Gathol	PF	Fiction	NA	Sinestus
Basic (Revised)	Any	Revision	NA	JJ Fuzz
Basic (Revised)	N&S	Revision	NA	Mantisking
Basic Military	Any	Revision	NA	Kuseru
Basic Self Defense	Any	Revision	NA	Kuseru
Basic Zero Gravity	Any	Revision	NA	Kuseru
Battle Dancing	PF	Fiction	NA	Sinestus
Bear Style	N&S	Fiction	Japan	Utu san' Balasteer#
Bearman Ripclaw	PF	Fiction	NA	danzig138
Bishoudo	N&S	Fiction	United States	Gabriel
Blynar Faern	N&S	Fiction	China	Sinestus
Bouncer	N&S	Fiction	Worldwide	Nick McIntee
Boxing	N&S	Conversion	United Kingdom	Brett Hegr
Boxing	N&S	Conversion	United Kingdom	danzig138
Boxing	N&S	Conversion	United Kingdom	Entropy Man
Brawling	N&S	Fiction	Worldwide	Ron Barry#
Brazilian Jujutsu	N&S	Conversion	Brazil	Lee Casebolt
Breakinist	N&S	Fiction	Worldwide	Thoth Ptolemy

Number of Styles: 26



Bagua Zhang- Eight Trigrams Palm Kung Fu

By Hibik

Entrance Requirements: Minimum IQ of 11, ME of 10.

Skill Cost: 14 Years (7 Years as a Secondary Martial Art.).

Bagua Zhang, or the Eight Trigrams Palm, is a relatively new (within the past 200 years), and very unique style of Chinese Kung Fu. Considered one of the "Three Sisters" internal arts (along with Taiji and Xing-Yi), Bagua can't clearly be traced back to an exact founder. However, the first person to teach Bagua to the public was a man named Dong Haichuan, who lived during the late Qing Dynasty. From his teaching, three separate students eventually formed their own separate, yet related versions of the style, resulting in the Yin Style, Cheng Style, and Liu Style forms of Eight Trigrams Palm. Note that the name Bagua is derived from the 8 Trigrams of the Yi Jing/I Ching, The Book of Changes, which sums up the ever-changing nature of this art.

Bagua as a combat art is rather unique and takes an unorthodox, yet logical approach to combat. In the main styles of Bagua (Yin and Cheng Style), there are typically 64 fighting skills (which is a matching number to the 64 Hexagrams which can be formed from the Eight Trigrams). There are no hard stances in Bagua, as this is considered inflexible and makes footwork and change slower. Instead, all stances are held shallow, and movements are based in a circle. The palm is also used almost exclusively; in training, 90% of Bagua attacks call for palms. In combat, a Bagua artist will use 80% palms. The reason for this is an open hand is a relaxed hand, and relaxation is of utmost importance. Bagua artists will rarely tighten their arm muscles up for anything. Opponents are viewed like a giant door, which is kept closed by their defense. A Bagua artist may have to open side doors, by attacking from the sides and breaking down his opponent's defense, to open the final door. Also, much like its tactical nature, Bagua Zhang also employs some exclusive or extremely rare weapons.

A great deal of internal training is also involved in practicing Bagua (hence its status as one of the "Three Sisters" arts. Much time is spent walking the circle; to not only develop the sixty-four combat skills, but also to focus on the building of chi. Artists must learn how to draw upon different types of *Jing* (sources of power): *Guen* (rolling), *Zuan* (drilling), *Zheng* (piercing), and *Guo* (wrapping) in order to hurt opponents with their palms. The legs require the artist to develop the power of *Qi* (lifting-up), *Luo* (dropping-down), *Bai* (swinging-out) and *Ko* (locking-in) Jing. Silk reeling energy, similar to Taiji, is also present in Bagua.

Bagua is a somewhat common art, available in China, Taiwan, and much of North America and Europe.

Costume: Silk Kung Fu Uniform, typically of the northern style (with long sleeves).

Stance: Bagua discourages the use of hard stances, instead using shallow stances that enable quick stepping, and a constant change in stances.

CHARACTER BONUSES

Add 10 to Chi

Add +2 to M.E.

Add +2 to P.P.

COMBAT SKILLS

Attacks Per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, and Automatic Parry.

Advanced Defenses: Circular Parry.

Hand Attacks: Palm, Knife Hand, Backhand, and *Rotary Palm* (*SPECIAL!* This is essentially a circular palm strike, employing power from the waist. Does normal palm strike damage, but also serves as a knockdown.

Note that Soft Chi can be used to add extra damage to this attack.)

Basic Foot Attacks: Kick, Crescent Kick, Backward Sweep, and Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Body Flip/Throw, Disarm, Forearm, and Combination Parry/Attack.

Holds/Locks: Wrist Lock, and Elbow Lock.

Weapon Katas (Select Two): WP Jian (Straight Sword), WP Dao (Broadsword), WP Qiang (Spear), WP Ji Zhua Yin Yang Rui (Chicken Claw Yin Yang Sharp (Paired)), WP Lu Jiao Dao (Deer Antler Knives (Paired)), WP Emei Ci (Emei Stingers (Paired)), WP Zhou Dao (Elbow Knives (Paired)) and WP Bagua Dao (Eight Trigrams Broadsword).

Modifiers to Attack: Pull Punch, Knockout/Stun, and Critical Strike.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of TWO (2) from Chi Mastery, or Specialty Katas (including Chi Katas). Also available is the Bagua Circle Kata (see Mystic China). If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs.

Cultural: Wei Qi (Go)

Languages: Chinese (Mandarin or another dialect; choose one.)

Temple: Feng Shui.

Philosophical Training: Taoism.

If this is your primary martial art form, then the following other forms can be learned in shorter time: Taiji Quan (5 Years), and Xing Yi (5 Years).

LEVEL ADVANCEMENT BONUSSES

1st: +2 to Parry and +1 to Roll with Punch/Fall/Impact.

2nd: +1 to Dodge and Strike.

3rd: Select One Ability from Chi Mastery, or Specialty Katas (including Chi Katas), and +1 Attacks per melee.

4th: Double Existing Chi.

5th: +1 to Parry, +1 to Roll with Punch/Fall/Impact, and KO/Stun on Natural 19-20.

6th: Select 1 Ability from Chi Mastery (including Advanced), Martial Art Techniques, or Specialty Katas (including Chi Katas), and +1 to Dodge.

7th: +1 Attacks per Melee, and +1 to Strike.

8th: +1 to Parry, Critical Strike on Natural 19-20.

9th: Select One Ability from Chi Mastery (including Advanced), Marital Art Techniques or Specialty Katas (including Chi Katas).

10th: Double Existing Chi. +1 to Dodge.

11th: +1 to Parry.

12th: +1 to Strike, and +1 to Roll.

13th: +1 Attacks per Melee, and KO/Stun on Natural 17-20.

14th: Double Existing Chi.

15th: Select One Ability from Chi Mastery (including Advanced), Martial Art Techniques, or Specialty Katas (including Chi Katas). OR, select 1 Xian Chi.

Why Study Bagua Zhang?

A graceful, flexible, and tactical martial art, Bagua Zhang combines a unique approach to combat, with its circular theory and internal energy, to create a powerful style of Kung Fu.

Weapon Notes:

Zhou Dao (Elbow Knives): A pair of knives, roughly 6" long, single edged, with a slight curve. One is used for parrying, while the other is used for thrusting. Originally used by soldiers to disable cavalry, by means of rolling under the horse and driving the blades up (while being held in a backhand slash position supported by the forearms) with their elbows, hence the name. **Damage:** 1D4 each.

Bagua Dao (Bagua Saber): An extremely large saber, with a single edged heavy blade over 4ft. long. **Damage:** 3D6.

Lu Jiao Dao (Deer Antler Knives): Looking like a pair of crossed crescent blades, these paired weapons usually from 8-9 inches, to up to 2ft. long. The four points, hooks, and edges of the knives allow a Bagua artist to catch, hook, and lock empty hand and weapon attacks, while at the same time attacking with the other blade. It was thought that this Bagua exclusive weapon may have originally been designed to defeat the sword. **Damage:** 1D6 each.

Emei Ci (Emei Stingers): Also known as Brass Chopsticks by some, this pair of thin metal rods, connected to a pivoting ring, which fits upon the middle finger, was thought to be an underwater fighting weapon. Its ater fo(Daeta

Baji Quan- Eight Extremes Boxing

By Hibik

"When Baji and Pigua are used together, gods and demons will all be terrified."

-Old Martial Art proverb

Baji Quan, or Eight Extremes Boxing (which can also be translated as Eight Stamping, Eight Extremities, Eight Directional, Eight Infinity, and Eight Limits Fist), is an art whose lineage can only be traced back to the Qing Dynasty. While it is thought there were Baji artists in Hebei province and in several surrounding provinces, it can only be traced back to Cang county of Hebei province in the southeast villages, to a man named Wu Zhong.

Wu Zhong, a Chinese Muslim, had supposedly mastered Baji Quan and the art of the Spear from two Taoist monks, who were thought to be Anti Manchurian rebels in disguise. Wu Zhong himself was known as the "God of Spear" due to his incredible skill with the weapon. While originally it was thought that Baji Quan and Pigua Zhang (Chop Hanging Palm) were taught together, their lineages split around Wu Zhong's time. Wu Zhong's daughter, Wu Rong, was married into the Luotong Village, and while it was thought she knew both Baji and Pigua, for some reason she and her husband taught them separately. Baji was taught only in the Mong Village, and Pigua was taught only in the Luotong Village. Since then, the arts have been taught separate amongst the Cang county villages. While the art was originally known as Bazi Quan, or Rake Fist (due to the standard fist shape used in combat), the name was changed to Baji since the name was considered rather primitive.

Baji Quan itself is a rather simple, yet very practical and powerful style. It is very short ranged and swift, able to close long distances quickly to attack from inside. The legs are used for rooting and hard stomping, and the hands are used for quick, powerful, short ranged attacks. The name, Eight Extremes Boxing, can also be used to refer to the eight points of the body in which Jing, or scared power, is applied. Attention is always given to the Eight Extremes (Head, Shoulders, Elbows, Hands, Buttocks, Hips, Knees, and Feet.) as the artist moves and attacks. In addition, a large portion of the training involves applying complex use of internal energy to the relatively simple body mechanics.

Training for Baji Quan is exclusive to central China, as well as Taiwan and Hong Kong.

On a special note, the full name of Baji Quan is Kaimen Baji Quan (Opening the Gate of the Eight Extremes). The word "Baji" can also mean "The Whole World."

NOTE: Baji Quan and Pigua Zhang are two very complementary styles. Baji's straight forward, powerful, short handed strikes are contrasted by Pigua's soft, circular, long arm palm techniques. While they fit perfectly as paired arts, it is still unknown why the lineages of Baji and Pigua split away from each other hundreds of years ago.

Entrance Requirements: PS and PE of 10 or higher.

Skill Cost: 12 Years (6 Years as a Secondary)

Costume: Standard Kung Fu outfit.

Stance: Bow Stance.

CHARACTER BONUSES

Add 5 to S.D.C.

Add 10 to Chi

Add 1 to P.S

Add 1 to P.P.

COMBAT SKILLS

Attacks Per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Breakfall, and Maintain Balance.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, and Automatic Parry.

Advanced Defenses: Power Block/Parry.

Hand Attacks: Punch, Duo Punch, Knife Hand, Palm Strike, and Backhand.

Basic Foot Attacks: Kick, Snap Kick, and Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Combination Grab/Strike, Deathblow, Jing (SPECIAL! A source of power involving relaxation of the body, which allows you to draw upon tremendous amounts of power from your entire body when you strike, as you tense at that moment. A successful strike means that the opponent takes 1D4 Hit Point damage if s/he is not wearing armor (at least leather)! Against an armored opponent, Jing will ignore the armor rating, and deliver a strike of 2D6 SDC to the opponent. Requires 1 point of Chi per use, and can only be used once per melee.), Forearm, and Elbow.

Holds/Locks: Wrist Lock, Elbow Lock.

Weapon Katas (Select Two): WP Dao (Broadsword), WP Jian (Straight Sword), WP Gun (Staff), WP Mao (Lance) and/or WP Qiang (Spear).

Modifiers to Attack: Pull Punch, KO/Stun, Critical Strike, and Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of ONE (1) from among Chi Mastery, Specialty Katas (including Chi Katas), or Martial Art Techniques. If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs.

Languages: Chinese (Mandarin, Cantonese or Taiwanese)

Philosophical Training: Islam or Taoism (choose one).

If this is your primary martial art form, then the following other forms can be learned in shorter time: Bak Mei (6 Years), Xing Yi(6 Years), Li Chia (4 Years), or Pigua Zhang (5 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +2 to Strike, and Critical Strike from Behind.

2nd: +2 to Damage, +1 to Parry.

3rd: Critical Strike on a Natural 19-20.

4th: +1 Attacks per melee, +1 to Dodge.

5th: Double Existing Chi, +1 to Strike and Parry.

6th: Select one from Chi Mastery, or Specialty Katas (including Chi Katas).

7th: +1 to Roll with Punch/Fall/Impact.

8th: +1 Attacks per melee.

9th: +2 to Damage, Critical Strike on a Natural 18-20.

10th: Select one from Chi Mastery (including Advanced), or Martial Art Techniques.

11th: Double Existing Chi, +2 to Damage.

12th: +2 to Roll with punch/Fall/Impact.

13th: Deathblow on a Natural 20, +1 to Strike.

14th: +1 Attacks per melee.

15th: Select one from Chi Mastery (including Advanced), Specialty Katas (including Chi Katas), or Martial Art Techniques.

Why Study Baji Quan?

A simplistic, harsh, no nonsense art that lends itself well to the aggressive. Baji's use of internal energy mechanics through use of Jing points allows for devastating short ranged punches, elbows, kicks and stomps. While overall a flexible art, it still lacks long range attacks, which puts a Baji Artist at a disadvantage if he can't close the distance.

BAK LIEN KUEN PAI KUNG FU (WHITE LOTUS)

By Kuseru

Entrance Requirements: None.

Skill Cost: 8 years

According to legend, a monk meditating in the mountains beside a stream noticed that the lotus flower is stationary and must wait for the insect to land just in the right area of the Lotus Flower before the Lotus could capture the insect, he also noticed that the Lotus Flower's Petals closed together in the evening trapping the insect. In combat a Bak Lien Kuen Pai master stands and waits for his opponent to attack him before he reacts with a counter attack.

Costume: White Silk Kung Fu outfit.

CHARACTER BONUSES:

Add +1 to P.P.

Add +2 to P.E.

Add +15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Circular Parry.

Hand Attacks: Punch, Palm Strike, Back Hand, Knife Hand, One Finger Attack, Fore Knuckle Fist, Over Hand Fist, Uppercut, White Lotus Closing Fist (Special--both fists are used causing 2D6 damage).

Foot Attacks: Kick Attack.

Special Attacks: Elbow, Forearm, Critical, Death Blow, KO/Stun.

Weapon Katas: W.P. Axe, W.P. Chiang Chiang, W.P. Lieu Yu Dau, W.P. Paired Sticks, W.P. Polearm, W.P. Shi-Zi Jen, W.P. Shunn Gau Shih, W.P. Staff, W.P. Wu Grou Jen.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select two from Body Hardening or Special Katas.

Language: Chinese.

Cultural Skills: Gardening, Calligraphy.

Philosophical Training: Buddhism or Taoism.

LEVEL ADVANCEMENT BONUSES

1st: + 2 to White Lotus Fist damage, +2 to Maintain Balance, Critical on a Natural 20.

2nd: +1 to Strike, +1 to Damage, Death Blow on Natural 20.

3rd: Select one Body Hardening or Special Kata.

4th: +1 Attack.

5th: +1 to Parry/Dodge.

6th: Critical on a 18, 19, or 20.

7th: + 1 Attack.

8th: Select one Body Hardening or Special Kata.

9th: +2 to White Lotus Fist damage.

10th: +1 to Parry/Dodge, +1 to Strike.

11th: +1 Attack.

12th: Select one Body Hardening, Chi Mastery, or Special Kata

13th: +1 Attack, +2 to White Lotus Fist damage.

14th: Double Chi, Death Blow on a 19 or 20.

15th: Select one Zenjorike.

WHY STUDY BAK LIEN KUEN PAI KUNG FU?

A decent combination of attacks and advanced Marital Art Powers, especially at higher levels.

A beautiful style which lends itself to espionage agents.

Bak Mei- White Eyebrow Kung Fu (REVISED)

By Hibik

A notorious style of Southern Kung Fu, Bak Mei's origin can be traced back to the burning of the Fukien Shaolin (Sil Lum) Temple, circa 1644. Its founder, Bak Mei (nicknamed such due to his literally white eyebrows), had supposedly betrayed the Shaolin Temple, and may have been responsible for the burning. His legacy has remained to this day with the existence of this art. While many deny Bak Mei's status as a Manchurian supporter and the one responsible for the Sil Lum temple's fall, none can deny the existence or power of this art.

Bak Mei in itself is a very unorthodox system. In addition to being an infighting system, it's also highly internal, with the building of chi being very important. The most notable aspect of Bak Mei is its used of Scared Power, or *Ging*, which is used to make powerful strikes capable of inflicting damage from a very short range and with no drawing back. In order to be proficient with Bak Mei, one must merge the five external sources of power (Eyes (*Ngan*), Mind (*Sum*), Hands (*Sau*), Waist (*Yiu*), and Stance (*Ma*)) with the five Internal Sources (Spirit (*Shen*), Purpose (*Yee*), Courage (*Gi*), Internal Power (*Chi*), and Power (*Ging*)). The major points of *Ging* in Bak Mei are from the wrist, forearms, and the elbow, as well as from the back. The waist is also used frequently, much more then in most other systems of Southern Kung Fu.

A Bak Mei master, when entering combat, stays very relaxed. An artist will wait until his opponent acts offensively. All his defense maneuvers are soft and relaxed. However, when a Bak Mei artist strikes, his arm stays relaxed until the point of impact, where upon it tenses into a hard, sharp strike, often channeling chi through his strikes. The primary closed hand attack that Bak Mei uses is the Phoenix Eye fist, and this is always aimed towards the enemy's weak areas, such as pressure points. However, a Bak Mei artist's major weapon is his Wit.

Bak Mei, while being a major category of Chinese Martial Arts, is relatively uncommon nonetheless. Training can be found in the USA, Taiwan, and China (especially in Hong Kong and the southern provinces).

Entrance Requirements: IQ and PP of 11 or higher. A higher MA can be beneficial, but is not required.

Skill Cost: 15 Years (7 Years Secondary)

Costume: Often a Southern Style Sleeveless Kung Fu uniform.

Stance: A neutral bow stance, with equal weight on both legs when in a ready stance. This often shifts to a forward bow with 70% of the body's weight on the front leg when striking. Typically the arm opposite of the front leg is extended (Right Arm to Left Leg, and vice versa), with the other hand under the extended arm, open palmed, guarding the armpit. Extended hand is either open palm, or clenched in a Phoenix Eye fist. Footwork follows a triangular pattern, as the leg's alignment at the toes is always 45 degrees off center.

CHARACTER BONUSES

Add 5 to Chi

Add 2 to M.A.

Add 2 to P.P.

Add 4 to Spd

COMBAT SKILLS

Attacks Per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, and Maintain Balance.

Attack Moves: None

Basic Defense Moves: Dodge, Parry, and Automatic Parry.

Advanced Defenses: *Chum* (*SPECIAL!* A parry maneuver that involves sinking your chi as you make contact with your opponent, bringing your opponent down and neutralizing his attack. If successful, the opponent loses his next attack), and Circular Parry.

Hand Attacks: Phoenix Eye Fist (variation of a fore knuckle fist), Backhand, and Palm Strike.

Basic Foot Attacks: Kick Attack, Snap Kick, and Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Forearm, Elbow, Deathblow, and *Chuk* (*SPECIAL!* A forward, aggressive maneuver where the artist, combining all of his sources of power (including Ging) and his internal energy into a sudden, violent strike to an opponent's weak spot, where chi is often channeled through the hand. Typically used with a Phoenix Eye Fist, Chuk does 2D6 Damage, with double damage to infernal demons.)

Holds/Locks: Wrist Lock.

Weapon Katas (Select One): WP Jian (Straight Sword), WP Bian (Chain Whip), WP Cha (Trident), WP Hue Die Dao (Butterfly Sabers (Paired)), or WP Qiang (Spear).

Modifiers to Attack: Pull Punch, Knock Out/Stun, Critical Strike, and Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of TWO (2) from Chi Mastery (including Advanced), Atemi (Including Advanced), or Martial Art Techniques. If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs.

Languages: Chinese (Mandarin, Cantonese, or another Southern Dialect)

Physical: Prowl.

Philosophical Training: Taoism

If this is your primary martial art form, then the following other forms can be learned in shorter time: Shantung Black Tiger (4 Years), Taiji Quan (5 Years), or Hsing-I (5 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Strike, +2 to Roll with Punch/Fall/Impact.

2nd: +2 to Parry, +1 to Dodge.

3rd: Select one additional Atemi (including Advanced), Chi Mastery (including Advanced), or martial Art Techniques.

4th: +1 Attack per Melee, +1 to Strike.

5th: Increase Chuk Damage to 3D6 (6D6 against infernals), +2 to Chum.

6th: Critical Strike on Natural 19-20.

7th: Double Existing Chi, +1 Attack per Melee.

8th: Select one additional Atemi (including Advanced), Chi Mastery (including Advanced), or Martial Art techniques.

9th: +1 Attack per Melee.

10th: +1 to Strike and Parry, and select an additional Weapon Kata.

11th: Deathblow on a Natural 20, +2 to Damage.

12th: Double Existing Chi, +1 to Chum.

13th: Select one additional Atemi (including Advanced), Chi Mastery (including Advanced), or Martial Art Technique.

14th: Critical Strike on Natural 18-20, +1 Attack per Melee.

15th: Select a Xian Chi.

Why Study Bak Mei?

A definitely unorthodox style, as well as the creation of a supposed traitor. Bak Mei combines soft defenses, hard yet surprising strikes, and an aggressive infighting philosophy to create an extremely effective southern style, as well as being primarily internal as well. Always remember, a Bak Mei artist's best friend is his wit.

Ball-Breaker Boxing

By Kittenstomp

Entrance Requirements: M.E. of 12 and a non-honorable alignment.

Skill Cost: 9 Years (Primary), 4 Years (Secondary)

Invented by a fairly masochistic street-fighting/boxing champion in Dublin, Ball-Breaker Boxing is a style that combines primitive Atemi training with pain resistance exercises. Masters of the art are supposedly so resistant to pain that they can take a kick to the groin and laugh right through it. Martial Artists proficient in this form will enter combat defensively so as to study their opponent and then lash out within the second melee with a crippling strike. If no such opening can be found, then the fighter will fall back on his Body Hardening training and try to pummel his opponent to death.

Costume: None to speak of. Generally a pair of loose pants and a sleeveless shirt.

Stance: Stances are seen as "sissy" and so the fighter will simply assume a position that he's comfortable with.

Character Bonuses

+1 M.E.

+1 P.S.

+2 P.E.

+15 S.D.C.

Combat Skills

Attacks per Melee: 3

Escape Moves: roll with punch

Attack Moves: none

Basic Defense Moves: dodge, parry, automatic parry

Advanced Defense Moves: power block

Hand Attacks: Strike (Punch), palm strike, duo-fist strike, fore-knuckle fist, power punch, crippling punch (Special! Does half damage and is -2 to strike but forces the opponent to save vs. pain or lose 1D4 actions), sucker punch {Special! A poor version of a KO, this attack is -6 to strike but if it hits knocks the opponent out for 1D4 melee rounds, does 1D8 damage and loses the automatic parry)

Foot Attacks: snap kick, tripping/leg hooks, combination grab/kick (Special! Works like Fong Ngan's Grab/Kick)

Jumping Foot Attacks: none

Special Attacks: body block/tackle, crush, body flip/throw, choke

Holds/Locks: Body hold, elbow lock

Weapon Kata: none

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun

Skills Included in Training

Martial Art Powers: Ao Dah Jong, (From Mystic China)

Languages: English

Cultural: None

Physical: Body Building

Survival: First Aid

Temple: None

Weapon Proficiencies: None

Philosophical Training: None

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

Choy Li-Fut (4 years), Fong Ngan Kung Fu (3 years), Fu Chiao Pai (2 years)

Level Advancement Bonuses

1st: +1 to roll, +1 to strike, critical from behind and on natural 20

2nd: +2 to damage, +1 to parry and dodge

3rd: Select one power from Body Hardening

4th: +1 attack, KO on a natural 19, 20

5th: +1 to save vs. pain

6th: +2 to parry, +1 to roll

7th: +1 power from Body Hardening (Including Demon Hunter)

8th: +1 to strike, +1 to damage

9th: +2 to grapple

10th: Select one power from Body Hardening (Including Demon Hunter)

11th: +1 attack

12th: +1 to dodge, +1 to roll

13th: +1 to save vs. pain

14th: +1 to strike

15th: +1 attack and select one power from Body Hardening (including Demon Hunter)

Why Study Ball-Breaker Boxing?

Because you like to hurt people. Because you don't mind having your teeth knocked out of your skull as long as you can knock the other guy out and then beat him to within an inch of his life with a metal pole...oh yeah, because you like to hurt people.

Balletist

By Thoth Ptolemy

These forms of martial arts are unique in the fact that the warrior cannot fight WITHOUT music. Music is required to keep the beat and in time. The reason being, they dance around, fighting...combining attacks with sometimes amazing and beautiful moves, sometimes not so beautiful, but still amazing. There are a variety of forms of Dancing Martial Arts, each with certain unique attacks.

Requirements: Requires the Acrobatics skill and the Dance skill.

Skill Cost: 3 Other skills.

General: This form of martial arts usually centers around graceful twirls and leaps, meaning it has powerful kicking attacks. As well very high kicking attacks.

Outfit: The usual outfit for this type of warrior is a skin tight outfit, regardless of fabric. In addition males usually put a sock down the front of the pants.

LEVEL ADVANCEMENT BONUSES

Level 1: 2 attacks per melee, +3 roll

Level 2: +4 Parry and Dodge, **SuperHigh Kick** (Does 1D8 + lvl damage, Height Range (in feet): Spd + 1/2 lvls.)

Level 3: Kick does 1D8 damage

Level 4: +1 attack, **Spin Dodge** (Once per melee the fighter do a spin dodge, avoiding any and ALL attacks aimed at them. The dodge requires NO use of actions. They can attack right after the dodge (or even during).)

Level 5: Jump Kick (critical strike)

Level 6: Toe Kick (knocks opponent down on natural roll of 18, 19 or 20, victim loses 1 attack)

Level 7: Critical Strike on natural roll of 19 or 20, **SuperHigh Dropkick** (Does 1D8 + lvl + Spd damage, Height range: Same as above, but only applies when come down from high kick)

Level 8: Leap Attack (critical strike, range: (Spd + 1/lvl) feet)

Level 9: +1 attack

Level 10: +2 Parry and Dodge, Automatic Dodge on a natural 20

Level 11: +5 damage

Level 12: Knock-out/stun Kick on natural 17, 18, 19 or 20.

Level 13: +1 attack

Level 14: Auto-dodge on natural 18, 19 or 20

Level 15: Death Blow on natural 20

Barbarian Combat

By [FlashFire](#)

The barbarian chieftain said: "What then are the greatest things that a man may find in life?"

The man on his right thoughtfully drank his cocktail of mare's milk and snowcat blood, and spoke thus: "The crisp horizon of the steppe, the wind in your hair, a fresh horse under you."

The man on his left said: "The cry of the white eagle in the heights, the fall of snow in the forest, a true arrow in your bow."

The chieftain nodded, and said: "Surely it is the sight of your enemy slain, the humiliation of his tribe and the lamentation of his women."

There was a general murmur of whisky approval at this outrageous display.

Then the chieftain turned respectfully to his guest, a small figure carefully warming his chilblains by the fire, and said: "But our guest, whose name is legend, must tell us truly: what are they that a man may call the greatest things in life?"

"What shay?" he said, toothlessly.

"I said: what are they that a man may call the greatest things in life?"

The guest thought long and hard and then said, with great deliberation: "Hot water, good dentistry and soft lavatory paper."

- Cohen the Barbarian, "The Light Fantastic"

Kickin' arse and drinkin' ale. What else is being a Barbarian about? You wear black masks and tabi boots? I bash you with my axe. You can pull off your Flying Spinning Kick of Death because you "know" you can? I bash you with my axe. You can use the mystical powers of the Feng Shui, focusing your personal energy into amazing feats? I skip the axe and have me and my friends waste you with our crossbows. But when it all comes down to it, its all about kickin' arse and drinkin' ale.

Fighting was as much a part of barbarian life as paperwork is today. Wars were waged against neighboring tribes and clans; battles were fought with the Vikings, Romans, Celts, and others; and personal duels were fought almost as often as in the fictional American Wild West and the historical tradition of France. This constant aura of fighting and death resulted in a form of brutal Darwinism. The ones who survived to teach fighting were the ones that could fight the absolute best, resulting in every generation of warriors being fiercer than the last. The reputation of these deadly combatants survives to this day in spite of the lack of surviving records. Berserkers, barbarians, Picts, Celts... all different names for people who fought the same way, screaming and hacking away with whatever weapons came to hand (including enemy soldiers).

The last remnants of this fierce combat style died out before the Renaissance, but it was that age that

sealed its fate. Fighting became a matter of science and style, rather than charging and bashing. As the world became more sophisticated, the barbarians faded into history. The modern world has no place for barbarians and their kind. Pillaging is responded to with "economic sanctions" and "police actions". Drunken brawling results in spending at least the next few nights in the Tank. Driving your enemies before you and gathering their women and children to your bosom is called a War Crime and gets one sent to court. Soldiers can't even use their .50 caliber machine guns against enemy troops without lawyers and politicians waving papers at them. Bureaucrats and lawyers rule the world, leaving little room for those who wish to ride wild and free.

Still, even against the might of Red Tape and the Forces of Legalese, there still remains the precious few who stand in defiance of modern sensibilities, who still cheer when the quarterback gets sacked and when monster trucks leap over cars only to smash their bodies apart. Biker gangs still roam the open road and people still fight in bars. No matter how hard The Man may try, the passion for Life, Liberty, and the pursuit of a bigger Axe still lives in the spirit of the few who live outside the rules. And while the Barbarians still ride, their fighting style lives on.

RRRAAAARRRRGGGGHHHHH!!!

Entrance Requirements: P.S. and P.E. of 13, P.P. of 10, and M.E. of 12 or higher. No Alignment Restrictions.

Skill Cost: 9 Years (5 Years as a Secondary Form)

Costume: Traditionally, the Barbarian would wear either a linen tunic, trousers, and a wool cloak or go buck naked. Modern Barbarians tend towards Soft Leather Armor (i.e.: motorcycle leathers) and steel-toed boots, but will work in anything that allows them full freedom of movement, up to and including Class 4 Hard Armor.

Stance: Weapon held high, charging the enemy, and screaming bloody murder.

CHARACTER BONUSES

Add +3 to P.S.

Add +2 to P.E.

Add +1 to P.P.

Add +5 to Spd

Add +10 to S.D.C.

COMBAT SKILLS

Attacks Per Melee: Three

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Attack Moves: Head Butt(1D8)

Basic Defensive Moves: Parry, Automatic Parry, Dodge

Advanced Defenses: Circular Parry, Multiple Dodge, Disarm, Breakfall

Hand Attacks: Strike (Punch), Backhand, Roundhouse (1D10), Uppercut (1D8), Palm Strike, Power Punch, Claw Strike

Basic Foot Attacks: Kick, Snap Kick, Tripping/Leg Hook

Jumping Foot Attacks: Jump Kick

Special Attacks: Body Block/Tackle, Crush/Squeeze, Pin/Incapacitate, Knee, Elbow, Forearm, Choke, Death Blow, Combination Parry/Attack, Power Block/Parry, Combination Grab/Kick, Drop Kick, Combination Grab/Head Bash (2D6 damage, see T'ang-Su Karate), *Scottish Defense* (Special!): The Scottish Defense, named so because of its popularity among the Picts, simply means leaping onto one's opponent's weapon in such a way that one will take a non-lethal hit. This results in the Barbarian/Scotsman being able to use their own weapon with impunity. Like a Simultaneous Attack, neither side can dodge or parry the blows. The Barbarian, though, takes only half damage from the other side's attack.

Holds/Locks: Body Hold, Neck Hold/Choke

Weapon Katas: WP: Battle Axe, WP: Hand-and-a-Half Sword, WP: Two-handed Greatsword, WP: Dagger, WP: Shield, WP: Hand-and-a-Half Sword and Shield (Paired), WP: Mattock, WP: War Hammer. Battle Axe starts at Fourth Level.

Modifiers to Attacks: Critical Strike, Critical Strike from Behind, Knock-Out from Behind, Death Blow from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Dam Sum Sing (AKA "Quit cryin', ya baby" Exercise), Kangeiko/Shochu Geiko (AKA "You're chopping the damn wood, no matter how much snow is out there" Exercise), and Warrior Spirit Kata (AKA The "RRRRRAAAAAGGGHHHHH!!!" Kata). Can be traded for any Body Hardening Exercise or any Basic Skill Program, including (yes, that's *in*cluding) Physical.

Languages: Ability to say "Rrrraaggghhhh!" at 98%

Physical Skills: General Athletics, Running

Other Skills: Wilderness Survival

Special Abilities: If you *really* want to, the character may take the drinking abilities given to the Barmaid and Preacher O.C.C.s in Rifts: New West.

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (4 years), T'ang-Su Karate(3 years), Choy-Li-Fut Kung Fu (3 Years), and Drunken Style Kung Fu (6years)

LEVEL ADVANCEMENT BONUSES

Level 1: +3 to Roll with Punch/Fall/Impact, +3 to Parry/Dodge, Critical Strike, Critical Strike from Behind

Level 2: +2 to Strike, +2 to Maintain Balance, +1 to Breakfall

Level 3: Select two Weapon Katas, +1 to Hold, +2 to Damage

Level 4: +1 Attack per Melee, +1 to Body Block

Level 5: Critical Strike on a Natural 18-20

Level 6: Knock-out/Stun on a Natural 18-20, Knock-out from Behind

Level 7: Select one Martial Art Power from Body Hardening Exercises or Special Katas

Level 8: +1 Attack per Melee, +2 to Parry/Dodge, +2 to Damage

Level 9: Death Blow on Natural 19-20

Level 10: +2 to Strike, +2 to Breakfall

Level 11: +2 to Maintain Balance, +2 to Roll with Punch/Fall/Impact.

Level 12: +1 Attack per Melee, +1 to Hold, +1 to Body Block

Level 13: Death Blow on Natural 18-20, +1 to Damage

Level 14: Select one Martial Art Power from Body Hardening Exercises, Special Katas, or Martial Art Techniques, +1 Attack per Melee

Level 15: Death Blow from Behind

Palladium Fantasy Notes: This MA form would probably be better applied to Pal Fantasy than to N&SS, but since it uses N&SS rules... If you are inclined to use this in Pal Fantasy, there shouldn't be much trouble converting it to PFRPG's HTH system. Ignore questions of Range and any other HTH move or term you're not sure on. Characters gain an additional +2 to Strike, Parry, and Disarm if they are from or learn in PFRPG. Barbarian Combat exists wherever people get drunk and bash people with axes. It is particularly popular among humans, dwarves, and orcs. It is most often known as Dwarven Fighting.

Playing Notes: This form is a bit on the OPIE side. So to prevent Munchkins from going hog wild, remember how a proper barbarian fights. No strategy. You are not Arthur, you are not Julius Caesar, you are not Sun Tzu. You and your friends rush at the enemy and bash them with your axes. Strategy is for people who don't have an axe to bash things with.

History buffs will notice that there aren't many barbarians around any more for a reason.

Why Study Barbarian Combat?:

Rrrraaaaarrrrgggghhh!!! 'Nuff said.

Bartitsu

By [Ray Bull <mailto:Mantisking@aol.com>](mailto:Mantisking@aol.com)

Bartitsu is the creation of William Barton-Wright, an English engineer whose travels around the world fueled his interest in the arts of self defense. Barton-Wright was born in India, educated in Germany and France and traveled to Spain Portugal, Egypt, and Japan as part of his occupation. In 1899 upon his return to England he began combining Savate, Boxing, Wrestling, Fencing, and Jujutsu in new ways and formulated them into a method of self defense that he called Bartitsu. Bartitsu became a small fad for a number of years, even the legendary Sherlock Holmes was said to have studied it, but unfortunately it died out. Ironically, the Bartitsu fad was replaced with a Jujutsu boom that was led by the two Japanese Jujutsu teachers that William Barton-Wright had brought to England to help popularize his new art. Bartitsu uses the footwork and kicks of Savate to deal with attackers at long range. Moves into the footwork and punches of Boxing for combat range confrontations. Finally using the locks and holds of Wrestling and Jujutsu for defense at grappling distance.

The only school of Bartitsu can be found in London, England. Admission is limited to the members of the Bartitsu Conservation Society, which arose after Barton-Wright's death in 1950. Dedicated to preserving this eclectic art, the Society has a long, drawn-out initiation process that helps to weed out those who are not truly interested in this unique art.

Entrance Requirements: Must be "spoken for" by a current member of the Bartitsu Conservation Society.

Skill Cost: 5 Years (Exclusive)

Costume: A standard Judo Gi if practicing, if not, a conservative suit

Stance: Strong side forward, standing in a natural stance, hands held at chin height.

CHARACTER BONUSES

Add +1 to P.P.

Add +1 to P.E.

Add +1 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Disarm, Multiple Dodge, Combination Parry/Attack, *Counterthrow* (New! Special! After the Bartitsu stylist has been thrown by an opponent, he holds on and rides the throw to a point where he can throw the person who threw him.)

Hand Attacks: Strike (Punch), Hook Punch, Uppercut

Basic Foot Attacks: Kick Attack, Snap Kick, Trip/Leghook

Special Attacks: Elbow, Knee, Deathblow, Bodyblock/Tackle, Joint Throw, Pickup, Hand Throw

Weapon Katas: W.P. Cane

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock, Ankle Lock

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Knockout/Stun from Behind, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: You may select a total of 3 from among Body Hardening Exercises, Martial Arts Techniques, and Special Katas.

Languages: The Queen's English

Cultural: Tea Drinking

Weapon: W.P. Cane

Philosophical Training: None

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Savate (4 years), Jujutsu (4 years), Wrestling (5 years), Boxing (2 years)

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Parry/Dodge, +2 to Roll with Punch/Fall/Impact, Critical Strike or Knockout/Stun from Behind

Level 2: +1 to Damage, +1 to Maintain Balance

Level 3: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

Level 4: +1 to Strike, Critical Strike on a Natural 18+

Level 5: +1 to Maintain Balance, +1 to Parry/Dodge

Level 6: +1 to Disarm, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas

Level 7: +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact

Level 8: +1 to Damage, Knockout/Stun on a Natural 19+

Level 9: +1 to Parry/Dodge, +1 to Maintain Balance

Level 10: +1 Attack per Melee, +1 to Bodyflip/Throw (Bodyflip/Throw now does 2d6 damage instead of 1d6.)

Level 11: +2 to Roll with Punch/Fall/Impact, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas

Level 12: +1 to Strike, +1 to Disarm

Level 13: +1 to Parry/Dodge, +1 to Maintain Balance

Level 14: +1 Attack per Melee, Deathblow on a Natural 20

Level 15: +1 to Damage, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas

Why Study Bartitsu?

An effective, if rather dated, form of self defense that works well at long, combat, and grappling ranges and also works against multiple opponents. The only weakness is the lack of mystical Chi skills

Baruk Gathol

By Sinestus

Another great style with origins in the Ironfoot Mountains. Often seen as the primary competition style to Jawa Fuzz's famous technique, Baruk Gathol was developed under similar circumstances. The style first saw use in the Battle of the Iron Fields, when General Jargh Morndin and his personal guards lead the attack against the Orcish Horde. Their prowess with axe and sword won the General's troops a grand foothold in the annals of history. So powerful was his combat style, that it is even rumored that the General could cleave a man in half with a single blow, armor and all.

The primary weapon of Baruk Gathol is generally an Axe or War Hammer, however, many taller students employ Flamberges or Claymores, the main idea is that the fighter can strike with their greatest strength when using both hands on the weapon. The masters of the style teach that the size of the fighter's weapon should strike fear into the heart of an opponent long before the warrior removes it. It takes a true soldier to understand that bigger is better, and always will be. Training to become a master requires enrollment as a soldier for High Commander Jargh Morndin, who now leads a mercenary company throughout the land. Once enlisted, any soldier showing devotion and potential is invited into the Advanced Combat Program. The Program automatically places the soldier on the front lines of any assault; however, it also partners him with a Master who teaches the soldier all the techniques of the trade. Within 7 years a student will have all the basic methods down pact, and at that point they are allowed to leave the company (if their contract is up), or return to the normal troops. Should the student choose to continue their education in Baruk Gathol, they will spend another 7 years mastering the methods of Crushing and Blocking.

Requirements: P.S.: 15, P.P.: 10, P.E.: 10

Training: 14 years, for full training, or 7 without the Special Moves of Crushing and Blocking.

Bonuses: +4 to P.S., +1 to P.E., +5 S.D.C.

Initial Stance: generally evenly balanced between front and back legs, firmly planted sidelong with opponent. Weapon is held either in front of the chest, straight up or slightly forward, or at the waist with blade pointing away from the opponent.

Outfit: Padded Armor full suit for practice, overlaid with plate mail or scale mail half suit in combat.

Combat Skills

Attacks per Melee: 2 (cannot benefit from boxing)

Hand Attacks: strike/punch, power punch (one attack, 1D10 + damage, opponents +1 to dodge), turning punch (dodge/punch, if done with weapon pommel deals 3D6 damage, otherwise 3D4). grand punch (2 attacks, 2D6 damage, opponent is +1 to dodge, natural hit of 14+ will unbalance target, maintain balance or fall/loose one attack.)

Foot Attacks: kick (2D4), roundhouse (3D6), crescent kick (2D6), power kick/punt (2D6+2, main body only, only kick, can be used in grapple to break away, two attacks)

Basic Defense Moves: parry, dodge, auto parry, roll

Advances Defense Moves: circular parry, power parry

Holds/Locks: none

Escape Techniques: power kick/punt, roll

Modifiers to Attack: critical, knockback

Special Moves: leap attack, disarm.

Blocking - special Disarming parry only useful against weapons, success grants a 30 +3%/level chance of breaking opponents weapon (least enchanted otherwise). If break is not successful, but parry is, opponent is disarmed (GM May offer P.S. roll as defense, d20, under P.S. saves). Can only be done while using a weapon. Cost one action to use.

Crushing - Massive striking technique, designed to crumple armor and mangle the wearer. Can only be done once per minute, A.R. of armor is -2 with this attack, including Natural A.R.s. Strike is automatic Critical if successful, but defender is +2 to parry/dodge. If parried, must be by weapon, and there will be chance of Breaking the defending weapon, otherwise the defender must also roll with impact or be disarmed. After fifth level can be done as a Dodge/Strike. Although the attack is fast, even when successful slightly unbalances the fighter (costing a total of two melee actions), for one action following the attack, the fighter is -1 to parry/dodge.

Knockback Bonus - with all strikes, the fighter is attempting to unbalance their opponent. With any strike dealing exceptional damage (17+ P.S. with weapons dealing 3D6, 22+ P.S. with those dealing 4D6, etc...) the opponent MUST make a Maintain Balance or Roll with Impact (without losing an action) or they will suffer penalties as a throw (knocked down, lose one action). Only opponents BOTH stronger and larger are somewhat immune (only suffering knockback from CRITICAL and maximum damage Strikes).

Throwing - can hurl their primary weapon with HALF their strike bonus plus their weapon's Throw bonus, up to their P.S. in meters, and at just the Throw bonus up to twice their P.S. in meters. (Gains both Hand to Hand Damage Bonus and P.S. damage bonus on this.... as well as the chance of Knockback as normal)

Weapon Katas: Select Two (2): Axe, Hammer, Great Swords (Two-handed only), Polearms/Halberds. Select one as Primary (starts at level 2).

Additional Skills: Body Building, Strength Training/Toning (+2 to P.S. and PB, +5 S.D.C.), and either Recognize Weapon Quality or Arm Wrestling

Martial Arts Powers: Select Two from Body Hardening or Martial Arts Techniques (except Awareness), (Generally Winter/Summer Training, Chi Gung)

Level Advancement Bonuses

(NOTE: the +D6 Damage bonuses only apply to Primary Weapon, other weapons covered by Katas receive a +1 damage instead. Weapons not covered by Katas receive NO damage bonus from the martial art.)

1st: +2 to strike, Critical on 20, +2 to dodge

2nd: +1 to initiative, and combo moves (dodge/attack, goes to both) +1 level to WP of Primary

Weapon.

3rd: +1 die of damage with weapons, +1 attack

4th: Select one power from Body Hardening or Specialty Katas

5th: +1 to strike, +2 to roll and disarm, gains Circular Parry

6th: +1 to Throwing attempts, Critical 19+, +1 level to Primary Weapon Kata

7th: +1 attack, +1 to combo moves (dodge/attack, goes to both)

8th: Select one power from Body Hardening or Martial Arts Techniques (no restriction), +1 to Throwing attempts.

9th: +1 die of damage with weapons, +1 to dodge

10th: Critical 18+, +2 to disarm. May opt to add half their normal Strike or Dodge bonus into part of a combo move (select each time move used).

11th: +1 attack, +1 to strike gains Reverse Turning Kick

12th: +1 to roll and parry, +1 level to all Weapon Katas.

13th: +1 to combo moves, +1 to Throwing attempts

14th: Select one power from Body Hardening or Specialty Katas. Critical 17+

15th: +1 attack, +1 die of damage with weapons.

Hand to Hand: Basic (revised)

By [J.J. Fuzz](#)

Skill Cost: One "other" skill.

Character Bonuses: +1 to P.E. and Spd

Techniques Known at First Level: Overhand punch (1D4 damage), kick attack (1D6 damage), snap kick (1D4 damage), and the usual strike, parry and dodge.

Special Attacks: Body flip/throw, body block/tackle.

Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike or knock-out from behind.

Additional Skills: None

Level Advancement Bonuses:

Level 1: Add two attacks per melee, +2 to roll with punch/fall/impact, +2 to pull strike, critical strike on natural 20.

Level 2: +2 to parry and dodge.

Level 3: Front kick attack does 2D4 damage, snap kick does 1D6 damage.

Level 4: Add one attack per melee.

Level 5: +1 on initiative, +1 to strike.

Level 6: Critical strike on natural 19 or 20.

Level 7: +2 to damage.

Level 8: +1 to body flip/throw (1D6 damage), +1 to disarm.

Level 9: Add one additional attack per melee.

Level 10: +2 to roll with punch/fall/impact, +2 to pull strike.

Level 11: +1 to parry and dodge.

Level 12: +1 to strike.

Level 13: Critical strike or knock-out from behind.

Level 14: +2 to damage.

Level 15: Add an additional attack per melee.

Hand to Hand: Basic

By Mantisking

Entrance Requirements: None

Skill Cost: 1 Year

COMBAT SKILLS

Attacks per Melee: Two (2)

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike, Knife Hand

Foot Attacks: Kick Attack (Does 1D6 Damage)

Special Attacks: Bodyblock/Tackle, Bodyflip/Throw

Holds/Locks: Arm Hold, Body Hold

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +1 to Pull Punch

2nd: +1 to Parry/Dodge

3rd: +1 Attack per Melee

4th: +1 to Strike

5th: +1 to Damage

6th: +1 to Roll with Punch/Fall/Impact, +1 to Pull Punch

7th: +1 Attack per Melee

8th: Knockout/Stun from Behind

9th: Knockout/Stun on a Natural 19+, Kick Attack now does 2D4 Damage

10th: Critical Strike from Behind

11th: +1 Attack per Melee

12th: +1 to Parry/Dodge

13th: Critical Strike on a Natural 19+

14th: +1 to Strike

15th: +1 to Damage

Why Study HAND TO HAND: BASIC?

A quick and simple system of self defense that covers the basics of unarmed combat.

Hand to Hand: Basic Military

By Kuseru

NOTE: Does not get "two attacks for living"!

This is the kind of fighting techniques taught in military basic training. Students learn elementary methods of attack and self-defense.

Requirements: One skill selection. Character must be a man of arms O.C.C.

Attacks Per Melee: 2

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Entangle, Auto Parry, Disarm, Punch, Kick, Pull Punch, Knock-Out/Stun, Critical Strike.

Level Advancement Bonuses

1st: +1 to roll with punch/fall/Impact, +1 to disarm.

2nd: +2 to strike and +2 to damage.

3rd: Wrist Lock or Elbow Lock

4th: One additional attack per melee.

5th: +2 to parry and dodge.

6th: Snap Kick

7th: +1 on initiative and +1 to pull punch.

8th: One additional attack per melee.

9th: Body Flip/Throw

10th: +2 to strike and +2 to damage.

11th: W.P. Knife

12th: One additional attack per melee.

13th: +1 to roll with punch/fall/Impact, +1 to disarm.

14th: +1 to parry and dodge.

15th: Critical Strike from Behind.

Hand to Hand: Basic Self Defense

By Kuseru

NOTE: Does not get "two attacks for living"!

This is the kind of fighting technique taught in self-defense classes. Students learn elementary methods of attack and self-defense.

Requirements: One skill selection

Attacks Per Melee: 2

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Punch, Kick, Pull Punch, Knock-Out/Stun, Critical Strike.

Level Advancement Bonuses

1st: +2 to roll with punch/fall/Impact, +2 to pull punch.

2nd: +2 to parry and dodge.

3rd: Kick attacks: Karate style kick does 2D4 damage or Snap Kick, 1D6 damage.

4th: One additional attack per melee.

5th: +1 to strike and +1 to disarm.

6th: Critical Strike on natural 19 or 20.

7th: +1 to damage and +1 to parry.

8th: One additional attack per melee.

9th: Body Flip/Throw.

10th: +2 to roll with punch/fall/Impact, +2 to pull punch.

11th: +1 to dodge and +1 to disarm.

12th: Knockout/Stun from Behind.

13th: One additional attack per melee.

14th: +1 to strike and +1 on initiative.

15th: Critical Strike from Behind.

Hand to Hand: Basic Zero Gravity

By Kuseru

NOTE: Does not get "two attacks for living"!

Virtually identical to Hand to Hand: Basic Self Defense. Two characters, both with Hand to Hand: Zero Gravity (any) skills, fighting in zero gravity, would resolve their combat as normal. However, a character with this skill fighting in any kind of gravity has a -3 modifier on all combat dice rolls, including damage rolls. In addition, if fighting in zero gravity against someone with no zero gravity movement/combat skills, the character gets a + 1 on all combat rolls, excluding damage, and also gets one additional attack per melee.

In order to obtain these skills, the character must have spent at least six months in a weightless environment. It is possible for one character to take both Hand to Hand: Basic Self Defense or Basic Military and Hand to Hand: Basic Zero Gravity skills, but bonuses are NOT cumulative.

Requirements: One skill selection. Zero Gravity Movement Skill

Attacks Per Melee: 2

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Punch, Kick, Pull Punch, Knock-Out/Stun, Critical Strike.

Level Advancement Bonuses

1st: +2 to roll with punch/fall/Impact, +2 to pull punch.

2nd: +2 to parry and dodge.

3rd: Kick attacks: Karate style kick does 2D4 damage or Snap Kick, 1D6 damage.

4th: One additional attack per melee.

5th: +1 to strike and +1 to disarm.

6th: Critical Strike on natural 19 or 20.

7th: +1 to damage and +1 to parry.

8th: One additional attack per melee.

9th: Body Flip/Throw.

10th: +2 to roll with punch/fall/Impact, +2 to pull punch.

11th: +1 to dodge and +1 to disarm.

12th: Knockout/Stun from Behind.

13th: One additional attack per melee.

14th: +1 to strike and +1 on initiative.

15th: Critical Strike from Behind.

Battledancing

By Sinestus

A Hand to Hand technique developed by gnomes and halflings, this style exploits the advantages of being shorter than one's opponent. Primarily concerned with knocking down an opponent before finishing them, the style emphasizes the use of rolls, sweeps, and short bladed weapons.

Requirements: Must stand four feet or shorter.

Training: 2 years (For PFRPG, this costs as per Martial Arts, plus 2 skills.)

Bonuses: +1 to P.P.

Stance: Varies with training

Outfit: Varies with training

Combat Skills

Attacks per Melee: Two to start

Hand Attacks: strike/punch, palm strike, slap-and-tear (see special moves)

Foot Attacks: backward sweep, tripping leg hooks, kick (2D4)

Basic Defense Moves: roll, maintain balance, backflip

Escape Techniques: roll, backflip

Special Moves: *Slap-and-tear* (this is a hand strike aimed at the target's groin, a successful strike requires a 13 or better with only half bonuses. Damage is 1D4 direct to hit points, and target must roll save vs. pain, or be loose two actions, and suffer stun penalties for 2D4 melees. On a critical this is an automatic knockout...)

Rolling-takedown (a modification of the Tumbling roll, this can be performed once per melee, and is a combination dodge/tackle. Roll dodge with normal bonuses, and strike with only half. Success knocks opponent's feet out from under them, causing 1D4 damage, and the loss on one attack, the Battledancer will remain on their feet, and suffers no damage or penalties from the opponent's fall).

Three Point Roll (this can only be performed on prone opponents, by rolling across the opponent, the Battledancer has the opportunity to inflict three strikes at only the cost of two actions, these can be three hand/knife strikes, or two hand/knife strikes and a kick, all land on main body.)

Weapon Katas: Any short one handed weapon chosen with O.C.C. Skills. adding additional Katas costs one additional skill slot when selecting the weapon. In PFRPG all WP's are automatically katas if applicable.

Additional Skills: Tumbling, Dancing

Level Advancement Bonuses

(All Roll bonuses also apply to Maintain Balance)

1st: +3 to roll, +2 to dodge, knockout from behind

2nd: +3 to parry, +2 to initiative

3rd: +2 to strike, Knockout on 18+

4th: jump kicks (all)

5th: +1 Attack, +1 to roll

6th: Critical on 19+

7th: +1 attack, +1 to dodge

8th: Scissors Kick (Special. jump kick, can strike 2 opponents, or same one with both legs. 1D4+1 damage per leg, Double damage on 13+ Natural.)

9th: +1 to parry/dodge

10th: +1 initiative, knockout on 17+

11th: +1 to strike, +2 to damage

12th: +1 attack

13th: Critical on 18+, Deathblow on Natural 20

14th: +1 to strike

15th: body flip/throw

Bear Style (Exclusive)

By [Utu san'Balasteer](#)

This style teaches how to live off the land and have patience. It helps focus the already great strength of the artist, so much that they could literally crush a persons bones in there bare hands. Though, this is only done to those who truly deserve it. (Alignment) They have great patience and will wait for days on end, or catch there food just like a bear catches fish from a river, just reach down and grab it. When in a fight they attack aggressively and as quick as possible, usually ignoring their opponent's blows, they can take it

It is often surprising to see one of these people traveling, for they do not use animals to draw wagons and do not use much technology. They will pull their wagons themselves, with their belongings and armor in the wagon. So, you see this huge muscular man pulling a wagon that must weight many more times than he, and he does not strain. A few people in the past have mistaken them for gods of strength on Earth, or mythical giants. When out of their armor they wear just a loincloth and sometimes loose clothing. When looking closely, you will see that he is covered with old scares and cuts that have healed and are now just old memories, this gives him a very rugged look.

To learn this art is very hard. First, you must make the requirements, which aren't much but are the most important things to the art. Second, you must prove your strength, by either defeating a more advanced student or moving the stone entrance to the "dojo". There are only two dojos in the whole world. Both are on the northern island of Japan. One was carved into a cave of a mountain; the other is in a cliff facing the ocean. Both are highly concealed and you must find them to join.

This art is for the survival of the fittest; most people who try are killed within the first 10 years, most within the first 8 years, while living in the wilderness. This art is Extremely tough to learn, for the stress is more than any being will ever experience through their whole lives!

The people who are practitioners of this art may be very mean and aggressive, but many actually have a heart of gold, for they are taut to never hurt an innocent and respect those who deserve respect. It is a "You don't bother me, and I wont bother you" deal.

Entrance Requirements: P.S.: 15, P.E.: 13, Alignment: Any

Additional Requirement: Must be a huge person and born in Japan. (Min. of 7' in height)

Skill Cost: 15 years (8 years living in the Wilderness, and 7 years of training in preparation for the armor, and fighting skills all during this time)

Costume: The Bear Armor. Heavy plate armor resembling samurai armor, but much more bulky and heavy! (100- 120 pounds!!)

Stance: Feet spread at shoulder level, one foot back slightly more than the other, arms at waist level and bent at elbows, hands spread in claws. Head slightly bent down, mainly to see the opponent who is usually shorter than he is. Sometimes making growling noises, for the further intimidation factor. When out of armor the fighting stance is usually not much different but varies from each individual.

CHARACTER BONUSES

Add 1D6+6 to P.S.

Add 1D6+4 to P.P.

Add 2D4 to P.E.

Add 2 to M.E.

Add 2D6 to Spd.
Add 5D6 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2 **Escape Moves:** Maintain Balance, **Get Up** (This ability lets the character to get up while in full armor and use only 1 action. Out of armor the character can get up with out using an action (automatic kick-up so to speak)

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Power Parry, **Take** (Take a blow to the armor, used usually if striker rolls above AR), **Glance** (Used to Parry bullets and Projectiles, will take ½ damage from bullets if successful parry is made)

Hand Attacks: Strike (Punch/Claw), Power Punch, Back Hand, Turn Punch

Basic Foot Attacks: **Stomp** (2D6+1/2 PS Bonus to Foot of opponent), Kick (1D6) **Special Attacks:** Head Butt, Combined Parry/Stomp, Bear Swipe (2D6 +PS), **Catch Strike** (Parry a Fist, Foot, or other extremity by catching it, then the character proceeds to attempt and Crush that part in his bear hands and claws of the armor

(with claws: 3D4+1/4 of PS min. of 1)

(Without claws: 1D6+1/4 of PS min. of 1)

Weapon Katas:W.P Claw Paired, W.P Gauntlet Swords Paired

Modifiers to Attacks: Pull Punch, Automatic KO on a natural 20 (like boxing), Critical Strike on natural roll of 19-20, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers:Stone Ox, Combination of Kangeiko and Shocku Geiko, Dam Sum Sing, +1 From Martial Arts Techniques or Body Hardening or Special Katas

Note: Limited to non-Kick related abilities only!

Special: Bear Roar! Modified Form of Kaijutsu equal to Stun Yell.

Physical: Body Building and Weight Lifting, Athletics, Wrestling, and (Pick One) Fasting, Prowl, Climbing

Survival:Wilderness Survival (+50%), Skin and Prep Animal Hides (+10%),Holistic Medicine (+10%)

Weapon Proficiencies:W.P. Archery and Targeting

Languages: Japanese

Philosophical Training: General Alignment is Honorable.

General Disposition: Must be very aggressive in battle, but they all have a good soul and a "heart of gold", they would help the needy and help defend their homes and forests.

Training in Armor: The Practitioner practices and learns to fight while training in armor, weight increasing from 20 lbs. to eventually 150 lbs.! (Most people in training will kill themselves from stress during this period of the training)

Weapons Training: The character is trained to use short hand claws with deadly effectiveness and the Gauntlet Swords, this is a fore arm gauntlet that has three Wakizashi attached to it on the front. (May be able to draw these and post to Internet later)

LEVEL ADVANCEMENT BONUSES

Level 1: (modifier in armor; -5 to dodge, -2 to parry, and -1 to strike) +3 to Pull Punch

Level 2: (-4 to dodge, -1 to parry)

Level 3: (-3 to dodge) +1 APM

Level 4: +1 Additional Martial Art Power from Body Hardening or Martial Arts Techniques

Level 5: +2 Damage, +1 Pull Punch, +1 Strike, Critical Strike on nat. 18-20

Level 6: +3 parry

Level 7: +1 APM, +1 dodge, +3 Maintain Balance

Level 8: Death Blow on natural 17-20

Level 9: +1 parry, +3 damage

Level 10: +1 APM, +1 strike

Level 11: +1 Additional Body Hardening or Martial Arts Technique

Level 12: +1 parry, +1 strike, +1 dodge

Level 13: +3 damage

Level 14: +1 parry

Level 15: +3 dodge, +3parry, +5 strike, Automatic KO on natural roll of 18-20

Bonuses out of armor

(last up to 12 hours after getting out of armor)

Leap 10 feet +2 per Level from standing strait up!

Leap 15 feet +1 foot per Level across

Can Lift 2x what they usually can (2x lift and carry capacity)

Speed factor is increased by 20 for the next 6 hours after getting out of armor

P.E.: tires at ½ the normal rate out of armor

Penalties out of armor

Must Pull Punch, if the character doesn't there is a chance (30%) that he will pull every muscle in his back and arm, -3 to initiative and -4 to strike

Also must be in armor for at least 20 hours a week or may lose strength and begin to have more penalties in armor. (As an alternative can wear other weighted armor, must be at least 80 lbs.)

Why Study BEAR STYLE?

If you like sheer strength of the body and being intimidating to the look, this is for you. This style is extremely physical and somewhat spiritual. Also, this style is for the person who loves nature, you are sort of a knight of nature. Much of the principles are that of a knight you could say.

The Bear Armor

S.D.C.: 200

A.R.: 16

Weight: about 100-120 lbs. (each suit is created differently)

Heavy Plated Armor with Chain Mail underneath. Underneath the chain mail are skin, and the loin cloth. The armor resembles Samurai Armor. This armor strangely doesn't corrode like most steel-like metals, it isn't effected by rusting and wont freeze up or lock up. As of yet there have been no female practitioners, mainly due to the requirements.

Many of the members of this art are usually found fighting the cutting down of trees, all that is left after one of their attacks is decimated machinery and vehicles, the people are left alive usually. You could call them environmentalists, but they are just protecting there home.

Bearmen Ripclaw

By [danzig138](#)

From the Palladium world came the Bearmen of the North. To Earth, they brought with them a unique style of fighting, called "Ripclaw" by humans. Ripclaw was created by a tribe of the Bearmen who had encountered many human fighters who used odd forms of weaponless combat. The Bearmen thought that this way of fighting was strange, but had potential. They spent some time trying to develop a way of fighting suited to their bodies and ways, but they were unsuccessful. Eventually, they determined that they needed help. So they found a human that was skilled. After many offers of treasures and work, the human accepted the offer to train them.

It took a few years, but they finally succeeded. The end result was a vicious fighting style that the human almost regretted helping to design. Ripclaw is designed to take advantage of the hidden speed of the Bearmen. The Bearman will normally lash out, with blinding speed, with a Thrusting Body Block, and then proceed to grapple and tear at the opponent. The weakness of this style is against long-range fighters. But it does incorporate a leaping attack that looks strange when it occurs.

Entrance Requirements: P.S. 16, P.E. 17

Costume: None

Stance: Crouched down in a stance similar to a three-point football stance. The legs are bent at the knees, and the feet are spread a little more than shoulders-width. The "off" foot is placed a few inches behind the lead foot. The arms are held loosely either at the sides or in front.

CHARACTER BONUSES

Add 30 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Parry, Automatic Parry.

Advanced Defenses: Combination Parry/Bite.

Hand Attacks: Claws (2D6), **Overhead Claw Strike** (The Bearman brings down his claws in a particularly vicious manner. This inflicts 2D8 damage, but it suffers a -3 penalty to strike).

Basic Foot Attacks: Kick Attack (can be used with the claws on the feet for an additional +4 damage, and it turns the attack into an edged attack).

Special Attacks: Death Blow, Crush/Squeeze (1D8), Bite (1D8), Knee, Elbow, Forearm, Body Block/Ram, **Thrusting Body Block/Ram** (SPECIAL! This is usually performed from the initial stance. If it is the Bearman's first attack of the round, and the victim has never before encountered this style, then the Bearman gains a +4 Initiative bonus. If successful, treat this as a critical Body Block), Pin/Incapacitate, **Grab and Chew** (SPECIAL! The Bearman grabs the victim with both arms --treat as a standard Crush/Squeeze--and then begins to chew on him. The initial grab is at -2 to strike, but if it is successful, the bite hits automatically. The damage is normal for both the Crush and the bite, but it is applied every melee round until the hold is broken), **Body Flip/Throw** (SPECIAL! This is actually a body slam, where the Bearman picks his opponent up and then throws him to the ground. This uses two attacks, and suffers a -3 to strike, but if it is successful, the victim suffers 3D6 damage, loses initiative, and three attacks), Leap Attack.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear.

Preferred Range: Grappling.

SKILLS INCLUDED IN TRAINING

None

LEVEL ADVANCEMENT BONUSES

Level 1: +3 to roll with punch/fall/impact, +1 parry, +2 leap, Knock-Out/Stun on Natural 20.

Level 2: +2 strike, +1 maintain balance.

Level 3: +1 Attack per Melee, Critical Strike on Natural 19-20.

Level 4: Knock-Out/Stun on Natural 19-20, +3 damage.

Level 5: +1 strike, parry, +2 roll with punch/fall/impact.

Level 6: Death blow on Natural 20.

Level 7: +1 Attack per Melee, Knock-Out/Stun on Natural 18-20.

Level 8: +2 parry, maintain balance.

Level 9: +2 body flip/throw (4D6), +1 crush/squeeze.

Level 10: +1 Attack per Melee, Critical Strike on Natural 18-20.

Level 11: +1 strike, +2 roll with punch/fall/impact, +2 damage.

Level 12: Knock-Out/Stun on Natural 17-20.

Level 13: Death Blow on Natural 19-20.

Level 14: +2 strike, parry, +3 damage.

Level 15: +1 Attack per Melee, +2 maintain balance.

Why Study Ripclaw?

Well, it's designed for the Bearmen, and it has spread among them rapidly, so it's pretty much the only game in town, so to speak.

NOTE: There have been a few instances of non-Bearmen learning Ripclaw, but non-Bearmen suffer a -2 penalty to all the maneuvers.

Blynar Faern

By Sinestus.

(Named in Drow)

Remembering old kung-fu movies I used to watch, I recalled that there were many movies about various creature based martial arts, one such was "The seven Deadly Forms" or something like that, thus I have decided to create them as I remember them.

Inspired by the main character, and Lei Wu-long (from Tekken 3) I decided a 'combination' style was needed. Unlike other masters, this character was a student of many schools instead of staying only at one.

Requirements: P.P.: 8, P.S.: 10, P.E.: 12, Spd: 10

Also, due to the varied nature of this style, it cannot be combined with any other styles.

Training: 17 years

Character Bonuses

+1 to P.S. and P.E.,

+3 to Spd.

+2 to P.P.

+5 S.D.C.

Stance: Varies with the primary style, (Players should announce the style they're appearing to use at the beginning of combat).

Combat Skills

Attacks per Melee: Two to start.

Hand Attacks: Knife hand, palm strike, strike (Punch), backhand, fore-knuckle strike.

Foot Attacks: snap kicks, axe kick, crescent kick, backward sweep, and round house kick.

Jumping Foot Attacks: Flying jump kick, back flip.

Basic Defense Moves: dodge, automatic parry, parry

Advanced Defense Moves: combination parry/strike, back flip.

Holds/Throws: Arm hold, body flip/throw

Escape Techniques: roll with impact, maintain balance.

Modifiers to Attack: pull punch, critical strike, knockout.

Weapon Katas: none.

Special Moves: critical from behind, wall run (while fighting can move up/down a wall, and/or leap from it, if the 'Modified Lizard Technique' is selected), Leap

Skills: prone fighting, acrobatics

Martial Arts Techniques:

At first level select Two (2) of the following techniques or Body Hardening exercises.

Snake Strike Stance - a wavering stance, which restrains the user from using any kicks. However, in this stance they can perform the 'Greased Lightning Kata without any strike or damage penalties.

Modified Lizard Technique - a modification of 'Light Climbing' and Karumi-jutsu. This can be used in combat, and almost always is. If barefoot, the Lizard master can climb any non-metallic surface using only his feet. The chance of success for this style is 59+5%/level (if the roll is failed, the master has the option of performing a backflip off the wall instead, this can be used to land on behind an opponent if they are within range) and rolls are made for each SURFACE climbed. Thus, once the master climbs a surface successfully, they can return to it without problems for the rest of the combat.

When fighting someone while on a wall, the Lizard master gains: +2 to strike and dodge, +1 on initiative and +2 (+20%) to maintain balance, and Automatic Vertical Parry.

Unlike the normal Lizard Technique, the Modified Technique can only be maintained for one melee (+1 every 3 levels)

Sleeping Bird Stance (Modified Crane Stance)- restricts user from moving, or using hand strikes. However, all kicks are +2 to strike and damage, or can use all attacks to perform a flying reverse turning kick at triple damage instead of the usual double.

Panther Stance - When using this technique, the martial artist can also use Drop Kicks, Turning Kicks, Power Parries, and dual palm strikes. Also gains a +2 strike and parry.

Drunken Stance - This is a mimic of the Drunken style Kung fu. When using this technique the martial artist gains a +2 to all back moves (back flip, sweep, and back hand.) as well as an Auto-dodge (+1 bonus only).

Two-Hand Technique - this is a mimicry of the techniques of Centipede Boxing. It allows the fighter to act as though they were wielding paired weapons (Thus allowing them to parry/strike with both hands in the same action... etc.) It also provides Katas: Knife - paired.

Turtle Stance - This is a completely defensive technique. In this stance the master cannot attack, however, they gain Automatic Flip/Throw with their normal Throw Bonus, and can attempt to Auto-throw twice per melee.

NOTE: only one of the preceding techniques can be used per melee, and the stance must be assumed at the beginning of the melee to gain any bonuses. Until third level assuming a specific stance DOES take a melee action. At third level and beyond it does not.

Level Advancement Bonuses

1st: +1 to strike, parry, and dodge, Knockout on natural 20

2nd: +1 to back flip, and maintain balance

3rd: Select one Blynar Faern Technique, Body Hardening or Martial Arts Technique, +1 to holds and throws.

4th: +1 attack, and parry

5th: +1 to strike and roll

6th: +2 to back flip and Damage, Critical on 19+

7th: Select two Blynar Faern Techniques, Body Hardening or Martial Arts Techniques, +1 attack

8th: +1 to holds, throws, and strike

9th: +2 to parry and dodge, +1 to roll

10th: +1 to back flip, Knockout on 18+

11th: Select one Blynar Faern Technique, or Chi Power,

12th: +1 to maintain balance, +1 attack

13th: +1 dodge, and parry

14th: Select one Blynar Faern Technique, Body Hardening or Chi Power, +1 to holds and throws.

15th: Select one Zenjorike power, Critical on 18+.

Hand to Hand: Bouncer

By [Nick McIntee](#)

Entrance Requirements: None

Skill Cost: 6 years

Costume: None, but dark clothes are preferred.

Stance: Looks like a boxing stance, but not required.

CHARACTER BONUSES

Add 15 to S.D.C.

Add 2 to M.A.

Add 1 to P.P.

Add 1 to P.E.

Add 1 to P.S.

COMBAT SKILLS

Attacks Per Melee: 2

Escape Moves: Roll, Breakfall

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Circular Parry, Disarm

Hand Attacks: Strike (punch), Back Hand, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Stomp

Jumping Foot Attacks: Jump Kick

Special Attacks: Knee, Elbow, forearm, Body Flip/Throw, **Groin Knee** (use only natural strike roll, 1d6 HP damage and stuns for 1d4 melees), **Knee Buckle** (Nat. 14 required, 1d8 SDC + 1d6 HP damage, 40% knee broke {buckled}. If broke, victim can't stand and is -4 dodge/parry; -6 strike)

Holds/Locks: Wrist Lock, Elbow lock, Arm Holds, Neck Holds

Weapon Katas: None

Modifiers to Attack: Knock out/stun, Knock out/stun from rear, Critical Strike, Critical Strike from rear.

SKILLS INCLUDED IN TRAINING

Physical: Boxing

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to parry/dodge, KO 20/behind, Crit 20/behind

Level 2: +2 to strike, +2 to disarm

Level 3: +1 Attack per Melee, +1 to breakfall

Level 4: KO 19-20

Level 5: +2 parry/dodge, +3 roll

Level 6: +1 Attack per Melee, +1 to Disarm

Level 7: +1 breakfall, +2 strike

Level 8: Critical Strike 19-20

Level 9: KO 17-20

Level 10: +1 Attack per Melee, +1 to disarm

Level 11: +1 to breakfall, +2 to strike

Level 12: +2 to parry/dodge

Level 13: KO 16-20

Level 14: +1 Attack per Melee, +1 to strike

Level 15: +2 disarm, +2 to breakfall

* Every attack (excluding disarm) is an attempt to KO (not the boxing KO/Stun). When this 'automatic' knockout happens, it is for 1d10 minutes - the victim is knocked out cold.

WHY STUDY Hand to Hand: Bouncer?

A job requirement

Hand to Hand: Boxing

By [Brett Hegr](#)

Gladiators, cyborgs, headhunters, and mercenaries are the most common practitioners of this combat style. Obviously, it is the skill of boxing rounded out to include a wider range of punches for a better attack capability. It doesn't have the versatility of Expert, the kick attacks of Martial Arts, or the grappling skills of Wrestling. However, a skilled boxer can quickly batter single opponents to the point where those shortcomings aren't even relevant. The defense ability of this combat style is unmatched in American combat styles.

Skill Cost: Equivalent to Hand to Hand: Karate, Jujutsu, or Commando. It costs one more "other" skill than Hand to Hand: Martial Arts.

Skill Requirements: Must know the Physical: Boxing skill.

Attribute Requirements: P.S. of 12 or more.

Techniques Known at First Level: Automatic parry, dodge, roll with punch/fall/impact, **block** (special), and pull punch. Attacks include punch (1d4 damage), hard punch (1d6 damage), overhead punch (1d4 damage but is +1 to strike from the speed and angle), power punch (used with any kind of punch), and elbow or forearm smash (1d6 damage). Don't forget the special knockout punch of the boxer - an automatic (no need to declare) knockout/stun for 1d6 melees on a natural 20.

The **block** is a skill unique to the boxer (GMs could let other combatants purchase it separately for one secondary skill). The hands and forearms are used to deflect blunt attacks (punches, kicks, and blunt weapons). A block is an automatic defense much like a parry, but can be used to defend against any and all attacks against the frontal upper body (unlike a parry, which is only good against one attack). If successful the boxer takes no damage, or half damage if failed. The character can also block mega-damagetm blows, but he must be wearing M.D.C.tm body armor or power armor. If bought separately, add a +1 to block at levels 1, 4, 7, 11, and 15 (must have the Boxing skill and no other bonuses can be added in). If part of combat boxing, use the bonuses listed below.

Limitations: Due to the emphasis on using the hands for primary attacks, no more than one half of the character's attacks can be used to strike with a weapon or fire a gun. Small, one hand weapons (like knives and blackjacks) are the preferred choice. Forearm vibro-blades do not restrict the character at all and can be used at will. Two handed weapons (battle axes, rifles, etc.) can be used, but the boxer loses one attack and his bonuses to defend are halved. Also, for attacks that do not use the arms (like head butts, knees, and kicks) the boxer only gets to apply half the damage bonus from combat boxing due to the nature of the attack (but still add the full P.S. damage bonus).

Bonuses: +2d6+3 S.D.C.tm, +1 to P.S., and +1 to P.E.

Level 1: Three attacks per melee, +2 to strike, +2 to block, and +2 to damage.

Level 2: +2 to pull punch, +1 to roll with punch/fall/impact, and +1 to parry.

Level 3: +1 to dodge, +1 to maintain balance, and +1 to grapple.

Level 4: Backhand (1d6 damage), head butt (1d6 damage), +1 attack per melee, and +2 to damage.

Level 5: Automatic knockout/stun on an unmodified roll of 19 or 20 (for 1d6 melees) and +2 to block.

Level 6: Hard punch (2d4 damage) and critical strike on an unmodified roll of 19 or 20.

Level 7: *One-two punch* - A special attack where the first punch (a normal punch doing 1d4 damage) distracts the victim from the real danger, a second devastating punch. The second punch can be another normal punch, a hard punch, an overhand punch, a power punch (still uses two attacks), or an uppercut/roundhouse. Initially,

roll one strike roll. If that one succeeds roll damage for both punches. If it fails, roll a second strike roll for the second punch (hits as normal). If the first punch connects, then the second one automatically hits. If it doesn't, the boxer still gets another chance to nail his enemy. The boxer can only block or parry one melee attack when using this attack, and it can only be used twice per melee.

Level 8: +2 to block and +2 to damage.

Level 9: *Uppercut/roundhouse* - A special punch that takes two melee actions. It is a critical strike that does triple damage and gets a special +1 bonus to strike, but no defenses can be done while using it. Also add +1 attack per melee and +1 to strike at this level.

Level 10: +1 attack per melee, +1 to parry, and +1 to dodge.

Level 11: +1 to strike, +2 to pull punch, and +2 to roll with punch/fall/impact.

Level 12: Kick attack (1d6 damage) and an automatic knockout/stun on an unmodified roll of 18 to 20 (for 2d4 melees).

Level 13: Automatic dodge and +2 to block.

Level 14: +1 attack per melee.

Level 15: Critical strike on an unmodified roll of 17 or 20.

Boxing

By [danzig138](#)

Boxing is a sport that traces its origins back to ancient Greece. According to mythology, the god Apollo invented boxing, and even out-boxed Ares. Boxers wore ox-hide straps to reinforce their hands and wrists. The Romans eventually carried this concept to the cesti, which were studded and spiked, turning boxing into a deadly sport. Boxing fell out of favor after the fall of Rome, but regained popularity in England during the 18th century. At this time, bare-knuckle boxing was popular. As time marched on, more rules were added, some to increase the safety of the fighters, some to enhance the enjoyment of the spectators. During the late 19th century, the Marquis of Queensberry Rules were adopted, in which boxers wore padded gloves, three-minute rounds were used, and the fighters could not wear shoes or boots that contained springs.

Since that time, boxing has continued to grow in popularity, and is now one of the most popular sports in the world. Modern matches have a variety of rules (Do an Internet search, or visit your local library to learn the various rules by state, and boxing associations).

On the streets, boxing can be a deadly art, since there is no referee to govern the actions of the fighter. Professional boxers can be especially dangerous, considering their highly developed bodies and actual fighting experience.

(**NOTE:** This martial form is designed to be at a level of skill possessed by fighters such as George Foreman, "Iron" Mike Tyson, and Muhammad Ali. As such, it provides tremendous physical bonuses, and may be reduced in power at the Game Master's discretion).

Entrance Requirements: Must have the Boxing skill, also high P.S., P.P., and P.E. are recommended.

Costume: Big baggy shorts and large padded gloves.

Stance: I am not really sure how to describe a boxing stance

CHARACTER BONUSES

(Does NOT include bonuses from Boxing skill)

Add +1 to P.S.

Add +1 to P.P.

Add +1 to P.E.

Add +15 to S.D.C.

(Optional) Subtract -1 from P.B.

COMBAT SKILLS

Attacks per Melee: 3 (Includes bonus attack from Boxing skill)

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Combination Parry/Attack, Power Block/Parry

Hand Attacks: Strike (Punch), Power Punch, Uppercut (1D8 damage), **Jab** (SPECIAL! This is a short, fast punch. Inflicts only 1D4 damage, with no P.S. bonus, but it is -3 to be parried or dodged).

Basic Foot Attacks: None

Special Attacks: Death Blow, Combination Parry/Attack

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear

Multiple Attackers: 2

Preferred Range: Between Combat and Grappling

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Equal to Dam Sum Sing, Wrist Hardening

Physical: Athletics

LEVEL ADVANCEMENT BONUSES

Level 1: +1 strike, parry, roll with punch/fall/impact, Knock-Out/Stun on a Natural 19-20

Level 2: +1 dodge, roll with punch/fall/impact, maintain balance

Level 3: +1 attack per melee, Critical Strike on Natural 19-20

Level 4: +2 parry, +1 dodge, Automatic Knock-Out on Natural 19-20

Level 5: +2 damage, +1 to A.R.

Level 6: +1 combination parry/attack, power block/parry

Level 7: +1 attack per melee, +2 damage

Level 8: +1 strike, parry, Knock-Out/Stun on Natural 18-20

Level 9: +1 dodge, roll with punch/fall/impact, maintain balance

Level 10: Death Blow on Natural 20

Level 11: +1 attack per melee, Critical Strike on Natural 18-20

Level 12: +1 strike, parry, Automatic Knock-Out on Natural 18-20 (2D6 melees)

Level 13: +2 roll with punch/fall/impact, +1 maintain balance, Knock-Out/ Stun on Natural 17-20

Level 14: +1 strike, +2 dodge

Level 15: Death Blow on Natural 19-20, +2 damage

Why Study Boxing?

It is an excellent style for those interested in developing their bodies and increasing their general toughness. It teaches absolutely nothing in the way of internal, mystical training, but to some, this is a fair trade.

Boxing

By Entropy Man

(Note the Boxing physical skill may not be selected if Boxing is taken as HtH form)

The origins of Boxing date back to ancient Greece, however it didn't become truly popular until modern times. In America, boxing became famous in the early 1900's, when bare-knuckle brawlers would step into the ring and fight until only one man still stood. Boxing evolved into an incredibly popular professional sport, with multimillion-dollar purses to be won for big pay-per-view televised bouts.

Boxer's incredible training programs hone their reflexes and punching power until they become fighting machines. The incredible pounding boxers withstand during training and bouts also makes them one of the toughest bunch of fighters around.

Entrance Requirements: None

Skill Cost: 6 years

CHARACTER BONUSES

Add 2 to P.S.

Add 2 to P.E.

Add 20 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall, **Resist Knockout**(Special): Boxers take incredible amounts of punishment in the ring and over time they learn to resist the would-be Knockout Punches other boxers throw at them. Roll under PE, if successful then the boxer is only stunned for 2 attacks otherwise full Knockout penalties are suffered.

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Power Block/Parry (1D6), **Bob/Weave** (Special): Boxer gives up his/her first attack of the round and may autododge all Hand-to-Hand attacks they know are coming until they attack.

Hand Attacks: Punch(1D4), Backhand(1D4), Power Punch(1D10), Uppercut(1D8), Hook Punch(1D8), Jab(does 1 point of damage)

Basic Foot Attacks: None

Special Attacks: Forearm(1D4), Headbutt(1D4) *Note: neither of those are legal in the ring

Weapon Katas: None

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike

SKILLS INCLUDED WITH TRAINING

Physical: Body Building

Languages: None

Philosophy: None

Martial Arts Powers: Select one (1) Body Hardening Technique except Chi Gung and Chagi, this may be traded in for any General Skill Program except Physical

LEVEL ADVANCEMENT BONUSES

Level 1: KO on Natural 20, +2 pull, +2 roll, +2 strike, +2 parry

Level 2: +1 to Resist Knockout, +2 damage

Level 3: +1 attack per melee

Level 4: KO on 19-20, +2 dodge

Level 5: +1 strike, +1 parry, +2 pull punch

Level 6: +1 attack per melee

Level 7: Critical Strike on a 19 or 20, KO on 18-20, select 1 Body Hardening Technique*

Level 8: +1 damage, +2 to Resist Knockout

Level 9: +1 strike, +1 parry, Critical Strike on 18-20

Level 10: +1 attack per melee

Level 11: +1 dodge, +1 damage, Knock-Out on 17-20

Level 12: +1 strike, +1 parry, select 1 Body Hardening Technique*

Level 13: +1 attack per melee, +1 to Resist Knockout

Level 14: +2 pull, +2 roll, +1 dodge

Level 15: Add Tamashiwara and select 1 Body Hardening Technique*

*May select any Body Hardening Technique except Chi Gung and Chagi

Boxing Gloves: GM's may have different takes on the effects of wearing the gloves, I recommend, +2 pull and 1/2 damage on all hand strike

(Hand to Hand) Brawling

By Ron Barry

This is a type of non-formal fighting which is not taught in any school or dojo. It is very similar to Street Fighting, except that Brawling deals more with power punches, smashing an opponent with a chair or bottle and other one-punch knockouts. This could be considered untrained boxing, often seen in bar rooms. Because of the lack of formal training involved, this skill only goes up to level 5, with one additional bonus at level 9.

Level Advancement Bonuses

Level 1: +1 additional attack per melee. +2 damage on all S.D.C. attacks

Level 2: +1 to strike and +1d6 damage when using a non-combat object as a weapon, such as a barstool, chair, crowbar, pool stick or similar item. This damage should be increased by 3d6 per 100 pounds if a character with exceptional strength uses a larger item such as a washing machine, a steel file cabinet, a car, or some similar thing.

Level 3: +4 to parry, dodge, roll with punch, fall or impact

Level 4: 2d6 power punch which counts as only one attack. When using a power punch, the attacker can get an automatic knockout on natural roll of 19 or 20. Victim will remain unconscious for 1d4 melee rounds. Knockout attempt does not have to be announced prior to roll.

Level 5: +1 additional attack per melee

Level 9: +1 additional attack per melee

A special gift for the Entropy Man...

BRAZILIAN JUJUTSU

by
Lee Casebolt

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Brazilian Jujutsu

Entrance Requirements: None

Skill Cost: 8 years (5 years as secondary form)

Brazilian Jujutsu (frequently abbreviated to BJJ) is a relatively modern form developed from judo and traditional Japanese jujitsu styles by the family of Brazilian landowner Carlos Gracie in the early 20th century. Over the years, the style was refined through repeated challenge matches against boxers and other martial artists. Techniques were modified to reflect the combat realities of street fights in Brazil.

In combat, the BJJ master seeks to drive immediately to a clinch, where the punches and kicks of his opponent are no longer effective. Once this is achieved, the opponent is taken to the ground, where he is choked or joint locked into submission.

BJJ training is very hands-on, with the majority of practice being spent on groundfighting practice. There are no preset forms.

Costume: Standard Judo uniform (though speedoes are often worn during competitions)

Stance: Feet just over a shoulder's width apart, knees slightly bent, feet out for balance. The forward arm is extended to check the range to the opponent, the other is held back over the chest for defense. Hands tend to be open.

CHARACTER BONUSES

+1 ME

+2 PP

+2 PE

+10 SDC

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Attack Moves: Clinch (Special! This involves a quick movement forward to grasp the opponent, while staying close enough that virtually all attacks are impossible. On a successful Clinch roll, only holds/locks, body block/tackle, body flip/throw, and tripping/leg hook attacks are possible for either fighter. Neither may parry or dodge attacks from other characters. A Clinch is maintained until broken by a successful escape move or knockdown attack)

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Automatic Roll

Hand Strikes: Strike (punch), Palm Strike

Foot Attacks: Snap Kick, Kick Attack, Tripping/Leg Hooks

Special Attacks: Elbow, Knee, Body Block/Tackle

Holds/Locks: Arm Hold, Body Hold, Neck Hold, Neck Hold/Choke, Choke, Elbow Lock, Mount (Special! Performed immediately after a knockdown attack, such as a tackle or leg hook, it pins the opponent to the ground, allowing the character an advantage. While mounted, the character may use any upper body strike or hold/lock, and is +2 to strike and +2 to damage on all techniques. His opponent is limited to hand attacks only, at -2 to strike and damage, and may not roll with impact. The mount may be escaped as a hold), Guard (Special! Performed after suffering a knockdown attack, this defensive position allows the character to defend himself by trapping the opponent between his legs. The character is +2 to roll with impact and parry, and may use any upper body strike, hold/lock, snap kick, or tripping/leg hook attack. A successful tripping/leg hook will roll both combatants to a standing position; a critical strike with the leg hook rolls the character from the guard to the mount! While "in the guard" the opponent may use any upper body strike, hold/lock, or knee attack. The guard may be escaped as a hold)

Weapon Katas: None

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Receives the Kansetsu Waza - Grasping Hand Atemi power automatically. Choose one power from Body Hardening Exercises and Martial Arts Techniques.

Languages: Portugese

Philosophical Training: None

If this is your primary martial arts form, then the following forms can be learned in a shorter time:

Jujutsu (4 years), Kodokan Judo (4 years), or Ch'in Na (4 years)

LEVEL ADVANCEMENT BONUSES

1st - +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Clinch, Critical Strike from Behind

2nd - +1 to Locks/Holds, +1 to Boddy Block/Tackle and Tripping/Leg Hooks

3rd - +1 to Strike, +2 to Maintain Balance

4th - Add one attack per melee, Critical Strike on natural 18, 19, or 20

5th - +2 to Roll with Punch/Fall/Impact, Knock-Out/Stun on a natural 20

6th - Select one additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter) or Martial Arts Techniques, +1 to Locks/Holds

7th - +1 to Clinch, +1 to Body Block/Tackle and Tripping/Leg Hooks

8th - Add one attack per melee, +1 to Maintain Balance

9th - +2 to Roll with Punch/Fall/Impact, +1 to Damage

10th - +1 to Parry/Dodge, +1 to Locks/Holds

11th - Select one additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter) or Martial Arts Techniques, add one attack per melee

12th - +1 to Parry/Dodge, +1 to Strike

13th - +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance

14th - Add one attack per melee, Knock-Out/Stun on a natural 19 or 20

15th - Select one additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter) or Martial Arts Techniques.

Why study Brazilian Jujutsu?: For taking an opponent out of his element, there's nothing better. BJJ's groundfighting is second to none. On the downside, while it excels in one-on-one combat, the emphasis on ground-fighting makes the practitioner vulnerable to multiple attackers.

Comments/questions/etc. can be emailed to nightwolf47@geocities.com

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Breakinist

By Thoth Ptolemy

These forms of martial arts are unique in the fact that the warrior cannot fight WITHOUT music. Music is required to keep the beat and in time. The reason being, they dance around, fighting...combining attacks with sometimes amazing and beautiful moves, sometimes not so beautiful, but still amazing. There are a variety of forms of Dancing Martial Arts, each with certain unique attacks.

Requirements: Gymnastics and Dance skills.

Cost: 3 other skills.

General: This form usually centers around fast moves on the ground.

Outfit: Stuff from the 80s (???)

LEVEL ADVANCEMENT BONUSES

Level 1: 3 attacks per melee, +5 Roll

Level 2: +1 Parry, +2 Dodge

Level 3: Kick does 1D6 damage

Level 4: *Drop Dodge* (With this, the Breakinist drops to the ground rolls away, successfully removing themself from direct HtH combat (rolls away 4-5 feet). No bonuses apply unless specifically stated above.)

Level 5: +1 attack, Entangle on natural 20

Level 6: *Leg Sweep* (With this attack, the Breakinist drops to the ground and tries to take out their opponents legs and knock them down. Normal strike bonuses apply. Opponent is knocked down on a natural roll of (20 - lvl) to 20. If knocked down, opponent loses initiative and 1 attack.)

Level 7: *Ground Kick* (This attack happens when the character is already on the ground. What they do is pop up with both feet out in front. Damage is decent, and opponent may be knocked down. Damage: 1D6 + Spd. Knockdown on natural 18,19 or 20.)

Level 8: Leap Kick (critical strike, range = Spd attr)

Level 9: Critical Strike on natural 19 or 20, Entangle on natural 17, 18, 19 or 20

Level 10: +1 attack, +1 parry, +3 dodge

Level 11: +3 damage

Level 12: +5 roll, +2 Drop Dodge

Level 13: Knock-out/stun on natural 20

Level 14: +1 attack

Level 15: Entangle on successful strike (no bonuses, must be called).

Martial Art Styles C

Name	Game	Application	Country	Author
Cante	N&S	Fiction	Unknown	Sinestus
Capoeira	N&S	Conversion	Brazil	Mantisking
Capoeira	N&S	Conversion	Brazil	Sinestus
Capoeira	N&S	Conversion	Brazil	Mike Best
Capoeira	N&S	Conversion	Brazil	Kuseru
Capoeira	N&S	Conversion	Brazil	danzig138
Catongi	N&S	Fiction	Unkown	danzig138#
Centepede Boxing	N&S	Fiction	China	Sinestus
Cheetah Gata Style	N&S	Fiction	Unkown	Author Unknown
Chen Taiji	N&S	Conversion	China	Hibik
Chi-Kung	N&S	Fiction	Worldwide	Gabriel
Chiang Di Chuang	N&S	Fiction	China	Gabriel#
Chito Ryu Karate	N&S	Conversion	Japan	Kuseru
Choy Lay Fut	N&S	Revision	China	Hibik
Choy Li Fut	Any	Quickie	China	Kuseru
Chun Xin Kung Fu	N&S	Fiction	China	KnightFall
Chuong Nhu	N&S	Conversion	Vietnam	Kuseru
Close-Quarters Combat	N&S	Conversion	United States	Billy Bardo
Commando (Revised)	Any	Revision	NA	JJ Fuzz
Commando	N&S	Fiction	NA	Mantisking
Commando Military	Any	Revision	NA	Kuseru

Number of Styles: 21



Cante

By Sinestus

A derivative of Kendo and Judo, Cante is primarily a defensive martial art. Cante is one of the few styles developed in the late 20th century and whose creator is still alive. Cante was developed by a master vampire (ala the Smigs types) who found that deception was an incredible tool. Renard Tempes, the style's creator, had taken up the habit of carrying a cane with him where ever he went (even simulating a limp to be convincing). To him, the cane was one of the most useful weapons ever created. It was almost always at hand, and provides a hooked end useful for grappling.

For a master of the style, grappling range is anywhere within the reach of their cane. Also, anyone unfamiliar with the style suffers a -2 to initiative the first melee of combat.

Requirements: P.P.: 10, I.Q.: 10, P.S.: 12

Training: 12 years

Character Bonuses

+2 to P.P.

+2 to P.S.

+5 S.D.C.

Stance: sidelong with opponent, feet shoulder width apart, hands resting on the top of the cane.

Outfit: casual clothing

Combat Skills

Attacks per Melee: 2

Hand Attacks: strike/punch, palm strike, knife hand, fore-knuckle strike.

Foot Attacks: snap kick, turning kick (dodge/kick), roundhouse, tripping leg hook, kick attack, crescent kick

Basic Defense Moves: dodge, roll, parry, automatic parry

Advances Defense Moves: none

Holds/Locks: arm hold, leg hold, neck hold (can use cane in holds, thus requiring only one hand for the hold.),

Escape Techniques: roll

Modifiers to Attack: critical,

Special Moves: neck hold/choke, one handed choke, death blow.

Cane Trip - hooking move aimed at the back of the knee. Requires natural 12+ to strike. Buckles the knee (lose one action) and deals 1D6 + to leg. Cannot be parried. Critical strike beaks the knee.

Dual Limb Hold - an incapacitating move. Requires a successful arm or leg hold first. Second action allows including the other like limb. With both limbs trapped, victim suffers -5 to escape, and can only free one limb at a time. At level six this places a shoulder or knee lock on the first

limb caught, and breaks the lock when the first limb is freed (thus breaking/dislocating the knee/shoulder.) If defending against a dual hand/weapon attack, the Cante master can attempt to go straight into the dual arm hold, but is -3 to hold.

Head Pull - cane hook to the neck, -1 to strike, but success throws victim to ground for 2D4 damage (plus throw penalties), and can be continued into a Neck Hold at +2 to hold for a second action. Choke damage is doubled for the first melee.

Weapon Katas: Hooked, Blunt (apply as appropriate for end of cane)

Additional Skills: Fencing (may apply bonus to Blunt when using cane).

Martial Arts Powers: Select Two powers from Arts of Invisibility or Atemi Abilities.

Level Advancement Bonuses

1st: +2 to roll, +1 to initiative, critical from behind

2nd: +2 to strike and parry

3rd: +1 to dodge, Critical 19+

4th: +1 attack, select one power from Atemi or Invisibility

5th: Can Deathblow Attack when opponent is in Hold gain parry/throw combination (one action, no throw bonus) with Cane

6th: +2 to holds, +1 to strike

7th: +1 to parry/dodge, select one power from Atemi or Invisibility

8th: +1 to roll, gain Parry/(arm/leg) hold maneuver (one action) Critical 18+

9th: +1 attack, automatic neck hold with Head Pull attack.

10th: Can Deathblow Attack From Behind with Cane

11th: +1 parry/dodge

12th: Select one power from Martial Arts Techniques, Atemi, or Invisibility

13th: +2 to strike, +1 to holds

14th: +1 attack, can Deathblow Attack with Cane

15th: +1 to initiative, +1 to roll

Capoeira

By [Ray Bull](#)

Entrance Requirements: None

Skill Cost: 12 years(Primary), 6 years(Secondary)

Costume: None

Stance: None

CHARACTER BONUSES

Add 1 to M.E.

Add 1 to P.S.

Add 3 to P.P.

Add 1 to P.E.

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll w/Punch/Eall/Impact, Backflip, Cartwheel

Attack Moves: Backflip, Handstand, Cartwheel

Basic Defensive Moves: Dodge, Automatic Dodge

Advanced Defenses: Multiple Dodge, Breakfall

Hand Attacks: Strike (Punch), Knife Hand, Back Hand

Basic Foot Attacks: Trip/Leghook, Backward Sweep, Kick Attack, Crescent Kick, Wheel Kick, Axe Kick, Reverse Turning Kick, Drop kick, Roundhouse Kick

Jumping Foot Attacks: Jump Kick, ***Armada with Martelo*** (NEW! Combination Wheel kick/Jumping Roundhouse, Must be 1st and only attack, does 1D8+1D10)

Special Attacks: Knee, Elbow, Headbutt, Eye Poke, Ear Slap, Double Ear Slap

Modifiers to Attack: Pull Punch, Pull Kick, Critical Strike, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select 2 powers from Body Hardening Exercises.

Language: Portugese

Physical Skills: Gymnastics

Cultural Skills: Dance, Play Insrrument:Agogo(two-tone bell), Atabaque (drum), Berimbau (wire-strung wooden bow), Pandeiros(tambourines)

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Dodge, +1 to Strike with Hand Attacks, Critical Strike on a Natural 20

Level 2: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

Level 3: +1 to Handstand, +1 to Cartwheel/Backflip

Level 4: +1 to Strike with Foot Attacks, Gain 1 Martial Art Power from Body Hardening Exercises

Level 5: +1 Attack per Melee, +2 to Dodge

Level 6: +1 to Rear Attacks, +1 to Cartwheel/Backflip

Level 7: +1 to Handstand, +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 19+

Level 8: +1 Attack per Melee, +2 to Strike with Foot Attacks

Level 9: +2 to Dodge, +1 to Cartwheel/Backflip

Level 10: +1 to Rear Attacks, Gain 1 Martial Art Power from Body Hardening Exercises

Level 11: +1 Attack per Melee, +1 to Handstand

Level 12: +1 to Roll with Punch/Fall/Impact, +1 to Strike with Foot Attacks

Level 13: +2 to Dodge, Critical Strike on a Natural 18+

Level 14: +1 Attack/Melee, Gain 1 Martial Art Power from Body Hardening Exercises

Level 15: +1 to Handstand, +1 to Strike with Hand Attacks

Why Study CAPOEIRA?

A strong and unorthodox style that can be hidden within dance movements. Capoeira is only lacking in weapon skills and mystical abilities.

Capoiera

By Sinestus

I know there's already a version of this Brazilian style out there, but I've been working on my own for a while... in a game one might consider this the Non-exclusive version of the other one out there...

Entrance Requirements: P.P.: 12 P.E.: 12

Skill Cost: One year

Outfit: Loose fitting pants, with or without a shirt.

Attribute Bonuses

+3 to P.P.

+2 to Spd

+2 to P.E.

Stance: The jinga is a rhythmic stance which is in constant motion, starting with the feet even, one foot is drawn back to an angled stance and then brought back up, and the process is repeated back and forth... while the legs are in motion so are the arms, whichever leg is moving back, the like arm is 'sweeping water' (moving in a downward parry motion), the other draws up or to the chest.

NOTE: Should the dancer loose the rhythm (e.g. gets knocked down or thrown) no kicks are possible for the rest of the melee.

Combat Skills

Attacks per Melee: 2

Escape Moves: Roll with impact, Cartwheel, Flip, Back flip.

Basic Defensive Moves: Dodge, Parry, leg parry (can use leg instead of arm to parry an attack, can parry sweeps)

Advanced Defenses: Multiple Dodge, Breakfall, Breakfall/roll (use roll bonuses, and tumbling style action, takes only one-quarter damage and may opt to move to a farther combat range, e.g. Grappling Range to Normal or Normal to Long)

Hand Attacks: Punch, Backhand, turning strike (dodge/punch)

Basic Foot Attacks: Kick Attack, Tripping/Leg Hook, Snap Kick, Roundhouse Kick, Crescent Kick, Backward Sweep. (**NOTE:** In Capoiera, the primary attack is kicking, thus kicks which usually use up all kick attacks for the melee do not, however, such kicks cannot be used twice per melee.... no repeated roundhouse kicks, roundhouse kick to crescent kick, or similar patterns)

Jumping Foot Attacks: Jump Kick, Flying Reverse Turning Kick (a.k.a. Reverse Butterfly Kick), and Scissors Kick (jumping brings both legs together on opponent, or can strike two opponents, 1D6+P.S. [x2] damage per leg).

Special Moves: Knee, Handstand, backflip, drop kick,

Continual Dodge (the constant movement of the style allows the dancer to dodge every attack without sacrificing actions, also, failed dodges can still opt for a roll with impact, but cause the

loss of this ability until the next melee. If performed in combination with attacks only gains half dodge bonus)

Continual Kick (with any successful kick the dancer may continue with their momentum to perform other kicks until one is parried successfully or they run out of attacks, in this fashion they may also use any combination of kicks even if they usually take all attacks or are the only ones used in the melee) Similar to Lightning Kata, but takes entire melee, after the first successful kick the opponent is forced to be defensive unless they dodge (thus losing one attack), if the next attacks happen simultaneous (because the dancer does not stop to dodge), then if the dancer's natural roll is higher than opponents by 5 or more, the opponents attack is unsuccessful and only the opponent takes damage, the Continual Kick proceeds, and the opponent must again dodge before attacking. If the opponent's natural roll is higher by 5+, then the dancer's rhythm is disrupted and the attack fails, only the dancer takes damage. If neither of these happen, both take damage and the Continual Kick continues, the opponent must once again dodge before attacking again. Generally combined with Handstands and Cartwheels.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Critical Strike, Knock-out/Stun.

Additional Skills: Gymnastics, Running, Dance, play percussion instrument.

Martial Arts Abilities: At first level automatically gain Chagi (Kick Practice) and may select two abilities from specialty katas or body hardening

Special Bonus: should a Capoeira dancer fight to any rhythm based music, then they gain an additional +1 to all moves.

Level Advancement Bonuses

NOTE: Where there are Roll bonuses, also consider those 'pull punch' bonuses

1st: +1 to strike, +2 to roll, knockout on natural 20 with a kick

2nd: +2 to dodge, +1 to breakfall

3rd: +1 attack, parry, and backflip

4th: gains automatic leg parry, select one power from martial arts techniques or specialty katas

5th: critical on 17+, +1 to strike

6th: +1 to cartwheel, and handstand, +1 to dodge

7th: +1 to parry, and roll

8th: +1 to strike, cartwheel and handstand

9th: +1 attack, select one body hardening, martial art, or Chi technique

10th: +1 to parry, roll and backflip

11th: +1 to handstand and backflip, +2 dodge

12th: gains Calm Minds Zenjorike

13th: critical on 15+ with kicks, knockout on 18+

14th: +1 attack, +1 parry, +1 breakfall

15th: choose one chi power, and select one chi, martial art, or body hardening technique

Why Study Capoeira?

Even though the strength of this style is in it's continuation techniques, it still remains fairly powerful against multiple attackers and solo combat alike.

Capoiera (EXCLUSIVE)

By [Mike Best](#)

Capoiera is a Brazilian martial art form that comes from African decent. It is very fluent and consists of rhythmic motions. In it's dance like movement the master will use a combination of kicks and punches to counter his opponent moves and to strike the opponent when he or she is off balance.

Entrance Requirements: P.P. 14, Spd. 12, a high PS is suggested but not required.

Skill Cost: 7 years

Costume: Loose fitting pants, with or without a shirt.

Stance: One leg forward the other back arms slightly out to the sides. The martial artist will move in a circular dance like motion called a jinga.

CHARACTER BONUSES

Add 2 to P.P.

Add 2 to Spd.

Add 1 to P.S.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll with punch/fall/impact, Cartwheel, Flip, Back flip.

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Automatic Roll, Breakfall, Combo Parry/Attack.

Hand Attacks: Strike (punch) Power Punch, Backhand

Basic Foot Attacks: Kick Attack, Tripping/Leg Hook, Snap Kick, Roundhouse Kick, Crescent Kick, Backward Sweep.

Jumping Foot Attacks: Jump Kick, Flying Reverse Tuning Kick.

Special Attacks: Knee, Elbow, Handstand

Weapon Katas: W.P. Blunt, W.P. Paired Blunt

Modifiers to Attacks: Pull Punch, Critical Strike, Knock-out/Stun.

SKILL INCLUDED IN TRAINING

Martial Art Powers: Choose 2 for Martial Art Techniques, and 1 from Special Kata's.

Languages: Portuguese

Physical: Gymnastics, Acrobatics

Cultural Skills: Dance

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to dodge/parry, +3 roll with punch/fall/impact

Level 2: +1 to strike, Knock-Out/Stun on a natural 19-20

Level 3: + one extra attack per Melee, +1 to dodge/parry/roll with punch/fall/impact

Level 4: +3 maintain balance, +2 strike

Level 5: Select 1 Body Hardening Exercises

Level 6: +1 dodge/parry, +2 roll with punch/fall/impact

Level 7: +one extra attack per melee, +2 to strike

Level 8: +2 maintain balance, Knock-Out/Stun on natural 18-20

Level 9: select one Additional Martial Art Power from Martial art Techniques, Body Hardening, or Special Katas

Level 10: +2 to dodge/parry/roll with punch/fall/impact

Level 11: +2 strike, +3 to disarm, death blow on natural 20

Level 12: +1 attack per melee

Level 13: +1 to dodge/parry/roll with punch/fall/impact

Level 14: Knock-Out/Stun on natural 17-20, +2 strike

Level 15: + 1 attack per melee, +2 dodge/parry/roll, select one Additional Martial Art Power from Martial art Techniques, Body Hardening, or Special Katas

CAPOEIRA (EXCLUSIVE)

By Kuseru

Entrance Requirements: No Alignment Restrictions. Minimum Attributes are: P.S.: 8, P.P.: 10, P.E.: 8, Spd.: 10.

Skill Cost: 8 years.

Capoeira, a Brazilian martial art, was born in the "senzalas", where African slaves were kept. Capoeira blends elements of dance, music, rituals, acrobatics, and fighting. It is primarily a stylized dance, practiced in a circle called the "roda", with percussion instruments providing sound. In addition to unarmed techniques, weapons are taught; "maculele", done with blades, and "maracatu", done with sticks. It is very common for a capoeirista to have two or three nicknames. When a person is "baptized" into the art of Capoeira, they are given a nickname. When a roda is formed, music is played, and spectators clap and sing while two fighters do battle in the center. The music is made by a leading instrument, the berimbau (one stringed, bow shaped instrument with a gourd attached to one end to give resonance). Also played are an atabaque(drum), and a pandeiro (tambourine).

Costume: Loose fitting cotton pants and belt.

Stance: *Balanto*--Actually a movement where the body rocks back and forth as the weight shifts from leg to leg.

CHARACTER BONUSES:

Add +1 to P.S.

Add +2 to P.P.

Add +2 to Spd.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Back Flip, Roll, Maintain Balance.

Attack Moves: Leap, Cartwheel, Back Flip, Handstand.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Multiple Dodge.

Hand Attacks: Punch, Palm Strike.

Foot Attacks: Kick, Trip/Leg Hook, Backward Sweep, Axe Kick, Wheel Kick, Roundhouse Kick.

Jumping Foot Attacks: None.

Special Attacks: Headbutt, Parry/Strike, Leap, Cartwheel, Back Flip, Handstand, Critical, Critical from Rear, KO/Stun, Death Bow.

Holds/Locks: None.

Weapon Katas: W.P. Short Sword, W.P. Stick, W.P. Paired Sticks, W.P. Paired Short Swords.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select two from Atemi or Body Hardening.

Language: Spanish.

Cultural Skills: Dance, Play Musical Instrument(Capoeira Instruments).

Physical Skills: Gymnastics.

LEVEL ADVANCEMENT BONUSES

- 1st:** +1 to Parry/Dodge, +2 to Maintain Balance.
- 2nd:** +1 Attack, +2 to Roll.
- 3rd:** KO/Stun on 18, 19, or 20, +1 to Back Flip.
- 4th:** +2 to Kick Damage, Critical on a 19 or 20.
- 5th:** +1 Attack, +2 to Maintain Balance.
- 6th:** +1 to Strike, +1 to Cartwheel.
- 7th:** +1 Attack, Select one from Atemi or Body Hardening.
- 8th:** +1 to Maintain Balance, +1 to Roll, +1 to Handstand.
- 9th:** +1 Attack, +1 to Back Flip.
- 10th:** +1 to Cartwheel, +2 to Parry/Dodge.
- 11th:** +1 Attack, +1 to Damage.
- 12th:** +1 to Kick Damage, +1 to Strike.
- 13th:** +1 to Roll, Select one from Atemi or Body Hardening.
- 14th:** +1 Attack, +1 to Parry/Dodge.
- 15th:** Death Blow on a 19 or 20.

WHY STUDY CAPOEIRA?

A highly stylized art that is nonetheless effective.

Capoeira

(kap-oh-er-a)

By [danzig138](#)

The actual history of this interesting style is unknown, but this is the basic, accepted theory:

Capoeira was developed by the African slaves brought to Brazil by Portuguese merchants. The slaves were from various tribes, some were even from enemy tribes. Realizing that their condition would not change on its own, they decided to revolt. But they had to be able to fight, and they were obviously not allowed to have weapons, so they took lessons from their tribal dances, and began to develop a way of fighting based on these dances. This was actually very clever, as they were able to convince their masters that they were only practicing their ancient traditional dances while they were, in fact learning to fight. They practiced their secret art to the rhythms of drums and a stringed, wooden instrument called the berimbau. Eventually, they did gain their freedom. The "dance" of capoeira and the capoeiristas (practitioners of the art) became so feared that Capoeira was actually made illegal in Brazil until the 1930's, when government restrictions were relaxed and students were once again allowed to practice.

Today, Capoeira is popular around the world. The dancing and music initially used to disguise the style have been fully integrated into the style. It is even a type of game for those who practice it.

Capoeira is usually done inside a circle of people called a "roda", pronounced HO-DUH. The people in the circle are usually other capoeiristas waiting to "play", and observers. Player or not you are expected to give energy to the roda by clapping and singing in response to the person "in charge" of the roda. There are several instruments used to make the music in the capoeira roda. The agogô (double cowbell), pandeiro (tambourine), Atabaque (conga type drum), and the Berimbau which is the most important. Each instrument, when played correctly, contributes to the energy in the roda, but the Berimbau is the commanding instrument. It tells the players inside the roda how to play, fast or slowly, aggressively or pretty with lots of acrobatics. The berimbau starts and stops the roda, and all the other instruments follow its rhythm and tempo.

Many people ask if Capoeira is a dance, or a fighting art. Mestre Joao Grande, considered to be one of the greatest Capoeira teachers, answered this question once with this, "In the hour of fighting, it is a fight. And in the hour of dance, it is a dance".

Capoeira is a very interesting form to observe. It appeals to both the body and the mind. The driving rhythms reach into the body and stir one to movement, while the wild dancing and acrobatics entertain the eye and mind. It is a constantly moving style, and this can be very confusing to someone who has never faced a capoeirista before.

Entrance Requirements: P.S. 13, P.P. 14, Spd. 15

Costume: None in particular, but students dress in all white.

Stance: A low crouching position, with circular motion.

CHARACTER BONUSES

Add +2 to P.P.

Add +1 to P.E.

Add +5 to Spd. Add +15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Backflip, Cartwheel, Somersault, Leap, Maintain Balance

Attack Moves: Backflip, Cartwheel, Handstand, Leap, Roll, Somersault

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry, Automatic Dodge, Automatic Roll

Hand Attacks: Strike (Punch), Knife Hand, Double Knuckle Fist, Back Hand

Basic Foot Attacks: Kick Attack, Roundhouse Kick, Wheel Kick, Crescent Kick, Tripping/Leg Hook, Drop Kick, Reverse Turn Kick, Whirling Kick (Special! Must be the first attack and it uses half of the character's attacks. Roll to strike with no bonuses. Affects every target in Combat range, and acts as an Automatic Parry. Inflicts 1D8 damage).

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turn Kick

Special Attacks: Death Blow, Leap Attack, Knee, Elbow, Forearm, Head Butt, Arrastao (SPECIAL! The capoeirista attempts to grab the opponent's legs and pull them out from underneath him. Uses two attacks, and requires a strike roll of 13 or better. If successful, the victim suffers 1D8 damage and loses initiative and two attacks).

Modifiers to Attacks: Pull Punch, Knock-out/Stun, Critical Strike, Critical Strike from behind

Multiple Attackers: 4

Preferred Range: Long to combat

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of three powers from among Body Hardening Exercises, Martial Art Techniques, or Specialty Katas.

Languages: Portugese

Domestic: Dancing, Singing

Survival: Jungle (or Wilderness) Survival

Physical: Acrobatics, Gymnastics, Running, Swimming

LEVEL ADVANCEMENT BONUSES

(NOTE: There are very few strike bonuses in this style. Most of the bonuses are geared towards evasion and escape).

Level 1: +1 to three (3) Escape Moves of choice

Level 2: +1 to three (3) Attack Moves of choice

Level 3: +1 to Parry/Dodge/Automatic Dodge

Level 4: Knock-out/Stun on a Natural 19-20

Level 5: +1 Attack per Melee, +1 to Strike, +1 initiative

Level 6: Select one additional Martial Art Power from Martial Art Techniques or Specialty Katas

Level 7: +2 to Strike, +1 initiative

Level 8: Critical Strike on Natural 19-20

Level 9: +2 to Leap (+6 feet)

Level 10: +1 to three (3) Escape Moves of choice

Level 11: Select one additional Martial Art Power from Martial Art Techniques or Specialty Katas

Level 12: +2 to damage, +2 to Parry/Dodge

Level 13: Knock-out/Stun on Natural 18-20, Critical Strike on Natural 18-20

Level 14: +1 to three (3) Attack Moves of choice

Level 15: +1 Attack per Melee, +3 to Leap (+6 feet)

Why Study Capoeira?

It's an unusual style that combines strong defenses with fast offensive moves. In addition, it provides excellent physical conditioning, and a sense of belonging.

Catongi

By [danzig138](#)

This is the martial art that is practiced by all Calemora. Most Calemora enter combat with a steady, dedicated approach, waiting to see what the opponent's first move will be. They will then try to counter with opposite techniques.

Entrance Requirements: Must be Calemoran

Skill Cost: 12 years

Costume: None

Stance: Feet about shoulder's width apart, arms hanging loosely at sides.

CHARACTER BONUSES

Add 3 to P.S.

Add 1 to P.P.

Add 2 to P.E.

Add 5 to Spd.

Add 30 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Automatic Dodge, Multiple Dodge, Circular Parry.

Hand Attacks: Strike (Punch), Knife Hand, Power Punch, Palm Strike, Double Fist Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Wheel Kick, Crescent Kick, Axe Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turn Kick

Special Attacks: Death Blow, Body Flip/Throw, Knee, Elbow, Body Block/Tackle, Choke, Crush/Hug

Modifiers to Attacks: Pull Punch, Knock-out/Stun, Critical Strike, Critical Strike from Rear

Multiple Attackers: As many as necessary

Preferred Range: Combat

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of 5 powers from among Body Hardening Exercises, Chi Mastery, Martial Art Techniques, or Specialty Katas

Philosophical: Code of the Dragon

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to strike/parry, Knock-Out/Stun on a Natural 20

Level 2: +3 to damage

Level 3: +2 to Roll with Punch/Fall/Impact and Dodge

Level 4: +1 strike/parry, Knock-Out/Stun on Natural 19-20

Level 5: +1 attack per melee

Level 6: +1 strike/parry, Death Blow on a Natural 20

Level 7: +3 to damage

Level 8: +2 to Roll with Punch/Fall/Impact

Level 9: Double Existing Chi

Level 10: +1 attack per melee

Level 11: +2 strike, Knock-Out/Stun on Natural 16-20

Level 12: +1 parry, Death Blow on Natural 19-20

Level 13: +3 damage, Gain Muay Thai " Lightning Form" kata

Level 14: +1 attack per melee

Level 15: +1 attack per melee, Double Existing Chi, Death Blow on Natural 17-20

Why Study Catongi?

Well, if you are Calemora, there's not much choice.

Centipede Boxing (Exclusive)

By Sinestus.

Remembering old kung-fu movies I used to watch, I recalled that there were many movies about various creature based martial arts, one such was "The Five Deadly Venoms" or something like that, thus I have decided to create them as I remember them.

The Centipede Boxing style is concerned with many, fast combination strikes, purposely designed to deliver as much damage at close range as possible. Unlike its base style (Phoenix Eye), Centipede Boxing is also concerned with not taking any damage as well. Instead of performing pure counter strikes, a Centipede Boxed will prefer to parry and counter strike at the same time.

Requirements: P.P.: 12, Spd: 16

Training: 15 years

Character Bonuses

+1 to P.S.

+1 to P.P.

+1 to Spd

+10 S.D.C.

Stance: As Phoenix Eye, except the hands are not in the Phoenix Fist.

Combat Skills

Attacks per Melee: Four to start

Hand Attacks: Knife hand, palm strike, strike (Punch), duo knuckle strike, fore-knuckle fist

Foot Attacks: snap kick, tripping leg hook, knee

Basic Defense Moves: dodge, automatic parry,

Advanced Defense Moves: combination parry/strike, power block/parry,

Escape Techniques: roll with impact,

Modifiers to Attack: pull punch

Weapon Katas: Knives - Paired, Hands - Paired (the martial artist can perform all usual Paired Weapon techniques without actually holding weapons, or even if holding only one weapon. This allows the option of parrying and striking in a single attack without the loss of damage bonuses.)

Special Moves: head butt (2D4), critical from behind, death blow, knockout

"*Double Parry Knee*" (gained in level ups) allows parry of two attacks/weapons while return-striking with a knee attack. Thus can defend against paired weapons and attack in a single action. Knee attack has no strike bonus.

Skills: prone fighting, boxing, fasting, Climbing

Martial Arts Techniques: Select a total of two powers from Body Hardening (including Demon Hunter)

Level Advancement Bonuses

1st: +2 strike and parry, Critical on natural 20

2nd: +2 to damage, +1 attack and roll

- 3rd:** +1 to parry and dodge, select one power from Body Hardening or Martial Arts Techniques
- 4th:** +1 attack and strike, Critical from Behind or on natural 18+
- 5th:** +1 damage, parry, and dodge,
- 6th:** +1 attack, knockout on natural 20, +1 on initiative
- 7th:** +2 to damage, select one power from Martial Arts Techniques or Specialty Katas (Cannot learn weapon katas that use two hands.)
- 8th:** +1 to roll, parry, and dodge
- 9th:** +1 attack and strike, gain "Double Parry Knee"
- 10th:** Death Blow on natural 20, knockout on natural 18, critical on natural 17
- 11th:** +1 attack and damage
- 12th:** +1 strike, dodge, and roll
- 13th:** gains Auto-dodge at +1
- 14th:** +1 attack and damage
- 15th:** Select two powers from Body Hardening, Martial Arts Techniques, or Specialty Katas.

Cheetah Gata Karate(Cheetah Style Karate)

By Unknown

Entrance Requirements: Almost Never honorable alignments, but they tend not to be pure evil either. P.P.: 12, Spd: 12

Skill Cost: 10 Years

This style was created in medieval Japan. It was created by a great traveler and karate expert named Kensuke Yatsu. After seeing how Cheetah's acted, waiting for their prey, then quickly pouncing on it and incapacitating it as quickly as possible with brutal, unforgiving force.

Kensuke thought this would be perfect to base a martial art around. He spent years and years documenting and perfecting his martial art form. When he was done he decided that it was too precious and deadly a form to let just anyone learn, he would only choose students that were worthy of the form, and would use it with reserve. He chose 4 students. Akira Tamura, Kentaro Ichihara, Naoki Nogami, & Takashi Kimura. He chose these 4 based on their Chi and they way they were in everyday life. All 4 were upstanding citizens, and had high inner chi levels. None were previously trained in the Martial Arts either. Yatsu trained these 4 men to be masters over the years, training never really ceased, the 4 would always come back to continue to hone their skills. But then something unfortunate happened, Takashi Kimura was kidnaped by his brother, who was a great warrior, but was evil. Takashi's brother Shinjiro brainwashed his brother using evil and magical tactics. He forced Takashi to teach the secrets to a few of their elite forces, and so there was evil in the Cheetah Karate lineage from then on.

Costume: When training they wear tradition karate Gi, usually white, with a belt around their waist that is either Red, Brown or Black. When out on missions, they tend to wear karate pants that are painted and dyed like a cheetah skin with a black belt and no shirt. The women wear the full Gi, but the top has no sleeves.

Stance: When in face to face combat, , the legs are a little more than shoulder length apart, the fighter is standing almost completely sideways to opponent. Hands are made into claw-like fists and knees are bent.

Character Bonuses

Add 10 to Chi

Add 2 to M.E.

Add 1 to P.S.

Add 2 to P.P.

Add 5 to Spd

Combat Skills

Attacks per Melee: 4

Escape Moves: Roll with Punch/fall/impact, Leap, Backflip, Maintain Balance

Attack Moves: Leap

Basic Defense: Dodge, Parry, Automatic Parry

Advanced Defense: Combination Parry/Attack

Hand Attacks: Strike (Punch), Claw Hand, Fore-Knuckle Fist, Double-Knuckle Fist, Knife Hand, Palm Strike, Double Claw Hand (Special! Does damage of 2 Claw hand punches for 1 strike roll, must be used when in predator and prey kata only)

Basic Foot Attacks: Kick Attack, Snap Kick, Backward Sweep

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

Special Attacks: Death Blow, Leap Attack, Combination Strike/Parry, Elbow, Forearm, choke

Weapon Katas: WP Claws

Modifiers to Attack: Pull Punch, KO/Stun, Critical Strike, Critical Strike from Behind

Special Katas:

Kyukoka Shugeki Jutsu (Art of Pounce): The fighter must successfully prowl (Use Pi Mi Hsing Tung) and get all crouched down ready to pounce. The fighter waits for the perfect time and pounces. The fighter automatically gets initiative and must roll to strike with a bonus of +5 and normal strike bonuses (Body Tackle bonuses may also be applied) The only thing the opponent can do is dodge the flying body. Opponent is totally surprised unless the fighter has given them reason to suspect there is someone specifically there. Dodge is - 5 and their dodge bonus doesn't apply if totally surprised and -2 with half dodge bonuses if opponent is in somewhat anticipation. Once a pounce is successful the fighter may start attacking immediately. Only being able to use punching attacks, usually directed at the head/face. The opponent can try and bully the fighter off of them in the same manner you try and bully out of a choke. When on opponent any unmodified roll of 17, 18, 19, or 20 is Critical. Once KO/Stun is attained you can call a KO/Stun on a roll 1 number better than you're normal KO/Stun ability. Fighter will usually try to Knock out or beat into submission, and will only kill on extremely rare occasions.

Skills Included in Training:

Martial Art Powers: Receives Pi Mi Hsing Tung (Art of Stealth) Automatically. Select a total of two Powers from among Arts of Invisibility, Body Hardening and Martial Arts Techniques (Excluding Weapon Katas). If desired, any number of powers (excluding Pi Mi Hsing Tung) can be traded one-for-one for any basic skill programs excluding Physical.

Languages: Japanese

Physical: Climbing

Philosophical Training: Zen Buddhism

Level Advancement Bonuses

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

11th

12th

13th

14th

15th

Chen Jia Taiji Quan- Chen Family Grand Ultimate Fist

By Hibik

Entrance Requirements: None. However, the more patient generally prefer Taiji more so then the more rash and violent.

Skill Cost: 15 Years (7 Years as a Secondary Martial Art)

Considered by many to be the most original style of Taiji, Chen Style Taiji dates back to the Ming Dynasty, in the village of the Chen Family. The style's supposed founder was Chen Wang Ting, a military examiner during the final years of the Ming Dynasty (1368-1644 AD), Chen Wang Ting retired as the Ming Dynasty fell to the Manchurians and rebellions within central China. Being retired from military duty, it is said that Chen Wang Ting combined his knowledge of martial arts, with medical theory and Taoist breathing exercises. While some credit the creation of Taiji to the Chen family's historical patriarch, Chen Bu, historical documents seem to indicate Chen Wang Ting to be the founder. It may also be possible that the legendary Taoist monk Zhang San Feng was the creator of this art. It's interesting to note that the Yang Style of Taiji, and its descendants, typically tribute the Chen style as its founding style.

While no one may be able to verify the origins of Taiji, the legacy of the Chen family remains today in the Chen family style of Taiji. Divided into several sub-forms, including the *Lao Jia* (Old Frame) and *Xiao Jia* (Small Frame) sub styles, each form, created by a family Taiji master between the beginning of the Qing Dynasty (1644-1912) and the present, is the choreographed knowledge of ancient masters, and each sub-form stresses different aspects of Chen Taiji.

Taiji Quan is a very relaxed art. Unlike many harder styles of Kung Fu, the Taiji artist is always calm. Never tense, always flowing like water, with controlled breathing. The building of Chi is of the utmost importance, and its growth is essential for mastery of this art. Of course, this means many years of training. It is typically years later until an artist of Taiji is able to use his skills in combat. In all reality, one never really stops practicing Taiji, as there is no such thing as perfection; simply moving yourself closer with each step and breath you take. The entire body is always moving, and all actions make careful use of body movement, using the legs to root down and reinforce strikes and pushes with shifting weight. Of course, in order to inflict damage you must be firm and hard, which Taiji accomplishes by stressing a transition between soft defenses, and hard, explosives strikes; Explosive power that comes at the point of impact.

Interesting enough, despite the popularity of Taiji, as a combat art it's much more rare. Since the "hard" part of training doesn't come until much later, many students never reach this stage, instead focusing on the soft circular movements and never moving on to its original combat aspects. Only those that can successfully merge hard movement with soft movement can master Taiji.

In combat, a Taiji master will keep his calm, remaining relaxed. He will feel his opponent's moves before acting, parrying aside blows gently. However, in order to attack, hard, explosive strikes are used, chi reinforcing all actions as it flows. It is also what can be considered one of the more aggressive (in relation) of the Taiji styles, containing techniques and maneuvers not present in the Yang Style and its descendants. The Master's pace is also very erratic, switching between fast and slow. At the advanced levels, a Chen Taiji artist doesn't even look like what most people would of as Taiji, with movements almost impossible for the eye to see. The movements are all about controlling an opponent, with little resistance on the part of the opponent. A Taiji artist fights to *Zhan* (Adhere to an Opponent), *Nian* (Follow his movements.), *Lian* (Maintain contact with the opponent.), and *Sui* (Responding without resisting.).

Instruction in Chen Taiji is available in many places. Being Taiji is a very popular art (especially due to the

popularity of the Yang Style amongst the elderly), Taiji can be found in almost every major city. Of that, Chen Taiji schools make up a pretty strong share. Taiji is also the most popular of the "Three Sister" styles (the other two being Baguazhang and Hsing-I/Xing Yi) of Internal Martial Arts.

Costume: Silk Kung Fu Outfit.

Stance: Varies, typically a relaxed stance, legs shoulder width apart at a diagonal angle, as you face towards your opponent, or all the weight on the back leg, with the front leg barely touching the ground in a cat stance. Arms are out in open palms. Stances are usually always firm and rooted to the ground.

CHARACTER BONUSES

Add 15 to Chi

Add +1 to M.E.

Add +2 to M.A.

Add +2 to P.P.

COMBAT SKILLS

Attacks Per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, and Maintain Balance.

Attack Moves: None

Basic Defense Moves: Dodge, Parry, and Automatic Parry.

Advanced Defenses: Circular Parry.

Hand Attacks: Strike (Punch), Palm Strike, Backhand, and Push Open Hand (*SPECIAL!* An open handed strike, using a shift in stance to bring all your weight into your blow, and knocking your opponent back. This does 1D6 damage, and knocks away your opponent a distance equal to 1ft. for every 5 points of Chi, rounding up.)

Basic Foot Attacks: Kick, Crescent Kick, Snap kick, and Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Elbow, Forearm, and *Fajing* (*SPECIAL!* A source of power involving relaxation of the body, which allows you to draw upon tremendous amounts of power from your entire body when you strike, as you tense at that moment. A successful strike means that the opponent takes *1D4 Hit Point* damage if he is not wearing armor! Against an armored opponent, Fajing will ignore the armor rating, and deliver a strike of 2D6 S.D.C. to the opponent. Requires 1 point of Chi per use, and can only be used once per melee.)

Holds/Locks: Finger Lock, Wrist Lock, and Arm Hold.

Weapon Katas (Select Two): WP Jian (Sword), WP Dao (Broadsword), WP Qiang (Spear), WP Gun (Staff), WP Er Jie Gun (2 Sectional Staff), WP Chui (Iron Maces (Paired)), or WP Chang Jian (Long Sword). (*Note:* The Jian, Dao, and Chang Jian are the most commonly seen Taiji weapons, followed by the Qiang. The rest are uncommon or rare.)

Modifiers to Attack: Pull Punch, Knockout/Stun, and Critical Strike.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of TWO (2) from Chi Mastery (including Advanced) or Specialty Katas (including Chi Katas). Also select 1 Xian Chi. If desired, any number of powers can be traded, one-for-one, for a Basic Skill Program.

Languages: Chinese (Select a Dialect, most commonly Mandarin, Cantonese, or Taiwanese.)

Philosophical Training: Taoism.

If this is your primary martial art form, then the following other forms can be learned in shorter time: Bagua Zhang (5 Years), Xing-Yi Quan (5 Years), or another Taiji Style (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +2 to Parry.

2nd: +1 to Maintain Balance, +1 to Dodge.

3rd: Double Existing Chi, +1 to Strike.

4th: +1 Attack per Melee, Critical Strike on a Natural 19-20.

5th: Select One (1) Additional Martial Art Power from Chi Mastery (including Advanced), Martial Art

Techniques, or Specialty Katas (including Chi Katas).

6th: +1 to Parry and Strike.

7th: Double Existing Chi.

8th: +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

9th: +1 Attack per Melee, +1 to Dodge.

10th: Select One (1) Additional Martial Art Power from Chi Mastery (including Advanced), Martial Art Techniques, or Specialty Katas (including Chi Katas).

11th: Double Existing Chi, +1 to Parry and Strike.

12th: Select a Xian Chi.

13th: Select One (1) Additional Martial Art Power from Chi Mastery (including Advanced), Martial Art Techniques, or Specialty Katas (including Chi Katas).

14th: +1 Attack per Melee, +1 to Dodge.

15th: Double Existing Chi, +1 to Maintain Balance and Roll with Punch/Fall/Impact.

Why Study Chen Jia Taiji Quan?

Not only considered one of the founding styles of Taiji, the Chen style contains a well rounded system of physical, mental, and spiritual improvement, in addition to being an extremely effective system of internal martial arts. Also, Taiji is held in high regard as one of the internal "Three Sisters" of the Chinese Martial Arts.

Chito Ryu Karate

By Kuseru

Entrance Requirements: Minimum Attributes include P.S.: 8 and P.E.: 10.

Skill Cost: 10 Years (6 Years as a Secondary Martial Art Style).

Chito Ryu Karate was developed by Tsuyoshi Chitose. He based his teachings on his extensive study of Shorei-ryu and Shorin-ryu karate. He combined these two systems and eliminated the training elements which were detrimental to the health and well-being of the practitioner.

The characters in the name Chito Ryu Karate are translated as: Chi = 1000 (year old), To = T'ang (China), Ryu = Style, Kara = Empty, Te = Hand . This is an acknowledgment of the Okinawan tradition that the roots of Karate are traced back 1000 years in to China. Chito Ryu is a traditional Japanese/Okinawan martial art comprised of strikes, kicks, blocks, throws, and holds. Chito Ryu training provides a complete regimen suitable for those seeking physical exercise, sport competition and self defense skills.

Special Note! Kobujutsu is a style designed to work with many forms of Karate (particularly Goju-Ryu, Shorin-Ryu, Uechi Ryu, Isshin-Ryu, Gensei Ryu, Chito Ryu, Shorei Ryu, and Te, but not Shotokan, Wado Ryu, Shorinji-Ryu, Kyokushin, Shito Ryu, or Taido). When a character has one of the listed Karate styles and Kobujutsu, then all the attacks per melee, bonuses, abilities, and powers of that form of Karate are used in wielding weapons, weapon proficiencies, and weapon kata of Kobujutus. Any martial art powers and abilities from Kobujutsu are used with that style of Karate.

Costume: Karate Gi

Stance: *Seisan dachi* is a front stance with inward tension, slightly shorter and narrower than zenkutsu dachi. (Forward leg bent at the knee with 60% of weight on front leg and 40% on rear leg. Knee of rear leg locked and extended approximately two shoulder-widths behind lead foot. Torso erect.)

CHARACTER BONUSES

Add +1 to P.S.

Add +2 to P.E.

Add +5 to Chi

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Automatic Roll, Breakfall.

Hand Attacks: Punch, Knife Hand, Palm Strike, Fore-Knuckle Fist.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick, Axe Kick, Crescent Kick, Kick Attack.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Body Block/Tackle, Body Flip/Throw.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold Wrist Lock.

Weapon Kata: None

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from among Body Hardening, Special Kata, or Martial Art Techniques.

Language: Japanese.

Cultural Skills: First Aid

Physical Skills: Athletics

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Gensei Ryu Karate (3 Years), Goju-Ryu Karate (3 Years), Isshin-Ryu Karate (4 Years), Kobujutsu (2 Years), Kyokushinkai Karate (4 Years), Shito Ryu Karate (3 Years), Shorei Ryu Karate (4 Years), Shorin Ryu Karate (5 Years), Shorinji-Ryu Karate (6 Years), Shotokan Karate (5 Years), Te (3 Years) Uechi Ryu Karate (6 Years), or Wado Ryu Karate (5 Years).

LEVEL ADVANCEMENT BONUSES

1st : +1 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge.

2nd : +1 to Strike, Critical on a Natural 20

3rd : +1 Attack per Melee, +1 to Body Flip/Throw (2D6 damage).

4th : Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

5th : +2 to Roll with Punch/Fall/Impact, Death Blow on a Natural 20.

6th : +1 Attack per Melee, +1 to Maintain Balance.

7th : +1 to Damage, Knockout/Stun on an 18, 19, or 20.

8th : Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

9th : +1 Strike, +1 to Maintain Balance.

10th : +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact.

11th : +1 to Parry/Dodge, +1 to Damage.

12th : Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

13th : +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

14th : Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

15th : +1 to Parry/Dodge, +1 to Strike.

WHY STUDY Chito Ryu?

A well balanced striking art, Chito Ryu has little flash or fury but is effective nonetheless. Great for martial artists who want a healthy lifestyle.

Choy Lay Fut Kung Fu

By Hibik

Entrance Requirements: None.

Skill Cost: 13 Years (5 Years as a Secondary Martial Art.)

Choy Lay Fut dates back to 1838, during the midst of the Qing Dynasty (1644-1912 AD). Its creator, Chen Heung, originally learned his foundation Kung Fu from a man named Choy Mok. Later, Choy Mok took Chen Heung to Lay Gar Master Lay Yau Shan, who taught him the quick and powerful techniques of the Lay Gar system.

After learning from his first two teachers, Chen Heung was then instructed to seek out a man known as the 'Green Grass Monk'. From this man, Chen Heung learned the style of Buddha Palm. From this accumulation of martial arts, Chen Heung founded a system of Kung Fu that would become notorious with the anti Qing rebels of the time period, Choy Lay Fut. The name Choy Lay Fut is Chen's tribute to his first two teachers. The last word, Fut, pays homage to the Buddha, for this art derives its roots from Shaolin training.

While Choy Lay Fut is a Southern Kung Fu Style, this art has characteristics both northern and southern in origin. Deep, powerful stances are combined with long reaching, swinging arm movements and long, extended jabs. Choy Lay Fut artists think of themselves like a rope dart, with fists of iron attached to relaxed, supple arms. Combined with its aggressive tactics, this has made Choy Lay Fut one of the most noted Kung Fu systems in existence.

In combat, a master of Choy Lay Fut will dive aggressively into the middle of a melee. Using his vast combinations of roundhouse strikes, uppercuts, fore knuckle fists, straight punches, trips, and various other techniques, the master will fend off attackers with a combination of speed and damaging power.

Choy Lay Fut training is available and widespread. Training for this art can be found in China, Taiwan, and the United States.

Costume: Silk Kung Fu Uniform, often sleeveless.

Stance: Often a deep well rooted stance. Arms are typically out from the body.

CHARACTER BONUSES

Add +10 to S.D.C.

Add +5 to Chi

Add +2 to P.S.

Add +1 to P.P.

COMBAT SKILLS

Attacks Per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, and Automatic Parry.

Advanced Defenses: Circular Parry.

Hand Attacks: Punch (Strike), Palm Strike, Backhand, Fore knuckle Fist, Roundhouse Strikes, Uppercut, Overhead Fore Knuckle Fist.

Basic Foot Attacks: Kick, Snap Kick, and Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Knee, Forearm, Elbow, and Deathblow.

Holds/Locks: Elbow Lock.

Weapon Katas (Select Two): WP Jian (Straight Sword), WP Dao (Broadsword), WP Shan (Fan), WP Guai (Cane), WP San (Umbrella), WP Guan Dao, WP Gun (Staff), WP Qiang (Spear), WP Cha (Trident), WP Chan (Spade), WP Ba Tou (Hoe), WP Hu Die Dao (Butterfly Knives (Paired)), WP Fu (Axes (Paired)), WP Bi Shou (Daggers (Paired)), Hu Tou Gou (Tiger Head Hooks (Paired)), WP San Jie Gun (3 Sectional Staff), and WP Jiu Long Cha (9 Dragon Trident).

Modifiers to Attack: Pull Punch, Critical Strike, Critical Strike from Behind, and Knockout/Stun.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of TWO (2) from Body Hardening Exercises, or Specialty Katas (including Chi Katas). If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs.

Languages: Chinese (Typically Cantonese or another Southern Dialect, choose one.)

Physical: Body Building

Philosophical Training: Buddhist.

If this is your primary martial art form, then the following other forms can be learned in shorter time: Taizu Quan (5 Years), and Hung Gar (5 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +1 to Parry and Dodge.

2nd: +2 to Strike, +1 to Damage.

3rd: +1 Attack per Melee, +1 to Parry.

4th: Select One (1) Additional Martial Art Power from Body Hardening Exercises, and Specialty Katas (including Chi Katas), Critical Strike on Natural 19-20.

5th: +1 to Strike, +2 to Damage.

6th: +1 Attack per Melee, +1 to Roll.

7th: +1 to Damage, Knockout/Stun on Natural 19-20.

8th: Critical Strike on a Natural 18-20, +1 to Parry.

9th: Select One (1) Additional Martial Art Power from Body Hardening Exercises, and Specialty Katas (including Chi Katas).

10th: +1 to Strike, and +1 to Roll with Punch/Fall/Impact.

11th: +1 Attack per Melee, +1 to Parry.

12th: Knockout/Stun on Natural 18-20.

13th: +1 to Strike, +1 Damage.

14th: Select One (1) Additional Martial Art Power from Body Hardening Exercises, and Specialty Katas (including Chi Katas).

15th: +1 Attack per Melee.

Why Study Choy Lay Fut?

A dynamic and aggressive style of Southern Kung Fu, Choy Lay Fut comes strong, powerful rooting footwork with powerful long range punching.

Hand-To-Hand: Close-Quarters Combat

by [Billy Bardo](#)

CQB or Closed-Quarters combat (considered a martial arts), Is a tactical form of combat emphasizing quick take downs, expediant B&E (breaking and entering) and weapon improvization with just a touch of presure points thrown in for prisoner/combatant control. HH:CQB is what you use to give you the advantage in tight quarters such as inside buildings, sea-going vessels and starships. Here is just one Z's interpitation.

Starting Attacks per Melee: 2

The following techniques are known at first level.

Maintain balance, Arm-hold, Disarm, Auto-parry, Auto-dodge

Bonuses: +2MA, +2PP, +1Initiative, +6 Speed.

The following weapons should be treated as if they were in kata, although they are not really kata's, the use of the HH manuevers along with these weapons is allowed.

Baton, Pistol, Rifle, Dagger, Flashlight, Shotgun, Hooligan tool or crowbar and paired pistol/flashlight and Kubotan.

Level Advancement Bonuses

Level 1: +2 Attacks, +2 Roll, +2 Dodge, Use any small object as a thrown weapon

Level 2: +2 Strike, +1 Disarm, +6 Damage

Level 3: +1 Attack, +1 Initiative Use suitable blunt object as weapon

Level 4: Blunt strike with Pistol/Butt-stroke with rifle (1d6 damage)

Level 5: Body Hold, Pin/Incapacitate

Level 6: +1 Attack, Knock-out/Stun 18-20 (Pressure point)

Level 7: Critical Strike (Called!, also Pressure point), use suitable flexible object as weapon

Level 8: +1 Initiative, +1 Roll, +1 Dodge, +2 Parry

Level 9: Knock-out/Stun (Called, pressure point)

Level 10: +1 Attack, Blind-Fighting (fighting without negatives when you cannot see such as in smoke/gas, darkness, while blinded, etc)

Level 11: +4 Speed, Arm lock

Level 12:Combo Wrist lock/Disarm

Level 13:+2 Damage, +1 Disarm, +1 Initiative

Level 14:+2 Roll, +2 Dodge, +1 Parry

Level 15:+1 Attack, Shoot wild without penalty!

Why learn CQB?

Well, for realism! It is taught to many military personel and law enforcement. If your character wants an effective combat that can be used where combat mostly takes place (up close and personal) then you want CQB. It's emphasis on quick take down and good defense make it a well rounded HH form. With all it has to offer, give your next military/law enforcement character CQB.

Hand to Hand: Commando (Revised)

By [J.J. Fuzz](#)

O.C.C. Restriction(Special!): Available only to special military personnel and is not a general combat skill.

Skill Cost: Five "other" skills, or as noted under O.C.C. Skills section.

Techniques Known at First Level: Punch (1D4 damage), backhand strike (1D4 damage), kick attack (1D8 damage), snap kick (1D6 damage), body flip/throw (1D6 damage) body block/tackle (1D4 damage), automatic parry, disarm, roll with punch, and the usual strike, parry, and dodge.

Special Attacks: Elbow strike (1D4 damage), knee strike (1D6 damage), automatic parry/attak, automatic parry/disarm.

Locks/Holds: Arm hold, body hold, neck hold, wrist lock, arm lock, choke.

Modifiers to Attacks: Pull punch, knock-out/stun, critical body flip/throw, critical strike, death blow.

Character Bonuses: +1 to M.E., +2D6 to S.D.C.

Additional Skills: Paired Weapons (special!): Choose one paired weapons proficiency at levels one, three, seven and ten.

Level Advancement Bonuses:

Level 1: Add two additional attacks per melee, +2 to save vs horror factor and pain, +1 to save vs heat and cold, critical strike or critical flip/throw on natural 20, knock-out stun on natural 20.

Level 2: Learns backward sweep (knockdown), +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, +3 to pull punch.

Level 3: +1 to disarm, +1 to flip/throw.

Level 4: Add one additional attack per melee, learns Karate kick attack (2D6 damage).

Level 5: Learns automatic dodge, critical flip/throw on natural 18 to 20

Level 6: +2 on intiative, +1 to strike, parry, and dodge, +1 to body flip/throw, critical strike on natural 18 to 20.

Level 7: +2 to damage, +1 to save vs horror factor, +1 to disarm, +1 to dodge, +2 to pull punch.

Level 8: Add one additional attack per melee,learns jump kick (automatic critical strike; 1D8 damage), +1 to body flip/throw, +1 to roll with punch/fall/impact.

Level 9: Death blow on natural 18 to 20!

Level 10: +2 to save vs horror factor, +1 on initiative, +1 to strike.

Level 11: +1 to disarm, +1 to pull punch, +1 to body flip/throw.

Level 12: +2 to damage, +1 to parry, +2 to dodge.

Level 13: Add one additional attack per melee.

Level 14: Knock-out/stun on natural 19 or 20.

Level 15: Critical strike on natural 17 to 20.

Hand to Hand: Commando

By Mantisking

Entrance Requirements: None

Skill Cost: 3 Years

COMBAT SKILLS

Attacks per Melee: Two (2)

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Disarm

Hand Attacks: Strike (Punch)

Foot Attacks: Kick Attack (Does 1D6 Damage)

Special Attacks: Deathblow, Bodyflip/Throw, Knee, Elbow, Choke, Combination Grab/Kick

Holds/Locks: Arm Hold, Wrist Lock

Weapon Kata: W.P. Knife

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +2 to Pull Punch

2nd: +1 Attack per Melee

3rd: +2 to Strike

4th: +1 to Damage

5th: +1 to Parry/Dodge

6th: +1 Attack per Melee, Kick Attack now does 2D4 Damage

7th: Knockout/Stun or Critical Strike from Behind

8th: Knockout/Stun on a Natural 19+

9th: Critical Strike on a Natural 19+

10th: +1 to Strike

11th: +1 to Damage

12th: +1 Attack per Melee

13th: Deathblow on a Natural 20

14th: +2 to Parry/Dodge

15th: +2 to Damage

Why Study HAND TO HAND: COMMANDO?

A quick and dirty system of combat.

Hand to Hand: Command Military

By Kuseru

NOTE: Does not get "two attacks for living"!

An advanced form of unarmed combat usually taught to commandos in the military or some other form of special training.

Requirements: Three skill selections. Character must be a man of arms O.C.C.

Attacks Per Melee: 4

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Punch, Kick, Body Flip/Throw, Body Block/Tackle, W.P. Paired Weapons, Pull Punch, Knock-Out/Stun, Critical Strike, Knock-Out/Stun from Behind, Critical Strike from Behind.

Level Advancement Bonuses

1st: +2 to strike and +1 on initiative.

2nd: +2 to roll with punch/fall/impact, +1 to pull punch. Choose one kick attack.

3rd: +2 to parry and dodge.

4th: One additional attack per melee round. Choose one hand attack.

5th: Automatic Dodge and Critical Body Flip/Throw.

6th: +3 to damage and +3 to disarm.

7th: +3 to strike and +2 on initiative.

8th: One additional attack per melee round. Jump Kick.

9th: Death Blow on a Natural 20. +1 to Body Flip/Throw.

10th: +2 to roll with punch/fall/impact, +1 to pull punch.

11th: +2 to parry and dodge.

12th: Critical Strike on an unmodified roll of 17, 18, 19, or 20.

13th: One additional attack per melee round. +2 to Auto Dodge.

14th: +3 to damage and +2 to disarm. Automatic Body Flip/Throw.

15th: Death Blow!

Martial Art Styles D

Name	Game	Application	Country	Author
Daikido	N&S	Fiction	Unkown	No Beard Pete
Dance of the Glittering Spirals	Rifts	Fiction	Unkown	danzig138
Dekigoto Jutsu Ryu	N&S	Fiction	Japan	Mantisking
Dian Xue	N&S	Revision	China	Hibik
Dwarven Leg Breaking	PF	Fiction	NA	Mephisto
Dwarven Wrestling	PF	Fiction	NA	danzig138
Dwur Beldegar Style Fighting	N&S	Humor	Unknown	Sinestus

Number of Styles: 7



Daikido - The Way of Total Concentration

By [No Beard Pete](#)

Daikido was designed with the idea that no more action should be taken than is absolutely necessary. Rather than landing a flurry of blows on an opponent as many other martial artists will do, a master of Daikido will bide their time until an opening appears and then make a single strike of deadly effect. Likewise, rather than madly dodging or making a flurry of parries, a master of Daikido will deftly remove themselves from the path of several attacks at once, or fend off many blows with one sweep of an arm.

Training emphasizes being fully aware of what one is doing, planning every action and thinking through the consequences of one's movements, words, and deeds. As a result irresponsible or spontaneous people have a tendency to either change or drop out before getting very far through training. This will almost always completely shape a person's entire approach to life leading to a more thoughtful, cautious person. A master will always be of the opinion that if you are going to do anything, you should make sure you do it right.

Entrance Requirements: M.E. 12

Skill Cost: 8 years

Costume: Pretty much anything goes. Practitioners will rarely wear constricting or awkward clothing.

Stance: A variety of stances can be used, but the centre of mass is invariably low and the weight is almost always shifted to the balls of the feet.

CHARACTER BONUSES:

Add 3 to M.E.

Add 2 to P.P.

Add 15 to CHI

Add 5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 1 (note: if you take boxing you do not get the extra attack, however you do get the other bonuses and the number you need to roll to knock someone out is reduced by 1.)

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge*, Parry*,

Advanced Defenses: Multiple Dodge*, Disarm, Circular Parry*, Breakfall*

Hand Strikes: Punch, Knife Hand, Palm Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Tripping Leg/Hook

Holds/Locks: Arm Hold, Neck Hold, Finger Lock, Arm Lock

Modifiers to Attacks: Pull Punch, Critical Strike or Knockout on 18-20, Critical Strike or Knockout from behind, Death blow on natural 20

* The starred abilities are semi-automatic, each round the first of these done does not take an attack or action.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Two martial arts abilities can be selected from Martial Arts Techniques, Specialty Katas, Body Hardening, and Chi Abilities. In addition, the Kime or one mind kata is automatically learned at first level. Up to two of these may be traded in for basic skill programs (no physical skill program). The kime ability may not be traded for a skill program.

Skills: None

Language: None

Philosophical Training: None per se, although there is a distinct approach to life taken by students of this form.

If this is your primary form then the following may be learned in less time: Shao Lin (4 years), Tai Chi Chuan (6 years).

LEVEL ADVANCEMENT BONUSES

Level 1: +3 strike and parry, +2 damage, +2 maintain balance, pull and roll

Level 2: +1 strike, +3 disarm, +3 dodge

Level 3: Critical Strike on 17-20, +5 SDC and Chi, select one additional Martial Arts Technique, Specialty Kata or Chi Ability

Level 4: +3 roll, pull, and breakfall, +2 to holds, +1 balance

Level 5: +1 strike and dodge, +2 damage, +2 locks

Level 6: +1 parry, +2 disarm and balance

Level 7: +1 strike, +1 attack per melee

Level 8: Critical Strike on 16-20, Knockout on 17-20, select one MA Technique, Specialty Kata, Chi Ability, or Zenjoriki Power

Level 9: +1 strike, +1 to holds and locks, +2 parry

Level 10: +3 pull, roll and breakfall, +2 balance, +5 SDC and Chi

Level 11: +1 strike, +2 damage, +2 disarm

Level 12: +2 init, +2 roll and breakfall

Level 13: Critical Strike on 15-20, Select one MA Technique, Specialty Kata, Chi Ability, or Zenjoriki Power

Level 14: +2 strike, parry and dodge

Level 15: +1 attack per melee, +1 disarm, hold, lock, roll, and breakfall

WHY STUDY THE WAY OF TOTAL CONCENTRATION?

Although you won't get to impress anyone with fast flurries of attacks, those few actions you do take will be incredibly effective. This form can be used with weapons training to good effect, works reasonably well against multiple attackers, provides good internal and mystical training, and teaches one the value of taking the time to make sure you do something right. You will also learn patience, self control, and caution.

Dance of the Glittering Spirals

By [danzig138](#)

A very long time ago, on the homeworld of the elves, there was a mighty warrior named K'Rish-kov. Now, while K'Rish-kov was a warrior through and through, he had a love for the arts, especially dance. He had always felt that the skills gained in dancing were of benefit to any warrior. So he decided to merge his two favorite things, war and dance, into one.

Many years he spent consulting with the greatest warriors and dancers, and finally developed what he believed to be the perfect fighting art, which he named " The Dance of the Glittering Spirals". The name refers to the light reflected from the fighter's swords, which he is trained to use, especially with this form. Today, the art is practiced by many elven people, some of whom have brought it to Rifts Earth.

Entrance Requirements: P.S. 12 (16 for two swords), P.P. 13 (16 for two swords).

Skill Cost: 10 years.

Costume: The standard fighting costume of a practitioner of this style consists of billowy pants (similar to hakama), a colored sash, and a loose, sleeveless shirt, that is the same color as the pants. Often, leather armor, the same color as the shirt and pants, is also worn. The colors are based on the artist's level of ability, as follows:

Levels 1-3: White garments with a black sash.

Levels 4-6: Black garments with a red sash.

Levels 7-10: Red garments with a black sash.

Level 11: Purple garments with a golden sash.

Level 12: Yellow garments with a purple sash.

Level 13: Green garments with a blue sash.

Level 14: Blue garments with a green sash.

Level 15: Black garments with a white sash.

Stance: This varies according to how the artist is armed:

***Bare Handed:** Turned sideways, with his feet spread a little more than shoulders-width apart. Weight is carried on the back leg, while the front leg is constantly moving back-and-forth. The back hand is held in front of the face with an open palm, and the front hand is held low, near the groin, with a closed fist.

***One Sword:** Turned sideways, with his feet spread a little more than shoulders-width apart. Weight is carried on the front leg. The sword is held low and forward, and the free hand is held loosely at the side.

***Two Swords:** Identical to the One-Sword stance, except that the second sword is held high and back, and parallel to the ground.

CHARACTER BONUSES

Add 1 to P.S.

Add 2 to P.P.

Add 1 to P.E.

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2 (3 with swords).

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Circular Parry, Combination Parry/Attack.

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike.

Basic Foot Attacks: Kick Attack, Snap Kick.

Advanced Foot Attacks: Jump Kick, Reverse Turn Kick.

Special Attacks: Death Blow, Combination Parry/Attack, **Flat Stun** (This is an attempt to strike the opponent on the side of the head with the flat of the blade. It requires a natural 13 or better to be successful. If it hits, it inflicts 1D8+bonus damage, and stuns the victim for 1-2 melee rounds, during which time he suffers a -1 penalty to all attack rolls, loses two attacks and initiative. If the Strike roll is a Natural 20, it is an automatic Knock-Out for 1D4 minutes).

Weapon Katas: W.P. Sword, W.P. Paired Swords.

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from Rear, Knock-Out/Stun.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Iaijutsu, and one additional power from either Martial Art Techniques or Specialty Katas (no Weapon Katas).

Cultural Skills: Dance (+10%).

LEVEL ADVANCEMENT BONUSES

Level 1: +1 Roll with Punch/Fall/Impact, +2 Parry.

Level 2: +1 Strike, +1 Dodge, +1 Damage.

Level 3: Critical Strike on Natural 19-20, +1 Maintain Balance.

Level 4: +1 Attack per Melee, Select one additional power from Martial Art Techniques or Specialty Katas (No Weapon Katas).

Level 5: +2 Strike, +1 parry.

Level 6: +1 Dodge, +2 Damage.

Level 7: +1 Attack per Melee, +2 Parry, +1 Maintain Balance.

Level 8: Critical Strike on Natural 18-20, +1 Combination Parry/Attack.

Level 9: +1 Strike, +1 Parry/Dodge.

Level 10: +1 Attack per Melee, Death Blow on a Natural 20.

Level 11: Select one additional power from Martial Art Techniques or Specialty Katas (No Weapon Katas).

Level 12: +2 Maintain Balance, +3 Damage.

Level 13: Flat Stun is a Knock-Out on a Natural 19-20.

Level 14: +1 Attack per Melee, +1 Strike, +1 Parry.

Level 15: Death Blow on Natural 19-20, Death Blow with Swords on a Natural 18-20.

Why Study THE DANCE OF THE GLITTERING SPIRALS?

If you're an elf, and you want to learn inner peace and harmony, this teaches you how to dance and kill people with swords, so you might look elsewhere. But if you want to learn an art that teaches killing, this is for you.

Dekigoto Jutsu Ryu (Art of the Accident School)

By [Ray Bull](#)

Note: Due to the excessive amount of martial arts powers gained from this style, Dekigoto Jutsu Ryu counts as 3 martial arts.

Founded in the 1950's during the post-war rebuilding of Japan by a Chinese Sangokujin (black marketeer) and a Nukenin (renegade ninja) Chunin, this style is a blend of Drunken Kung Fu and Ninjutsu. Designed for use by assassins, it has kept up with modern trends. The weapon proficiency in pistol and the demolition skill are examples of this modernization. The Dekigoto Jutsu Ryu stylist will ignore the notion of "honorable" combat. They instead seek every means to gain total advantage in a fight. Attacking from concealment, weapons, traps, and poison are all possible combat tools for a follower of this style.

The current "home" of the Dekigoto Jutsu Ryu can be found in an office building in downtown Tokyo, although this is just a front to screen possible applicants and clients. The real training ground is a farm on the northern tip of Hokkaido. To gain entry to the Dekigoto Jutsu Ryu one must pass a grueling week-long battery of tests, similar to several special forces groups entry "exams", devised by the current, and past, masters of the school.

Entrance Requirements: Evil alignments only, M.E.:10, P.S.:10, P.E.:10

Skill Cost: 15 Years (Exclusive)

Costume: None. The students of Dekigoto Jutsu Ryu change disguises, and clothing, frequently.

Stance: None

CHARACTER BONUSES

Add +4 to M.E.

Add +3 to P.P.

Add +2 to Spd.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Combination parry/Attack, Disarm, Automatic Dodge

Hand Attacks: Strike (Punch), Single-Knuckle Fist, Double-Knuckle Fist, Fingertip Attack, Palm Strike

Basic Foot Attacks: Trip/Leghook

Special Attacks: Knee, Elbow, Choke, Combination Strike/Parry, Combination Grab/Kick, Deathblow, Pistol Whip

Holds/Locks: Arm Hold, Neck Hold, Wrist lock, Elbow Lock, Automatic Hold, Automatic Lock

Weapon Katas: W.P. Knife

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Knockout Stun from Behind, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Arts of Invisibility: Stealth and Disguise, Select two (2) Powers from Ateimi Abilities.

Languages: Japanese

Cultural: Dancing, Sewing

Espionage: Pick Locks, Disguise, Use/Recognize Poison

Physical: Climbing, Prowl

Weapon: W.P. Knife, W.P. Garotte, W.P. Pistol

Philosophical Training: None

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time.

None

LEVEL ADVANCEMENT BONUSES

Level 1: + 3 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 19+, Critical Strike or Knockout/Stun from Behind

Level 2: Automatically receive Art of Invisibility: Hiding, Select one (1) Martial Arts Power from Ateimi Abilities

Level 3: +2 to Strike, +2 to Parry/Dodge, +2 to Holds/Locks

Level 4: +1 Attack per Melee, Select one (1) Martial Arts Power from Ateimi Abilities

Level 5: Knockout/Stun on a Natural 19+, +2 to Rol with Punch/Fall/Impact, Critical Strike from Behind now does Triple Damage (x3)

Level 6: Automatically receive Art of Invisibility: Vanishing, Select one (1) Martial Arts Power from Ateimi Abilities

Level 7: +2 to Strike, +2 to Parry/Dodge, +2 to Holds/Locks

Level 8: +1 Attack per Melee, Select one (1) Martial Arts Power from Ateimi Abilities

Level 9: +2 to Rol with Punch/Fall/Impact, +3 to Damage, Automatically receive Martial Arts Technique: Light Body Climbing

Level 10: +2 to Holds/Locks, Select one (1) Martial Arts Power from Ateimi Abilities

Level 11: +3 to Strike, +2 to Holds/Locks, Add 3 levels to W.P. Pistol

Level 12: +1 Attack per Melee, Select one (1) Martial Arts Power from Ateimi Abilities

Level 13: Deathblow on a Natural 20, +3 to Holds/Locks, Critical Strike on a Natural 18+

Level 14: Automatically receive Martial Arts Technique: One Life, Select one (1) Martial Arts Power from Ateimi Abilities

Level 15: Critical Strike on a Natural 17+, Deathblow on a Natural 19+, Automatically receive Ateimi Ability: Dim Mak

Why Study Dekigoto Jutsu Ryu?

A very complex and time-consuming style to learn, Dekigoto Ryu's advantages lie in the large number of skills learned and the incredible range of Ateimi Abilities.

Dian Xue/Tien Hsueh- Touch Mastery (Exclusive)

By Hibik

Entrance Requirements: As this art carries a very bad reputation, typically only dishonorable or evil alignments take Dian Xue. An I.Q. and M.E. of 12 are required.

Skill Cost: 20 Years.

Touch Mastery can trace its origins back to the early Ming Dynasty (1368-1644), to a doctor in Beijing, named Bi Ming Shi. Bi, who at the time was an accomplished doctor in many fields, was also a talented Martial Artist (although the original system which he studied is now unknown.), and was constantly searching for new martial knowledge. Near 1400 AD, Bi left on a trip through China, to seek out more Martial information.

If only more of the story could be told. However, for a period of 20 years, no one knew what really happened to Bi. In fact, no one ever saw Bi Ming Shi again. It was merely assumed that he died under mysterious circumstances and that was that. However, 20 years later, a man claiming to be the student of Bi Ming Shi was involved in a tavern fight in a small town in Henan province. He reportedly killed 20 thugs, with mere grabs and touches. This act of power scared the villagers so much; that they eventually reported the presence of this man to Shaolin.

Shaolin didn't have to wait terribly long to meet this man, for the man choose to seek the monk's of Song Shan (Song Mountain) temple himself. The man, who called himself Dian Long, challenged all those who wished to face off against his art, which he called Dian Xue, or Touch Mastery. Six senior monks answered the challenge, and they all suffered the same fate, death. Then, the fighting abbot of the temple showed up, and subsequently made this newcomer a deal: If the master of Dian Xue won, he would have access to some pretty secret information. If the abbot won, however, the Touch Master would have to leave to the north, forever. As he was an honorable person, the Touch Master agreed.

The fight took place in a secluded chamber of the temple grounds, where no other person was allowed to watch. After 3 days of waiting, some of the Sr. monks opened the doors to the temple to see what had transgressed. Neither the abbot nor, the Touch Master was anywhere to be seen, and neither of them was seen again. It was later discovered that several martial manuals and medicinal formula books were stolen from the temple's library. However, found in the chamber room of the former head abbot, was a recently written book, detailing the human anatomy and the secret points of Dim Mak (the death touch), as well as the combat method of Dian Xue.

After much debate, it was decided that the art was far too dangerous to teach, and that the book should be burned. Several monks, however, disagreed, feeling that it would be wrong to destroy this knowledge, and that the temple may someday need it. It was decided that the book should be sealed away, at a location only known to the head abbot, for hopefully, all eternity.

However, the descendants of Bi Ming Shi were not gone, and unknown to Shaolin, they were quickly gaining power in the underworld, using their martial ability to serve as assassins, causing their name to be spoken with fear. However, during the Qing Dynasty, it was discovered that there was a new family of Martial Artists who trained in Dian Xue. These newcomers, who had apparently found the manual in the ruins of the Henan Shaolin Temple, drew the attention of the old family, and fighting quickly broke out. The Qing dynasty, seeing their chance at destroying this threat once and for all, set both families up, convincing that the other had set a final challenge for them in an old Taoist Temple. When both families arrived and began fighting, the Manchurians burned the temple to the ground. However, there were survivors from both sides, who amended their differences and survived to this very day.

In the strictly secret training, a student of Touch Mastery will gain an extremely thorough knowledge of human anatomy. Every aspect of the body's functions is learned, from blood flow, organ function, muscle movement, and an understanding of the nervous system. The flow of chi, and the location of special points are also studied. These points can be used to stun, knock out, paralyze, hurt, or kill with a mere touch. The student also learns how to reverse this damage.

As a combat art, Dian Xue is extremely precise, and very efficient. One strike to incapacitate or kill is more important than a thousand strikes, so a Dian Xue master is patient, waiting for the exact moment where he can deliver his strike. However, this is a very quick thinking art, so a lot of time will not be spent waiting, but rather, a single evasion and then a strike is often the preferred method of defeating an opponent.

Training for Dian Xue is extremely limited. Its students are all hand picked by its secretive masters, who are typically looking for the twisted and malicious qualities that emulate from themselves. However, as there are (relatively few) artists of higher standing character, it's always possible for someone of a lighter alignment to learn this heart, only very unlikely, as its masters are extremely secretive of their darker brethren. All masters of Dian Xue reside in China, Japan, or Korea.

Note: Recently it was been speculated as to whether or not the legendary Jeng San Feng (the founder of Taijiquan) may be related, or partially responsible for the art of Dian Xue. As Taijiquan has a deep understanding of vital points, it has been speculated that Jeng San Feng and Bi Ming Shi may have met at one point, and exchanged martial knowledge. Or maybe it's something more sinister? No one really knows.

Costume: Typically beautiful silk robes.

Stance: Upright stance, with legs shoulder width apart, with one arm lifted towards the opponent and relaxed. The other arm is relaxed, open handed, guarding across the chest.

CHARACTER BONUSES

Double Existing Chi

Add +3 to M.E.

Add +2 to M.A.

Add +1 to P.P.

COMBAT SKILLS

Attacks Per Melee: 1

Escape Moves: Roll with Punch/Fall/Impact

Attack Moves: None

Basic Defense Moves: Dodge, Parry, and Automatic Parry.

Advanced Defenses: Multiple Dodge.

Hand Attacks: Palm Strike, Fore Knuckle Fist, Duo Knuckle Fist, and Fingertip Attack.

Basic Foot Attacks: Kick, and Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Paralysis Attack (Vital Points), Deathblow, and Disarm.

Holds/Locks: Finger Lock, and Wrist Lock.

Weapon Katas: WP Shan (Fan, in this case a spring loaded variation capable of firing a set of needles (which do 1D4 damage each) up to 10ft. away.)

Modifiers to Attack: Pull Punch, Knockout/Stun, Knockout/Stun from Rear, Critical Strike, and Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Automatically receives Dim Mak. Select a total of THREE (3) from Chi Mastery, Atemi/Tien Hsueh (including Advanced), or Arts of Invisibility. Also select ONE (1) Xian Chi. If desired, any

number of powers may be traded, one-for-one, for any Basic Skill Programs.

Languages: Chinese (Typically Mandarin or another Northern dialect).

Cultural: Artistic Calligraphy, Feng Shui (Geomancy), Massage, and Wei Qi (Go).

Medical: Acupuncture and Moxibustion, Acupressure, and Herbology.

Philosophical Training: Taoism.

If this is your primary martial art form, then the following other forms can be learned in shorter time: Bak Mei (5 Years), Tang Lang (4 Years), and Ying Jiao (4 Years)

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +1 to Strike. Successful Dim Mak on a Natural 19 or Higher.

2nd: +1 to Parry and Dodge.

3rd: Select One (1) Additional Martial Art Power from Art of Invisibility, Chi Mastery or Atemi (including Advanced).

4th: +1 Attack per Melee, +1 to Strike.

5th: Successful Dim Mak on a Natural 18 or higher.

6th: Double Existing Chi, +1 to Roll.

7th: +1 to Parry, Critical Strike on a Natural 19 or Higher.

8th: +1 Attack per Melee, +1 to Dodge.

9th: Select One (1) Additional Martial Art Power from Art of Invisibility, Chi Mastery or Atemi (including Advanced).

10th: Successful Dim Mak on a Natural 17 or Higher.

11th: +1 to Strike, +1 to Roll.

12th: Select One (1) Additional Martial Art Power from Art of Invisibility, Chi Mastery, or Atemi (including Advanced).

13th: +1 Attack per Melee.

14th: Select a Xian Chi.

15th: Successful Dim Mak on a Natural 16 or Higher.

Why Study Dian Xue?

The power that comes from the ability to paralyze, stun, cripple, or kill with a mere touch is a powerful temptation for anyone to resist. Touch Mastery provides its practitioners with extensive training in anatomy, chi control and flow, Herbology and Acupuncture, allowing them to exert almost complete control over the human body, making them a force to be reckoned with. Downright deadly and efficient, its only concern is a less than optimal focus on toughening up the body.

Dim Mak Powers (Advanced Atemi/Tien Hsueh): Dim Mak is effectively a deathblow that requires a NATURAL 19 or higher to successfully strike in combat, preferably with a one-finger strike or fore knuckle fist. Note that Strike bonuses can be added, but the natural roll must be 20 or higher or else the correct point isn't touched. Note that the roll needed for a successful Dim Mak is reduced as a person increases in levels (see above). Rolling with Dim Mak reduces the effects to the point of being uncomfortable and possibly weakness, but not necessarily lethal, as mentioned in the below paragraph.

Several of the below abilities have a lesser, non-lethal version of the power. In those cases, a lesser natural strike is needed than what would normally be needed for a full deathblow.

Note: Due to the precise nature of Dim Mak, a lethal strike CANNOT be used as a simultaneous attack.

Lowering Chi: A touch that disrupts the body's natural pooling of chi in the chest cavity, this ability in particular causes the body's chi to overflow into the legs and feet. This, in turn, causes the blood pressure to drastically fall, and slows or stops the person's heartbeat and body functions, causing death within 1D6 minutes.

Rising Chi: This point disrupts the body's "pooling" of chi in the Dantien, and causes it to all spiral upwards, to rebel against mind and body. The brain is over saturated with chi, causing massive hemorrhaging and death,

as blood spills out of the eye sockets, ears, nostrils, and mouth. The death of the victim will only take 1D4 melees.

Quick Acting Dim Mak: The classic "delayed" touch of death. This strike will cause a victim to die within 1D6 days after being struck. The chi of the victim is disrupted and drops to 1D6 points, and will no longer regenerate. Victims then become painfully sick within a few hours, and will die shortly unless a cure is sought.

5, 10, and 50 Paced Palm: A delayed deathblow that causes a victim to simply die after they take the appropriate number of steps. To use this power, the user must declare which strike he is using, and then roll Deathblow, as per normal Dim Mak deathblow. At Lv. 1, only the 100 Paced Palm is available. 10 and 5 Paced Palm is available at Lv. 5 and Lv. 10, respectively. In order to survive, the victim must not walk, and must have someone carry him, or bring him a cure.

Disrupted Organs: These are strikes, which can cause disruption (such as spasms) and failure in the organs. Obviously, effecting vital organs (such as the lungs and heart) can cause death. Disrupting the organs without killing the person can be very painful and cause nausea or sickness, as well as be very distracting (A Save vs. Pain is needed). Note that the heart and lungs cannot be lesser disrupted. Permanently causing an organ to fail can be lethal.

Kidneys: One Kidney can be lost with no penalty. Both kidneys will cause the blood to become impure, and will result in blood poisoning. Treat it as having normal Dim Mak.

Liver: Liver failure will cause a gradual poison buildup, which is amplified by consuming any food or drink (treat as Zero Chi).

Lungs: One lung will make breathing slightly difficult, but both lungs will cause asphyxiation and death within minutes.

Stomach: The failure of the stomach will cause death within 1D4+2 days from thirst.

Heart: Instant Death.

All of the other organs are treated as standard Dim Mak. Lesser versions of this ability require a Natural 14 or higher to strike.

Insanity: Several Dim Mak points on the body, even when not lethal, can actually cause severe insanity for life. Victims can eventually regress into raving lunatics with severe nervous disorders. A save vs. Insanity must be made to the victim when striking these points. Note that the lesser version (natural 14 or higher) of this ability only causes insanity for 1D6 days. The more advanced version (full roll needed), however, is potentially permanent (1D6 years, plus a 50% chance of being permanent.). The lesser version of this ability requires a Natural 14 or higher to strike.

Weakness: A strike that causes the person to suddenly become extremely weak. This includes fatigue, inability to speak, difficulty moving, extreme hypochondria, labored breathing, and nausea. This is typically a strike to the point that affects the master alarm of the Pericardium (the membrane surrounding the heart.). This causes -8 to all combat actions, and -30% to skills. This strike only requires a 15 or higher to execute, as it is, in itself, not lethal.

Dwarven Leg Breaking

By Mephisto

Entrance Requirements: None

Skill Cost: 8 Years (6 Years as a secondary)

This martial art gets its name largely from the fact that most of the attacks are aimed at the legs of the opponent that often tend to be taller than Dwarves. This martial art is definitely unorthodox by most surface dwellers standards; until they see it in action or much to their chagrin, are the victim of this particular fighting style. Dwarves usually focus their attacks on the legs and ankles of the opponent, using chains, whips, and nets to entangle their legs and once the opponent is on the ground, then the Dwarf will either twist the limb off, or simply beat the person with their hammers or axes. And if they get within grabbing distance of a surface dweller, they will usually try to break the ankles or go for groin shots. In a confined space the Dwarf is often a lethal opponent. For that is their environment and they often still within range that is too close for a larger opponent, such as an orc or troll to adequately strike at the smaller opponent.

Gnomes can learn this art although it's rare for them to do so. The same applies to kobolds.

Training is available from most skilled Dwarves, which number into the thousands. The Old Kingdom Mountains and the Western Empire house the most proficient and skilled Leg Breakers around.

O.C.C. Note: A Dwarf can learn this martial art by first upgrading to Hand to Hand: Martial Arts then sacrificing two O.C.C. related skills. There are no O.C.C. limitations. Gnomes and Kobolds must sacrifice three O.C.C. related skills and half the secondary skills. Plus it's not available to Gnome or Kobold men of magic.

Stance: There are no formal Stances in Dwarven Leg Breaking; rather they wait for the opponent to attack and then respond accordingly. For this reason they will usually spring to action only after they have utilized a trap of some sort to get their opponent on the ground or otherwise vulnerable.

Costume: None

Character Bonuses

+2 to P.S.

+2 to P.E.

+12 to S.D.C.

Combat Skills

Attacks Per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Disarm, Circular Parry, Combination Parry/Hold (Special! The character can on a successful parry latch onto a part of the victim and try to pull him to the ground. A

successful strike using the Hold bonus is required to hold on, and another roll with the Body Flip bonus to pull the person to the ground. Ideal for group attacks).

Hand Attacks: Strike (Punch), Backhand, Power Punch, Duo-Fist Strike

Foot Attacks: Kick Attack, Snap Kick, Backward Sweep, Trip/Leg Hook

Special Attacks: Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow

Holds/Locks: Automatic Neck Hold, Automatic Arm Hold, Automatic Leg Hold

Weapon Skills: W.P. Axe, W.P. Sword, W.P. Net, W.P. Bola

Special Katas: None

Modifiers to Attack: KO/Stun, Death Blow, Critical Strike

Skills Included in Training

Martial Art Powers: Select Two Body Hardening

Physical Skills: Prowl, Climb/Scale Walls, Wrestling

Training Skills: Camouflage

Languages: Dwarven

Level Advancement Bonuses

1st Critical Strike Natural 20 or from behind, +2 to Dodge

2nd +2 Holds

3rd +3 to Parry, +1 Body Flip

4th +1 attack, Select One Additional Body Hardening Technique

5th +2 strike, +1 Initiative

6th +2 Holds

7th Critical Strike Natural 19 or 20, +1 Parry and Dodge

8th +1 Attack, Select One Additional Body Hardening Technique

9th +2 damage

10th +2 Holds

11th +2 to Strike, +1 to Damage

12th Select One Additional Martial Art Power, +1 Attack

13th Critical Strike Natural 18-20, +2 Holds

14th +2 Body Flip, +1 Initiative

15th +1 Attack, Death Blow Natural 20

Why study Dwarven Leg Breaking?

Best suited for little people, who need to deal with big opponents, it has a common sense approach to dealing with larger foes and is highly effective. Not as effective in dealing with smaller foes, but is capable of handling most situations effectively.

Dwarven Wrestling

By [danzig138](#)

All children wrestle around, and dwarven children are no different. And like humans, dwarves have developed this into a sport. But unlike humans, almost all dwarves have an interest in wrestling, so the sport was developed until it was a viable combat form. It even has special moves for fighting big people.

Wrestling is the most common of the sports practiced by the dwarven people, and it is practiced equally between men and women. Dwarven wrestling matches take place in a marked-off ring, about 20 feet in diameter. There are three divisions, Basic, Standard, and Advanced.

In Basic matches, the match is fought until one of the contenders surrenders, or is thrown out of the ring three times. Eye gouging and hits to the joints or groin are not allowed, and the participants are allowed a 15 second rest period every two minutes.

In Advanced matches, all attacks are allowed, and matches last until one person surrenders, or is knocked out. And there are no rest periods. Also, in advanced matches, men and women compete against each other.

Entrance Requirements: None, but high P.S., P.P., and P.E. are recommended.

Skill Cost: 4 years (9 years for a Big Person if they happen to find a teacher).

Stance: Feet are spread shoulders-width apart. The wrestler is hunched over slightly, with his elbows tucked close to his body, and his hands out, with fingers spread wide.

Costume: In Basic matches, the wrestlers wear a loin cloth. In Standard matches, they wear loincloths, and they are allowed to wear thick, reinforcing leather bands on their heads, knees, and hands (+1 damage). In Advanced matches, they wear loincloths, and often wear spiked gloves, knee and shin guards, elbow guards, and studded headbands.

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.E.

Add 30 to S.D.C.

A.R. 5

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch), Power Punch.

Basic Foot Attacks: Kick Attack.

Holds/Locks: Arm Hold, Body Hold, Leg Hold, Neck Hold, Elbow Lock.

Special Attacks: Crush/Squeeze, Body Flip/Throw, Body Block/Tackle, Neck Hold/Choke, Choke, **Head-Butt** (Slams forehead into the opponent's face, preferably the nose. Inflicts 1D4 damage + bonus, and has a damage x5% chance to stun the opponent into losing one action and initiative), **Hip Punch** (Must be in Grappling range. The wrestler delivers a powerful punch to the opponent's hip. This attack requires a Natural 11 or better to hit, and uses two actions. If it is successful, the damage is 1D6 + bonus, and a damage x2%

chance that the victim will suffer a penalty of -1 Attack per Melee and -10% Spd. for 1D4 days. Additional hits can reduce Spd. by -10% each, and each additional three hit reduce Attacks per Melee by -1. If the victim's Spd. is reduced to 0, the hip is broken)

Special Big People Attacks: ***Knee Punch*** (This is identical to the Hip Punch described above, but the chance of reducing the victim's abilities is damage x3%), ***Groin Punch*** (This is pretty much a hit to the groin. It requires a Natural 11 or better Strike roll. If successful, it inflicts 1D6 + bonus damage direct to Hit Points, and the victim loses initiative and one action), ***Toe Stomp*** (The Dwarf brings his foot down violently on the victim's toes. Requires a Natural 10 or better to hit, and inflicts 1D4 +bonus damage, and the victim loses initiative, one attack, and hops around a lot. There is a 50% chance that one or more toes will be broken).

Modifiers to Attacks: Critical Strike, Knock-Out/Stun.

SKILLS INCLUDED IN TRAINING

Physical: Body Building.

LEVEL ADVANCEMENT BONUSES

Level 1: +2 Roll with Punch/Fall/Impact, +2 Parry.

Level 2: Knock-Out/Stun on Natural 20, +1 Strike.

Level 3: +1 Attack per Melee, +3 Maintain Balance.

Level 4: +2 Body Flip (inflicts 2D6 damage), +1 Dodge.

Level 5: +1 Strike, +1 Roll with Punch/Fall/Impact.

Level 6: Critical Strike on Natural 19-20, +2 Maintain Balance.

Level 7: Knock-Out/Stun on Natural 19-20, +2 to Holds/Locks.

Level 8: +1 Attack per Melee, +2 Parry.

Level 9: +2 Damage, +2 Breakfall.

Level 10: Critical Strike on Natural 18-20, +1 Dodge.

Level 11: +1 to P.S., P.E.

Level 12: Knock-Out/Stun on Natural 18-20, +1 Strike.

Level 13: +2 Parry/Dodge.

Level 14: +2 Body Flip (3D6 damage), +1 Maintain Balance.

Level 15: +2 Strike, +3 Damage.

Why Study DWARVEN WRESTLING?

It's a good style if you like to get in close and hurt your opponent. It teaches absolutely no internal training, but it does teach you how tough you can be.

Dwur Beldegar Style Fighting

By Sinestus

Yes, another Smigs style of combat, with some wonderfully fictitious background about forgotten monks, drunken dwarves, ancient masters, or whatever... I don't really feel up to the "background regurgitation" part of this, so I'll cut to the chase.

Dwur is a fighting style designed to counter-act the oh-so-powerful locking and chi styles. To master this form, one must give up everything. GM digression as to who can select this, but beware, it is incredibly powerful in the right hands.

The primary principle of Dwur is to act as an empty vessel, and react to the chi flow as it is changing. When a Dwur fighter is preparing for combat (usually their first melee action), they will purge themselves of chi using the Dwur Doragi Technique making themselves invisible to their opponent's Chi Eye (e.g.: Zanshin), then respond to their opponent's first attack with a handstand. The ideal of the style is to compliment the opponent's fighting style by not stopping their opponent's attacks, but letting them pass freely. So the Dwur master will often oblige their opponent's wishes by not being where the opponent wishes to place his fist.

Requirements: P.P.: 13, P.S.: 10, P.E.: 10, I.Q.: 13 ; Most are Taoists or Anarchists, Most will acknowledge other Codes of Honor, and respect them, but only follow them when fighting honorable opponents.

Training: 20 years

Character Bonuses

+2 to P.S.

+3 to P.P.

+10 S.D.C.

Stance: Constantly changing. The most preferred stance for a Dwur master is the Handstand, after activating the Doragi Technique, this will usually be their next maneuver. Ideally, the Dwur master will move like a snake, wrapping a victim in its coils.

Outfit: Loose pantaloons or aikido style pants, women usually wear a light shirt as well, but men are trained topless to provide maximum movement. In ritual combat climbing style shoes with cleats (+1D4 damage), spined bracers (+1D4 damage to elbow and fore-arm strikes) are added.

Combat Skills

Attacks per Melee: 4

Hand Attacks: punch/strike, palm strike, fore-arm strike (1D6), elbow (1D4), shoulder grind (a wicked turning/rising fore-knuckle technique that targets the shoulder joint, natural 10+ to land, but deals 1D4 [flat] to H.P., once per melee). Fore-knuckle punch (1D10)

Foot Attacks: kick, snap kick, tripping leg hook, turning kick (dodge/kick), drop kick (dodge/kick), axe kick, roundhouse, crescent kick,

Basic Defense Moves: parry, dodge, auto-parry

Advances Defense Moves: roll, *handstand/dodge* (goes to handstand, can be used to move into grapple range), handstand roll, backflip.

Holds/Locks: neck hold, leg lock, arm lock, wrist lock, leg hold, arm hold.

Escape Techniques: backflip, roll, automatic maintain balance.

Modifiers to Attack: critical on surprise/behind, chi break (special, like Paralysis Attack, but disrupts Chi Use for 1D4 melees, can only be done once per melee), knockout.

Special Moves: *Tripping Tackle* (combination move, an anticipated tripping leg hook, followed by a pinning tackle. The hook counts as a parry at half normal bonus, the tackle is a flat roll). *Low Spin Sweep* (combination dodge / back sweep). *Handstand, cartwheel, backflip* (dodge/kick), *Leg Neck-Lock* (done from handstand, defenders are at -2, if the lock misses, target still takes 1D6 damage, and handstand is broken). *Follow-up Leg lock* (follows Leg Neck-Lock, grabbing legs, if successful, victim is totally incapacitated, and cannot use "Art of Escape" without breaking a leg). *Rising Kick* (done from prone, aims for chest, raises fighter to handstand, requires natural 12+, if successful, does 2D4+ damage). *Locked Punch* (can only be done upright, shifts to a horse stance-esque position, fighter is -2 to defend after throwing the punch but, the attack cannot be locked/held/or auto-lock/hold defended, strike deals 2D6 + damage, and on success will knock down opponent, only punch for the melee.) *Inverted Roundhouse* (handstand technique, spins low to strike the gut, only kick that melee, but deals 2D6+ damage and on success will wind an opponent [costing them 1 action]), *Counter Lock* (standing technique specifically in response to a wrist lock, success allows the Dwur fighter to place his captor in an equally balances Ankle or Elbow lock using his legs, the original lock is not broken, but both fighters are locked until the wrist is released [thus breaking both locks]), *Double Leg Kick* (similar to the Mule Kick, handstand brings hands to chest and curls legs, then kicks out, takes 2 actions, deals 3D6+2 + damage, will throw opponent), *Tackle/Pin Incapacitate*

Weapon Katas: Select one: Mouth Weapons or Grappling Hook

Additional Skills: Escape Artist/Contortionist, Prone Fighting, and Select one: Wrestling, Anticipation, or Use/Recognize Poison.

Martial Arts Powers: Select three powers from Invisibility, Martial Arts Techniques, or Atemi. Special: *Dwur Doragi Technique* - Activation of this power makes the master a null point of Chi. They become invisible to the Chi world, as they will effectively remain at zero Chi for the duration of the combat. This makes them immune to ALL chi based attacks and moves, including Body Chi, Hard/Soft Chi and the Dim Mak. Because of this technique, no one with Dwur can ever learn Chi Mastery or Chi based powers. GM Digression as to whether or not this negates already in effect Dim Mak.

YES, this does halt normal healing for the fighter during combat; however, one full melee of meditation will allow the Dwur master to recover his full chi and return to normal functions.

Level Advancement Bonuses

1st: +2 to handstand, backflip, and cartwheel moves, Critical on Behind/Surprise

2nd: +2 to dodge, +1 to holds/locks

3rd: +2 to balance, +1 to parry

4th: +1 attack, +1 strike, Knockout on 19+ with handstand moves

5th: Select one power from Invisibility, Body Hardening, or Martial Arts

6th: +1 to balance and handstand/cartwheel/backflip

7th: +1 to parry and dodge, +1 attack

8th: Knockout 18+ from handstand, Critical 18+ from handstand

9th: +1 to holds/locks and strike

10th: gains Auto-Dodge and Auto-Roll to Handstand (can only use one or other in response to an action)

11th: +1 to balance and handstand/backflip/cartwheel

12th: Select one power from Invisibility, Atemi, or Body Hardening

13th: +1 to strike and dodge

14th: Knockout from behind, critical 19+ when not in handstand.

15th: +1 attack, +1 to handstand/cartwheel/backflip

For Clarification: People Using this style should track their unmodified

Handstand/cartwheel/backflip bonus, this stack on top of the characters normal strike/parry/dodge bonuses when a move is used in combination (E.G.: handstand crescent kick), when striking with a weapon, the move can be coming out of a handstand (thus getting the bonus), but the handstand is broken. If the fighter is tripped in handstand, they may maintain balance to roll to standing, but suffer 1D6 damage from the kick either way. Going to a hold/lock breaks handstands as well.

Martial Art Styles E

Name	Game	Application	Country	Author
English Swordsmanship	N&S	Conversion	United Kingdom	Flash Fire
Enmei Ryu Shurikenjutsu	N&S	Conversion	Japan	Kuseru
Eskrima	N&S	Conversion	Philippines	Kuseru
Er Chiang Pai	N&S	Fiction	Taiwan	Mantisking
Expert (Revised)	Any	Revision	NA	JJ Fuzz
Expert (Revised)	Any	Revision	NA	Mantisking
Expert Military	Any	Revision	NA	Kuseru
Expert Self Defense	Any	Revision	NA	Kuseru

Number of Styles: 8



English Swordsmanship

By [FlashFire](#)

"I've got a knife! Gimme your-- WHAT THE F&!@ IS THAT?!?"

English Swordsmanship has a history spanning thousands of years. Honed over the millenia through action against almost every invader on the European Continent, the art of the sword is highly regarded throughout English history. The blades of Great Britain have been used and abused against Romans, Vikings, Normans, Picts, Germanic barbarians, Angles, Saxons, Danes, French, Spaniards, and each other. Naturally, they got very good at what they did. This form, in particular, represents the art of swordsmanship in England shortly before and into the Renaissance (circa 1550-1600). The preferred English weapon, before the rapier came into play, was the hand-and-a-half sword. A cut-and-thrust weapon, the sword had an edge along both sides of a wide blade that slightly tapered toward the point. The weapon had a bar-shaped crossguard that often bent outwards in the direction of the tip. Pommel shapes varied anywhere from crescents and rings to rectangular blocks and leaf-shapes. The weapons also tended to be very well balanced, making them feel much lighter than they look. The prime advantage to the English style of swordplay in personal combat over the thrusting style that the rest of the continent was adopting was its use in melee. The English had a tendency to use whatever worked best, so they adopted the standard combat form of swordfighting (meant for use on the battlefield) even in one-on-one duels. This provided a few advantages over the newer rapier style, mainly the quick and brutal kill as well as its natural advantages when facing more than one opponent.

Modern use of this form is mostly limited to displays and SCA combat, but some have been working on restoring it as a legitimate martial art form. It is still extremely rare, almost to the point of being an Exclusive form (not so thanks to its use in the SCA), making teachers hard to find. Most swordsmen (and swordswomen, of course) will be forced to research the form, rather than learn it in a proper school. Still, once learned, the art is extremely effective and deadly against nearly any combatant, even with its near total lack of Oriental-style Internal Training.

Entrance Requirements: PS and PE of 10 or higher

Skill Cost: 8 Years (6 Years as a Secondary Form)

Costume: English swordplay traditionally required heavy protection, running towards full plate armor. For more reasonable clothing, a swordsman will prefer something loose that allows for full body movement, particularly in the waist and shoulders.

Stance: Stands upright, knees only slightly bent, both feet in solid contact with the ground. The exact position of the primary weapon varied, but was most often held back or above the head in preparation to strike, point forward.

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.P.

Add 2 to P.E.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact

Basic Defensive Moves: Parry, Automatic Parry, Dodge

Advanced Defenses: Disarm, Maintain Balance, Circular Parry

Hand Attacks: Strike (Punch), Roundhouse (See Choy-Li-Fut Kung Fu, does 1D10 Damage), Uppercut (See Choy-Li-Fut Kung Fu, does 1D8 Damage)

Basic Foot Attacks: Snap Kick, Tripping/Leg Hooks

Special Attacks: *False Attack*(NEW! The False Attack is just that, a fake attack. It is used to draw a parry or reaction out of the opponent. The exact method of attack the character fakes varies and can be any type of attack the character possesses. This is a Combination Move, used in conjunction with another attack. The character chooses what attack to fake and rolls to strike. On a roll of 5 (or equal to the opponent's AR) or greater, the false attack succeeds. The opponent can (and should) attempt to defend against the false attack. Whether they successfully defend against the fake attack or not, the attacker then moves into the second attack. The character is at +3 to strike with second attack and the defender must use an attack to defend against it (no Automatic Defenses). Knee, Elbow, Grab, Entangle, Death Blow

Holds/Locks: Arm Hold, Body Hold, Automatic Arm Hold

Weapon Katas: WP: Hand and a Half Sword (3rd level), WP: Buckler Shield, WP Hand and a Half Sword and Buckler Shield (paired), Select one from the list below

Modifiers to Attacks: Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Dam Sum Sing. Can be traded for any Body Hardening Exercise (excluding Chi Gung) or any Basic Skill Program.

Languages: English

Physical Skills: Wrestling

Other Skills: Research

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (4 years), Isshin-Ryu Karate (4 years), Zanji Shinjinken-Ryu (5 years). **Special Notes:** Unless noted above, any Martial Art that teaches a Philosophical Skill will take 1 more year to learn. This is due to the Duelist's pragmatic outlook and its effect on the philosophy of the fighter. Should the game be run in its correct historical time period, or in a fantasy setting, drop the Research skill above and add an extra +1 to strike and parry.

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Roll/Pull Punch, +1 to Parry, Critical Strike, Critical Strike from Behind

Level 2: +1 to Strike, +1 to Dodge

Level 3: +1 Attack Per Melee, +1 to Disarm

Level 4: Select two Weapon Katas from the list below and one Martial Art Power from the list below.

Level 5: +2 to Damage, +1 to Maintain Balance

Level 6: +1 to Parry, +1 to Roll with Punch/Fall, Critical Strike on Natural 19-20

Level 7: +1 Attack Per Melee, +1 to Disarm

Level 8: Death Blow on Natural 20, Select one Weapon Kata from the list below

Level 9: +1 to Strike, +1 to Dodge

Level 10: Select one Weapon Kata from the list below, Critical Strike on Natural 18-20

Level 11: +1 Attack Per Melee, +1 to Maintain Balance

Level 12: +1 to Roll with Punch/Fall, +1 to Parry, +1 to Disarm

Level 13: Select one Weapon Kata from the list below, Critical Strike on Natural 17-20 (weapon only)

Level 14: +1 Attack Per Melee, Select one Martial Art Power from the list below

Level 15: +1 to Strike, +1 to Dodge, Death Blow on Natural 19-20 (weapon only)

Martial Art Power List

Any Body Hardening Exercise (excluding Chi Gung) Any Special Kata (Weapon Katas can be chosen from

any weapon) One Life, One Shot, One Hit, One Kill (Martial Art Technique) Iai Jutsu (Martial Art Technique) Zanshin (Martial Art Technique),

Breathing (NEW) (Body Hardening Exercise) The Breathing BHE is simply the ability to breathe adequately when engaging in heavy combat, a necessity when swinging a heavy sword while covered in plate mail. It is the rough equivalent of aerobic training. BONUSES: +1 to PE, +10 to SDC,

Four Governors (NEW) (Special Kata) While all good (read: not dead) swordsmen keep these four virtues in mind, the Four Governors Kata allows the swordsman to combine all four effectively at once. The first Governor is Judgement, allowing the swordsman to judge his opponent's style and likely moves. The second is Distance, giving the swordsman an idea of what the proper distance is for him to strike without being hit. Time is the next, granting a better sense of the timing and flow of the battle. The fourth is Place, loosely defined as granting the swordsman the knowledge of how best to align his body against the opponent and the opponent's style. The kata requires one full melee of no strikes. The swordsman can parry and dodge, but no attack moves are allowed. At the end of the melee, the bonuses take effect for the rest of the combat or until the opponent changes martial art forms. BONUSES: +3 to Strike, Parry, and Dodge, +1 attack per melee, Can move more effectively through the Combat Ranges (does not take an attack, regardless of movement).

Weapon Kata List

WP: Hand and a Half Sword

The traditional knightly Crusader broadsword. See WP: Large Swords for bonuses.

WP: One-handed Sword

The one-handed sword is a cut-and-thrust weapon that is used most effectively with one hand, like the Basket-hilted Claymore or Sword-Rapier (the edged version of the rapier). Bonuses are the same as WP: Large Sword.

WP: Short Sword

The Short Sword is just that, a short sword. Typical examples would be a cutlass, hoplite, and the occasional machette. Uses WP: Short Sword bonuses.

WP: Two Handed Sword

See WP: Large Swords.

WP: Dagger

See WP: Knife

WP: Blunt/Single Stick

See WP: Blunt

WP: Buckler Shield

Described in Pal Fantasy 1st and 2nd Edition, a Buckler Shield is basically a small round shield. A smaller version, called the target shield, was also used, though the buckler was preferred for its larger size. Provides a bonus of +1 to parry at levels 1, 3, 6, 9, 12, and 15. The shield can be used to strike with, as well, doing 1D4 damage. Gains +1 to strike at levels 4, 8, and 12.

WP: Lantern/Flashlight

The flashlight or focused-light lantern is used in the off-weapon hand in combination with other attacks. Best used in the dark (all effects are at 1/2 strength in the light), the light is shined into the opponent's eyes, momentarily blinding them to the attacker's moves. The target of a successful lantern strike is at -5 to strike,

parry, and dodge the lantern holder's next two attacks. The lantern itself has +1 to strike at levels 1, 3, 5, 8, 11, 13, and 15.

WP: Short Staff

The short staff is something of a misnomer, in my opinion. The length of this weapon is determined by holding the staff close to one's body with the left hand, reaching up as high as possible with the right hand, then adding a space for the fighter to put both his hands. This puts the "short" staff at between 8 to 9 feet in length. Uses the WP: Staff Bonuses.

WP: Pike/Polearms

Polearms, in this case, is a general combination of spear and staff weapons, from the long staff and javelins to pikes and halberds. The character that chooses polearms has to choose a particular weapon to use, no general types allowed, and it has to be Western in design. Because of the lengths of these weapons, they are best used at greater than Long Range. At Combat and Grappling Range, the weapon effectively becomes a staff. Uses the WP: Spear bonuses.

WP: Paired Weapons

See WP: Paired Weapons. The choices are almost always Half-and-a-half sword, Short Sword, or Cut-and-Thrust Sword, combined with one other weapon. The individual weapons cannot be used singly unless that Weapon Kata is also possessed.

The following Katas are allowed, as a master combatant will learn to use every weapon he can. Keep in mind, though, that these weapons and styles are poorly regarded in this style of combat and will be the last chosen, as a general rule.

WP: Rapier

Uses the WP Large Sword bonuses. The Rapier (in-game context) is a thrust only weapon. Small cuts can be made with its edge, but they only do 1 point of damage. Due to stance and the length of the weapon (average of 48 inches overall), it can be used at Long Range with no penalty, receives a penalty of -5 to strike at Combat Range, and is impossible to use at Grappling Range (pending a special move developed by the GM and/or player). Note that some versions of the rapier have real cutting edges and some do not. A rapier with a significant cutting edge (ie: blade width of greater than 1.5 inches/3 cm) uses WP: Cut-and-Thrust Sword rather than WP: Rapier. Rapiers do 2D6 damage. Average cost: \$400-\$500

WP: Small Sword

The Small Sword is essentially the same as a Rapier, but smaller and lighter. The weapon has a penalty of -3 to strike at Grappling Range and uses WP: Small Swords bonuses. Damage: 1D8. Average Cost: \$300-\$400

WP: Cloak/Net

Described in Pal Fantasy 2nd Edition. The cloak or net can be used in a whipping motion (1D6 damage), thrown at the opponent (blinding damage), used to parry an incoming blow, or to entangle the opponent's arm or weapon. Receives +1 to strike or entangle at levels 2, 5, 8, 11, and 15. Receives +1 to parry at levels 2, 4, 6, 9, and 12.

PAL FANTASY NOTES: This MA form would probably be better applied to Pal Fantasy than to N&SS, but since it uses N&SS rules... If you are inclined to use this in Pal Fantasy, there shouldn't be much trouble converting it to PFRPG's HTH system. Ignore questions of Range and any other HTH move or term you're not

sure on. Also, ignore the few teachers rule and drop the Research skill. There will be a great many more teachers in Pal Fantasy, as well as better techniques.

Why Study ENGLISH SWORDSMANSHIP?

The art is mainly studied for its historical value than effectiveness in modern combat, but it still works as an extremely deadly and impressive force when properly used.

Enmei Ryu Shurikenjutsu

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include P.S.: 10, P.P.: 12, and Spd.: 10.

Skill Cost: 9 Years (5 Years as a Secondary Martial Art Style).

This is a Japanese shurikenjutsu and kenjutsu style. Miyamoto Musashi was reportedly the founder of this school, which involves throwing a 40cm blade, probably a tanto (knife). This comes from a story of a duel between Musashi and Shishido, an expert of the kusari-gama. As Shishido pulled out his chain, Musashi threw a dagger and struck him in the chest, killing him. The credited founder of this school is Shibuki Shinjuro, who developed this style during the Edo period.

Training for this school can be found in Japan.

Costume: Street clothes.

Stance: When carrying both swords, they are held together in the left hand, the daito is held most left by the pinkie and the shoto with the other fingers in such a way that the shoto tsuka points up more than the daito tsuka. The left arm is held straight down, the swords are brought to the hip only when something happens, like a bow for example or when you're about to draw the sword. When the shoto is inserted in the belt (which it is before starting the nito set), the daito tsuka is higher. To draw, the right hand grasps the daito, the left hand takes the shoto from below and both are drawn together so as not to cut a hand off. When performing throwing attacks, Upright, legs shoulder width apart, hands held loosely depending on the location/availability of throwing objects.

CHARACTER BONUSES

Add +1 to P.S.

Add +2 to P.P.

Add +3 to Spd

COMBAT SKILLS

Attacks per Melee: Three (3) hand to hand attacks or Four (4) thrown weapon attacks.

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Multiple Dodge, Parry/Attack, Auto Roll, Break fall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Snap Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap, Combination Grab/Throw (Special! The character can attempt to grab any incoming hand propelled projectile(see Yadomejutsu) and return it to the sender in the same motion), Knee, Elbow, Forearm.

Holds/Locks: None.

Weapon Kata: W.P. Thrown. Pick one of the following: W.P. Bokuto, W.P. Katana , W.P. Wakizashi, W.P. Daisho.

Modifiers to Attack: Critical Strike, Critical Strike from Behind, Stapling Throw (When the

character wants to disarm or otherwise entangle someone, he can attempt a stapling maneuver. By making a called shot, the character can staple some part of the target's clothing to a nearby object, as long as that object is of a material that is reasonably subject to penetration by thrown weapon (such as wood or plaster). The target *must* be standing near such an object or the shot is wasted. If the shot is successful, the target is pinned to that object. The target must spend a melee action tearing free, although this requires no roll. Pinned targets defend with a -2 to defensive rolls and to strike. After one melee round, if they have not taken the time to free themselves, they break free due to exertion. During the melees round, the penalties to defense and strike still apply. The stapling shot is not only good for preventing various actions on the part of a hostile person, it serves to demonstrate that the character is far from defenseless.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of Two (2) Martial Art Powers from among Body Hardening, Martial Art Techniques and Special Katas. If desired, any number of Powers can be traded, on a one-for-one basis, for Basic Skill Programs (excluding Physical).

Languages: Japanese

Weapon Proficiencies: W.P. Thrown, W.P. Bokuto, W.P. Katana , W.P. Wakizashi, W.P. Daisho.

Philosophical Training: Zen Buddhism/Bushido

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Kinzoku Shurikenjutsu (2 years), Ganritsu Ryu Shurikenjutsu (2 years), or ZANJI Shinjinken Ryu (4 years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +2 to Maintain Balance, Critical Strike with a weapon on a Natural 20.

2nd: +1 to Damage, +1 to Initiative.

3rd: +1 Attack per Melee (both hand to hand and thrown), +1 to Strike.

4th: Any small found objects not usually considered a weapon (anything which could be conceivably thrown-GMs, use your judgement) becomes a 1D4 damage weapon when thrown.

5th: +1 to Parry, +2 to Stapling Throw, +1 to Disarm.

6th: Select One (1) Additional Martial Art Power from Body Hardening, Martial Art Techniques or Special Kata.

7th: +1 Attack per Melee (both hand to hand and thrown), +1 to Damage, +1 to Maintain Balance.

8th: +1 to Strike, +1 to Roll with Punch/Fall/Impact.

9th: +1 to Disarm, Critical Strike on a Natural 19 or 20.

10th: Select One (1) Additional Martial Art Power from Body Hardening, Martial Art Techniques or Special Kata.

11th: +1 to Parry, +2 to Stapling Throw.

12th: +1 Attack per Melee (both hand to hand and thrown), +1 to Damage with any thrown object.

13th: +1 to Strike with any thrown object, +1 to Maintain Balance.

14th: Death Blow on a Natural 20.

15th: +1 Attack per Melee (for thrown weapons), Select One (1) Additional Martial Art Power from Body Hardening, Martial Art Techniques or Special Kata.

Why Study Enmei Ryu Shurikenjutsu?

Decent combination of ranged and melee weapon attacks make this a fairly versatile combat style.

Eskrima

By Kuseru

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 9 Years (7 Years as a Secondary Martial Art Style).

Eskrima was developed as streamlined, simplified way to teach people to fight Spanish invaders. Since weapons were outlawed during the Spanish rule in the 16th century, the original martial art of the Philippines, Kali went underground. To help combat the invaders, the Filipinos adapted the Spanish method of fencing to Kali to create new styles such as Eskrima. Eskrima is considered a "soldier's art".

Eskrima is a comprehensive fighting art employing both weaponry and empty-hand techniques. In fact, the latter are a direct outgrowth of the former, which is why Eskrima students learn weapon techniques before learning empty hands. This distinction is one of the hallmarks of Eskrima, a distinction rooted in the exigencies of street realism.

Empty hand techniques are derived from weapon movements. First the weapons are learned, then the empty-handed applications are shown. Eskrima is a weapon art which teaches empty hand techniques based on weapon movements.

Eskrima is associated with the Cebuanos of the Central Visayans. Training for Eskrima can be found in the Philippines, Indonesia, Malaysia, and North America.

Costume: Unknown, similar to the Kung Fu uniform.

Stance: None.

CHARACTER BONUSES

Add +2 P.P.

Add +2 P.E.

Add +5 S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall, Maintain Balance.

Attack Moves: None.

Basic Defensive Moves: Parry, Dodge, Automatic Parry.

Advanced Defenses: Circular Parry, Power Block/Parry, Combination Parry/Attack.

Hand Attacks: Punch, Backfist (The character twists his torso to extend his fist into a target to the rear. He may also bring his fist straight up over his shoulder or down past his thigh to strike close targets to the rear without changing facing direction. Damage is 1D6.), Knife Hand, Palm Strike

Foot Attacks: Snap Kick, Tripping/Leg Hooks, Kick Attack.

Special Attacks: Death Blow , Knee, Elbow, Body Flip/Throw, Combination Grab/Strike.

Holds/Locks: Arm Lock, Wrist Lock.

Weapon Katas: Pick two of the following forms:

Espada y Daga: W.P. Paired--Short Stick or W.P. Kris(sword) & Dagger.

Solo Baston: W.P. Short Stick or W.P. Kris(sword) .

Doble Baston: W.P. Short Stick -Paired or W.P. Kris(sword)-Paired, Scissor Choke: uses the short sticks to choke a person squeezing them together in a motion similar to that of a pair of scissors (1D6 S.D.C.+2D4 HP/melee).

Solo Daga: W.P. Knife.

Doble Daga: W.P. Knife-Paired.

Modifiers to Attack: Pull Punch, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of One (1) Power from among Body Hardening or Martial Art Techniques, or two more Weapon Katas. Powers may be traded one for one for basic skill programs excluding physical.

Languages: English, Filipino, Cebuano, Visayan, and Spanish.

Weapon Proficiencies: W.P. Paired--Short Stick or W.P. Kris(sword) & Dagger, W.P. Short Stick, W.P. Kris(sword), W.P. Short Stick -Paired, W.P. Kris(sword)-Paired, W.P. Knife, W.P. Knife-Paired, W.P. Sibat(Staff), W.P. Spear, W.P. Oar (Polearm), W.P. Chain, W.P. Whip, W.P. Bow, W.P. Blowgun, W.P. Thrown, and W.P. Fistload.

Philosophical Training: None.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Arnis (3 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +2 to Maintain Balance, Critical Strike from Behind.

2nd: +2 to Strike, +1 to Parry/Dodge.

3rd: +1 to Damage, +1 to Pull Punch.

4th: Gains Disarm as an Attack or Defense.

5th: Select One (1) Martial Art Power from Body Hardening or Martial Art Techniques, or a new Kali Weapon Kata.

6th: +1 to Initiative, Critical Strike on a Natural 19 or 20.

7th: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

8th: +1 to Strike, +1 to Parry/Dodge.

9th: Body Flip/Throw does 2D6 Damage.

10th: Select One (1) Martial Art Power from Body Hardening or Martial Art Techniques, or a new Kali Weapon Kata.

11th: +1 to Damage, +1 to Pull Punch.

12th: +1 to Initiative, Death Blow on a Natural 20.

13th: +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

14th: +1 to Strike, +2 to Parry/Dodge.

15th: Select One (1) Martial Art Power from Body Hardening or Martial Art Techniques.

Why Study Eskrima?

A deadly martial art that is well rounded in everything, from kicks, strikes, and grappling, to weapon skills.

Hand to Hand: Expert (Revised)

By [JJ Fuzz](#)

Skill Cost: Two "other" skills, or as noted under O.C.C. Skills section.

Techniques Known at First Level: Punch (1D4 damage), backhand strike (1D4 damage), palm strike (1D6 damage), kick attack (1D6+1 damage), snap kick (1D6 damage), tripping/leg hooks

Special Attacks: Knee and elbow strikes (1D6 damage), forearms strike (1D4 damage), body flip/throw.

Locks/Holds: Arm hold.

Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike from behind, death blow.

Character Bonuses: +1 to P.S. and +2 to Spd, +1D6 to S.D.C.

Additional Skills: None

Level Advancement Bonuses:

Level 1: Add two additional attacks per melee, +2 to roll with punch/fall/impact, +2 to pull strike, critical strike on natural 20.

Level 2: +3 to parry and dodge.

Level 3: +2 to strike, +1 on initiative.

Level 4: Add one additional attack per melee.

Level 5: +1 on initiative, front kick attack does 2D4 damage and can learn two kick attacks of choice.

Level 6: Critical strike on natural 18 to 20, +1 to body flip/throw

Level 7: Select one ancient Paired Weapons skill.

Level 8: +1 on initiative, +2 to disarm, critical strike from behind.

Level 9: Add one additional attack per melee.

Level 10: +3 to damage, +2 to pull strike.

Level 11: Knock-out/stun on natural 18 to 20, +1 to body flip/throw.

Level 12: +2 to parry and dodge.

Level 13: Critical strike or knock-out from behind (triple damage).

Level 14: Add one additional attack per melee, +1 on initiative.

Level 15: Death blow on natural 19 or 20.

Hand to Hand: Expert

By Mantisking

Entrance Requirements: None

Skill Cost: 2 Years

COMBAT SKILLS

Attacks per Melee: Two (2)

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch), Palm Strike

Foot Attacks: Kick Attack (Does 1D6 Damage)

Special Attacks: Bodyblock/Tackle, Bodyflip/Throw, Choke

Holds/Locks: Wrist Lock

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall, +2 to Pull Punch

2nd: +1 Attack per Melee

3rd: +1 to Parry/Dodge

4th: +1 to Strike

5th: +1 to Damage

6th: +1 to Roll with Punch/Fall, +1 to Pull Punch

7th: +1 Attack per Melee, Kick Attack now does 2D4

8th: Knockout/Stun or Critical Strike from Behind

9th: Knockout/Stun on a Natural 19+

10th: +1 Attack per Melee

11th: Critical Strike on a Natural 19+

12th: +2 to Parry/Dodge

13th: +1 to Strike

14th: +1 to Strike

15th: +2 to Damage

Why Study HAND TO HAND: EXPERT?

Hand to Hand: Expert Military

By Kuseru

NOTE: Does not get "two attacks for living"!

This is the standard military training for ground soldiers and other troops expected to see lots of direct combat. Students learn standard methods of attack and self-defense.

Requirements: Two skill selections. Character must be a man of arms O.C.C.

Attacks Per Melee: 3

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Entangle, Punch, Kick, Snap Kick, Wrist Lock, Pull Punch, Knock-Out/Stun, Knock-Out Stun from Behind, Critical Strike, Critical Strike from Behind.

Level Advancement Bonuses

1st: +2 to roll with punch/fall/Impact, +2 to disarm.

2nd: +2 to strike and +2 to damage.

3rd: Elbow Lock or Knee Lock.

4th: One additional attack per melee round.

5th: +2 to parry and dodge.

6th: Body Flip/Throw.

7th: +2 to pull punch and +2 on initiative.

8th: One additional attack per melee round.

9th: Critical strike on an unmodified roll of 18, 19 or 20.

10th: +2 to roll with punch/fall/Impact, +2 to disarm.

11th: +3 to strike and +3 to damage.

12th: Pick one W.P. from among Knife, Chain, Staff, or Blunt.

13th: +2 to parry and dodge.

14th: Death Blow on a Natural 20.

15th: One additional attack per melee round.

Hand to Hand: Expert Self Defense

By Kuseru

NOTE: Does not get "two attacks for living"!

This is the kind of fighting taught in high cost or time intensive self-defense classes. Students learn standard methods of attack and self-defense.

Requirements: Two skill selections.

Attacks Per Melee: 3

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Entangle, Punch, Knife Hand, Kick, Snap Kick, Pull Punch, Knock-Out/Stun, Critical Strike, Knock-Out/Stun from Behind, Critical Strike from Behind.

Level Advancement Bonuses

1st: +2 to roll with punch/fall/impact, +2 to pull punch.

2nd: +2 to parry and dodge.

3rd: Tripping Leg/Hook or Backward Sweep.

4th: One additional attack per melee round.

5th: +2 to strike and +1 on initiative.

6th: Knockout/stun on an unmodified roll of 18, 19 or 20.

7th: +2 to damage and +4 to disarm.

8th: One additional attack per melee round.

9th: Body Flip/Throw.

10th: +3 to roll with punch/fall/impact, +3 to pull punch.

11th: +2 to parry and dodge.

12th: Critical strike on an unmodified roll of 18, 19 or 20.

13th: +2 to strike and +1 on initiative.

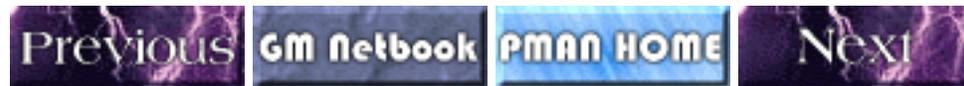
14th: One additional attack per melee round.

15th: Death Blow on a Natural 20.

Martial Art Styles F

Name	Game	Application	Country	Author
Fencing	N&S	Conversion	Europe	Sinestus
Feng Gar Zhang	N&S	Fiction	China	Prettz
Fist of the Kusanagi	Rifts	Fiction	Japan	Chap
Fist of the White Swan	Any	Fiction	NA	Marcus Johnson#

Number of Styles: 4



Fencing

By Sinestus

I've done a little fencing in my time, and recently I started wondering if sacrificing a single skill slot to gain only a +1 to strike an parry with swords was fair. I concluded that it was not. Fencing is much faster than normal combat, and a well trained fencer can do a lot more damage than most other swordsmen. Thus I have designed my own martial art form based off fencing and Renaissance style combat. This version is designed for an S.D.C. world, where S.D.C. is depleted before Hit Points are affected...

Also, this incarnation is designed for Ninjas and Superspies. In PFRPG only the Swashbuckler can have Fencing.

Requirements: A high P.P. and P.E. are required, but not necessary. Generally, fencers will develop some sense of Honor and Justice, and most would never strike without reason. 90% follow the usual codes of honor.

Training: 6 years, 3 if secondary to Tai Chi because of the similarity in movement.

Character Bonuses

+2 to P.P.

+2 to P.E.

Stance: Varies with style, most develop their own variation. Generally, a sideways stance so as to provide a small target. Unless a paired weapon technique is known, will almost solely rely on the forward leg and arm.

Outfit: Standard fencing gear is lightly padded, and may grant up to an AR of 7 and have about 15 S.D.C., although as heavy as studded leather may be worn.

Combat Skills

Attacks per Melee: Four to start

Hand Attacks: Knife hand, palm strike, power punch, backhand

Foot Attacks: Snap kick

Basic Defense Moves: dodge, automatic parry,

Advances Defense Moves: *Repose* (see special), disarm

Escape Techniques: roll with impact, turn with impact (same bonus as roll)

Modifiers to Attack: Disarm, *Automatic Repose* (gained at ninth level, costs no action, occurs after every parry unless otherwise declared, but only gets *Repose* bonus)

Special Moves: **NOTE:** the fencer may opt to deal normal damage instead of the special damages listed with any attack.

The Rapier and Saber are fast and deadly weapons in the right hands. When using either a fencer can use the following moves: (**NOTE:** Fencers only gain Half the P.S. bonus to attacks which damage hit points.)

Slash: standard wide attack, normal damage

Repose: an incredible quick attack almost always following a parry, defenders without fencing skills are at -3 to parry the Repose. A successful repose deals 1D4 damage directly to Hit Points. Cannot Disarm with a Repose [until later levels]. (use strike and repose bonuses)

Thrust: The Power Punch for fencing, only costs one attack. Because it extends the fencer so much, defenders are at +1 to dodge or parry. Against unarmored opponents the Thrust deals normal damage direct to hit points. Armored opponents take double damage.

The Rapier training also has some additional moves

Sidestep: a dodge/strike like the turning kick, deals 1D6 to hit points. Full dodge bonuses, half strike bonus.

Arm Nick: generally looked down on by fencers, this attack is focused on the opponents arm and is meant to be used repeatedly so as to numb the arm through blood loss. Deals 1-2 (1D4/2 round up) to hit points, defender is at -1 to parry. [cannot be rolled with]

Killing Blow: always delivered with a Thrust, this requires two actions. A successful Killing Blow requires a natural strike of 14 or higher and deals 3D6 to hit points. Unlike other attacks this does not gain any additional bonuses. Cannot be performed against armored opponents.

Weapon Katas:

Automatically receives WP: Rapier and WP: Saber.

Additional WP Bonus: because many of the attacks are piercing oriented, the Fencer gains a +1 against A.R. every four levels when using a Saber or Rapier.

NOTE: Using a 'overweighted blade' (E.g. Long swords) will cost the Fencer two attacks and -1 to combat moves (except roll and dodge). Standard Damage for a Rapier is 1D8 to 2D6 piercing, 1D6 to 1D8 slashing, 1D8+1 either way for Sabers. It is not uncommon to find specially balanced rapiers (GM Digression) which in trained hands can provide an additional +1 to strike and parry.

Special Katas: Unlike other styles, fencing is restricted to the following 'Fencing Katas' which usually are not options for other styles.

Blind fighting - this allows the Fencer to fight based on his other senses other than sight. Unlike the Blind Man's Kata the Fencer can act offensively, but is restricted to Slashing and the Repose.

Sword Combination Katas- there are four primary things the Rapier and Saber are usually paired with (GMs feel free to allow others), each is a different Kata.

Sword-Cape - primarily a defensive tool, WP Cape for Fencing provides :

+1 to parry at levels 2, 5, 7, and 10

+1 to entangle/disarm at levels 3, 6, 8, and 13

Sword-Dagger - usually a thin stiletto or other piercing blade, can perform Thrusts, Sidesteps, and Slashes, all else as per Paired Weapons and WP Knife, **Note:** throwing ones dagger is considered bad form and avoided by most fencers.

Sword-Shield - generally a buckler (small, round metal shield.) Can perform an 'edge slash' (1D6+P.S. S.D.C.) or 'blunt thrust' (2D4+P.S. S.D.C.) as well as paired maneuvers.

+1 to strike at levels 1, 4, 6, 10

+1 to parry at levels 2, 5, 9, 11 and 15

Sword-Whip - one of the deadliest techniques, provides long range attacks with deadly accuracy. Uses a bull whip (8 feet long, 1D8 damage), at level six can deal 1D4 to hit points on a strike of 16 or better.

+1 Strike at levels 1, 3, 6, 9, and 14

+1 entangle/disarm at levels 4, 8, 12, and 15

Other Swords- This allows the Fencer to use any light sword with the normal techniques, this must be selected for each specific style of sword, options included are:

Shamshir/Scimitar - a mid-length, curved blade

Cut and Thrust - standard long swords

Falchion - curved short sword that widens near the tip.

Cutlass - a broad short sword with a heavy basket hilt.

Alternate Hand - allows the Fencer to fight equally with either hand, if using opposite hand than opponent, gains a +1 to strike and parry. (Only applicable when both are using only one weapon)

Discipline Kata - generally used by teachers who wish to insult their students, this is a very fast series of attacks similar to the lightning kata from kick boxing. It uses all attacks per melee in the duration of one normal attack, only the slash may be used and each successful strike only deals half damage. Defenders are -3 to parry each strike after the first. Often this kata is accompanied with yelled phrases like "NO! NO! NO! NO, STUPID!"

Additional Skills: Recognize weapon quality - Swords (50+5%/level), Etiquette: General, Dance, and Fencing (of course, for the usual +1 to strike and parry with swords)

Martial Arts Powers: Katas Rapier and Saber, and select one Fencing Kata, can trade in for basic skill programs.

Level Advancement Bonuses

1st: +1 to strike, +2 to parry

2nd: +1 to dodge, critical on natural 19+

3rd: select one Fencing Kata, +1 attack, +2 to disarm

4th: +1 to strike, +2 to S.D.C. damages, +1 to Hit Point Damages

5th: +1 to initiative, dodge, and disarm

6th: +1 attack, +1 to strike and parry

7th: select one Fencing Kata, also gain Zanshin Awareness

8th: +1 to Repose, critical on 18+

9th: +1 attack, gains Automatic Repose

10th: +1 die of damage to all attacks with swords [covered by katas]

11th: +1 to Repose, parry, and strike

12th: +1 attack and dodge, can Disarm with a Repose

13th: select one Fencing Kata, +1 to repose and Disarm

14th: critical 17+, can perform Killing Blows against armored opponents

15th: +1 attack, select one Fencing Kata

Why study Fencing?

Because you're not man enough to use a claymore.

Feng Gar Zhang

By Prettz

Entrance Requirements:

Skill Cost:

The object of this art is to strike in quick and debilitating ways that keep your opponent off balance and unable to attack by means of speed and a dominating position and neural strikes. The attacks are typically not forceful, however, as they are quick, light, and meant to keep the opponent off balance without falling. When the attacker is ready, they will make a final spring and finish the sequence of attacks with either a strong foot or hand attack.

Costume:

Stance: One leg slightly bent at the knee extending straight forward, and with one slightly bent at a 45% angle to it, with the back bent forward as if ready so spring, hands open and in front of the chest.

CHARACTER BONUSES

+1 to M.A.

+1 to P.E.

+2 to P.P.

+4 to Spd.

+5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves:

Attack Moves: Strong Footing- This technique is designed to explosively attack quickly and sharply without being expected. To perform this, the user can roll to strike at the beginning of the melee to try and dominate his opponent. The sudden burst of motion has a chance of throwing the opponent so off balance they lose an attack and can only defend.

Basic Defense Moves: Parry, Automatic Parry, Dodge

Advanced Defense Moves: Disarm, Circular Parry

Hand Attacks: Palm Strike , Fingertip Attack, Double-knuckle Fist, Knife Hand, Palm Push (Like Taiji, only this attack is designed to be used after the attacker is finished "throwing off" his opponent, inflicting 1d8 damage and knocking them back a few feet)

Foot Attacks: Snap Kick, Tripping/Leg Hooks, Backward Sweep, Crescent Kick (Used in alternative to the Palm Push)

Jumping Foot Attacks:

Special Attacks: Death Blow

Holds/Locks: Wrist lock, Elbow lock, Arm hold

Weapon Kata:

Modifiers to Attacks: Pull Punch, Roll with Punch/Fall/Impact, Critical Strike, Critical From Behind, Knockout/Stun

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select two from Chi Mastery or Martial Art Techniques and one Atemi power.

Languages: Chinese

Cultural:

Physical: Gymnastics

Survival:

Temple:

Weapon Proficiencies:

Philosophical Training: None

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

LEVEL ADVANCEMENT BONUSSES

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

10th:

11th:

12th:

13th:

14th:

15th:

Why Study Feng Gar Zhang ?

FIST OF THE KUSANAGI MARTIAL ARTS FORM

By Chad

The fighting style was innovated by the Kusanagi clan, an aristocratic Japanese family whose bloodline has the ability to control the element of fire. In the world of Rifts, it can be used by those with highly developed pyrokinetic skills, such as the psychic Bursters. The nature of the fighting style incorporates the psionic's pyrokinetic abilities into his attacks, maximising his psychic abilities by infusing them into his physical abilities. Note that even if a Shiki attack fails to hit, the Hi No Shinobi must still pay the appropriate I.S.P. cost when applicable.

Historical note: The Kusanagi dynasty appears in Japanese lore as epic figures who were immune to fire. In one account, enemies of the clan lured their warriors into a field of tall grass, setting the landscape ablaze to destroy them. Supposedly, the Kusanagi fighters withstood the attack and slayed their treacherous opponents. In reality, the warriors probably cut the vegetation around them to stop the approaching fire (hence the name Kusanagi, which literally means "grass cutter,") waiting for their enemies to let their guard down before launching a decisive counter-attack. The blade used to mow the wild lawn, known as Kusanagi No Tsurugi, is to Japanese mythology what Excalibur is to English lore.

EDITOR'S NOTE: *While the Kusanagi No Tsurugi myth does exist (the sword is counted among the three Imperial Regalia of Japan, though the original is believed lost), there is no such thing as the Kusanagi dynasty.*

ENTRANCE REQUIREMENTS: None

SKILL COST: Around 2 additional years to normal Burster training

COSTUME: No standard garb

STANCE: There is no standard stance as such. However, the Burster Ninja is likely to be in continuous movement like the flickering of an open flame.

COMBAT SKILLS: The techniques known at first level are Disarm, Maintain Balance, Pull Punch, Roll with Impact, Kick Attack 2D4 S.D.C., Knee/Elbow Strikes 1D6 S.D.C., Paired Weapons, and one Kusanagi technique below.

ATTRIBUTE BONUSES: + 2 M.A., + 2 P.S., + 1 P.E., + 1 P.P., + 4 Spd. + 2 sv. Horror Factor

BONUSES PER LEVEL:

1. 3 attacks per melee, + 2 to parry, initiative, damage and roll with impact
2. + 3 to dodge, + 1 to disarm and maintain balance
3. + 1 initiative, to strike and parry, and critical strike from behind
4. + 1 attack and learn a Kusanagi technique
5. Critical strike on a natural 18 - 20, + 1 to maintain balance
6. + 1 to roll with impact, dodge, and maintain balance
7. Learn a Kusanagi technique
8. + 1 attack, + 1 to dodge

9. Knockout (deathblow if armed) on a natural 20
10. + 1 initiative, + 1 sv. Horror Factor and a Kusanagi technique
11. + 1 attack, + 1 to strike and parry
12. + 2 to damage, + 1 sv. Horror Factor and maintain balance
13. + 1 attack and a special technique
14. Double existing P.P.E., + 1 to disarm
15. + 1 attack and a Kusanagi technique

Why study Fist of the Kusanagi?

With their untamed power, pyrokinetics can be a threat to others...and even to themselves. The Kusanagi fighting style, with its emphasis on self-discipline, self-knowledge, and self-sacrifice, is able to temper the Bursters' fiery spirits. The fighting form is taught to members of the Kusanagi family, Burster Ninjas, and other pyrokinetics.

The following are special moves developed by the Kusanagi family with their long history in the art of fighting. Although each member of the family has the opportunity to develop his own style, the following techniques are the most utilized abilities that have stood the test of time. At the GM's discretion, new powers may be added to the arsenal.

100 SHIKI - ONI YAKIKIRU (Technique 100 - The Burning Demon):

The Burster enhances his normal attacks with his flaming aura, causing additional heat damage. When fighting against supernatural opponents, the Burster may concentrate his entire aura around his fists, feet, or weapon to inflict fiery mega-damage. When using this ability, the warrior is made immediately obvious by his burning aura; thus, the technique is not suited for sneak attacks.

Requirements: The Flame Burst ability must be in effect and the attack must connect.

Range: Punch, kick, or weapon attack distance

Duration: Instant flame damage

Bonus to strike: an additional + 2 to strike to any other bonuses

Damage: An additional 6D6 S.D.C. or 2D6 M.D. to the normal attack. Note that the suddenness of the attack means that the opponent does not catch on fire although an article of clothing may be set ablaze temporarily.

I.S.P. cost: 4 I.S.P. for the Flame Burst if it is not already in affect. An additional + 6 I.S.P. is necessary for a M.D. attack.

Attacks cost: 1 attack including the punch, kick, or weapon slash

114 SHIKI - ARAI KAMIKIRU (Technique 114 - Wild Bite):

The Burster uses his flames to distract his opponent, flaring his fiery aura so that his opponent has a hard time seeing the ninja past his flames. For all intents and purposes, consider this a parry move where the Burster uses his fiery image as a decoy while he brushes off his enemy's attack.

Requirements: The Flame Burst ability must be in effect to create a fiery facade.

Range: Punch, kick, or weapon attack distance

Duration: For the length of his opponent's attack

Bonus to parry: an additional + 4 to parry to any other bonuses

Damage: Not applicable

I.S.P. cost: 4 I.S.P. for the Flame Burst if it is not already in effect

Attacks cost: 1 attack like a normal parry

128 SHIKI - KONO KIZU (Technique 128 - Nine Wounds):

This ability is a follow-up to Technique 114 - Wild Bite. The Burster does not only parries the blow, but is able to

make a counter-attack as his opponent is off-balance from his miss. The counter-strike is so swift and graceful that it seems automatic; no extra attacks are needed assuming the was successful in his parry.

Requirements: The Flame Burst ability must be used and the parry must have connected from the Technique 114 - Wild Bite. Thus, Technique 114 - Wild Bite must be known in order to use this ability.

Range: Punch, kick, or weapon attack distance

Duration: Instant flame damage

Bonus to strike: Automatically hits

Damage: An additional 6D6 S.D.C. or 2D6 M.D. to the normal attack. Note that the suddenness of the attack means that the opponent does not catch on fire although an article of clothing may be set ablaze temporarily.

I.S.P. cost: 4 I.S.P. for the Flame Burst if it is not already in affect. An additional + 6 I.S.P. is necessary for a M.D. attack.

Attacks cost: No additional attack cost

212 SHIKI - KOTOYOU (Technique 212 - The Luminaries of the Harp):

The Burster causes a Fire Eruption right behind his opponent as he forces him backwards into the inferno, usually by stunning him with an elbow in the gut and a subsequent push into the explosion. Aside from the damage, this attack disorients the victim; he has a 30% + 5% per the Burster's experience level of being knocked down, causing him to lose initiative and one attack that round. Note that the Burster does not need to make a skill check to see if the Fire Eruption is on target; it is assumed that his mastery of this attack allows him to compensate even if the explosion is off-target.

Requirements: The Burster has to cast a Fire Eruption and the initial elbow attack has to connect.

Range: Elbow range

Duration: The damage from the elbow plus instant flame damage. Due to the amount of concentration needed the flame remains for the duration of the attack only.

Damage: Depends on the size of the Fire Eruption, up to 4D6 M.D. at the very most in addition to the damage caused by the elbow 1D6 S.D.C.

I.S.P. cost: Just the 10 I.S.P. for the Fire Eruption

Attacks cost: 3 attacks must be used, 1 for the elbow, 1 for the pushback, and 1 for the Fire Eruption. Roll once to strike for the elbow attack only; if the elbow does not connect, the entire attack fails but still costs all 3 attacks.

MIKANSEI 212 SHIKI - AIKAYOU (Unperfected Technique 212 - Lament of the Stars):

This technique was designed by the Burster Ninjas to aid them in escaping. A variation of the above 212 Shiki - The Luminaries of the Harp, this ability is less damaging but is more likely to knock an opponent off balance. The ninja casts a Fire Eruption over an area, often behind himself, so that his opponent is looking into the flames. The enemy would use his hands to shield his eyes from the fire instinctively; the Burster Ninja would capitalize on this distraction, grabbing his opponent's raised arm to throw him over the shoulder into the blaze. As the Kusanagi fighting style is not designed around throws, this attack is slightly awkward for the Hi No Shinobi, dubbing the technique as Mikansei or "unperfected." The Burster Ninja has a 70% + 2% per experience level chance of knocking his opponent down, causing him to lose initiative and one attack that round.

Requirements: The Burster has to cast a Fire Eruption and the throw attack must connect.

Range: Throw range

Duration: The damage from the throw plus instant flame damage. Due to the amount of concentration needed the flame remains for the duration of the attack only.

Damage: Depends on the size of the Fire Eruption, up to 2D6 M.D. at the very most (as it takes more concentration to cast an eruption behind oneself out of one's view) in addition to the damage caused by the throw 1D6 S.D.C.

I.S.P. cost: Just the 10 I.S.P. for the Fire Eruption

Attacks cost: 2 attacks must be used, 1 for the Fire Eruption and 1 for the throw. If the throw does not connect, the entire attack fails but still costs 2 attacks.

SHIN SHIKI - KUSANAGI NO TSURUGI (New Technique - The Big-ass Blade of the Kusanagi):

A Burster resourceful enough to acquire a Flaming Sword (from the Rifts Main Book) is able to use this ability in conjunction with the techno-wizard item. However, as techno-wizardry is a recent innovation in Rifts Japan, very few Bursters know of this ability. The Burster uses his Fuel Flame ability to maximize the size the weapon allows, which is essentially double its normal length due to the amount of concentration it takes to use the power while swinging a sword, inflicting twice the normal damage.

Requirements: The Burster Ninja must be wielding a TW Flaming Sword and has to cast Fuel Flame.

Range: Usually about 6 ft. (as a typical sword is 3 ft. long)

Duration: Instant flame damage

Bonus to strike: an additional + 2 to strike to any other bonuses

Damage: As the damage is equivalent to the size of the blade, doubling the length of the Flaming Sword should double the damage at around 4D6 x 2 M.D.

I.S.P. cost: 8 I.S.P. per attack

Attacks cost: No additional attacks needed

HI-OUGI URA - OROCHI NAGI (Hidden Technique - Serpent Slayer):

Of all the Kusanagi techniques, this is the least common; the attack is so difficult, devastating, and damning that only the most experienced of warriors have been taught this technique or were able to develop it on their own. The Burster enters a trance like state to focus his flames into a large wave of fire, relaxing his higher mental functions to create a single fatal attack.

Requirements: The Burster must concentrate entirely on the attack and will not respond to anything else going on around him. Furthermore, the size of the blast will set nearby combustible materials on fire unintentionally. The difficulty of this technique means that only characters of 7th level or above can learn it.

Range: 10 feet

Duration: Instant flame damage

Damage: 2D4 x 10 M.D.

I.S.P. cost: 80 I.S.P.

Attacks cost: 4 attacks

KIN-OUGI URA - SHOUNETSU JIGOKU (Forbidden Technique - The Lake of Fire):

This ability depends on the pyrokinetic relaxing his mental defenses and forsaking his martial discipline to create an uncontrolled version of the Flame Burst, essentially making him a human bomb. As the explosion burns out the oxygen around the pyrokinetic as he is consumed by his own flames, he appears as a fallen angel drowning in his own lake of fire, giving the forbidden technique its name.

Despite its incredible power, the personal sacrifice needed to use this ability far outweighs its usefulness, leading masters of the Kusanagi-style to ban it. The exhaustion and self-mutilation caused by this attack tests the endurance and pain thresholds of its user who may never fully recover from this trial by fire. As such, this technique will only be used in the most desperate of situations. The Burster Ninja has a 30% chance of knocking his opponent down, causing him to lose initiative and one attack that round.

Requirements: The Burster must concentrate entirely on the attack and will not respond to anything else going on around him. Furthermore, the size of the blast will set nearby combustible materials on fire unintentionally. The difficulty of this technique means that characters of 10th level or above can learn it.

Range: 40 square feet. The intense heat uses the nearby oxygen so quickly that the blast is localized. Note that unlike the other attacks, this forbidden technique damages anything within its perimeter and will even hurt nearby allies.

Duration: Instant flame damage

Damage: 2D4 x 10 M.D. For roleplaying purposes, additional damage and effects may be assigned due to the explosion using up the surrounding oxygen. Keep in mind damage is also assigned to the Burster Ninja.

I.S.P. cost: 100 I.S.P.

Attacks cost: 4 attacks

Additional costs: As the Hi No Shinobi abandons his guard to use this attack, he is vulnerable to it, too. It inflicts the normal 1/10th fire damage. Furthermore, the trauma of this attack forces the Burster Ninja to make a saving throw vs. coma/death. Even if he successfully saves, the pyrokinetic has his attacks and bonuses halved for the next rest of the round.

(Hand to Hand) Fist of the White Swan

By [Marcus Johnson](#)

Character Bonuses: +1D4 x10 to S.D.C., +3 to P.S., P.E., +5 to P.P., +20 to SPD, and +140 to I.S.P.

Level Advancement Bonuses

Level 1: 3 attacks per melee, all tengu powers, +3 to dodge, +2 roll with punch, +2 initiative, +1 to disarm, +3 to maintain balance, +1 to strike, +2 to parry

Level 2: Drop Kick(1D8 SDC), paired weapons, +1 to initiative, +2 on all back flips

Level 3: +2 to strike, parry, and dodge, +4 to disarm, +4 to leap dodge

Level 4: +1 attack per melee, +2D6 to PP, automatic parry

Level 5: Critical Strike on unmodified 18, 19, or 20 on ALL kick attacks

Level 6: +2 to pull punch, +1 to leap dodge, +2 to maintain balance

Level 7: +2 to initiative, tripping/leg hook, Backwards sweep kicks

Level 8: +2 attacks per melee, +1D4 to PP and PS, Knockout on 18, 19, or 20

Level 9: +2 to disarm, +1 on all back flips, +4 to cartwheel attack damage, +2 to parry

Level 10: Axe Kick(2D8 SDC), +4 to initiative, +3 to dodge and parry, + 3 maintain balance

Level 11: +1 attack per melee, automatic dodge, automatic leap dodge

Level 12: +4 to leap dodge, +3 to disarm, death blow on 18, 19, or 20

Level 13: Snap Kick(2D4 SDC), Wheel Kick(2D8 SDC), Double Axe Kick(4D6 SDC)

Level 14: +1 to pull punch, +2 to dodge, +3 to strike

Level 15: +3 attacks per melee, +2D6 to strike, parry, and dodge

Abilities of all trainees: Able to hit object(within 10ft[16m]) without using hands or feet. Uses air pressure to make contact with object. Does same amount of damage as normal hitting. Can also create their own techniques. The techniques must involve hidden throwing weapons. Each will cost no ISP seeing how that they are physical techniques and not spiritual.

Martial Art Styles G

Name	Game	Application	Country	Author
Ganritsu Ryu Shurikenjutsu	N&S	Conversion	Japan	Kuseru
Gatka	N&S	Conversion	India	Hengest
Gen Kuei Do	N&S	Fiction	China	Gabriel#
Gensei Ryu Karate	N&S	Conversion	Japan	Kuseru
Giant Grizzly Kung Fu	AtB	Fiction	United States	Big Red
Goju-Ryu Karate	N&S	Conversion	Japan	Lee Casebolt
Goju-Ryu Karate	N&S	Conversion	Japan	Kuseru
Goju Kai Karate-Do	N&S	Conversion	Japan	Mantisking
Goshinjustu	N&S	Conversion	Japan	Kuseru
Guardan	N&S	Fiction	Unknown	Chris Gileppa
Gunmaster	Rifts	Fiction	NA	Brett Hegr

Number of Styles: 11



Ganritsu Ryu Shurikenjutsu

By Kuseru

Entrance Requirements: Restricted to Honorable Alignments. No Attribute restrictions.

Skill Cost: 7 Years (4 Years as a Secondary Martial Art Style).

Ganritsu Ryu Shurikenjutsu is one of the earliest schools of throwing weapons in Japan. This school was founded by a professional swordsman in service of the 18th lord of Matsuhiro in Kanei, Matsubayashi Henyasai, around 1624. This style paved the way for Katono, or Izu Ryu, founded by a samurai of Sendai, called Fujita Hirohide of Katono (aka Katono Izu), who was a student of Mastubayashi. He pioneered the use of a throwing needle, about ten centimeters in length and weighing about twenty grams, several of which he wore in his hair. The needle was held between the middle and forefinger, and thrown like a modern dart into the eyes of an attacker. It was said that he could throw two needles at a time at a picture of a horse, hitting each hoof in turn.

Training in Ganritsu Ryu can be found in Japan.

Costume: Keikogi (quilted, navy-blue jacket) and Hakama.

Stance: When facing opponent with swords, with one foot forward and the other back, arms extended forward and holding sword in a two-handed grip. When performing throwing attacks, Upright, legs shoulder width apart, hands held loosely depending on the location/availability of throwing objects. When performing throwing attacks, Upright, legs shoulder width apart, hands held loosely depending on the location/availability of throwing objects.

CHARACTER BONUSES

Add 10 to CHI

Add +2 to M.E.

Add +2 to P.P.

Add +1 to P.E.

COMBAT SKILLS

Attacks per Melee: Four (4) hand to hand attacks or Three (3) thrown weapon attacks.

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack, Power Block/Parry, Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch).

Basic Foot Attacks: Kick Attack, Backward Sweep.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Strike/Throw (This is a special dual attack where the character can strike one target using one of the hand attacks while simultaneously throwing a held weapon at another target. The character has no bonuses or penalties for this dual strike), , Combination Strike/Parry, Multiple Throw (similar to Thai Boxing's Lightning Form Kata, this attack allows the character to throw a number of weapons of the same type, equal to his

number of attacks, in the first action of the melee. The character must have initiative, cannot perform any other attacks for the rest of the melee, and can only throw at multiple targets if they are standing close together (withing five feet of one another.), Forearm.

Weapon Kata (Select two): W.P. Katana, W.P.Wakizashi, W.P. Daisho (Paired), W.P. Bokken, W.P. Thrown.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Body Hardening Exercises and Martial Art Techniques. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Program (excluding physical).

Languages: Japanese.

Weapon Proficiencies: W.P. Katana, W.P. Wakizashi, W.P. Daisho (Paired), W.P. Bokken, W.P. Thrown.

Philosophical Training: Zen Buddhism.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Kinzoku Shurikenjutsu (2 years), Enmei Shurikenjutsu (3 years), or Zanji Shinjinken Ryu (4 years).

LEVEL ADVANCEMENT BONUSES

1st + 2 to Strike, +1 to Dodge, +1 to Roll with Punch/Fall/Impact, Critical Strike or Knockout from Behind.

2nd + 2 to Parry, + 1 to Maintain Balance.

3rd + 1 Attack per Melee (both hand to hand and thrown), Select One (1) Additional Martial Art Power from Body Hardening, or Special Kata, or Chi Mastery.

4th + 2 to Strike, +1 to Initiative.

5th + 1 Attack per Melee (both hand to hand and thrown), Critical Strike on Natural 18, 19, or 20.

6th + 1 to Roll with Punch/Fall/Impact, Knock-Out/Stun on Natural 19 or 20.

7th +1 to Strike, Select One (1) Additional Martial Art Power from Chi Mastery, or Body Hardening, or Special Kata.

8th + 1 Attack per Melee (thrown only), + 1 to Maintain Balance.

9th Any small found objects not usually considered a weapon (anything which could be conceivably thrown-GMs, use your judgement) becomes a 1D4 damage weapon when thrown.

10th + 1 Attack per Melee (both hand to hand and thrown), + 1 to Strike.

11th + 2 to Parry, Select One (1) Additional Martial Art Power from Chi Mastery, or Body Hardening, or Special Kata.

12th + 1 to Roll with Punch/Fall/Impact, + 1 to Maintain Balance, +1 to Initiative.

13th + 1 Attack per Melee (both hand to hand and thrown).

14th + 2 to Dodge, Death Blow on roll of Natural 20.

15th + 1 Attack per Melee (thrown only), Add One (1) Zenjorike Power.

Why Study Ganritsu Ryu Shurikenjutsu?

A deadly martial art that has the single disadvantage of being dependent on a combination of ranged and melee weapon attacks for effective combat.

Gensei Ryu Karate

By Kuseru

Entrance Requirements: None.

Skill Cost: 9 Years (5 Years as a Secondary Martial Art Style).

Gensei Ryu Karate finds it's roots in the type of Okinawa karate called Shuri-Te. Takemura created a version of Kushanku Kata which is still practiced in Gensei Ryu Karate today. Besides Shuri-Te he also came to learn Kobudo (weapons training); particularly the Sai and Bo were emphasized.

Special Note! Kobujutsu is a style designed to work with many forms of Karate (particularly Goju-Ryu, Shorin-Ryu, Uechi Ryu, Isshin-Ryu, Gensei Ryu, Chito Ryu, Shorei Ryu, and Te, but not Shotokan, Wado Ryu, Shorinji-Ryu, Kyokushin, Shito Ryu, or Taido). When a character has one of the listed Karate styles and Kobujutsu, then all the attacks per melee, bonuses, abilities, and powers of that form of Karate are used in wielding weapons, weapon proficiencies, and weapon kata of Kobujutsu. Any martial art powers and abilities from Kobujutsu are used with that style of Karate.

Costume: Karate gi

Stance: Right leg bent out to the right and slightly forward, left leg at a right angle, with the knee bent out to the back. Right arm extended and curved back, left arm back and curved up and forward.

CHARACTER BONUSES

Add +1 to M.A.

Add +1 to P.S.

Add +1 to P.P.

Add +4 to Spd.

Add +10 to Chi

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Back Flip.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Breakfall.

Hand Attacks: Punch, Backhand, Rotary Palm Strike, Knife Hand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Wheel Kick, Reverse Turning Kick.

Jumping Foot Attacks: Jump Kick, Flying Reverse Turning Kick.

Special Attacks: Death Blow, Leap, Body Flip/Throw.

Holds/Locks: None.

Weapon Kata: W.P. Bo staff, W.P. Sai.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from among Special Kata or Martial Art

Techniques.

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Chito Ryu Karate (4 Years), Goju Ryu Karate (3 Years), Isshin Ryu Karate (4 Years), Kobujutsu (2 Years), Shorei Ryu Karate (4 Years), Shorin-Ryu Karate (5 Years), Te (3 Years), or Uechi Ryu Karate (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +3 to Roll with Punch/Fall/Impact.

2nd: +1 to Strike, +2 to Back Flip.

3rd: +1 to Body Flip/Throw (2D6 damage), +2 to Maintain Balance.

4th: Knockout/Stun on a Natural 19 or 20.

5th: Select One (1) Martial Art Power from Special Kata or Martial Art Techniques.

6th: +1 to Back Flip, +1 to Parry/Dodge.

7th: +1 Attack per Melee, +1 Body Flip/Throw.

8th: +1 to Maintain Balance.

9th: Select One (1) Martial Art Power from Special Kata or Martial Art Techniques.

10th: +1 to Back Flip, +1 to Parry/Dodge.

11th: +1 Attack per Melee.

12th: +1 to Strike, +1 to Roll with Punch/Fall/Impact.

13th: Critical Strike on a Natural 19 or 20, +1 to Maintain Balance.

14th: Select One (1) Martial Art Power from Special Kata or Martial Art Techniques.

15th: +1 Attack per Melee, Select one Zenjorike.

WHY STUDY Gensei Ryu Karate?

A well rounded martial art for that has weapons, unarmed strikes, and spiritual skills, Gensei Ryu Karate is neither outstanding nor underpowered.

Giant Grizzly Kung Fu

By Big Red

Entrance Requirements: Character must be at least Size Level 15, with a P.S. of 18, and a P.E. of 12. Also, the character must have at least partial Bipedal Stance and Hands. Humans may also learn this form, but in addition to the other requirements, must be at least 6' 4" and over 400 lbs.

Skill Cost: 4 Years of study.

This form was developed by a large, mutant grizzly bear named Adam. Seeking to learn a style of fighting, he was frustrated by everything he tried. None of the forms were well suited to his tastes. He had difficulty learning many of the moves because few students were willing to spar with him, and he soon found that in real-world situations, he was often singled out and was often facing five or six opponents at once. True combat situations for him were never one-on-one. Adam sought to develop his own form which would focus on multiple attackers, group attacks, and would be appropriate for practitioners of his size. Study and practice involve facing multiple attackers, and a punishing regimen of workouts and body-strengthening exercises.

Costume: No official Costume, although practitioners generally prefer loose-fitting clothes.

Stance: The Grizzly form's stance is facing forward, feet shoulder-width apart, knees slightly bent, shoulders back, with hands open, slightly above waist-level.

Character Bonuses

Add +6 to P.S.

Add +4 to P.E.

Add 50 to S.D.C.

Natural A.R. of 6, or +2 to existing A.R.

Combat Skills

Attacks per Melee: 1

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Crush (SP.E.CIAL! Character falls or jumps on opponent, attempting to crush them with his body weight and thereby break their hold. Does 4D6 S.D.C. for characters 400-600 lbs, 6D6 for characters 600-900 lbs, 1D4x10 + 10 for characters 900-1500 lbs, and 2D4 x 10 for characters 1500 lbs and higher. Treat as an attempt to break a hold. Character gets to add his Crush bonus, and his P.S. bonus to the roll), Overpower (Special! This is simply an attempt to break a hold through sheer strength. Treat as an attempt to break a hold, but add in the character's P.S. bonus to his roll, with an additional bonus of +1 for every 5 P.S. points that the character has over his opponent).

Basic Defense Moves: Dodge, Parry.

Advanced Defense Moves: Power Block/Parry (does damage!), Absorb Impact (Special! The character attempts to step into and absorb the brunt of all attacks directed against him for the duration of the melee. The character must have the initiative, and can perform no other actions this melee. The character gets a +2 to his A.R., and all attacks that strike do 25% less damage than normal. The goal of this is to draw his opponents in for a Group Throw (see below)).

Hand Attacks: Punch, Power Punch.

Foot Attacks: Stomp (Special! Opponent must be prone, or 8 Size Levels smaller than the character. The character simply lifts his foot and stomps on his opponent. This attack is -2 to Strike against opponents who are on their feet. Damage is the same as for Crush, but with P.S.

bonus added in), Boot (Special! Not actually a kick, but more of running your foot into your opponent. Does 2D4+2 S.D.C., plus P.S. bonus).

Jumping Foot Attacks: None

Special Attacks: Body Flip/Throw (does 2D6 damage), Body Block/Tackle (does 2D4 damage, plus P.S. bonuses), Group Tackle (Special! The character attempts to tackle an entire group of opponents. The character can attempt to tackle a number of opponents equal to half his Size Level, rounding down. The opponents must be close together, and the character rolls only once for this attack, adding in bonuses to Body Block/Tackle. Damage is 1D4, plus one-quarter the character's P.S. bonus), Throw (Special! Unlike the body throw, the character is simply scooping bodies up and tossing them out of his way. This is very effective for making your way through large mobs or crowds. Thrown characters go 1D4 feet, plus 1D4 feet for every 10 P.S. points over 20. Victims take 1D6 S.D.C. per ten feet thrown. The character can choose to pull his punch on this attack. If so, opponents are knocked 1D4 feet out of the way, and take no damage.), Power Throw (Special! The character simply grabs an opponent and hurls them as far as he can. See the Heroes Unlimited GM Guide for distances and damages), Double Axe-Handle (Special! This is a devastating attack wherein the character balls his fists together, lifts them over his head, and brings them crashing down on his opponent. Damage is 2D6 plus P.S. bonus, and the character is knocked down. Opponents may attempt to Maintain Balance. Counts as two attacks.), Roundhouse Punch (Special! This is an attempt to strike several opponents with one blow. The character winds up and lets go with everything he has, potentially striking everyone within range (a radius of half the character's height). This counts as four attacks, and must be the character's first attack of the melee. The character must also have initiative. Damage is 2D6 S.D.C. plus P.S. bonuses. The character rolls once to Strike, and all characters within range (including teammates) must roll to Dodge to avoid being hit (no parries!)), Battering (Special! This attack can only be used after the character has successfully applied a Face Grab to an opponent, and has held it for one melee. The character is then able to use the opponent as a weapon! Only basic Hand Attacks are available. The opponent in the Face Grab takes the same amount of damage as is inflicted on opponents against whom he is used as a weapon. This is in addition to the damage he takes from the Face Grab. While using the Battering attack, the character's Attacks per Melee are reduced by half.), Group Throw (Special! This impressive attack can only be done when the character is completely surrounded or covered by opponents. Generally this only happens after he has utilized the Absorb Impact defense. The character waits until his opponents has piled on or surrounded him, then explodes in a massive attack that sends them flying. The character basically explodes into a fully erect position, throwing his arms upwards. This sends all surrounding opponents (must be right next to or on top of the character) flying 3D4 feet, +1 foot for every 2 P.S. points over 40. This counts as two attacks. Damage is 1D6 S.D.C. to all affected opponents. Opponents are knocked down, losing the initiative, and losing the next melee attack/action. The character can only affect a number of opponents equal to or less than his Size Level. Also, if the combined strength of the opponents is equal or greater to fifteen times the character's strength, he will not be able to perform this attack).

Holds/Locks: Choke/Face Grab (Special! This is a hold that involves either grabbing an opponents throat, or their entire face. To do the Face Grab, the opponent must be at least 2

Size Levels smaller than the character. The character uses his P.S. bonus instead of his P.P. bonus when determining attempts to break the hold. Once the character has his opponent in a Face Grab, he may attempt a Battering attack (see above). Damage from the Choke is 1D6 S.D.C. per melee, and damage from the Face Grab is 2D4 S.D.C. per melee).

NOTE: For all above attacks marked "Special!", the character receives no bonuses to Strike except for those specifically gained from Level Advancement. The only exceptions are the Crush attack, and Battering. Crush receives its own bonuses, and Battering attacks are the same as normal attacks, with normal bonuses to strike.

Weapon Kata: None.

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

Skills Included in Training

Martial Art Powers: Select one power from Body Hardening Techniques.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Sumo (4 years).

Level Advancement Bonuses

1st: +4 to Damage, +2 to Roll with Punch/Fall/Impact, +1 to Parry, Critical Strike on a Natural 20, Knockout on Natural 19 or 20.

2nd: +2 to Crush, +2 to Strike with all Special Attacks, +1 to Dodge.

3rd: +1 to Strike, +3 to Maintain Balance, +2 to Body Flip/Throw, Knockout on Natural 18-20.

4th: +2 to Strike with all Special Attacks, +1 to Parry, + 1 Attack Per Melee.

5th: +2 to Crush, +2 to Roll with Punch/Fall/Impact, +2 to Damage, +1 to A.R.

6th: +1 to Dodge, Select One (1) Additional Martial Art Power from Body Hardening.

7th: +2 to Body Flip/Throw, +1 Attack Per Melee, Knockout on Natural 16-20.

8th: +1 to Parry, +1 to Strike, +2 to Strike with Special Attacks, +1 to A.R.

9th: +2 to Crush, +2 Roll with Punch/Fall/Impact, +2 to Damage.

10th: +2 to Maintain Balance, +2 to Maintain Balance, +1 Attack Per Melee.

11th: +2 to Strike with Special Attacks, +1 to Parry, +1 to A.R.

12th: +2 to Roll with Punch/Fall/Impact, +2 to Damage, +1 to Strike, Critical Strike on a Natural 17-20.

13th: +2 to Crush, +2 to Maintain Balance, +1 Attack Per Melee, +1 to A.R.

14th: +1 to Strike, +1 to Dodge, Select One (1) Additional Martial Art Power from Body Hardening.

15th: +2 to Strike with all Special Attacks, +2 to Damage, +2 to Maintain Balance, Knockout on a Natural 15-20.

Why Study Giant Grizzly Kung Fu?

This is the perfect form for massive, mutated creatures. It allows them to use their size to their advantage and tackle numerous foes at the same time. While weak on individual combat and defense, and entirely lacking in internal skills, it's perfect for monstrous characters who have to face multiple opponents regularly.

While some may say this is a bit on the Munchkin side, I personally think it fits well with a 12 foot tall, 1500 lb mutant bear. They'd fight a little different than a 5'6", 170lb human, and that's

what I was going for here. My next entry is designed for less imposing characters.

Another art that I don't study. Any karate students feel free to correct me, the rest of you can debate in ignorance (like me!). :) Limited background in this; I just don't know that much.

GOJU-RYU KARATE

by
Lee Casebolt

Goju-Ryu Karate

Entrance Requirements: None

Skill Cost: 8 years (5 as a secondary martial art)

Goju-Ryu karate is a modern descendant of Okinawan Naha-Te (itself a derivative of the Chinese Shao Lin style). Heavy emphasis is placed on solid stances and generating power. Very much a traditional style, stressing strong punching and limited kicking techniques. Most training is done in kata form, with sparring reserved for advanced students.

Costume: Standard karate outfit

Stance: Feet a shoulder's width apart, both knees slightly bent, forward hand extended at navel level, and rear hand tightly back at waist. Fists tightly clenched.

CHARACTER BONUSES

+2 PS

+1 PE

+15 SDC

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Advanced Defenses: Power Block/Parry

Hand Attacks: Strike (punch), Knife Hand, Palm Strike, Fore-Knuckle Fist, Double Knuckle Fist. Duo-Fist Strike, Backhand, Hook Punch (Special! A curving punch, usually aimed at the temple, jaw, or ribs. Does 1d6 damage)

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Elbow, Forearm, Knee

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select two from among Body Hardening Exercises, Martial Arts Techniques, and Special Katas. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese (Okinawan dialect)

Philosophical Training: Zen

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: Kyokushinkai Karate (4 years), Shao-lin Kung Fu (6 years), or Te (3 years).

LEVEL ADVANCEMENT BONUSES

1st - +2 to Roll with Punch/Fall/Impact, +2 to Damage, Critical Strike from Behind

2nd - +2 to Parry/Dodge, +1 to Strike

3rd - +1 Attack per melee

4th - +2 to Roll with Punch/Fall/Impact, +1 to Strike

5th - Select one additional martial arts power from the list above

6th - +1 to Damage, +2 to Maintain Balance

7th - +1 Attack per Melee

8th - +1 to Strike, +1 to Parry/Dodge

9th - Critical Strike on Natural 18, 19, or 20

10th - Select one additional martial arts power from the list above

11th - +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact

12th - +1 Attack per Melee

13th - Knock-Out/Stun on Natural 18, 19, or 20

14th - Death Blow on Natural 20

15th - Select one additional martial arts power from the list above

WHY STUDY GOJU-RYU KARATE? A strong style, emphasizing striking power and generating force over all else.

Lee Casebolt

"The opprobrium of assholes is a badge of honor" - Norman Spinrad

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Goju Ryu Karate

By Kuseru

Entrance Requirements: Minimum Attributes include P.P.: 12, and Spd.: 10.

Skill Cost: 7 Years (5 Years as a Secondary Martial Art Style).

Goju Ryu is a close-range infighting system of self-defense, characterized by circular blocks, joint manipulations and kicking techniques to lower body targets. Dynamic tension and breathing are major elements in its training, incorporated in many of the kata. Chojun Miyagi is known as the founder of Goju Ryu. He trained many years with his teacher Kanryo Higaonna (the founder of Naha-te) and became his top student. After the death of his teacher he traveled to China to further his knowledge of the martial arts. Upon his return he renamed his style of Okinawan Te and developed it over the next two decades. Goju Ryu Karate was the first style of karate to have a name other than the city in which it originated. Miyagi Chojun named his art "Goju-Ryu" meaning "Hard and Soft" after a poem of the eight principles of Chinese Chuan Fa which came from the ancient White Crane text "Bubishi" (Wu Bei Zhi in Chinese). Goju Ryu is recognized worldwide by a clenched fist modeled after the right fist of its founder Chojun Miyagi.

Special Note! Kobujutsu is a style designed to work with many forms of Karate (particularly Goju-Ryu, Shorin-Ryu, Uechi Ryu, Isshin-Ryu, Gensei Ryu, Chito Ryu, Shorei Ryu, and Te, but not Shotokan, Wado Ryu, Shorinji-Ryu, Kyokushin, Shito Ryu, or Taido). When a character has one of the listed Karate styles and Kobujutsu, then all the attacks per melee, bonuses, abilities, and powers of that form of Karate are used in wielding weapons, weapon proficiencies, and weapon kata of Kobujutsu. Any martial art powers and abilities from Kobujutsu are used with that style of Karate.

Costume: Karate gi with the symbol of the clenched fist on the back and front.

Stance: *heisoku-dachi* (ready stance) - Feet together, legs straight and relaxed.

CHARACTER BONUSES:

Add +1 to P.S.

Add +2 to P.E.

Add +2 to Spd.

Add +10 S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Automatic Roll, Breakfall, Circular Parry.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand, Fore Knuckle Fist, Fingertip Attack.

Foot Attacks: Kick, Backward Sweep, Snap Kick, Roundhouse Kick, Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Forearm, Elbow.

Holds/Locks: Joint Lock.

Weapon Kata: None.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from among Martial Art Techniques or Special Kata.

Other Skills: None.

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Chito Ryu Karate (4 Years), Gensei Ryu Karate (3 Years), Isshin-Ryu Karate (4 Years), Kobujutsu (2 Years), Shorei Ryu Karate (4 Years), Shorin Ryu Karate (5 Years), Te (3 Years), or Uechi Ryu Karate (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +1 to Strike.

2nd: +1 Attack Per Melee.

3rd: +1 to Damage, Select One (1) additional Martial Art Power from Martial Art Techniques or Special Kata.

4th: +2 to Roll with Punch/Fall/Impact

5th: +1 Attack Per Melee, Knock-Out Tun on a Natural 20.

6th: +1 to Parry/Dodge, Critical Strike on a Natural 19 or 20.

7th: Select One (1) additional Martial Art Power from Martial Art Techniques or Special Kata.

8th: +1 Attack Per Melee.

9th: +1 to Roll with Punch/Fall/Impact, +1 to Damage.

10th: +1 to Parry/Dodge.

11th: +1 Attack Per Melee.

12th: +1 to Strike.

13th: +1 to Roll with Punch/Fall/Impact, Select One (1) additional Martial Art Power from Martial Art Techniques or Special Kata.

14th: +1 Attack Per Melee, +1 to Parry/Dodge.

15th: Select One (1) additional Martial Art Power from Martial Art Techniques or Special Kata.

WHY STUDY Goju Ryu Karate?

Goju Kai Karate-Do (Hard/Soft System of the Way of the Empty Hand)

By [Ray Bull <mailto:Mantisking@aol.com>](mailto:Mantisking@aol.com)

Entrance Requirements: None

Skill Cost: 8 Years (Primary), 5 Years (Secondary)

Goju Kai Karate Do is an offshoot of Goju Ryu Karate Do. As it stands Goju Kai could be called "old school"Goju Ryu. The reason behind this is the fact that a former student of Chojun Miyagi, the founder of Goju Ryu, left the school after Miyagi had begun to change the art. This student, Gojen Yamaguchi, felt that the martial art that he had learned was meant to be unchanged.

After years of teaching around Japan, and a year long stay in a Russian prison camp during World War Two, Yamaguchi finally made the decision to open his own school. Preceding this decision were hours of discussion with Shinto priests, days of fasting, and hours of meditation -- sometimes under extreme conditions. Yamaguchi's dojo opened in 1948. Since then Goju Kai has spread throughout Japan and the world, along with the other schools of Karate Do.

Combat for Goju kai students is a close quarters affair. Flowing from hard techniques to soft techniques, attack to defense and back again, karateka of this style quickly adapt to whatever situation they might face.

Costume: Standard Karate Gi

Stance: Sanchin Dachi (Hourglass Stance)

CHARACTER BONUSES

Add 5 to Chi

Add 1 to P.S.

Add 1 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: Three (3)

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Powerblock/Parry, Combination Parry/Attack

Hand Attacks: Strike (Punch), Palm Strike, Knife Hand, Spear Hand, Ridge Hand, Back Hand, Claw Hand, Hammerfist, Power Punch, Fingertip Strike

Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Crescent Kick

Special Attacks: Knee, Elbow, Deathblow

Holds/Locks: Arm Hold, Elbow Lock

Special Kata: *Sanchin Kata (Three Battles Form):* Sanchin is a defensive kata that changes it's application as the Goju stylist gains experience with it. From levels 1 to 5 the character gains a +1 to Powerblock/Parry and +1 to Parry/Strike (Punch). From levels 6 to 10 it acts a Body Hardening Exercise: Chi Gung (Starting at level 1 of Chi Gung and progressing to level 5.).

From levels 11 to 15 it acts as Martial Arts Technique: Ti Chi Kung.

Modifiers to Attacks: Critical Strike, Critical Strike From Behind, Knock-Out/Stun,

Knockout/Stun from Behind, Pull Punch

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Body Hardening Exercise: Sangeiko/Shochugeiko. Select a total of two (2) Powers from Atemi Abilities, Body Hardening Exercises, and Special Kata.

Languages: Japanese

Physical: Body Building

Survival: Wilderness Survival, Fasting

Philosophical Training: Shinto

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

Goju Ryu (Years), Kyokushinkai (Years), Te (Years), Uechi Ryu Karate-Do (Years)

LEVEL ADVANCEMENT BONUSES

1st: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 20, Critical Strike or Knockout/Stun from Behind

2nd: +1 Attack per Melee, +2 to Damage

3rd: +2 to Strike, +1 to Roll with Punch/Fall/Impact

4th: +1 to Damage, Select one (1) Martial Art power from Atemi Abilities, Body Hardening Exercises, or Special Kata

5th: +1 Attack per Melee, Knockout/Stun on a Natural 20

6th: +1 to Strike, Critical Strike on a Natural 19+

7th: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact

8th: +1 Attack per Melee, Select one (1) Martial Art power from Atemi Abilities, Body Hardening Exercises, or Special Kata

9th: +1 to Strike, Knockout/Stun on a Natural 19+

10th: +1 to Damage, +1 to Parry/Dodge

11th: +1 Attack per Melee, Deathblow on a Natural 20

12th: +1 to Damage, +1 to Roll with Punch/Fall/Impact

13th: Critical Strike on a Natural 18+, Double Existing Chi

14th: +1 Attack per Melee, Select one (1) Martial Art power from Atemi Abilities, Chi Mastery, or Special Kata

15th: +2 to Damage, +1 to Parry/Dodge

Why Study GOJU KAI KARATE-DO?

A simple, straight forward, and hard hitting style of karate.

Goshinjustu

By Kuseru

Entrance Requirements: Minimum Attributes include P.S.: 10 and P.P.: 8.

Skill Cost: 9 Years (6 Years as a Secondary Martial Art Style).

Goshinjutsu-ryu is somewhat related to the Shito Ryu family of systems, but it was very much affected by both Southern Chinese styles and even some Indonesian Pentjak, in a roundabout fashion. Also, Goshinjutsu is related to the Goshin Ryu Aikijutsu system, and a lot of the bunkai of the kata are descended from Kumi Uchi and Aikijutsu techniques, especially the Kansetsu Waza. Goshinjutsu uses angular footwork, and circular body dynamics, with emphasis on hip rotation in evasion and striking. Both the "snapping" hip rotation familiar to Shotokan stylists, and the floating/flowing hip motion more familiar to Okinawan styles, especially those influenced by Chinese technique, are used. Most Goshinjutsu stylists use the curled fist*, not the vertical fist of Isshin styles, nor the trapped index finger as found in Oshima's Shotokan and some of the Shobayashi Shorin schools. Most of the bunkai of Goshinjutsu forms and the waza contain much more kansetsu (joint leverage striking and manipulation) waza than found in most karate ryu. Also common to Goshinjutsu is the use of happo no sabaki, or eight directions of movement, probably taken from the Goshinryu Aikijutsu in which tai sabaki moves in a radial manner from the center of the attack at eight directions, both forward and back. Striking is Dakentaijutsu style, in which sharp series of blows are used both to incapacitate and to do structural damage by using the body's reaction to the previous strike. Kata tend to be variable in speed, and use the kihon no sabaki.

Costume: None, street clothes are preferred.

Stance: "*Shiko-dachi*" (straddle stance) is a stance similar to that the sumo wrestlers assume when they face off with each other before they put their knuckles to the ground. Feet spread approximately two shoulder-widths apart, toes pointed outward at 45°. Weight distributed evenly over both legs. Knees bent deeply and pulled back as far as possible. Torso erect. Lower legs/shins approximately vertical.

CHARACTER BONUSES

Add +3 to P.S.

Add +1 to P.P.

Add +2 to Spd.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Power Block/Parry, Combination Parry/Attack, Automatic Roll, Breakfall.

Hand Attacks: Punch, Knife Hand, Palm Strike, Fore Knuckle Fist, Backhand, Duo Fist Strike, Curled Fist (Special: The curled fist is special form of the Duo Knuckle Fist formed by curling the tips of the fingers into the palm as if holding a roll of pennies with the being held by the thumb and the ring and little fingers kept loose. On impact the fist is squeezed and rotated to the horizontal so that the first two knuckles strike. Damage is 2D4).

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Wheel Kick, Crescent Kick, Roundhouse Kick, Reverse Turning Kick, Drop Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow, Forearm, Combination Grab/Attack, Combination Strike/Parry.

Holds/Locks: Arm Hold, Wrist Lock, Elbow Lock.

Weapon Kata: None.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from among Body Hardening, Special Kata, or Martial Art Techniques.

Language: Japanese.

Philosophical Training: Jodo Pure Land Buddhism.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Pentjak Silat (4 Years), Shito Ryu Karate (3 Years), Shotokan Ryu Karate (5 Years), or Te (3 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Maintain Balance, Death Blow on a Natural 20.

2nd: +2 to Roll with Punch/Fall/Impact, +1 to Strike.

3rd: +1 Attack per Melee, +2 to Damage.

4th: +2 to Parry/Dodge, Critical Strike on Natural 19 or 20.

5th: +1 to Maintain Balance.

6th: +1 to Roll with Punch/Fall/Impact, +1 to Damage.

7th: +1 Attack per Melee, Select one additional Martial Arts Power from Body Hardening, Special Kata, or Martial Art Techniques.

8th: +1 to Parry/Dodge, Knock-Out/Stun on Natural 18 or better.

9th: +1 Attack per Melee, +1 to Maintain Balance.

10th: +1 to Roll with Punch/Fall/Impact

11th: +1 to Damage.

12th: +1 to Parry/Dodge, +1 to Maintain Balance.

13th: +1 Attack per Melee, +1 to Strike.

14th: +1 to Roll with Punch/Fall/Impact, +1 to Damage.

15th: Select one additional Martial Arts Power from Body Hardening, Special Kata, or Martial Art Techniques.

WHY STUDY Goshinjutsu?

A hard striking combat art, Goshinjutsu is weak with weapons and multiple attackers but can hold its own.

Guardan

By [Chris Gileppa](#)

Due to extensive training blocking is done automatically (don't use an attack) and can be used against any number of attacks both high and low (high uses arms, low uses legs). A successful block means the character takes no damage, and a failed block means the character takes half damage. Maintaining balance is the other major focus of training, is done automatically, and halves the penalties suffered from knockdown. Additionally the character can do the splits or kick directly overhead and can jump half his height straight up or his height and a half lengthwise, double these amounts with a run up.

Alignment Restriction: Only good alignments can learn this art, as the techniques are based on the art of defence.

O.C.C. Restriction: Dedicated martial artists only

Skill Cost: Counts as an advanced Mystic Martial arts from Ninjas & Superspies. It is rarely taught to anyone, although there have been those who were able to learn the art due to their natural aptitude for HTH combat.

Costs four more 'other' skills than Hand to Hand: Martial Arts and four secondary skills. Counts as eight secondary skills, or two skills from the physical skills programs and four secondary skills. It cannot be learned as a secondary form and generic purposes takes 15 years to learn at base level and a lifetime to master. Can be used in Rifts, and Hero's Unlimited. Not suggested for a medieval type setting, or Nightbane.

Attribute Requirements: M.E. 12, P.S. 10, P.P. 12, P.E. 12, Spd. 12

Limitations: The only armour that can be worn are arm/leg guards and bracers, nothing else. The only weapons that can be used are ancient weapons. Large, bulky or overweight/sized characters are never taught this form of HTH combat. The character prefers to use light and maneuverable vehicles that are quick and responsive. You'll never see a practitioner of this art driving a heavily armour APC, tank, GB etc. However lighter vehicles, aircraft etc are acceptable.

Techniques known at 1st level: [Guardan special mystic martial arts powers](#), Autoparry, block high/low, backflip, backhand, body flip/throw, breakfall, elbow/knee strike (1d6), forearm, headbutt, karate kick (2d4), maintain balance, palm strike (2d4), pull punch, roll with punch/fall/impact, [trapping](#), [escaping](#), and the usual strike/parry/dodge.

Weapon Bonuses and Techniques: Additional +2 to block/parry with arm/leg guards. Simultaneous striking and parrying with arm/leg guards.

Bonuses: +2d6 S.D.C., +1d4 M.E., +2 P.P., +2 P.E.

LEVEL ADVANCEMENT BONUSES

Level 1: +2 attacks, +1 to block/parry/dodge, +1 to maintain balance, +1 to roll with punch/fall/impact and +1 to trap/escape.

Level 2: Roundhouse kick (3d6), +1 to pull strike (palm strike, elbow/knee strike), +1 to strike.

Level 3: +1 attack, **Backward Sweep Kick** Only used on opponents behind character, does no damage, but cannot be parried (can be dodged but is -2 to do so). Penalties are the same as body flip/throw. Add +1 to block/parry/dodge.

Level 4: Autododge, +1 to maintain balance, +1 to roll with punch/fall/impact.

Level 5: Power elbow/knee (1d6 +PS bonuses, counts as 2 attacks), +1 to pull strike, +1 to strike, +1 to trap/escape.

Level 6: [Counter movement](#), +1 to block/parry/dodge.

Level 7: +1 attack, [Aerial Stomp](#), +1 to maintain balance, +1 to roll.

Level 8: Jump kick (critical strike, 3d6x2), +1 to breakfall.

Level 9: **Wrist/ankle break**, +1 to trap/escape.

Level 10: **Double axel flip**, +1 to maintain balance, +1 to roll with punch/fall/impact.

Level 11: +1 attack, **air drop**, +1 to breakfall.

Level 12: **Air catch**, +1 to block/parry/dodge.

Level 13: **Air slam/tackle**, +1 to trap/escape.

Level 14: **Rising crescent**, +1 to breakfall.

Level 15: +1 attack, Double existing Chi, +1 to initiative, +1 to save vs Horror, +1 to perception.

Guardan Techniques

Counter movement: Uses 1 attack/action:

A non-offensive technique that can save the characters butt in certain situations that have a simple solutions, but no specific counter. A few good examples are:

1. An opponent sweeps the character, and instead of hitting the ground the character springs off his hands back onto his feet.
2. You are on the ground and an opponent is in the process of an aerial stomp. You raise your feet and propel your opponent back into the air.
3. An opponent throws you. You can either use the moment to perform a cartwheel, or a flip.

Trapping: Uses 1 attack/action:

Wrist/ankle break: This is can only be used in combination with a trapping maneuver against a high attack. When an opponents hand/foot is entrapped the character uses a quick snap or twist of the wrists to break an opponents wrist/ankle. A successful attempt does 1d6 HP damage, and unsuccessful attempt does 1d6 SDC damage.

Against midsection attacks:

The knee and elbow are use to strike the limb/weapon between them doing combined elbow and knee strike damage to that limb/weapon. Against low attacks: The feet are used to parry the attack while applying counter pressure, this causes an opponent to make a test of balance to see if he remains standing. An opponents roll to maintain balance must be higher than the characters roll to trap. Failure means an opponent suffers the penalties of a trip/leg hook.

Escaping: Uses 1 attack/action: Used to escape entanglement, holds, bonds etc.

Air drop: 4d6, used on opponents below, uses both feet, with arms upward, can be tacked on the end of a double axel flip.

Rising crescent: 3d6, attack/escape combination, opponent loses initiative, uses 2 attacks.

Double axel flip: Twice the height and length of a backflip, does a 180 degree rotation starting with feet, ending with feet.

NOTE: I have seen this done in my kendo class in real life.

Aerial stomp: 1d6 per 2ft of height above opponent and knockdown unless already on ground.

Air catch: 2d6 and knockdown. Catches any opponent in the air and slams them to the ground.

Air tackle: 1d6 per 3ft fallen and knockdown. Tackles an opponent whether in the air or on the ground and slams them to the ground.

Guardan Special Mystic Martial Arts Powers

Gaurdan

Range: Self

Duration: 1 minute per level

Chi: 15 per limb (usually 60, 2 arms and legs)

Damage: Adds +2d to elbow/knee strikes and +1d to backhand/forearm.

Special: Adds +1 to block/parry per arm/leg guard.

Each arm/leg guard has 160 SDC (80 MDC in Rifts) and can only be used to defend against HTH attacks. The overall design of the guards are a reflection of the characters subconscious.

Guard Jump

Range: short distance: Up to 120ft.

Duration: Instant

Chi: 10

Number of Attacks/Actions: 1

Special: +6 bonus to dodge.

The character teleports to a predetermined location visible to the character. Passengers, vehicles and large amounts of equipment are not teleported with the character.

Guard Escape

Range: 1 mile per level.

Duration: Instant

Chi: 30

Concentration: Takes 1 melee round and is the only action that can be performed during that round.

The character can teleport in a straight line for only a second or two. Chance of Success: 50% plus 4% per level of experience. A failed roll means the teleport failed to occur. Passengers, vehicles and large amounts of equipment are not teleported with the character.

Guarda Shield

Range: Self

Duration: 10 mins per level of experience.

Chi: 30

No of Attacks/Actions: takes 1 attack/action to activate.

Special: +6 when used as a defensive action, no other bonuses apply (purely mental)

The shield is an invisible force field bubble (air tight) that surrounds the character. It has 50 SDC (25 MDC in Rifts) per level of experience and can be focused in one direction to withstand double the usual amount of damage. It takes 1 attack/action to focus/unfocus the shield in a given direction and it takes an additional attack/action each time the direction of the shields focus is changed.

Hand to Hand: Gunmaster

By [Brett Hegr](#)

This combat form teaches basic hand to hand combat tactics, but also includes extra training and techniques for the use of firearms. Emphasis is also placed on training the reflexes and natural speed of the character. This combat skill does not take the place of W.P. Sharpshooting (pg. 15 of the RiftsR Conversion Book One) by any means, but the bonuses are compatible. Sharpshooting is an extreme specialization in the use of one kind of firearm (or more, with multiple skills). This combat form is an emphasis on general shooting principles and the use of firearms for more than just shooting. The bonuses of sharpshooting and W.P. skills can be combined with this art form. This combat form is found mostly among people with formal military training, but it is also cropping up as a mercenary's fighting style. Rumor has it that a man from another world brought with him knowledge of a martial art form that integrated firearms into basic combat, and that he was employed by a mercenary outfit to teach them the basics. The extent of truth in this tale remains unknown.

Skill Cost: Equivalent to Hand to Hand: Expert. In contemporary genres that do not use the O.C.C. system, this combat skill can be purchased with one physical skill from the physical skill program or with two secondary skills.

Skill Requirements: At least two modern W.P.s, one of which has to be a pistol W.P.

Attribute Requirements: P.P. of 10

Techniques Known at First Level: Automatic parry, dodge, disarm, and roll with punch/fall/impact. The only attacks known are a punch (1d4 damage) and a snap kick (1d6 damage, a low and fast kick). At the cost of an extra secondary skill, the character can learn a kick attack (1d8 damage), power punch, and power kick to improve his physical combat abilities. The strike and parry bonuses can be used with the punches and kicks, or when using a weapon to bludgeon (1d6 damage for pistols and 1d8 damage for rifles) or parry. The character also has an automatic knockout/stun attack from behind using a firearm, a cold-cock to the back of the neck that renders the victim unconscious for 1d4 minutes. Note that augmented humans, some D-Bees, and most supernatural creatures may not be affected by this.

Bonuses: +1d4 to Spd, +1 to P.P., and +1 on an aimed strike with firearms that the gunmaster doesn't have a W.P. for.

Level Advancement Bonuses

Level 1: Two attacks per melee, +2 to parry, +2 to dodge, and +1 to roll with a punch/fall/impact.

Level 2: +2 to strike (with hand attacks).

Level 3: +1 attack per melee.

Level 4: +1 on initiative and +2 to disarm.

Level 5: Critical strike on an unmodified roll of 18 to 20 (applicable only to attacks with firearms).

Level 6: +1 to strike and +1 to parry when using a firearm as a blunt weapon (not applied to shooting the weapon).

Level 7: +1 to parry, +1 to dodge, and +1 to roll with a punch/fall/impact.

Level 8: *Dual gun use* - A special ability that only a proficient gunmaster can do well. By holding a pistol in each hand, a gunmaster can shoot twice at one target with one strike roll and his standard W.P. strike bonus. Or, he can fire at two different targets with two separate strike rolls and half his standard W.P. strike bonus. No other training or augmentation strike bonuses (like those from this combat form and targeting sights) can be used. Bonuses inherent in the weapon are applicable. If the character is able to use a rifle one handed, two rifles can be used to do this also.

Level 9: +1 shooting attack - this is an extra attack per melee that can only be used to fire a gun.

Level 10: Critical strike from behind (double damage) when firing a gun and +1 attack per melee.

Level 11: Death blow (takes two attacks and a gun must be used - this is an extra careful aimed strike) and +1 on initiative.

Level 12: +1 to parry and +1 to dodge.

Level 13: +1 on an aimed strike and +1 on a burst strike with firearms that the gunmaster doesn't have a W.P. for.

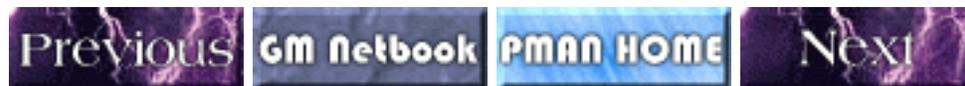
Level 14: +1 shooting attack - this is an extra attack per melee that can only be used to fire a gun.

Level 15: Add +1 to aimed strikes and +1 to burst strikes when using guns that the gunmaster has a W.P. for.

Martial Art Styles H

Name	Game	Application	Country	Author
Hakko Denshin Ryu Jujutsu	N&S	Conversion	Japan	Kuseru
Hand to Hand Jem'Hadar	Any	Fiction	NA	Crow T. Robot
Hand to Hand Jed	Any	Fiction	NA	Basara Nekki
Hapkido	N&S	Conversion	Korea	Daniel Matthis with Lee Casebolt#
Harimau Pentjak Silat	N&S	Conversion	Indonesia	Mantisking
Hayerquel	PF	Fiction	NA	Mephisto
Heki-ryu Kyujutsu	N&S	Conversion	Japan	Kuseru
Hibiki Ryu Karate	N&S	Fiction	Japan	Daimyo Shi
Hirazuki Ryu	N&S	Fiction	Japan	Daimyo Shi
Hiten Mitsurgi Ryu	N&S	Fiction	Japan	Daimyo Shi
Hjarlqurleiwk	PF	Fiction	NA	Mephisto
HtH: Martial Arts-Defencive	Any	Revision	NA	Sinestus
Hozo-in Ryu Sojutsu	N&S	Conversion	Japan	Kuseru
Hung Gar Kung Fu	N&S	Conversion	China	Lee Casebolt
Hyaku Oni Kuran Ninjutsu	N&S	Fiction	Japan	Mantisking

Number of Styles: 15



Hakko Ryu Jujutsu

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include P.S.: 8, and P.E.: 12.

Skill Cost: 11 Years (7 Years as a Secondary Martial Art Style).

Hakko-Ryu Jujutsu was founded by Okuyama Yoshiharu. Okuyama combined martial techniques descended from a classical style of Aikijutsu known as Daito-Ryu, with the medical technique of shiatsu to form the basis of Hakko-Ryu. Through the understanding of the meridian system of the body in shiatsu, a Hakko Ryu practitioner can deliver varying amounts of pain to an opponent, usually without causing serious injury. This characteristic has gained Hakko Ryu strong support from law enforcement agencies in Japan and the United States. Mr. Okuyama studied traditional oriental medicines such as Chinese Yin/Yang theory, acupuncture, acupressure, massage and diet. One of the more exotic remedies that Okuyama studied was "western" style medicine. Mr. Okuyama also studied martial arts including sword drawing, sword techniques, stick techniques, sickle and chain techniques, spear techniques and throwing weapons. In 1945, Mr. Okuyama fled Tokyo to avoid the bombings and went to the region of Yamagata. Eventually, after the war, Mr. Okuyama settled in Omiya City and established the Honbu Dojo or headquarters of Hakko-Ryu Jujutsu where it exists today and is taught by his son.

Costume: Karate Gi.

Stance: Facing opponent with one foot forward and the other back, arms extended forward as if holding a sword.

CHARACTER BONUSES

Add +1 to M.A.

Add +1 to P.S.

Add +1 to P.E.

Add +15 to Chi

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack, Automatic Roll, Breakfall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike, Fingertip Attack, Gakun (Special: The Hakko Ryu grip is a very powerful grip. The little finger is accentuated and the forefinger is extended. Gakun is accomplished by dropping your hand from a level position and squeezing with your little finger. Initially, this type of movement is used to apply wrist techniques. Later students learn to use Gakun as a type of atemi on meridians in the wrists. Damage is 2D6+2).

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick, Reverse Turning Kick, Drop Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap, Body Block/Tackle, Body Flip/Throw, Knee, Elbow, Forearm, Combination Grab/Attack, Combination Strike/Parry, Paralysis Attack.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock.

Weapon Kata (Pick two): W.P. Bo staff, W.P. Jo staff, W.P. Katana , W.P. Hanbo, W.P. Yari, W.P. Kusari Gama, W.P. Wakizashi, W.P. Shuriken.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from among Body Hardening, Special Kata, or Martial Art Techniques.

Language: Japanese.

Medical Skills: First Aid, Massage: Shiatsu.

Physical Skills: Dieting.

Weapon Proficiencies: W.P. Bo staff, W.P. Jo staff, W.P. Katana , W.P. Hanbo, W.P. Yari, W.P. Kusari Gama, W.P. Wakizashi, W.P. Shuriken.

Philosophical Training: Taoism.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Asayama Ichiden Ryu (3 Years), Goshinjutsu (4 Years), Hozo-in Ryu Sojutsu (3 Years), Jujutsu (3 Years), Kaze Arashi Ryu (7 Years), or Kito Ryu Jujutsu (6 Years), Maniwa Nen Ryu (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 19 or 20, Death Blow on a Natural 20.

2nd: +1 to Strike, +1 to Initiative, Knockout/Stun on a Natural 20.

3rd: +1 Attack per Melee, +1 to Pull Punch.

4th: Select One (1) Martial Art Power from Atemi.

5th: +2 to Damage.

6th: Critical Strike on an 17 or better.

7th: +1 Attack per Melee, Knockout/Stun on a Natural 19 or 20.

8th: Select One (1) Martial Art Power from Atemi.

9th: +1 to Strike, +1 to Pull Punch.

10th: +2 to Parry/Dodge.

11th: Death Blow on a Natural 19 or 20.

12th: Select One (1) Martial Art Power from Atemi.

13th: +2 to Damage.

14th: +1 Attack per Melee.

15th: Select One (1) Martial Art Power from Atemi.

WHY STUDY Hakko Ryu?

Jujutsu with healing applications, what else needs be said?

Hand to Hand: Jem'Hadar

By Crow T. Robot

Level 1: 3 Attacks per Melee, +2 Parry/Dodge, +2 Strike, Critical hit on 20. +2 Roll w/Impact. Automatic dodge.

Level 2: +1 Strike, +2 Disarm

Level 3: Body Flip (+1, 2D6 Damage)

Level 4: +1 to Dodge/Parry, Critical on 19 or 20

Level 5: Knockout on 20, +1 Attacks per Melee

Level 6: Pick 2 Weapon Katas

Level 7: +2 Roll w/ Punch, Critical on 18-20

Level 8: +1 to Strike

Level 9: +1 to Parry/Dodge, +1 Roll w/ Impact

Level 10: +1 Attacks per Melee

Level 11: 1 Additional Weapon Kata, Critical on 17-20

Level 12: +1 to Strike, +1 to Parry/Dodge

Level 13: +1 Attacks per Melee

Level 14: Critical on 16-20, +1 to Strike, +1 to Parry/Dodge

Level 15: +1 Attacks per Melee

(Hand to Hand) JED

By [Basara Nekki](#)

Level 1: +3 to roll with punch fall or impact; Haymaker does 3D6 SDC Gains Brewing skill at +10%, Pilot Truck; WP Rifle, WP Shotgun, WP Black Powder

Level 2: +3 to save vs. non-lethal toxins and drugs. +2 to strike and dodge.

Level 3: Gains Lore: Animal/Cattle (at level, +10%)

Level 4: +1 to hit with farm implements using melee

Level 5: +1 additional attack; knockout on natural 18-20

Level 6: +10% to brewing skill; critical strike on natural 18-20

Level 7: +2 to hit with shotguns and hunting rifles (including black powder)

Level 8: +1 to save vs. drugs and toxins

Level 9: +10% to vehicle combat moves made with Pilot Truck

Level 10: Gains Breed Dogs (+30%), specifically for hunting traits.

Level 11: +1 additional attack

Level 12: +2 to strike, dodge and roll.

Level 13: +10% to brewing skill

Level 14: Gains Lore: Confederate States of America (+20%)

Level 15: + 1 additional attack, Death blow with all proficient weapons (even ranged modern weapons) on natural 20.

HAP KI DO

By TDRAGON

(a.k.a. Daniel Matthis)

(assisted and modified by Lee Casebolt)

Entrance Requirements: None

Skill Cost: 12 years (9 years as a secondary form)

Costume: Normal Karate (Usually a heavier weight), Colors are usually Black and Red, but may change from style to style

Stance: There is no set stance, usually done from a walking stance, or (simply) fighting stance.

Fighting Stance Description: Front foot is pointed forward at roughly at a 60 degree angle. The back foot is at 90 degrees from the opponent. Most of the weight is distributed on the back leg (typically about 60% of the weight is on the back leg). Defensive Hand placement varies. Usually the front hand is just below chin level and about 45 degrees from the body. The hand is either in a closed fist or open hand position. The back hand is guarding the solar plexus and is in a fist.

CHARACTER BONUSES

Add 10 to CHI

Add 2 to M.E.

Add 1 to P.P.

Add 1 to P.E.

Add 10 S.D.C.

COMBAT SKILLS

Attacks Per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Breakfall, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry, Power Block/Parry, Disarm

Hand Attacks: Strike (punch), Knife Hand, Back Hand, Fingertip Attacks, Palm Strike,

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, **Hook Kick** (SPECIAL! Looks like a side kick that misses. Instead the initial part of the kick misses but you bring the heel around (bending at the knee), hooking to go past the defense and hitting the target. It doesn't do extensive damage but it does get past blocks. Is aimed at the head, spine, or groin. Damage is 1d6, defender is -2 to Parry.)

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

Special Attacks: Death Blow, Knee, Elbow, Body Flip/Throw

Holds/Locks: Arm, Leg, wrist, and elbow locks, Arm Holds, Body Holds (Note: Many of the Locks will do a break on that body part. After all if their leg is broken, they can't chase you ;)

Weapon Katas: None

Modifiers to Attack: Pull Punch, Knock out/stun, Critical Strike, Critical Strike from rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of three powers from Ateimi Abilities, Chi Mastery, or Body Hardening Exercises. If desired, these powers may be exchanged, one for one, for basic skill programs (excluding physical).

Language: Korean

If this is your primary martial arts form, the following arts can be learned in a shorter period of time: Tae

Kwon Do (5 years), Jujitsu (5 years), Yu-Sool (6 years), and Isshin-Ryu (5 years)

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Maintain Balance, +2 to Roll with Punch/Fall/Impact

Level 2: +2 to Parry/Dodge, +1 to Strike

Level 3: +1 Attack per Melee, +2 to Damage

Level 4: Select one additional martial arts power from Atemi Abilities, Chi Mastery, or Body Hardening Exercises

Level 5: Critical Strike on 18-20

Level 6: +1 Attack per Melee, +1 to Disarm

Level 7: Double existing CHI

Level 8: Select one additional martial arts power from Atemi Abilities, Chi Mastery, or Body Hardening Exercises

Level 9: +1 Attack per Melee, +1 to Maintain Balance

Level 10: +1 to Strike and Parry/Dodge, +1 to Body Flip/Throw

Level 11: Death Blow on natural 20

Level 12: +1 Attack per Melee, +1 to Breakfall

Level 13: Select one additional martial arts power from Atemi Abilities, Chi Mastery, or Body Hardening Exercises

Level 14: Double existing CHI

Level 15: +1 Attack per Melee, +2 to Damage

WHY STUDY HAPKIDO?

An all around martial art that can handle a variety of situations. It also develops good spiritual harmony and is usually intended for Defense, but if the going gets tough then the tough can get really nasty. [Snap] "Oh, so sorry, was that your arm?"

Harimau Pentjak Silat (Tiger Style Self-Defense Fighting)

Entrance Requirements: None

Skill Cost: 11 Years (Primary), 6 Years (Secondary)

Harimau Pentjak Silat originated in Painan area of the island of Sumatra. The climate of Sumatra is hot and rainy, with the ground conditions tending toward muddy. Harimau Silat is perfectly suited for this because it teaches it's students to crawl around like a tiger on hands and knees. The crawling techniques of Harimau Silat are distracting and deceptive, designed to lull an opponent into complacency, just like a tiger stalking it's prey. One of the more unique Silat styles, Pentjak Silat Kuching - as Harimau Silat is also known - relies mainly on leg techniques. To build the strength necessary for these techniques a Harimau Silat player will sit for hours in a full squat, he will also climb mountains whenever possible.

Combat for a Harimau Pentjak Silat player consists of four stages. Stage one is either dodging an opponent's attack or crawling around like a tiger to lure an opponent into attacking. Stage two consists of bringing an opponent to the ground by lock or trip, or by leaping on them in a flying body block. Stage three is the elimination of the opponent. Stage four sees the Harimau stylist preparing for the next opponent.

To find a Guru (teacher) of Harimau Pentjak Silat one must go to the United States, Germany, the Netherlands or Sumatra. If one wishes to learn the deeper, spiritual side of the art from a pendekar (spiritual leader) one must go to Sumatra.

Costume: Black Shirt, Black Pants, Black Sarong

Stance:

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.P.

Add 1 to Spd.

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Drop (New! Character just falls to the ground.)

Attack Moves: Roll

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Disarm, Combination Parry/Attack, Breakfall, Drop

Hand Attacks: Strike (Punch), Claw Hand, Backhand, Palm Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Trip/Leghook, Backwards Sweep, Drop Kick

Jumping Foot Attacks: None

Special Attacks: Deathblow, Combination Strike/Parry, Leap Attack, Body block/Tackle, Joint Throw, Automatic Bodyflip/Throw

Holds/Locks: Leg Hold, Arm Hold, Ankle Lock, Knee Lock, Wrist Lock

Weapon Kata: (Choose One) W.P. Pisau (Small Knife), W.P. Tjabang (Sai), W.P. Parang (Cleaver/Knife), W.P. Kris (Wavy Bladed Knife), W.P. Toya (Staff)

Modifiers to Attacks: Pull Punch, Knockout/Stun, Knockout/Stun from Behind, Critical Strike, Critical Strike from Behind

Skills Included in Training

Martial Art Powers: Automatically receive Body Hardening Exercise: Kick Practice and Martial Arts Technique: Ground-Fighting.

Languages: Sumatran

Cultural: Mountaineering, Jungle Survival

Weapon: W.P. Pisau (Small Knife), W.P. Tjabang (Sai), W.P. Parang (Cleaver/Knife), W.P. Kris (Wavy Bladed Knife), W.P. Toya (Staff)

Philosophical Training: Muslim

If this is your Primary martial arts style then the following other styles can be learned in a shorter time: Fu Chiao Pai (3 Years), Kuo Ch'uan (6 Years)

Level Advancement Bonuses

1st: +1 to Parry/Dodge, +2 to Roll with Punch/Fall/Impact, Deathblow on a Natural 20, Critical Strike or Knockout/Stun from Behind

2nd: +1 Attack per Melee, +1 to Damage

3rd: Critical Strike on a Natural 19+, +1 to Strike with Drop Kick, Select one (1) Martial Art Power from Body Hardening Exercises, Martial Art Techniques, or Special Kata

4th: +1 to Strike, +1 to Leap (Add 3 feet to Leap distance)

5th: +1 to Parry/Dodge, +1 to Damage

6th: +1 Attack per Melee, +1 to Holds/Locks when Groundfighting, Select one (1) Martial Art Power from Body Hardening Exercises, Martial Art Techniques, or Special Kata

7th: +1 to Strike, Knockout/Stun on a Natural 19+

8th: Deathblow on a Natural 19+, +1 to Strike when Groundfighting, Select one (1) Martial Art Power from Body Hardening Exercises, Martial Art Techniques, or Special Kata

9th: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact

10th: +1 Attack per Melee, +1 to Damage, +1 to Leap (Add 3 feet to Leap distance)

11th: +1 to Damage when Groundfighting, Select one (1) Martial Art Power from Body Hardening Exercises, Martial Art Techniques, or Special Kata

12th: +1 to Roll with Punch/Fall/Impact, +1 to Strike when Groundfighting

13th: +1 to Parry/Dodge, +1 to Strike, +1 to Damage when Groundfighting

14th: +1 Attack per Melee, +1 to Damage

15th: +1 to Strike when Groundfighting, Select one (1) Zenjorike

Why Study HARIMAU PENTJAK SILAT?

This is a rare, exotic style that emulates the tiger in it's core teachings. Tactics for long, combat, and grappling distance as well as integral weapons use and mystic abilities make this a well rounded martial art

Hayerquel

By Mephisto

Entrance Requirements: None

Skill Cost: 17 Years (10 Years as a Secondary)

A martial art that served to fuse the arts of combat with the arts of magic, this was the brainchild of a charismatic Elf named Hayerquel Orchidbloom. He spent many decades trying to create mystic effects with just motions of the body without requiring spoken words. Eventually with the assistance of several men of arms, diabolists, and wizards in his village located in the Eastern Territory, he came up with a workable martial art. When he died, his students took his work and continued to work and refine it, to the point that at it's present form it's a viable and deadly martial art. The art is named in memory of the man who originated the art. In combat, the Hayerquel practitioner will focus on using the force abilities to subdue the opponent and force him to surrender or knock him out. They will seldom allow themselves to get into hand to hand combat and physically grappling without a reserve of P.P.E. to assist them.

Hayerquel is available only in the Eastern Territory, and the village where Hayerquel lived; although some of the students have left and gone out adventuring. One adventurer is currently going north to see the Wolfen, another south to Timoro, and a group of four are headed west towards the Western Empire (in hopes of setting up another school there something the others have no idea about).

O.C.C. Note: This martial art is limited to Paladin, Knight, and Monk; the reasoning is they already have knowledge and practiced use of their P.P.E. in a combat situation. It costs these O.C.C.s to upgrade to Hand to Hand: Martial Arts and sacrificing four O.C.C. related skills. Other O.C.C.s could try to learn but add 5 years to the Skill Cost and reduce the number of Secondary Skills by half, in addition to the other penalties.

Stance: Usually with the arms crossed near their chest, the legs side by side heels together.

Costume: None

Character Bonuses

+4D6+10 P.P.E.

+1 M.E.

+4 P.E.

Combat Skills

Attacks Per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Disarm, Circular Parry, Multiple Dodge

Hand Attacks: Strike (Punch), Backhand, Palm Strike, Fore-Knuckle Fist, Duo-Knuckle Fist

Foot Attacks: Kick Attack, Snap Kick, Backward Sweep, Trip/Leg Hook, Axe Kick, Wheel Kick, Crescent Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

Special Attacks: Knee, Elbow

Holds/Locks: None

Weapon Skills: None

Special Katas: None

Modifiers to Attack: KO/Stun, Death Blow, Critical Strike

Skills Included in Training

Martial Art Powers: Starts with Force Attack and Attack Absorption Internal Abilities. Also select one Martial Art Technique.

Physical Skills: None

Training Skills: Magic Lore

Languages: None

Level Advancement Bonuses

1st Death Blow Natural 20, Critical Strike Natural 20 or from behind, +2 to strike

2nd +1D6 P.P.E., +1 save versus magic

3rd +1D6 P.P.E., Select One Additional Internal Ability, +2 to save versus horror factor

4th +1D6 P.P.E., +1 attack, +2 Parry and Dodge

5th +1D6 P.P.E., +1 strike, Critical Natural 19 or 20, +1 save versus magic

6th +1D6 P.P.E., Select One Additional Internal Ability

7th +1D6 P.P.E., +3 to Roll, +2 to save versus horror factor

8th +1D6 P.P.E., +1 Attack, +1 to save versus magic

9th +1D6 P.P.E., Select One Additional Internal Ability

10th +1D6 P.P.E., +2 to Parry and Dodge

11th +1D6 P.P.E., +1 to Damage, +2 to Roll

12th +1D6 P.P.E., Select One Additional Internal Ability

13th +1D6 P.P.E., Critical Strike Natural 18-20, +1 strike, +1 save versus magic

14th +1D6 P.P.E., +2 to Parry and Dodge

15th +1D6 P.P.E.+1 Attack, Death Blow Natural 20, Select One Additional Internal Ability

Why study Hayerquel?

The only known martial art to combine magic and physical combat, it also provides good defenses against physical and mystic assaults, something that nearly every other martial art lacks.

Internal Martial Art Powers:

The following Internal abilities are exclusively part of the Elven martial art known as Hayerquel.

Attack Absorption

P.P.E.: 6

Range: within 5 feet (1.6 m)

Duration: Instant

Saving Throw: None

The Hayerquel practitioner can set up a shield of energy that will absorb ALL the damage from

any one single attack directed at him or her. This happens instantly against hand to hand attacks, but must roll a mystic parry to counter arrows, siege weapons, thrown spears, or anything fast moving. Energy weapons, guns, and other super-fast attacks cannot be absorbed. The mystic parry is done at +4 and must beat the strike roll of the attacker.

Fire Fist

P.P.E.: 8

Range: Must be physically touching the victim.

Duration: Instant to use; can be maintained one melee per level of experience.

Saving Throw: Parry or Dodge

The Hayerquel master can envelope one or both fists in a fiery ball which deal in more damage and are able to parry magic attacks. The fist does 3D6 damage plus has a 28% chance of setting combustibles on fire with each successful strike. Unarmed opponents cannot parry without taking damage unless they are impervious to fire. The attack does double damage to water elementals, zombies, mummies, and those who are vulnerable to magic or fire.

Fire Kick

P.P.E.: 10

Range: Must be physically touching the victim.

Duration: Instant to use; can be maintained one melee per level of experience.

Saving Throw: Parry or Dodge

Similar to the fire fist, the martial artist envelopes his foot in a flaming ball. The flame adds 2D6 to kick damage and has a 32% chance of setting combustibles on fire with each successful strike. Unarmed opponents cannot parry without taking damage, unless they are impervious to fire. The attack does double damage to water and ice elementals, zombies, mummies, and those who are vulnerable to magic or fire.

Force Blow

P.P.E.: 5

Range: Up to 20 feet (6.7 m)

Duration: Instant

Saving Throw: None

This attack enables the martial artist to deliver a punch and have the force strike an opponent up to 20 feet (6.7m) away! The P.P.E. is used up even if the strike fails. The strike does the standard damage of the attack used, including P.S. damage bonus. The unexpected nature of the attack means the victim is -4 to parry or dodge, and the attack is mostly invisible; it looks like a hollow tube is propelled towards the defender of the attack and it's hard to see.

Force Leap

P.P.E.: 6

Range: Self

Duration: Instant

Saving Throw: None

This ability allows the character to leap great distances; 30 feet (10m) plus 3 feet (1m) per level high; double length ways. Trying to use this in combination with a jump kick will result in doing triple damage to the victim and taking 2D6 damage to oneself. Plus the attack has a strike penalty of -6.

Shock Attack

P.P.E.: 5

Range: Must be physically touching the victim.

Duration: Instant

Saving Throw: None

This attack sends a bolt of electricity through the person that's touching the magic user, or several people if many are touching him at once. The victim suffers 1D6 S.D.C. damage and suffers the following penalties: -3 to strike, parry, dodge and attacks per melee are reduced by two. Penalties last for 1D6 melee rounds. No additional penalties per multiple shocks but the damage and duration of penalties increase.

Spell Redirect

P.P.E.: 9

Range: Self; the person to be redirected against must be within line of sight.

Duration: Instant

Saving Throw: Special

A handy defensive ability, this allows the person attacked by a spell to redirect it to another person! First the person attempting the spell redirect must make a successful save against the spell, then the person he or she is trying to afflict gets to save against both the redirect and the spell. Unlike most spells the spellcaster can NOT instantly cancel the spell as its the spell redirect ability that's controlling the spell, not the caster of the initial spell. This ability only works on spells that target a specific individual, such as life drain, agony, or fire ball. Has no effect on summoning spells, wards, talismans, amulets, area affect spells such as fogs, storms, or any ritual magic.

Heki-Ryu Kyujutsu

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include P.S.: 9, P.P.: 10, and Spd.: 8.

Skill Cost: 12 Years (8 Years as a Secondary Martial Art Style).

Heki-ryu was founded by Heki Danjo Masatsugu ("father of modern-time kyujutsu"). There exist different versions of his biography. According to "Sankoku jishi" ("Geographic description of three provinces"), clan Heki was a branch of famous ninja clan Tsuge. Heki-Ryu had a great influence on the whole tradition of Japanese archery. Its branches can be found in many provinces of Japan, from northern Honshu (Heki Yoshida-ryu of Aizu province) to Kyushu, but the main spreading took place in the central provinces of Honshu: Yamato, Iga, Omi etc.

Among the branches of Heki-Ryu it is necessary to name Iga Heki-Ryu (Yamato Heki-Ryu; founded by Heki Yazaemon Noritsugu (Norimochi), younger brother of Heki Danjo Masatsugu), Yasumatsu-Ryu (founded by Yasumatsu Sakon Yoshitsugu from Iga province, student of Heki Danjo Norimochi) and Yoshida-Ryu (founded by Yoshida Sukezaemon Toyotsuna), also known as "shinobi yajutsu" ("art of spy archery").

Costume: Chain Armor (Haramaki) or better.

Stance: Low, wide legged, side stance, with most of the body centered over the back leg, forward leg resting lightly on the ball of the foot. Forward hand is held out and open, the rear hand is pulled back and out at waist level.

CHARACTER BONUSES

Add +1 to P.S.

Add +2 to P.P.

Add +1 to P.E.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll with Punch/Fall/Impact.

Attack Moves: Grab.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge.

Hand Attacks: Punch, Knife Hand, Palm Strike

Foot Attacks: Kick, Trip/Leg Hook, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow.

Holds/Locks: None.

Weapon Kata: W.P. Daikyu. W.P. Bow.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from among Martial Art Techniques or

Special Kata.

Language: Japanese.

Other Skills: Archery.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Enmei Ryu Shurikenjutsu (3 Years), Ganritsu Ryu Shurikenjutsu (2 Years), or Kinzoku Shurikenjutsu (2 Years).

LEVEL ADVANCEMENT BONUSES

1st: Sharpshooting Bonuses: All bonuses are in addition to the conventional W.P. bonuses of +3 aimed and +1 burst, Critical on a Natural 20.

2nd: +1 to Dodge,+2 to Parry.

3rd: +1 Attack per Melee, Select One (1) Martial Art Power from Martial Art Techniques, or Special Kata.

4th: +2 to Damage.

5th: Sharp Aimed Shot (applicable to both the single shot and the Double-Arrow shot): +1 to strike with a P.P. of 20 and every five P.P. points above 20. Aimed shots only. No bonuses for shooting wild.

6th: +1 Attack per Melee, Select One (1) Power from Martial Art Techniques, or Special Kata.

7th: The Quick Draw: +1 to initiative with a P.P. 18 and every additional four P.P. points above 18, but the bonuses are only applicable when the Daikyu is used.

8th: +1 to Roll with Punch/Fall/Impact, Death Blow on a Natural 20.

9th: +1 Attack per Melee, +1 to Parry.

10th: Accurately shoot while riding a horse or moving vehicle (normally a wild shot), but strike bonuses are halved and a called shot is impossible. Shoot accurately while standing on head or hanging upside down; all bonuses applicable. Roll or somersault and come up shooting (normally a wild shot), no bonuses or penalties; straight roll of the dice.

11th: Select 1Power from Martial Art Techniques, or Special Kata.

12th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.

13th: Hanging-Tree Shot: Because archers spend so much time in and around with trees, they obviously have found a need to incorporate trees into their archery. Ninja especially have learned to use trees effectively. They drop from branches to land in front of their enemies or use trees as concealment. One of the tricks archers are most proud of is the dangling shot. In this shot, the archer wraps her legs around a sturdy tree branch and drops downward while simultaneously firing right into the faces of her oncoming enemies. Unfortunately, the disadvantages to this shot are numerous. The most obvious is that anything on the archer that isn't tied down or strapped in (arrows, daggers, loose change, et cetera) will fall to the ground. Another disadvantage is the -3 to strike. Lastly, the archer can't fire her multiple shots. However, the archer can still take an action, such as swinging back up into the tree or jumping to the ground. Further, the enemy suffers a -6 to his initiative! This advantage alone often outweighs the drawbacks, and the hanging tree shot is a favorite trick of archers ambushing lone outriders.

14th: +2 to Dodge, Critical on a 19 or 20.

15th: +1 to Attack per Melee, Select One (1) Power from Arts of Invisibility.

WHY STUDY Heki Ryu Kyujutsu?

Japanese mastery of the bow, Heki Ryu makes an archer even more dangerous than a typical archer. With Special archery skills and access to the Arts of Invisibility, someone with Heki Ryu can become the perfect medieval sniper.

Hibiki Ryu Karate

By Himura_Battosai

Entrance Requirements: None

Skill Cost: Eight years as a primary Martial art (five if secondary)

Ryoga style karate is a very hardform. Formulated by the self training of **Hibiki Ryoga, in his quest to beat** Saotome Ranma, developed a style that is very hard hitting but still can't defeat Ranma. Don't be mistaken though, Hibiki style is effective and can be used to defeat a number of people.

Costume: Street clothes normally, the few students of this art have taken to wearing yellow head bands with black polka dots.

Stance: Loose stance with both hands at about chest level like a lower boxing stance, right leg out front, left back with knees bent.

CHARACTER BONUSES

+ 3 PS

+ 25 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with punch/fall/impact

Basic Defense: Dodge, Parry, Automatic Parry

Advanced Defenses: Circular Parry

Hand Attacks: Strike (punch). Knife hand, double knuckle fist

Basic Foot Attacks: Kick, snap kick, crescent kick and reverse turning kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Body Flip/throw, combined Strike/parry, Akane Strike Kata (special: this attack Kata is very strong but leaves the martial artist vulnerable to counter-attack. It adds + 3 strike, and + 4 damage and the strike bonus counts for Critical strikes, but all defenses are just straight rolls on the dice on the dice, with no bonuses of any kind)

Weapon Katas: Head band (special: Allows to use headband as a whip 1d2 damage)

Modifiers to Attacks: Knock out/stun/ Critical strike, Critical strike from rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: two from Body hardening and martial Art techniques. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: None but does get Wilderness Survival

Physical Skills : body building, swimming

Philosophical Training: None

If this is your primary martial arts form, the following styles may be learned in a shorter period of time:
Jujitsu (three years)

LEVEL ADVANCEMENT BONUSES

1st + 2 damage Critical Strike from Behind, critical Strike

2nd +1 parry and dodge, knock out on natural 20

3rd + 1 attack per melee, + 1 Strike, + 2 Damage

4th Add one more martial art power from Body Hardening or Martial Art techniques

5th + 2 to damage, headband now 1D3 damage

6th + 1 Strike, Add Tamashiwara (called Batsu Breaking technique by students of this art it uses only one finger)

7th + 1 attack per melee, +3 damage

8th + 2 parry and dodge, Critical Strike 19 -20

9th + 2 Strike, Add one more martial art power from Body Hardening or Martial Art techniques

10th headband does 1D4, gain Multiple Dodge Defense maneuver

11th Knock out on 18 - 20, + 2 damage

12th +1 Attack Per melee,+1 Strike + 2 Dodge and parry

13th + 1 body flip/throw, Critical Strike triple damage on natural 20

14th + 2 damage, + 1 Attack per melee

15th + 1 strike Critical Strike Triple damage 18 - 20

WHY STUDY Hibiki Ryu karate?

Not other martial Art does as much damage in one strike, very weak facing true masters but quite able to defeat novices. Normally needs only one or two hits to down the toughest opponent.

Hirasuki Ryu

By Himura_Battosai

Entrance Requirements: limited to those with Honorable alignments, I.Q. 11, P.P. 12 and Spd. 10

Skill Cost: 12 years (8 as a Secondary Form)

Gatotsu Ryu has a distinct difference to most Nipponese sword forms in that it uses primarily thrusting attacks rather than slashing attacks. There are slashing attacks in the form, but they are the minority. It is a very fast and offensive based style.

Costume: Keikogi (quilted navy-blues jacket) and hakama

Stance: Sword hand back behind head, hand on the very end of the Katana, the other hand in a knife hand with thumb out in front of chest guiding the back edge of the katana between thumb and fingers. sword hand lag back and other hand's forward.

CHARACTER BONUSES

Add 10 Chi

Add 2 to M.A.

Add 2 to M.E.

Add 2 to P.P.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: role with Punch/impact/Fall, Maintain Balance

Basic Defense: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple dodge, Circular parry, Combination parry/attack, power Block/parry, Automatic Roll, breakfall

Hand Attacks: Strike (punch)

Basic Foot Attacks: kick attack, Crescent Kick, Backwards sweep, Leg hook

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, leap attack, Combination Strike/parry, Gatotsu First Stance (Must be first attack of the melee, dashing thrust + 3 Initiative, + 2 strike Counts towards Critical Strike and Death Blow), Gatotsu Second Stance (Leap Thrust automatic Critical Strike), Gatotsu Third Stance (level 7, a stab-slash combo that counts as one attack, can only be done as the first attack of the melee), Gatotsu Zero Stance (15 level, Special death blow attack, Automatic Critical Strike, death Blow on 17, 18, 19, 20 natural can also be done as a back attack like a backhand or backwards sweep), forearm

Weapon Katas: W.P. Katana, W.P. Wakizashi, W.P. Daisho, W.P. Bokken

Modifiers to Attacks: pull punch, knock Out/stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of three martial art powers from Body hardening, Martial Art techniques, and Special Katas. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: Go, Haiku

Physical Skills Running, Prowl

Philosophical Training: Zen

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: Jujitsu (3 years), Kuno Ryu (3years), Kamiya Kashin Ryu (4 Years) , Kodachinitou Ryu (5 years)

LEVEL ADVANCEMENT BONUSES

1st + 1 Strike, + 1 Roll with Punch/impact/fall, Death Blow 20, Critical Strike from Behind, Knock out/stun from behind.

2nd + 2 Strike, + 1 Maintain Balance, + 1 dodge/parry

3rd + 1 Attack per melee, Select additional martial art power from Body hardening, Martial Art techniques, and Special Katas

4th + 2 strike, + 1 Dodge/parry, Knock out/stun 19-20

5th + 1 Attack per melee, critical Strike on 18-20

6th + 2 Roll with Punch/impact/Fall, + 1 dodge

7th + 1 Attack per melee, + 1 maintain balance

8th + 1 Strike, + 1 parry,+1roll with Punch/Impact/fall, Select additional martial art power from Body hardening, Chi Mastery, and Special Katas

9th + 1 Attack per melee, + 1 dodge/parry

10th Double Existing Chi, Death Blow 19-20

11th + 1 dodge/parry, + 1 Roll with Punch/impact/fall

12th + 1 maintain Balance, Select additional martial art power from Body hardening, Chi Mastery, and Special Katas

13th + 1 Attack per Melee, + 1 Roll with Punch/impact/fall

14th + 1 Dodge/parry, knock Out/stun 18-20

15th + 1 Attack per Melee, + 1 maintain balance, add one Zenjorike power

WHY STUDY Gatotsu Ryu?

It is a very offensive sword form that values hard attacks. It is much different than the many other styles of kenjutsu in Nippon.

Hiten Mitsurugi Ryu

By Himura_Battosai

Entrance Requirements: Limited to Honorable Alignments. Minimum Attributes are: IQ 9, P.P. 12 Spd. 10

Skill Cost:12 years(8 as a Secondary form)

Hiten Mitsurugi Ryu is a school of samurai swordsmanship meant to defend the people of Nippon (Japan). One should remember thought that this is an art designed to kill. A master will carefully evaluate his opponent before entering combat.

Costume: A silk kimono with a hakama

Stance: Right Foot forward and left foot back shoulder wide a part. Knees slightly bent. Left hand on Saya, right over katana handle.

CHARACTER BONUSES

Add 10 to CHI

Add 2 to M.E.

Add 2 to M.A.

Add 2 to P.P.

Add 2 to P.E.

Add 4 to Spd.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll with Punch/fall/impact, Maintain Balance

Basic Defenses: Dodge, Parry, Automatic Parry

Advanced Defenses: Automatic Dodge, Multiple Dodge, Circular Parry, Combination Parry/Attack, Power Block, Break Fall

Hand Attacks: Strike (punch), Knife Hand

Basic Foot Attacks: Kick Attack, Backward Sweep

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Combination Strike/Parry, Combination grab/Slash, Forearm, Tsumuji (special, level 3, This is a dodge and slash maneuver, roll to dodge first and then roll to strike. Normally this will cause the artist to land behind his opponent. it take one melee action.) Sho Sen (special, level 5, Upper word slash done two handed, on bracing the blade the other on the handle of the Katana. it is a critical Strike when successful and a knock down.) Ryu Tsui (special, level 7 This attack cause the ground to break along a straight line from the Artist to target. it is a knockdown attack and does 2d6 damage.)Hiten Mitsurugi Ryu Kuzu Ryu Sen (special, level 15, Nine Cut attack, all of the artist attacks take place in first attack of a melee leaving only automatic parry as a defense for the rest of the round.) Amakakeru Ryu No Hiramek (special, level 15, This attack is a death blow attempt and if a successful strike is a knock out blow/stun. There are two attacks with this maneuver if the first connects ignore the second if it miss then the second has a +5 to hit do to the vacuum effect created by the speed of this maneuver It takes)

Weapon Katas: W.P. Katana, W.P. Wakizashi, W.P. Daisho, W.P. Bokken, W.P. Bo Staff

Modifiers to Attacks: Pull Punch, Knock Out/Stun, Critical Strike

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: automatically gains Iai-jutsu and two more Body-Harding, martial art techniques, or special katas Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Physical: Archery, Prowl

Cultural Skills: Cooking and Go

Philosophical Training: Bushido, Shinto

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: Jujutsu (3 years), Te (4 years), Moo Gi Goug (4 Years), Zanji Shinjinken Ryu (4 years)

LEVEL ADVANCEMENT BONUSES

1st +2 Strike, + 2 Parry, +1 Dodge, +1 Roll with punch/fall/impact, Critical 19-20

2nd +1 Dodge, + 2 Maintain Balance

3rd + 1 Attack per melee, +1 leap, Select one additional martial arts powers from body hardening, Chi mastery, or Special Kata.

4th + 2 Strike, + 1 Dodge, + 2 Parry

5th + 1 attack per melee, critical strike on 18-20

6th + 1 roll with punch/fall/impact, Death blow 20

7th +1 Strike, Select one additional martial arts powers from body hardening, Chi mastery, or Special Kata.

8th + 1 Attack per melee, + 1 Strike, + 2 Dodge

9th Double existing Chi, +1 Leap

10th + 1 Attack per melee, + 1 strike

11th +2 parry, Select one additional martial arts powers from body hardening, Chi mastery, or Special Kata.

12th + 1 Roll with punch/fall/impact, + 1 maintain balance

13th + 1 Attack per melee, + 1 leap

14th + 2 Dodge, knockout/stun on natural 19 or 20

15th + 1 Attack per Melee, + 1 Leap, + 1 Roll With punch/fall/impact, death blow 18-20

WHY STUDY Hiten Mitsurugi Ryu?

A well rounded martial art form capable of dealing with most other martial art forms. restricted because of its reliance on a weapon for it to be effective. While mostly offensive in nature it does not have any serious weakness on defense and has a well rounded scope of martial art abilities.

Hjarlqurleiwk

By Mephisto

Entrance Requirements: None

Skill Cost: 7 Years (4 Years as a Secondary)

Hjarlqurleiwk (roughly translated to Jar-kurl-ee-wark, which means in Wolfen Group weapon fighting) is a martial art that ascribes to the theory that more is better. So Wolfen Soldiers are encouraged to learn this, as it teaches fighting as a group along with individual weapon and armor training. This martial art indeed seems like it was designed with the purpose of a large group of warriors fighting together. Something which will likely trouble the people living in the Eastern Territory, whom if they see this practiced, will likely think that the Wolfen are preparing for an invasion of the Eastern Territory. However, most of the training occurs near the Algor Mountains, away from the prying eyes of humans. So it is that the Wolfen armies, when combining their natural fighting spirit and strength with the skill of this art and the quality arms of the Kobolds, will be a force that will be extremely difficult to overcome.

In practice, this is an infantry martial art. So with the use of heavy armor and weapons, and group fighting, each warrior will know his role in the combat encounter and will instinctively follow the orders and procedures. Surrounding opponents, leading a group of warriors into an ambush, and also the ability to out-fight the opposition, are all elements integrated into this fighting style. Since Wolfen are so disciplined, they seldom have a problem with soldiers not following through or breaking rank, so most missions end up nearly perfect successes.

O.C.C. Note: this martial art is best suited to the Soldier O.C.C., so any Wolfen Soldier can upgrade to this instead of Martial Arts. Other men of arms must first upgrade to Hand to Hand: Martial Arts then exchange two additional O.C.C. Related Skills.

Stance: Usually with the shield up, spear or sword in hand, legs bent and slightly hunched over, as if ready to start sprinting.

Costume: usually in full arms and armor

Character Bonuses

+2 to P.S.

+2 to P.P.

+2 to P.E.

+10 to S.D.C.

Combat Skills

Attacks Per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Power Block/Parry, Combination Parry/Sword Slash, Circular Parry

Hand Attacks: Strike (Punch), Backhand, Elbow, Claw Strike

Foot Attacks: Kick Attack, Snap Kick, Knee, Roundhouse Kick, Crescent Kick, Trip/Leg Hook, Backward Sweep, Drop Kick

Special Attacks: Body Block/Tackle

Holds/Locks: None

Weapon Skills: W.P. Sword, W.P. Shield, W.P. Spear, Two other W.P.'s of choice.

Special Katas: None

Modifiers to Attack: KO/Stun, Pull Punch, Critical Strike, Critical Strike from Behind

Skills Included in Training

Martial Art Powers: Select two from among Body Hardening and Specialty Katas

Physical Skills: Body Building, Running, Forced March and two of choice

Training Skills: Detect Ambush, Detect Concealment, Intelligence, and Track Humanoids

Languages: None

Level Advancement Bonuses

1st Critical Strike Natural 20 or from behind, +2 to Roll, +2 to Parry

2nd +2 to dodge, +2 strike

3rd Add 3 levels to W.P. Shield, +2 Initiative

4th +1 attack, +2 Maintain Balance

5th Add 3 levels to W.P. Spear, +2 damage, Select One Additional Martial Art Power

6th Add 3 levels to W.P. Sword, +1 dodge

7th Critical Strike Natural 19 or 20, +1 strike

8th Add 2 levels to W.P. Spear, +1 Attack, +2 parry

9th Add 2 levels to W.P. Shield, +2 Initiative

10th +2 damage and +2 to maintain balance

11th Add 2 levels to W.P. Sword, +2 to Damage, +3 dodge

12th +2 Initiative, Select One Additional Martial Art Power

13th +1 Attack, Critical Strike Natural 18-20

14th +2 maintain balance, +1 strike

15th Death Blow Natural 20

Why study Hjarlqurleiwk?

To learn a good infantry art that stresses attacking and defending as a group rather than entirely as an individual is definitely unique and will throw some people who are used to facing groups of disorganized and ill-trained ruffians. A good mix of weapon and defensive skills make it good in most combat situations. The lack of grappling skills is a major weakness; however grappling isn't usually a big concern in huge army combat.

Hand To Hand: Martial Arts - Defensive

By Sinestus

Not all who train in the martial arts study only the aggressive styles. Instead, some take quick classes in Judo, Aikido, and similar styles, thus developing a technique based around holds, throws, and avoiding damage. Note: This is a Standard style interchangeable with Hand to Hand: Martial Arts in Heroes 2nd ed.

Attacks per Melee: Two to start

Holds/Locks: When the time comes, the character can select from the following list:

Holds

Arm Hold

Leg Hold

Body/neck Hold

One-handed Arm hold

Choke

One-handed Choke

Locks

Wrist Lock

Arm Lock

Leg Lock

Damaging Lock (must be selected specifically with another, deals 2D4 to H.P.)

Locks and holds can be made 'automatic' (Meaning they can be done in place of a parry) is selected twice (does NOT apply for damaging holds/locks)

Level Advancement Bonuses

(Roll also covers pull punch)

1st: +3 to Roll, +2 to parry

2nd: +1 to strike and parry, +3 to dodge, +2 to disarm

3rd: Flip/Throw, Select three holds

4th: +2 to throw and holds

5th: +1 attack

6th: Automatic flip/throw, +2 to roll

7th: +2 to disarm, select three Locks

8th: Knockout 18+, +1 to parry

9th: +1 attack,

10th: +2 to locks, +1 to holds and throws

11th: Critical Flip/throw

12th: +3 parry/dodge, +1 to roll

13th: Auto dodge at +2

14th: +1 attack

15th: Knockout for 1D10 minutes on 17+

Hozo-In Ryu Sojutsu

By Kuseru

Entrance Requirements: No Honorable Alignments allowed. No Attribute restrictions.

Skill Cost: 9 years (5 years as a Secondary Martial Art Style).

This style of Japanese spear fighting is also known as Hozoin Ryu Takada-ha. This style was developed by Hozoin Kakuzenbo In-ei around 1560. It was named after the Hozo monastery where spear fighting was widely practiced.

This style teaches unarmed jujutsu techniques. The primary weapon teaching of this school is the yari, specifically Su Yari and Kama Yari. This style also teaches kenjutsu.

The current headmaster of this style is Kagita Chubei. Training for this style is available in Nara Prefecture Japan.

Costume: Keikogi (quilted, navy-blue jacket) and Hakama.

Stance: The body and head firmly face the opponent, with the left leg advanced a half step and the right leg to the rear, at a 90 degree angle. The Spear is held above the head with the right hand gripping near the end of the spear and the left hand gripping near the middle of the spear.

CHARACTER BONUSES

Add +5 to Chi

Add +1 to P.P.

Add +2 to P.E.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defense Moves: Multiple Dodge, Disarm, Breakfall.

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike.

Foot Attacks: Kick Attack, Tripping/Leg Hook, Snap Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick).

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap Attack, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow.

Holds/Locks: None.

Weapon Kata (Pick two, at least one must be a spear weapon): W.P. Su Yari, W.P. Kama Yari, W.P. Daito, W.P. Shoto.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of Two (2) Martial Art Powers from among Body Hardening,

Martial Art Techniques, and Special Katas. If desired, any number of Powers can be traded, on a one-for-one basis, for Basic Skill Programs (excluding Physical).

Languages: Japanese

Temple: Meditation

Weapon Proficiencies: W.P. Su Yari, W.P. Kama Yari, W.P. Daito, W.P. Shoto.

Philosophical Training: Zen Buddhism

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

Jujutsu (3 years), Shindo Jinen Ryu (6 years), or Zanji Shinjinken Ryu (4 years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Roll with Punch/Fall/Impact, +1 to Pull Punch, Critical Strike or Knockout from Behind.

2nd: +1 to Dodge/Parry, +2 to Damage with spear.

3rd: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact, +1 to Initiative.

4th: Knockout/Stun on a Natural 19 or 20.

5th: +1 to Strike, +2 to Pull Punch.

6th: +1 Attack per Melee, Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques, or Special Kata.

7th: +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 18, 19, or 20.

8th: +2 to Dodge/Parry, +2 to Damage with spear.

9th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact, +1 to Initiative.

10th: +1 to Strike, Death Blow on a Natural 20.

11th: Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques, or Special Kata.

12th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.

13th: +1 to Pull Punch, +2 to Damage with spear.

14th: +1 to Strike, +1 to Dodge/Parry.

15th: Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques, or Special Kata.

Why Study Hoza-In Ryu Sojutsu?

A spear technique that's designed to get the job done.

The departure of the Necromancer shocked me into gear. My knowledge of Chinese styles in general is pretty surface, at best, so anyone with some deeper knowledge (Jason), feel free to share. General commentary encouraged, as always.

HUNG GAR KUNG FU

by
Lee Casebolt

Hung Gar is the most widespread and popular of the five dominant Southern Chinese kung fu styles (the others being Lau, Choy, Lay, and Mok). "Gar" translates as family or clan, while "Hung" refers to the style's creator, Hung Hei Goon. Hung Gar, then, is the kung fu of the family of Hung. Legends say that Hung originally learned the Shao-lin Tiger system from Master Gee See. From this basis, Hung added elements from the White Crane, which he learned from his wife, as well as movements and techniques from the Dragon, Snake, Leopard, and Five Elements Fist systems.

Techniques were added and modified to reflect both Hung's own personality and the environment in which he lived. Southern China is a land of river cities, where wet ground and crowded spaces are the rule. For this reason, Hung Gar employs strong stances, low kicks, and a variety of ambidextrous, simultaneous blocks and strikes which are best employed in tight quarters.

Hung Gar physical training is grueling, building both strength and endurance, while its philosophical aspect stresses honesty, directness, willpower, and righteousness in all matters.

Hung Gar is one of the most popular of kung fu styles, with training available in most densely populated areas.

ENTRANCE REQUIREMENTS: Any alignment, but tends towards Principled, Scrupulous, Aberrant, and others with a strong sense of honor. Minimum P.S. and P.E. of 12 required.

COSTUME: Standard kung fu uniform.

STANCE: Many stances are used, but tend towards very deep, strong stance. See Horse Stance under Special Katas.

CHARACTER BONUSES:

Add 2 to P.S.

Add 1 to P.P.

Add 1 to P.E.

Add 2 to Spd.

Add 15 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: Three (3)

Escape Moves: Roll with punch/fall/impact, maintain balance

Basic Defensive Moves: Dodge, parry, automatic parry

Advanced Defenses: Multiple Dodge, Power Block/Parry, Combination Parry/Attack

Hand Attacks: Strike (punch), Power Punch, Claw Hand, Palm Strike

Basic Foot Attacks: Snap Kick, Kick Attack, Tripping/Leg Hooks

Special Attacks: Death Blow, Elbow, Knee, Forearm, Combination Grab/Kick

Holds/Locks: Arm Hold, Elbow Lock

Weapon Katas: Select one from W.P. Straight Sword, W.P. Sabre, W.P. Staff, W.P. Butterfly Swords (PAIRED), W.P. Trident, or W.P. Chain Whip

Modifiers to Attacks: Pull punch, Knock-Out/Stun, Critical Strike, and Critical Strike from Behind

Special Katas:

Horse Stance: One of the most basic of martial arts stances, the Horse Stance can provide a devastating fighting foundation when mastered. A master of the Horse Stance cannot be moved if he does not wish to be moved, and this same strong root adds power to his strikes. Bonuses: +8 to Maintain Balance, +2 to Damage. On the downside, the character cannot move, kick, dodge, or perform any other action which would cause his feet to leave the ground.

SKILLS INCLUDED IN TRAINING:

Martial Arts Abilities and Powers: Select two (2) abilities from Body Hardening Exercises (including Demon Hunter) and Special Katas (*not* including Chi Katas). These powers may be exchanged, on a one-for-one basis, for basic skill programs (excluding physical).

Languages: Chinese (Cantonese dialect)

Physical: Swimming

Philosophical: Taoism

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Damage, +1 to Maintain Balance, Critical Strike from behind

2nd: +2 to Roll with punch/fall/impact, +1 to Parry/Dodge

3rd: +1 attack per melee, Critical Strike on Natural 18 or better

4th: +1 to Roll with punch/fall/impact, +1 to Parry/Dodge

5th: +1 Attack per melee, +1 to Damage

6th: Add one Martial Arts Power from Body Hardening Exercises (including Demon Hunter) and Special Katas

7th: +1 Attack per melee, Death Blow on Natural 19 or 20

8th: +2 to Maintain Balance

9th: Knock-out/Stun on Natural 18, 19, or 20

10th: +1 to Damage, +1 to Strike

11th: Add one Martial Arts Power from Body Hardening Exercises (including Demon Hunter) and Special Katas (including Chi Katas)

12th: +2 to Parry/Dodge, +1 to Strike

13th: +1 Attack per Melee

14th: Add one Zenjorike Power

15th: +1 Attack per Melee, +1 to Damage

WHY STUDY HUNG GAR KUNG FU? A well-rounded system, with powerful offensive and defensive techniques, as well as basic weapons training, that excels at short-range combat. Its primary weakness is a lack of internal skills.

Lee Casebolt

TOP TEN REASONS TO JOIN THE CULT OF CASEBOLT

10. Membership is still free.
9. Chicks - you want 'em, we got 'em.
8. Booze.
7. No messy sacrifices.
6. Simple theological precepts even you can understand.
5. Did we mention the chicks?
4. And the booze?
3. A High Priestess so great it's a mortal sin.
2. Cult leader with a cool name like Zanshin, Samurai Bassist.
And the number one reason to join the Cult of Casebolt is...
1. We're the only on-line cult with our own band.

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Hyaku Oni Kuran Ninjutsu (Art of the Hundred Demon Clan Ninja)

By [Ray Bull <mailto:Mantisking@aol.com>](mailto:Mantisking@aol.com)

Entrance Requirements: Character must be a member of the Hundred Demon Clan.

Skill Cost: 15 Years (Exclusive)

The origin of this style dates back to the beginning of the Hyaku Oni Kuran itself. Young genin talk of a rumor that the clan founder sold his soul to a demon to learn the techniques they now study. Chunin scoff outwardly at such silly gossip. Old jonin know the truth. Martial researchers who know of both styles, compare Hundred Demon Clan Ninjutsu to Oni Chi Te.

Like their Iga and Koga cousins, The Hyaku Oni Kuran Ninja still sneak through the night. Unlike their cousins, the Hundred Demon Clan have abandoned the use of the six traditional disguises. They have also eliminated the more flashy and acrobatic techniques of traditional ninjutsu from their teachings. Hyaku Oni Kuran Ninjutsu places more emphasis on close combat techniques. Another difference from traditional ninjutsu is the use of the Onigatana (Demon Sword). Wider, longer, and heavier than the ninja-to, it is still considered a tool.

As the Hyaku Oni Kuran are more assassins than spies, combat for them is swift and brutal thing. Using the Arts of Invisibility to get to combat range, they then use surprise to their best advantage.

Training, if you could find the clan, is only available to members of the clan. There are rumors in the martial arts underworld that the Hundred Demon Clan is opening a training facility in the United States. This would supplement the one in their home province in Japan.

Costume: Standard Ninja Outfit

Stance: None

CHARACTER BONUSES

Add 1 to M.A.

Add 2 to P.S.

Add 1 to P.P.

Add 2 to Spd.

Add 5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Attack Moves: Leap, Somersault

Escape Moves: Roll with Punch/Fall/Impact, Leap, Somersault

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Combination Parry/Attack, Combination Powerblock/Parry

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike, Claw Hand

Foot Attacks: Kick Attack, Snap Kick, Trip/Leghook, Roundhouse Kick

Special Attacks: Deathblow, Leap Attack, Elbow, Knee, Roll/Knockdown, Bodyflip/Throw, Choke

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock

Weapon Kata: W.P. Onigatana, *Choose one:* W.P. Tanto, W.P. Manriki-Gusari, W.P. Shikomi-Zue, W.P. Shuriken, W.P. Fukiya, W.P. Fukimi-Bari

Modifiers to Attacks: Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind, Pull Punch

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of four (4) Martial Art Powers from among Arts of Invisibility, Body Hardening Exercises (including Demon Hunter), and Martial Art Techniques.

Languages: Japanese

Cultural: Hojo-Jutsu, Interrogation, Poison Use

Physical: Climbing, Swimming, Prowl

Survival: Wilderness Survival

Weapon Proficiencies: W.P. Onigatana, W.P. Shuriken, W.P. Fukiya, W.P. Fukimi-Bari, W.P. Kawanga, W.P. Kusarigama, W.P. Kyoketsu-Shogi, W.P. Nekode, W.P. Tanto, W.P. Manriki-Gusari, W.P. Shikomi-Zue

If this is your Primary Martial Art style then the following other styles can be learned in a shorter time: Fong Ngan (4 Years), Jujutsu (3 Years), Kyokushinkai (5 Years), Sankukai (5 Years), Tang Su (4 Years), Te (4 Years)

LEVEL ADVANCEMENT BONUSES

1st: +1 to Parry, +1 to Strike, +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 20, Critical Strike from Behind

2nd: Critical Strike on a Natural 19+, Knockout/Stun from Behind

3rd: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

4th: +2 to Damage, +1 to Leap (add 3 feet to Leap distance), Knockout/Stun on a Natural 20

5th: +1 to Roll with Punch/Fall/Impact, Deathblow on a Natural 20

6th: +1 Attack per Melee, +1 to Choke, Select one (1) Martial Art Power from Arts of Invisibility, Body Hardening Exercises (including Demon Hunter), or Martial Art Techniques

7th: +1 to Strike, +2 to Damage

8th: +1 Attack per Melee, +1 to Parry/Dodge, +1 to Strike with Claw Hand

9th: +1 to Roll with Punch/Fall/Impact, +1 to Roll/Knockdown

10th: +2 to Damage, +2 to Choke, Select one (1) Martial Art Power from Arts of Invisibility, Body Hardening Exercises (including Demon Hunter), or Martial Art Techniques

11th: +1 to Strike, +1 to Leap (add 3 feet to Leap distance)

12th: +1 to Roll/Knockdown, +1 to Strike with Claw Hand, Automatically receive Horror Factor: 8

13th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

14th: +1 to Strike, Select one (1) Martial Art Power from Arts of Invisibility, Body Hardening Exercises (including Demon Hunter), or Martial Art Techniques

15th: +1 to Parry/Dodge, -1 to M.E., -1 to M.A., -1 to P.B., Automatically receive Horror Factor: 11

Why Study Hyaku Oni Kuran Ninjutsu?

A style of Ninjutsu with enhanced combat skills. Enough said.

Martial Art Styles I

Name	Game	Application	Country	Author
Isshin Ryu Kusarigamajutsu	N&S	Conversion	Japan	Kuseru
Italian Fencing	N&S	Conversion	Italy	Flash Fire
Itto Ryu Kenjutsu	N&S	Conversion	Japan	Kuseru
Iwakura Ryu Sueijutsu	N&S	Conversion	Japan	Kuseru

Number of Styles: 4



Isshin Ryu Kusarigamajutsu

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include P.S.: 12, P.P.: 10.

Skill Cost: 10 Years (6 Years as a Secondary Martial Art Style).

Isshin-Ryu Kusarigamajutsu is a Japanese art created by Nen Ami Jion in the 15th century. It includes techniques of the Kusarigama and Chogama. Isshin Ryu Kusarigamajutsu is taught by senior exponents of the Shinto Muso Ryu (the Isshin Ryu is subsumed within the teachings of Shinto Muso Ryu and is generally not studied as a separate art). Training for Isshin Ryu can be found in Fukuoka, Tokyo, Osaka, Nagoya, as well as Sendai Prefecture Japan.

Special! Isshin Ryu Kusarigamajutsu and Shinto Muso Ryu Jojutsu are unique in that they are designed to work together. When a character has both, then all the attacks per melee, bonuses, abilities, and powers of Shinto Muso Ryu Jojutsu are used in wielding weapons, weapon proficiencies, and weapon kata of Isshin Ryu Kusarigamajutsu. Any martial art powers and abilities from Isshin Ryu Kusarigamajutsu are used with Shinto Muso Ryu Jojutsu.

Costume: Karate Gi

Stance: Facing opponent with one foot forward and the other back, arms about half an arm length out from the body.

CHARACTER BONUSES

Add +2 to P.E.

Add +1 to P.P.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Auto Parry, Entangle.

Advanced Defenses: Multiple Dodge, Circular Parry, Parry/Attack, Break fall, Disarm.

Hand Attacks: Punch, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Choke, Elbow, Combination Parry/Attack.

Holds/Locks: None.

Weapon Kata: W.P. Kusarigama, W.P. Chogama.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select One Martial Art Powers from among Martial Art Techniques or Special Kata.

Languages: Japanese.

Weapon Proficiencies: W.P. Kusarigama, W.P. Chogama.

Philosophical Training: Zen Buddhism.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:
Kobujutsu (2 years), Moo Gi Gong (4 years),

LEVEL ADVANCEMENT BONUSES

1st: +1 to Dodge, +1 to Roll with Punch/Fall/Impact, Knockout/Stun on a Natural 19 or 20, Critical Strike from Behind.

2nd: +2 to Damage, +1 to Pull Punch.

3rd: +1 Attack per Melee, +1 to Strike.

4th: Critical Strike on a Natural 19 or 20.

5th: +1 to Parry, +2 to Entangle.

6th: Select One (1) Additional Martial Art Power from Martial Art Techniques or Special Kata.

7th: +1 Attack per Melee, +2 to Damage, +1 to Initiative.

8th: +1 to Strike, +1 to Pull Punch, +1 to Dodge.

9th: Critical Strike on a Natural 18, 19, or 20.

10th: Select One (1) Additional Martial Art Power from Martial Art Techniques or Special Kata.

11th: +1 to Parry, +2 to Entangle.

12th: +1 Attack per Melee, +2 to Damage.

13th: +1 to Strike, +1 to Dodge, +2 to Roll with Punch/Fall/Impact .

14th: +1 to Initiative, Death Blow on a Natural 20.

15th: Select One (1) Additional Martial Art Power from Martial Art Techniques or Special Kata.

Why Study Isshin Ryu Kusarigamajutsu?

One of the few styles that teaches the kusarigama as the primary weapon, Isshin Ryu is best used when combined with Shinto Muso Ryu Jojutsu.

Italian School of Fence (EXCLUSIVE)

By [Flash Fire](#)

"And is he a man to encounter Tybalt?"

"Why, what is Tybalt?"

"More than Prince of Cats, I can tell you. O, he is the courageous captain of compliments. He fights as you sing prick-song, keeps time, distance, and proportion; rests me his minim rest, one, two, and the third in your bosom: the very butcher of a silk button. A duelist, a duelist!"

- Mercutio and Benvolio "Romeo and Juliet" Act II Scene IV

The Italian School of Fence represented the second of the major forms of swordsmanship to take fighting to the "scientific" level. Following the social trends of the time, the Italians followed the Spanish into the arena of planned and reasoned personal combat.

The Italian School of Fence developed during the Renaissance, a time of scientific growth and learning in the sixteenth century. Starting with a master named Agrippa in 1553, the formerly heavy style of swordplay, typically used by knights to break through the plate armor that few wore anymore, transformed into a lighter, thrust-oriented form. The Italians began to employ the factors of timing and distance rather than speed and stamina. The design of civilian weapons followed along the same lines as the Spanish Rapier, becoming thinner and lighter. This scientific approach to combat led to the dropping of most of the religious and mystical guises that previous styles used.

Agrippa, and the masters that followed, reasoned that several improvements could be made in swordplay. Since no one wore plate armor in the cities, one didn't need to wield a heavy cutting weapon designed to combat that kind of enemy. Civilians would, therefore, be able to fight in whatever method would quickly dispatch an unarmored opponent. Since a line is shorter than an arc, the Italian Masters decided that a thrust would work faster than a cut. Secondly, whatever was closest would hit first, so the weapon was held out, between the two swordsmen, rather than in the backward position that would allow for a stronger cut. Other "discoveries" were made about the mechanics of the weapons themselves, leading to the Italian Rapier, but more importantly was the use of timing and distance. An Italian Fencer would examine his opponent's fighting style, observing how fast moves work and judging how fast other moves would probably work. An attack could then be properly timed, taking advantage of the point where an enemy is too busy moving into an attack to properly defend. This led to specialized moves; such as the disengage, time thrust, and riposte; to take advantage of those times.

Beyond pure science, most teachers also discussed the concepts of honor to their students. It was generally felt that if everyone dealt with everyone else in an honorable fashion, there would be fewer duels as there would be no reason to fight. This idea, while reasonable, fell through. Noblemen would use honor to find reasons to fight, and the common man just didn't care. Nevertheless, most teachers did their best to teach a student of when it was proper to fight, as well as how to fight. Concepts such as who to behave toward a friend who challenges you to a duel.

As with other forms of Western Martial Arts, Italian Rapier Fencing faces the problem of few people knowing about the realities of rapier fighting. As the gun became the primary self-defense weapon and weapon of war, the sword was phased out. Thanks to the pragmatic outlook of most Westerners, the skill of swordfighting became lost as the more powerful and easier-to-learn art of gunplay became more and more popular. This means that the skill is learned in small groups who recreate the skill, rather than learned in a proper school. To be turned into an effective martial art, the skill must be practiced day after day for several

years, as well as researched by whatever means are necessary. Like other Western duelists, the Italian Fencer will approach a fight in a calm and composed manner. They treat fighting with the seriousness and respect that it deserves, and not with the hot-blooded flashiness of the average Errol Flynn movie. They will hold back, preferring to feel out the opponent until they feel they have a good enough knowledge of their opponent's moves before moving in for the kill.

Entrance Requirements: IQ of 10 or higher

Skill Cost: 6 years

Costume: Street clothes of the period the character lives in, but the preferred outfit will be loose, allowing for full movement of the legs, crotch, and shoulders.

Stance: Sword between the Fencer and his opponent, with the off weapon hand held forward to help with parrying (often holding a dagger). Weight is on the balls of the feet and slightly forward, off-weaponside leg forward, back foot at a 45-degree angle.

CHARACTER BONUSES

Add 2 to M.E. (concentration)

Add 1 to P.P. (balance and control)

Add 1 to P.E. (aerobic workout)

COMBAT SKILLS

Attacks per Melee: Four

Basic Defensive Moves: Parry, Automatic Parry, Dodge

Advanced Defenses: Disarm, Maintain Balance, Circular Parry, Combination Parry/Attack.

Hand Attacks: Strike (Punch), Roundhouse (See Choy-Li-Fut Kung Fu, does 1D10 Damage)

Basic Foot Attacks: Snap Kick, Tripping/Leg Hooks

Special Attacks: *False Attack* (NEW!) The False Attack is just that, a fake attack. It is used to draw a parry or reaction out of the opponent. The exact method of attack the character fakes varies and can be any type of attack the character possesses. This is a Combination Move, used in conjunction with another attack. The character chooses what attack to fake and rolls to strike. On a roll of 5 (or equal to the opponent's AR) or greater, the false attack succeeds. The opponent can (and should) attempt to defend against the false attack. Whether they successfully defend against the fake attack or not, the attacker then moves into the second attack. The character is at +3 to strike with second attack and the defender must use an attack to defend against it (no Automatic Defenses).

Time Thrust (SPECIAL!) The Time Thrust is an attack made as an opponent prepares to attack, similar to a Simultaneous Attack. This move takes one action and is done in place of a Parry. The Fencer rolls to Strike (using Time Thrust bonuses rather than Strike). If the Fencer gets higher than the attacker, the Fencer's weapon lands first and interrupts the other, meaning no damage is done. If the attacker gets higher, standard Simultaneous Attack rules apply. The attacker can try to defend against the move, but they are at half their normal Parry bonus, due to the suddenness and surprise of the move. Base Time Thrust bonus is equal to one-fourth of the character's IQ (round up, maximum of 7) plus the character's PP bonus.

Lunge (SPECIAL!) The Lunge is a fast attack used to close distance quickly. The front foot is thrown towards the opponent, carrying the body and the weapon towards him. The Lunge basically is a standard attack that only works at Long Range and produces a Critical Strike. Successful or unsuccessful, the Lunge requires a Maintain Balance roll of 5 or better to get back into a position of being able to move. This recovery takes an additional attack, making a total of two required for the move. Attacks and parries can still be made while in the lunge position, but are both at -3 and moving is impossible.

Disengage (SPECIAL!) The disengage is a fast move that brings the weapon underneath the opponent's weapon to attack in the opposite line. This is a defensive move that can only be done in response to an attack on the blade or weapon arm itself, such as an Arm Hold, Entangle, or direct damaging attack on the

weapon. It uses the character's normal bonuses to parry, but grants the character +3 to strike on the following attack due to the speed and ease of the "parry," as well as the opponent being slightly off-balance after the failed attack. This is an Automatic move. This move can be combined with the Riposte, resulting in an additional +2 to strike.

Combination Attack/Grab (SPECIAL!) The Combination Attack/Grab is a move that requires agility and speed. The Fencer starts by striking the blade to the side, called beating the blade in modern fencing. He then steps forward and snatches the opposing weapon by the guard. A Grabbed weapon cannot be used against the Fencer, preventing the enemy from even trying to lever their weapon into him. The attack starts with the beat. The Fencer rolls to Strike (full bonuses). Then, roll to Grab (PP bonuses only). If the Grab is successful, several things happen. This is effectively a Weapon Hold, requiring the same escape rules as a Hold. The Fencer can follow it up with a Disarm on his next attack at +3. Alternately, they can attack with their own weapon, which the defender will not be able to use the Grabbed weapon to parry with. This move can only be performed on a weapon with a significant guard. So, while it will work against rapiers, cutlasses, basket-hilt claymores, and even greatswords, it will not work against anything with a tiny guard, such as a katana or most combat knives. It can also only be used once per melee round.

Inquartata (SPECIAL!) Called the three point lunge in Modern Fencing (and an illegal move, too, since no part of the body except the feet can touch the strip), this move consists of throwing the rear leg back and dropping the whole body under an incoming attack. The non-weapon hand is placed flat on the ground to aid in balance. The weapon is thrust outward into the attack, one that the defender will have to struggle to defend against. This works just like a Combination Dodge/Attack. The Fencer rolls to Dodge at full bonuses, then rolls to Strike at no bonuses. The opponent must use an attack to defend against it, as Automatic Parry won't work. In addition, the character is at +3 to Maintain Balance after a successful Dodge roll, regardless of the Strike Roll, until they rise back into the guard position. This move can only be used once per melee round.

Off-Hand Parry (SPECIAL!) The off-hand parry is a parry with whatever hand a weapon is not held in. It uses the same bonus as the normal parry and produces a +2 to Strike with a following attack or a +5 to Grab or entangle, depending on the mode of attack chosen. This is not an Automatic move.

Duelist's Critical Strike (SPECIAL!) Duelists train for the singular purpose of ending human life. To this end, they train particularly to strike at the points that will best result in instantaneous death for the opponent. When entering into combat, a Duelist must declare whether or not they intend to kill their enemy. If they have lethal intentions, a Critical Strike results in damage directly to Hit Points. No multiplier is added to the damage roll. If the Duelist declares that they are only intending to wound the opponent (ie: fighting to first blood), then normal Critical Strike rules are used. If intentions are not declared, then normal Critical Strike rules apply, save in situations where a character would obviously be trying to kill the other character (ie: blood feud between the characters or the Duelist has an evil alignment). Knee, Elbow, Grab, Entangle, Death Blow

Holds/Locks: None

Weapon Katas: WP: Rapier, WP: Rapier and Dagger (paired), WP: Rapier and Buckler Shield (paired), WP: Rapier and Cloak (paired). Rapier and one other Kata of choice start at 3rd level.

Modifiers to Attacks: Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Wrist Hardening. Can be traded for any Body Hardening Exercise (excluding Chi Gung) or any Basic Skill Program.

Languages: Italian at 25%, +5% per level

Physical Skills: Fencing, Running

Other Skills: Research

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (4 years), Isshin-Ryu Karate (4 years), Zanji Shinjinken-Ryu (5 years), and other Western Fencing systems (half time).

Special Note: Unless noted above, any Martial Art that teaches a Philosophical Skill will take 1 more year to learn. This is due to the Fencer's pragmatic outlook and its effect on the philosophy of the fighter.

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Strike, +2 to Parry/Dodge, Critical Strike, Critical Strike from Behind

Level 2: +1 to Grab, +1 to Disarm, +1 to Time Thrust

Level 3: +1 to Maintain Balance, +1 to Binding the Blade

Level 4: +1 Attack Per Melee, +1 to Parry

Level 5: Critical Strike on Natural 19-20, +1 to Time Thrust

Level 6: +1 to Maintain Balance, +1 to Disarm, +1 to Strike

Level 7: Death Blow on Natural 20, +1 to Grab

Level 8: +1 Attack Per Melee, +1 to Dodge

Level 9: Critical Strike on Natural 18-20, +1 to Time Thrust

Level 10: +1 to Strike, +1 Attack Per Melee

Level 11: +1 to Binding the Blade, +1 to Disarm, +1 to Parry

Level 12: +1 to Maintain Balance, +1 to Time Thrust

Level 13: +1 to Dodge, +1 to Disarm, +1 Attack Per Melee

Level 14: Critical Strike on Natural 17-20, +1 to Strike

Level 15: +1 to Maintain Balance, Death Blow on Natural 19-20

MARTIAL ART POWER LIST

Any Body Hardening Exercise (excluding Chi Gung)

Any Special Kata (Weapon Katas can be chosen from any weapon)

One Life, One Shot, One Hit, One Kill (Martial Art Technique)

Iai Jutsu (Martial Art Technique)

JUDGEMENT (Martial Art Technique)

The technique of Judgement represents the ability of a Fencer to take the measure of their opponent and figure out how to react appropriately against them. To use this power, the Fencer must spend two melees sizing up their opponent. This takes the form of applying basic attacks and defenses to certain moves, allowing the Fencer to judge what methods of attack their opponent can use. Note that this is two melees of watching the opponent fight, but not necessarily against the Fencer. If they have the opportunity to watch the combatant fight for two melees and are using the Technique on them, the same results will occur. In game terms, this means that the character will be able to determine the following things about the opposing character:

approximate level of their HTH form as Low (1-3), Medium (4-7), and High (8 and up);

the HTH form being used and the approximate moves they can use (tell them what form and let them look at the book to see what they can do);

the enemy's physical attributes;

and indicate the general possibility of other abnormal powers and abilities (only shows generalities, like odd eyesight, exceptional hearing, abnormal flexibility, and so on, not give them a description of the exact powers used.). It also grants a few bonuses, as the Fencer begins to be able to predict how their opponent will react and move.

Bonuses:

+2 to Initiative

+2 to Parry/Dodge

+2 to Time Thrust

+1 to Strike

WEAPON KATA LIST

WP: Rapier

Uses the WP Large Sword bonuses. The Rapier (in-game context) is a thrust only weapon. Small cuts can be made with its edge, but they only do 1 point of damage. Due to stance and the length of the weapon

(average of 4 feet overall), it can be used at Long Range with no penalty, receives a penalty of -5 to strike at Combat Range, and is impossible to use at Grappling Range (pending a special move developed by the GM and/or player).

Note that some versions of the rapier have real cutting edges and some do not. A rapier with a significant cutting edge (ie: blade width of greater than 1.5 inches/3 cm) uses WP: Cut-and-Thrust Sword rather than WP: Rapier.

Rapiers do 2D6 damage. Average cost: \$400-\$500

WP: Cut-and-Thrust Sword

The Cut-and-Thrust sword is mis-named slightly, but I have no better term to use. In this case, the Cut-and-Thrust Sword refers to any one-handed sword that can be used to both thrust and cut (duh), like the Basket-hilted Claymore or Sword-Rapier (the edged version of the rapier). Bonuses are the same as WP: Large Sword.

WP: Small Sword

The Small Sword is essentially the same as a Rapier, but smaller and lighter. The weapon has a penalty of -3 to strike at Grappling Range and uses WP: Small Swords bonuses. Damage: 1D8. Average Cost: \$300-\$400

WP: Dagger See WP: Knife

WP: Blunt/Single Stick See WP: Blunt

WP: Cloak/Net

Described in Pal Fantasy 2nd Edition. The cloak or net can be used in a whipping motion (1D6 damage), thrown at the opponent (blinding damage), used to parry an incoming blow, or to entangle the opponent's arm or weapon. Receives +1 to strike or entangle at levels 2, 5, 8, 11, and 15. Receives +1 to parry at levels 2, 4, 6, 9, and 12.

WP: Buckler Shield

Described in Pal Fantasy 1st and 2nd Edition, a Buckler Shield is basically a small round shield. Provides a bonus of +1 to parry at levels 1, 3, 6, 9, 12, and 15. The shield can be used to strike with, as well, doing 1D4 damage. Gains +1 to strike at levels 4, 8, and 12.

WP: Lantern/Flashlight

The flashlight or focused-light lantern is used in the off-weapon hand in combination with other attacks. Best used in the dark (all effects are at 1/4 strength in the light), the light is shined into the opponent's eyes, momentarily blinding them to the attacker's moves. The target of a successful lantern strike is at -5 to strike, parry, and dodge the lantern holder's next two attacks. The lantern itself has +1 to strike at levels 1, 3, 5, 8, 11, 13, and 15.

WP: Paired Weapons

See WP: Paired Weapons. The choices are almost always Rapier, Small Sword, or Cut-and-Thrust Sword, combined with one other weapon. The individual weapons cannot be used singly unless that Weapon Kata is also possessed.

Why Study Italian Fencing?

Because it is meant to get the job done in the best and most efficient manner possible. This mindset appeals to those with a practical and analytical turn of mind, making it a favorite of architects, scientists, and scholars. In the modern world, it is generally only studied by martial arts enthusiasts, people enamored with the West's past, and the occasional Hopeless Romantic.

HISTORICAL NOTES:

Since no-one really knows everything about the use and abuse of rapier fighting, please don't use this as a historical reference. Certain facts and dates may be wrong, as well as some of the concepts. To the best of my knowledge, they are all correct, but you never know.

If this form is used in its historical period (ie: your campaign takes place in the 16th century), the character does not get the Research skill, nor is the form Exclusive (takes 4 Years as a Secondary Skill).

PAL FANTASY NOTES:

This MA form would probably be better applied to Pal Fantasy than to N&SS, but since it uses N&SS rules... If you are inclined to use this in Pal Fantasy, there shouldn't be much trouble converting it to PFRPG's HTH system. Ignore questions of Range and any other HTH move or term you're not sure on.

Rapiers are still somewhat unfashionable, and little study has been made in their use. This form is only recently come into being, designed and used by small groups of Scholars in the Eastern Empire. Drop the Research skill, but the form remains Exclusive (only the most dedicated of swordsmen will know it even exists, and it costs 6 OCC Related Skills, or 3 more than HTH Martial Arts).

Itto Ryu Kenjutsu

By Kuseru

Entrance Requirements: Restricted to Honorable Alignments. Requires a minimum P.E. of 12.

Skill Cost: 11 years (6 years as a Secondary Martial Art Style).

This is a Japanese sword style. It was created by Itto Ittosai Kagehisa (1560-1653) during the Early Edo Period, circa 1630. This style was later revised by Ono Jirouemon Tadaaki and called Ono-Ha Itto Ryu.

This school teaches students to master Ki (Chi), Ryoku (energy of the body), and Shin (spirit-heart). By mastering these fundamentals, they learn to act only when the emotions are quiet and free from any fear and evil intent. This style has had a profound influence on the development of kendo.

This school primarily teaches sword technique, with little thought given to unarmed combat. One of the basic principles in Itto Ryu is Uchikachi (attack and defense in one blow). This style teaches kenjutsu and iaijutsu as a "one sword" technique.

Training in this style can be found in Tokyo Prefecture Japan, The current headmaster is Sasamori Takemi.

Costume: Keikogi (quilted, navy-blue jacket) and Hakama.

Stance: *Onken:* Also known as Wakigame, Yo no Kamae, or Sha no Kamae. The key to this posture is to conceal the sword and expose the body to the enemy. This posture has the same spirit as does Jodan. There are two variations: Wakigamae Gedan in which the sword points down and back and Wakigamae Chudan in which the sword points back horizontally with the edge facing out. The body is turned but the head faces forward.

Migi (Right Hand) Onken: With the body turned to the right, the sword is held on the right side, with the left hand in front of the center of the body.

Hidari (Left Hand) Onken: With the body turned to the left, the sword is held on the left side, with the right hand in front of the center of the body.

CHARACTER BONUSES

Add +10 to Chi

Add +1 to M.E.

Add +1 to P.P.

Add +2 to P.E.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defense Moves: Multiple Dodge, Circular Parry, Combination Parry/Attack, Power

Block/Parry, Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch)

Foot Attacks: Kick Attack

Jumping Foot Attacks: None

Special Attacks: Death Blow, Leap Attack, Combination Strike/Parry,

Holds/Locks: None

Weapon Kata: W.P. Katana, W.P. Wakizashi.

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receives Iaijutsu. Select One Martial Art Power from among Martial Art Techniques or Special Kata (including Chi Kata).

Languages: Japanese

Weapon Proficiencies: W.P. Katana, W.P. Wakizashi.

Philosophical Training: Zen Buddhism/Bushido

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

Zanji Shinjinken Ryu (4 years)

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Dodge, +1 to Roll with Punch/Fall/Impact, Critical Strike from Behind.

2nd: +1 to Parry, +1 to Damage, +1 to Initiative.

3rd: +1 to Maintain Balance, Critical Strike on a Natural 18, 19, or 20.

4th: +1 Attack per Melee, Select One (1) Additional Martial Art Power from Chi Mastery (including Advanced), or Martial Art Techniques, or Special Kata (including Chi Kata).

5th: +1 to Damage.

6th: +1 to Roll with Punch/Fall/Impact, Death Blow on a Natural 20.

7th: Select One (1) Additional Martial Art Power from Chi Mastery (including Advanced), or Martial Art Techniques, or Special Kata (including Chi Kata).

8th: +1 Attack per Melee, Add +10 to Chi, +1 to Maintain Balance.

9th: +1 to Damage, +1 to Strike.

10th: +1 Attack per Melee, Select One (1) Additional Martial Art Power from Chi Mastery (including Advanced), or Martial Art Techniques, or Special Kata (including Chi Kata).

11th: +1 to Strike, +1 to Parry.

12th: +2 to Damage, +1 to Initiative.

13th: +1 Attack per Melee, +1 to Maintain Balance, Knockout/Stun on a Natural 19 or 20.

14th: Select One (1) Additional Martial Art Power from Chi Mastery (including Advanced), or Martial Art Techniques, or Special Kata (including Chi Kata).

15th: +1 Attack per Melee, +1 to Damage.

Why Study Itto Ryu Kenjutsu?

A lethal martial art that has the disadvantage of being dependent on a weapon. The access to Chi Mastery Abilities at high levels do make this style much more versatile.

Mukai Ryu Suiejutsu

By Kuseru

Entrance Requirements: Restricted to Honorable Alignments. No Attribute restrictions.

Skill Cost: 9 Years (5 Years as a Secondary Martial Art Style).

A Japanese school that teaches swimming and combat in the water. It was founded by Mukai Shogen originally as the naval forces in Edo era to serve the Tokugawa shogunate. Muaki Ryu is one of the twelve Japanese martial arts swimming schools which is authorized by Japan Swimming Federation.

Muakai Ryu primarily teaches suiejutsu and tantojutsu. The main style of swimming is known as Ofunate-Oyogi (Mariners' Swimming). This style came about due to the circumstances that a samurai (often in armor) might need to cross, attack, defend or signal while being partially submersed in water.

Training for Mukai Ryu can be found in Tokyo Prefecture Japan.

Costume: Typically wears splint lamellar armor.

Stance: None.

CHARACTER BONUSES

Add +2 to P.S.

Add +1 to P.P.

Add +2D6 to Spd in water only

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defense Moves: Circular Parry, Combination Parry/Attack.

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike.

Foot Attacks: Backward Sweep, Kick Attack, Snap Kick, Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Body Block/Tackle, Combination Grab/Kick(1), Death Blow, Drown (Special!

A variant of choke, where the opponent's head is held underwater. Does the same damage as choke.), Elbow, Grab Attack, Knee, Pin/Incapacitate.

Holds/Locks: None.

Weapon Kata: W.P. Tanto

Modifiers to Attacks: Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically gains Suiren. Select One Martial Art Power from among Body Hardening or Martial Art Techniques.

Languages: Japanese

Cultural: Horsemanship: Samurai, Navigation, Seamanship.

Physical: Swimming.

Weapon Proficiencies: W.P. Tanto.

Philosophical Training: Zen Buddhism.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

LEVEL ADVANCEMENT BONUSES

1st + 2 to Roll with Punch/Fall/Impact, Critical Strike or Knock-Out from Behind.

2nd + 1 to Parry/Dodge, + 1 to Strike.

3rd + 1 Attack per Melee, + 1 to Parry/Dodge in water,+1 to Initiative in water.

4th + 2 to Strike in water, Knock-Out/Stun on Natural 19 or 20.

5th Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.

6th + 1 Attack per Melee, + 1 to Parry/Dodge.

7th + 1 to Strike in water, +1 to Parry/Dodge in water.

8th Death Blow on a Natural 20.

9th + 1 Attack per Melee, + 1 to Roll with Punch/Fall/Impact, +1 to Initiative in water.

10th + 2 to Parry/Dodge in water, + 2 to Damage with a weapon.

11th Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.

12th+ 1 to Strike in water, +1 to Initiative in water.

13th + 1 Attack per Melee, + 1 to Roll with Punch/Fall/Impact, Critical Strike on 19 or 20.

14th + 1 to Parry/Dodge, +1 to Initiative in water.

15th Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.

Why Study Mukai Ryu Suiejutsu?

A practical swimming art that teaches some combat techniques.

Iwakura Ryu Suiejutsu Variant

Remove Horsemanship: Samurai skill. Replace Navigation and Seamanship skills with Naval Tactics skill. Replace W.P. Tanto (W.P. and Weapon Kata both) with W.P. Daito (long sword). Training for Iwakura Ryu can be found in Wakayama Japan.

Kankai Ryu Suiejutsu Variant

Add Weapon Kata for W.P. Daito (longsword). Replace Horsemanship: Samurai skill with Swimming: Advanced (Open Sea Swimming) skill. Add Naval Tactics skill. Training for Kankai Ryu can be found in Tsu Japan.

Swimming: Advanced (Open Sea Swimming): An advanced swimming technique which covers swimming in the open ocean. Skills include methods for staying afloat, resting in water, and pushing waves aside. A character can swim a distance equal to 10x his P.S. in yards/meters per melee. This pace can be maintained for a length of time equal to 4 x his P.E. in melees. Advanced Swimming provides the following abilities:

- +2 to Dodge in water.
- +3D4 to Spd, when swimming only.
- +1D6 to S.D.C.

Kobo Ryu Suiejutsu Variant

Add Weapon Kata for W.P. Daito (longsword).

Sasanuma Ryu Suiejutsu Variant

Replace Horsemanship: Samurai skill with Swimming: Advanced (Lake Swimming) skill.

Swimming: Advanced (Lake Swimming): An advanced swimming technique which covers swimming in lakes. Skills include methods for staying afloat, resting in water, and pushing waves aside. A character can swim a distance equal to 10x his P.S. in yards/meters per melee. This pace can be maintained for a length of time equal to 4 x his P.E. in melees. Advanced Swimming provides the following abilities:

- +2 to Dodge in water.
- +3D4 to Spd, when swimming only.
- +1D6 to S.D.C.

Shinden Ryu Suiejutsu Variant

Remove W.P. (Both as a skill and as a Weapon Kata) Tanto. Add Swimming: Advanced (Long Distance Swimming) skill. Training in Shinden Ryu can be found in Tokyo, Ichikawa, Niigata, Matsumoto, Kobe, Tsu, Okayama, Kurashiki, Hiroshima, Miyoshi, Kure, Tottori, and Ozu Japan.

Swimming: Advanced (Long Distance Swimming): An advanced swimming technique which concentrates on covering long distances. A character can swim a distance equal to 10x his P.S. in yards/meters per melee. This pace can be maintained for a length of time equal to 8 x his P.E. in melees. Advanced Swimming provides the following abilities:

- +2 to Dodge in water.
- +3D4 to Spd, when swimming only.
- +1D6 to S.D.C.

Suifu Ryu Suiejutsu Variant

Replace Horsemanship: Samurai skill with Swimming: Advanced (River & Stream Swimming) skill. Remove Seamanship skill. Training for Suifu Ryu can be found in Mito Japan.

Swimming: Advanced (River & Stream Swimming): An advanced swimming technique which covers swimming in the open ocean. Skills include methods for staying afloat, resting in water, and pushing waves aside. A character can swim a distance equal to 5x his P.S. in yards/meters per melee. This pace can be maintained for a length of time equal to 4 x his P.E. in melees. Advanced Swimming provides the following abilities:

- +2 to Dodge in water.
- +4D4 to Spd, when swimming only.
- +1D6 to S.D.C.

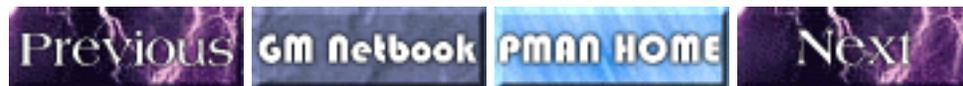
Yamauchi Ryu Suiejutsu Variant

Replace Horsemanship: Samurai skill with Flag Signalling. Replace W.P. Tanto (W.P. and Weapon Kata both) with W.P. Matchlock and W.P. Bow. Training for Yamauchi Ryu can be found in Oita Japan.

Martial Art Styles J

Name	Game	Application	Country	Author
Jaer Harelic	PF	Fiction	NA	Mephisto
Jarorin	PF	Fiction	NA	Mephisto
Jawa Fhuz's Style of Whupass	PF	Fiction	NA	Sinestus
Jeet Kune Do	N&S	Conversion	United States	Lee Casebolt
Jeet Kune Do	N&S	Conversion	United States	Kuseru
Jeet Kune Do	N&S	Conversion	United States	danzig138
Jikishin Kage Ryu Naginata-do	N&S	Conversion	Japan	Kuseru
Jiu Jue Hsiong	N&S	Fiction	China	Mantisking
Jiu Chih Xing Kung Fu	N&S	Fiction	China	KnightFall
Joketsuzoku	N&S	Fiction	China	Cutter Kinseeker
Jook Lum Tong Long Kuen	N&S	Conversion	China	Mantisking
Jotan Targeting	PF	Fiction	NA	Mephisto
Joy and Sorrow Technique	N&S	Fiction	China	danzig138
Judo (Revised)	Any	Revision	Japan	JJ Fuzz
Jujitsu (Revised)	Any	Revision	Japan	JJ Fuzz
Jujutsu	Any	Quickie	Japan	Kuseru
Junsado	N&S	Fiction	Korea	Ronin

Number of Styles: 17



Jaer Harelic

By Mephisto

Entrance Requirement: I.Q. 9, M.E. 12, P.S. 11, P.P. 14, P.E. 12, Spd. 8

Alignment Restriction: Evil only

Skill Cost: 13 Years

About 60 years ago, an Assassin's Guild in the Land of the South Winds became dissatisfied with the quality of the skill of its members, and the lack of success they were having. The assassins, though capable, often weren't able to carry out their orders, partly due to the weakness of their training and the difficult odds they faced. The Guild realized that they needed something more and went to the trouble of finding someone skilled enough to revamp and re-train their assassins. The result of their searching turned up about twenty possible candidates, and after careful deliberation, they chose the services of Yetrom Willowdale. This 750 year-old Elf had been an assassin, ranger, thief, and many other things in his life. He relished the opportunity before him, and within 6 years, had developed Jaer Harelic (Elven for Art of Death). This art teaches stealth, tracking, silent movement, as well as weapon and unarmed combat skills, and most importantly, how to kill with utmost efficiency.

The practitioner of Jaer Harelic will avoid most combat situations, even when they are clearly superior. Their main goal is to kill the target then get out as quickly as possible. Prolonged combat is discouraged, and the skilled individual should ideally be able to kill within one melee round! Any longer is considered failure.

O.C.C. Note: Whether or not a Player Character has this martial art is left up to the G.M. It's ideally suited for a deadly NPC to combat the players. This O.C.C., if available to Player Characters, should cost ALL the Other skills and half Secondary Skills. Plus the player should have a reasonably good reason why their character possesses this knowledge, which could be good fuel for any campaigns, especially if he is forced to perform a hit that the rest of the group would be morally against. The martial art is limited to the Assassin O.C.C. and no others.

Stance: A crouching position with the body largely unobserved. This is to allow the individual to conceal secret weapons on their body and will usually have their hands also hidden from sight, until they are attacked at which point they will fly to action with deadly precision.

Costume: Anything dark will do; black is preferred

Character Bonuses

+2 to P.S.

+2 to P.P.

+2 to P.E.

+10 to S.D.C.

Combat Skills

Attacks Per Melee: 2

Escape Moves: Maintain Balance, Breakfall, Roll With Punch/Fall/Impact

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Combination Parry/Grapple (Special: Each parry is a simultaneous attempt to grapple. Applies to the Body Flip/Throw and the Neck Hold-Choke, as well as any of the joint locks or holds), Disarm, Circular Parry, Multiple Dodge, Auto Dodge

Hand Attacks: Strike (Punch), Backhand, Palm Strike

Foot Attacks: Kick Attack, Snap Kick, Backward Sweep, Trip/Leg Hook

Special Attacks: Body Flip/Throw, Choke, Paralysis Attack (Vital Points), Knee, Elbow

Holds/Locks: Body Hold, Neck Hold, Neck Hold-Choke, Arm Hold, Leg Hold, Finger Lock, Wrist Lock, Elbow Lock

Weapon Skills: W.P. Dagger, W.P. Whip, W.P. Targeting, W.P. Mouth Weapons

Special Katas: None

Modifiers to Attack: KO/Stun, Death Blow, Critical Strike

Skills Included in Training

Martial Art Powers: Select Two Martial Art Techniques and one Special Kata

Physical Skills: Prowl, Climb/Scale Walls, Swim, Athletics (General), Wrestling

Training Skills: Concealment, Detect Concealment, Detect Ambush, Pick Locks, Use and Recognize Poison, Palming, Surveillance, Find Secret Compartments, Escape Artist, Track Humanoids.

Languages: None

Level Advancement Bonuses

1st Death Blow Natural 20, Critical Strike Natural 20 or from behind, +2 to strike

2nd +1 to damage, +1 initiative, +2 Holds/Locks

3rd +3 to Parry and Dodge

4th +1 attack, +1 Body Flip/Throw, Select One Additional Martial Art Power

5th +1 strike, +1 initiative, Death Blow Natural 19 or 20

6th +2 to Maintain Balance, Gains Automatic Body Flip/Throw

7th Critical Strike Natural 19 or 20, +1 Holds/Locks

8th +1 Attack, Select One Additional Martial Art Power

9th +1 initiative, Death Blow Natural 18-20

10th +2 to Parry and Dodge

11th +2 to Strike, +1 to Damage

12th +1 initiative, Select One Additional Martial Art Power

13th Critical Strike Natural 18-20, +1 Maintain Balance, +2 Holds/Locks

14th +2 Body Flip/Throw, +1 Strike

15th +1 Attack, Death Blow Natural 17-20

Why study Jaer Harelic?

If you enjoy dealing in death and want an art that does it to lethal perfection. A good mix of various skills and martial art techniques makes it formidable in the right hands. Works best on unsuspecting opponents.

Jarorin

By Mephisto

Entrance Requirement: None

Skill Cost: 5 Years (3 Years as a Secondary)

Jarorin (Elven for Lightning Strikes) was developed a few hundred years ago by Elves in the Western Empire who partook in men of arms O.C.C.'s, such as the Paladin, Knight, and Mercenary Warrior. This martial art utilizes the quickness and agility inherent to elves and contains many quick and dirty punch and kick strikes. This is to help the practitioner of this art to quickly overcome larger and/or more powerful foes such as orcs, ogres, and trolls.

The difference between Jarorin and Zentrial is that this is a pure fighting art without much history, which teaches the Elf to simply out hit the opponent. No courtly manners are taught, and Jarorin is more widespread in its use because of its practical nature.

In a fight, a Jarorin master will try to overwhelm the opponent with fist and foot strikes, attempting to land more punches than the opponent. Only the ultra-quick coyles tend to be too quick for the Jarorin master to out-hit in this manner.

This has proven to be an effective martial art for Elves and is becoming increasingly more widespread in its use.

O.C.C. Note: A character can take Jarorin by first upgrading to hand to hand: Martial Arts, then exchanging two O.C.C. related skills to select Jarorin.

Stance: Feet are constantly shifting and the body weight shifts from left to right. Jarorin doesn't have a set rigid Stance from which all attacks are based. The idea is to be in constant motion to avoid being an easy target for the opponent.

Costume: None; anything you're wearing is your Costume.

Character Bonuses

+3 to P.P.

+4 to Spd.

+5 to S.D.C.

+1 to M.E.

Combat Skills

Attacks Per Melee: 4

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Combination Strike/Parry, Power Parry, Circular Parry

Hand Attacks: Punch (Strike), Power Punch, Double Knuckle Fist, Fore Knuckle Fist, Elbow, Forearm, Backhand

Foot Attacks: Kick Attack, Snap Kick, Wheel Kick, Axe Kick, Crescent Kick, Sweep Kick (does 1D4 damage and catches the opponent around the ankle unless the opponent is short then it

usually is aimed for the head and does 1D6 damage.), Drop Kick, Reverse Turning Kick

Special Attacks: None

Holds/Locks: None

Weapon Skills: None

Special Katas: None

Modifiers to Attack: KO/Stun, Death Blow, Pull Punch

Skills Included in Training

Martial Art Powers: Select Two Abilities from Martial Art Techniques

Physical Skills: Athletics (General) and Body Building.

Training Skills: None

Languages: None

Level Advancement Bonuses

1st Critical Strike Natural 20 or from behind, +1 to strike, +3 to parry

2nd +2 to Dodge

3rd +1 attack, Critical Strike Natural 19 or 20

4th +2 to damage, +1 initiative

5th +2 to Pull/Roll

6th +2 initiative, Add One Additional Martial Art Ability

7th +2 to Parry and dodge

8th +2 to damage, +2 to strike

9th +1 attack, +1 initiative

10th Critical Strike Natural 18-20

11th +2 to Maintain Balance, +2 to Parry

12th +2 to damage, Add One Additional Martial Art Ability

13th +2 Initiative, +2 to Pull/Roll

14th +2 to strike, +1 to dodge

15th +1 attack, +2 to parry

Why Study Jarorin?

To learn a fast, effective martial art that ignores things like courtly etiquette, acting proper, and focuses on being a good martial art. The lack of grappling is a downside of the art but for the boxing range, it's hard to beat.

Additional Skills:

Courtly Etiquette (Add to Scholar/Technical/Noble skill category) The practiced skill of how to dress, act, and perform in a court, palace, or any other place where nobles reside and work. This includes knowledge of how to address diplomats, workers, and other nobles so as to behave in a civilized manner. It also allows the individual to know how to bribe and how to respond to bribes, and generally also how to get by bureaucracy, and how most bureaucracies work. A failed skill roll means that the character doesn't know how to respond to a given situation or gives off the wrong signals and protocols. Base Skill Level: 30% + 5% per level of experience.

Jun Fan Jeet Kune Do (Exclusive)

By [danzig138](#)

Jun Fan Jeet Kune Do is a martial art (?) created by the late Bruce Lee. During his youth in Hong Kong, he learned Wing Chun Kung Fu (of/from Yip Man). He also had exposure to other forms of kung Fu, but Wing Chun remained his primary form.

In 1959, Bruce moved to Seattle, and began to teach martial arts. His skills rapidly began to draw attention. At this time, he also began to rethink the martial philosophy. This was when he started to streamline his martial arts skills, discarding the techniques that simply bogged things down. Before long, he began to teach a modified version of Wing Chun, which he called Jun Fan Wing Chun (Jun Fan being his given name), in the basement of a grocery store owned by a friend. The main focus of Jun Fan Wing Chun was simplicity and the reality of martial combat.

As Bruce's acting career started to pick up, and more schools opened, Bruce modified Wing Chun so much that it stopped resembling the Wing Chun Kung Fu he had learned in his youth. This was essentially when it became Jeet Kune Do.

After Bruce Lee's tragic death, the JKD world kind of came apart. Many people could not seem to agree on what was to be the future of JKD. Some believed that it should be maintained exactly as Bruce had taught it, while others felt that it should continue to change as Bruce had practiced it. Basically, two schools of thought formed, Original Jeet Kune Do, and Jeet Kune Do Concepts.

JKD is a very non-traditional, non-classical form. It draws techniques from many arts, primarily Wing Chun, Boxing, and Fencing. The basic idea behind JKD is simplicity. Many martial arts practice forms out of tradition, not because of any practical use. JKD dispenses with this, as it is not simple. There is no need to overcomplicate things, and doing so can be dangerous in a real fight. Which covers another basic concept in JKD: Reality. The martial arts as practiced did not necessarily prepare someone for true combat, and Bruce felt that this was a disservice to the student, and dangerous as well. JKD was designed to provide skills and techniques that would work in a street fight, where there are no rules.

Jeet Kune Do is not a bunch of techniques thrown together. It is more a philosophy, a way of thinking. If it works, keep it, if it doesn't, ditch it. Training in JKD is available in many different places in the US.

Entrance Requirements: None

Costume: Loose-fitting clothing is preferred

Stance: Feet are a little more than shoulder's width apart, and angled slightly forward (to help protect the groin), and the knees bent. The back heel is raised. Shoulders are in-line with the waist, on a 45-degree pivot. The lead hand is held out at chest height, with the elbow in position to protect the ribs. The lead shoulder is raised slightly, and the chin is barely tucked behind it. The rear hand is held back at chin height (slightly), with the elbow also protecting the ribs. Unlike most martial arts, this stance is based on the fighter's strong side. So a right-handed person will lead with the right hand and vice-versa.

CHARACTER BONUSES

Add 1 to P.S.

Add 1 to P.P.

Add 2 to P.E.

Add 4 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Attack Moves: Burst (Special! A sudden move forward that covers x1.5 the character's normal movement. This must be the character's first action, and it can be combined with a Kick Attack, Roundhouse Kick, or Snap Kick for a Critical Strike).

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Circular Parry, Breakfall, Combination Parry/Attack

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike, **Hook Punch** (Special! This is a wide punch. It inflicts only 1D4 damage, but it cannot be auto-parried), Power Punch, Uppercut (Special! 1D6+1 damage)

Basic Foot Attacks: Kick Attack, Snap Kick, Tripping/Leg Hook, Roundhouse Kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Combination Strike/Parry, Combination Grab/Kick, Knee, Elbow, Choke

Holds/Locks: Arm Hold, Body Hold, Neck Hold

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select two from Body Hardening Exercises and/or Martial Art Techniques. Also gains the Jeet Kune Do Concepts (See Below)

Physical: Athletics

Philosophical Training: None

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Strike, Parry

Level 2: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance

Level 3: +1 Attack per Melee, Knock-Out/Stun on a Natural 19-20

Level 4: +1 to Dodge, +2 to Damage,

Level 5: +1 to Strike, Select one Martial Art Power from Body Hardening Exercises or Martial Art Techniques

Level 6: +1 Attack per Melee, Critical Strike on a Natural 18-20

Level 7: +1 to Roll with Punch/Fall/Impact, +2 to Maintain Balance

Level 8: +2 Parry/Dodge

Level 9: Knock-Out/Stun on Natural 17-20

Level 10: Death Blow on a Natural 20, **One-Inch Punch** (Special! See below)

Level 11: +1 to Strike, Knock-out/Stun on Natural 16-20

Level 12: +1 Attack per Melee, Critical Strike on Natural 17-20

Level 13: Burst attack inflicts triple damage

Level 14: +2 to Strike, +1 to Parry/Dodge

Level 15: Death Blow on Natural 19-20

One-Inch Punch

This is a very special, very close range attack. It must be the character's first attack of the melee round, and it uses all of his attacks. If successful, the attack inflicts 1D4x10 damage (Normal Critical Strike, Knock-Out, and Death Blow rules apply). It also acts as a knock-down attack (the victim loses one action/attack and initiative).

Why Study JUN FAN JEET KUNE DO?

JKD is a very effective physical style, providing a wide range of useful techniques, but it is very weak in mystical Chi training.

NOTE: The name "Jun Fan Jeet Kune Do" was not the formal name of this art until January 10-11, 1996. Jun Fan Jeet Kune Do is copyright © 1996-1999 Jun Fan Jeet Kune Do, all rights reserved.

Jikishin Kage Ryu Naginata-Do

By Kuseru

Entrance Requirements: No men allowed. No attribute restrictions.

Skill Cost: 8 Years (4 Years as a Secondary Martial Arts Style).

This school claims its roots in the Jikishin Kage Ryu sword technique (kenjutsu), developed by the famous monk, Ippusai, out of older Shinkage Ryu sword schools. In the 1860's, Satake Yoshinori, a student of the Jikishin and Yanagi Kage Ryu, developed a new naginata school with his wife, Satake Shigeo. She had studied martial arts since she was six years old, and was famous for her strength with the naginata. Together they developed the forms of the present day Jikishin Kage Ryu naginata-Do. The addition of the suffix "do," (way) indicates that the founders saw their school as a budo, a means of martial practice for the purpose of self-perfection rather than self-preservation.

Jikishin Kage Ryu no longer emphasizes competition against kendo practitioners, although they do still occur. Many members do participate in competitions with the modern sports-oriented atarashii naginata. This tradition is clearly a valued part of its practitioner's lives. Their main dojo seems to be a place of joyous health and good spirits, full of both laughter and serious, finely-honed practice. This seems in keeping with Jikishin Kage Ryu's intention of create a system that will attract large numbers of women from many differing lifestyles. In the forms of this system, women find a martial training which encourages and strengthens their will and adds a sense of strong, graceful femininity.

Costume: Keikogi and Hakama

Stance: Facing opponent with one foot forward and the other back, arms extended holding the naginata.

CHARACTER BONUSES

Add +3 to P.P.

Add +2 to Spd.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack, Automatic Roll, Breakfall, Disarm.

Hand Attacks: Punch, Rotary Palm Strike, Backhand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Combination Strike/Parry.

Holds/Locks: None.

Weapon Kata: W.P. Shinai, W.P. Naginata.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of one (1) Power from Special Kata or Martial Art Techniques.

Language: Japanese.

Cultural Skills: Calligraphy, Haiku, Ukio-E.

Weapon Proficiencies: W.P.Shinai, W.P. Naginata.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Maniwa Nen Ryu (6 Years), Tendo Ryu Naginatajutsu (7 Years), or Zanji Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Initiative, +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 20.

2nd: +2 to Parry.

3rd: Select One (1) Martial Art Power from Special Kata or Martial Art Techniques.

4th: +1 Attack per Melee, Add one die of damage to the Naginata.

5th: +2 to Maintain Balance.

6th: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact.

7th: +1 Attack per Melee.

8th: Select One (1) Martial Art Power from Special Kata or Martial Art Techniques.

9th: +1 to Strike.

10th: +2 to Parry.

11th: +1 Attack per Melee.

12th: Add one die of damage to the Naginata.

13th: Select One (1) Martial Art Power from Special Kata or Martial Art Techniques.

14th: +1 Attack per Melee.

15th: Death Blow on a Natural 19 or 20.

WHY STUDY Jikishin Kage Ryu Naginata-Do?

A new style of using the Naginata, Jikishin Kage Ryu, allows women to learn a comfortable and healthy martial art where they can also learn to defend themselves.

Jiu Jue Hsiong (Nine Cutting Bear Kung Fu)

By [Ray Bull <mailto:Mantisking@aol.com>](mailto:Mantisking@aol.com)

Entrance Requirements: None

Skill Cost: 12 Years (Primary), 6 years (Secondary)

Caravan guards were once at the forefront of martial arts research. By the very nature of their profession, guarding caravans in the wilderness between the cities of China and along the Silk Road, their skills were tested almost daily. These trials led to the refinement of existing styles or the creation of new ones when old styles failed. Nine Cutting Bear is an example of the latter.

This style started with a combination of Bear kung fu and the whirling double broadsword techniques of Tam Tui kung fu. As it evolved Gau Jyut Hung, as it is called in Cantonese, added and discarded techniques from other martial arts. Eventually it crystallized into the system studied by today's students.

Unfortunately after the end of World War Two, and the rise of the Communist Party to power, caravan guards were not as needed, nor as welcome, as they once were in the past. This led to the Nine Cutting Bear style falling into disuse. With the advent of the Cultural Revolution and the pogrom against classical martial art masters, this style became even rarer.

Luckily grandmaster _____ survived the purges and kept teaching in secret. Later, in the early 1990's when classical martial arts had come back into favor, he escaped to the United States. The grandmaster made his new home and school in the "big sky country" of the American mid-west.

Combat for a student of Jiu Jue Hsiong is a whirlwind of constant motion. Parrying and striking with a sword in each hand, they are always moving forward. An opponent is always kept at arms reach. Before combat actually starts though, a Nine Cutting Bear stylist will attempt to back an opponent down using the Debana-o-kujiki Kata.

The original statistics for this art were averaged out from Gui Long and another art (I've forgotten which). The only real change was from a +2 bonus to Maintain Balance to a +2 bonus to Leap. If the Martial Art Powers seem a little much, Choy Li Fut has two powers & 3 weapon katas & one special kata. I'm not sure where the name came from. It's been sitting in my notebooks for a couple of years.

Costume: Standard clothing

Stance: A side leaning stance with a sword held in each hand. One leg is out straight, holding no weight. The other is bent holding all of the bodies weight, with the torso held straight above it. One sword is held over the head, parallel with the ground, in the arm away from the extended leg. The other is held vertically along the body, under and behind the arm that is held aloft.

CHARACTER BONUSES

Add 5 to Chi

Add 1 to M.E.

Add 2 to P.P.

Add 1 to Spd.

Add 5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: Three

Escape Moves: Roll with Punch/Fall/Impact, Leap, Backflip, Somersault

Attack Moves: Leap, Backflip, Somersault

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Disarm, Combination Strike/Parry, Multiple Dodge, Circular Parry, Backflip, *Twin Sword Trap* (This defense can only be performed with W.P. Swords (Paired). To use this defense the character has to sacrifice Automatic Parry for the melee round. The character slides both swords across each other so that the tips form a "V". The opponent's weapon is then caught and held in this "V". This acts as an Entangle.)

Hand Attacks: Strike (Punch), Bear Paw

Foot Attacks: Kick Attack, Reverse Turning Kick

Special Attacks: Leap Attack, Deathblow, Combination Parry/Attack

Weapon Kata: W.P. Broadsword, W.P. Broadsword (Paired), W.P. Two-Handed Broadsword

Modifiers to Attacks: Critical Strike, Critical Strike From Rear, Pull Punch

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Special Katas: Dehana-o-kujiki Kata, Bassai Kata, and Yadome-Jutsu Kata (Yadome-Jutsu Kata can only be performed with W.P. Broadsword (Paired).)

Languages: Chinese (Mandarin)

Cultural: Horsemanship, Detect Ambush, Detect Concealment

Survival: Wilderness Survival

Weapon Proficiencies: W.P. Broadsword, W.P. Broadsword (Paired), W.P. Two-Handed Broadsword

Philosophical Training: Buddhism

If this is your Primary Martial Art style then the following other styles can be learned in a shorter time:

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Leap (add 5 feet to Leap distance)

2nd: +1 to Strike, Critical Strike from behind

3rd: +1 Attack per Melee, Automatically receive Martial Arts Technique: Iai-Jutsu

4th: +1 to Leap (add five feet to Leap distance)

5th: +1 to Strike

6th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

7th: +1 to Parry/Dodge

8th: +1 to Strike, Automatically receive Martial Arts Technique: Eight Horse Stomp

9th: +1 Attack per Melee, Deathblow on a Natural 20

10th: Double Existing Chi, Critical Strike on a Natural 18+

11th: +1 to Somersault, Automatically receive Martial Arts Technique: Sword Chi

12th: +1 Attack per Melee, Add two levels to Weapon Kata: W.P. Broadsword (Paired)

13th: +1 to Strike, Add two levels to Weapon Kata: W.P. Two-Handed Broadsword

14th: +1 to Backflip

15th: +1 Attack per Melee, Automatically receive Zenjorike: Karumi-Jutsu

Why Study Jiu Jue Hsiong?

A classical style centered around weapon use.

Jiu Chih Xing Kung Fu

By [KnightFall](#)

Jiu Chih Xing, Nine Golden Eagles, is a sister school to Xing Chiao, the traditional Eagle Claw school. The two styles are very similar in appearance, but there are important differences between the styles.

Much like the rivalry between the Fu Chiao Pai schools and the Shan Tung tiger schools, the two eagle schools often compete to out do each other, insult each other, and claim to be the superior style, but rarely engage in combat. In a typical exchange the Jiu Chih Xing student may tell the Xing Chiao stylist: "What a fine block! Your master must have watched an eagle falling on his face when he designed it." To which the Xing Chiao stylist might reply: "Maybe if you did not try to avoid combat so much, you would be able to actually survive an attack that lands...."

It is difficult to imagine that the two schools did not emerge from the same source, or at least share some common ancestry. However where Xing Chiao focuses on parries for defense and many devastating mid to short range attacks, Jiu Chih Xing is all about avoiding physical contact with the attacker techniques and long range acrobatic movement. Jiu Chih Xing also focuses more on the development of Chi and less on the speed of attack.

Jiu Chih Xing martial artists have deep and abiding hatred of the Snake Style school. Whenever they find a Snake Stylist a fight to the death is almost certain. Jiu Chih Xing masters are dedicated to eradicating the Snake Style and all of its students from the face of the Earth.

Jiu Chih Xing is an exceptionally rare martial art. There are less than three dozen practitioners world wide. To be accepted by a teacher of Jiu Chih Xing is to join an elite group. It is also a beautiful art to watch and is well suited to female characters. More than two thirds of the great masters from the past have been women, although today there are roughly even numbers of men and women practitioners.

Entrance Requirements: IQ 13, PE 13, PP 13. Honorable Alignment.

Skill Cost: 12 years (5 years as a secondary form)

Costume: Formal white kung fu outfit with gold trim

Stance: Knees slightly bent. Poised on the balls of his feet with one had guarding close to the body in an open palm the other in a claw held ready to attack.

CHARACTER BONUSES

Add 10 to Chi

Add 2 to M.E.

Add 1 to M.A.

Add 1 to P.S.

Add 2 to P.P.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Leap, Backflip

Attack Moves: Leap, Backflip

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Automatic Dodge, Multiple Dodge

Hand Attacks: Strike (Punch), Caw Hand, Palm Strike

Basic Foot Attacks: Kick Attack, Axe Kick, Reverse Turning Kick (combination Dodge/Kick)

Jumping Foot Attacks: Flying Reverse Turning Kick

Special Attacks: Leap Attack, **Leaping Eagle Claw** (SPECIAL! This powerful technique functions like a normal leap attack, except that the character must use both hands, curled into claws, to attack with. The attack does 2D6 damage and a critical strike if it lands. The character may not parry the rest of the round following this attack, and like a normal leap attack this must be his first action of the Melee round and he may not attack after this), **Combo Dodge/Claw** (SPECIAL! This special evasive attack allows the character to contort out of the way as he strikes an opponent. It does normal claw hand damage and like any combination attack the character may not use his Dodge or Strike bonuses while using this attack).

Weapon Katas: Shen Biau (Rope Dart) and Shi Zi Jen (Sword)

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) powers from among Martial Art Techniques, Chi Mastery (not including Advanced) or Specialty katas (including Chi Katas). Also knows the special Shan Feng Kata (see below). The character also possesses the Zenjoriki power of Karumi-Jutsu.

Language: Chinese (Mandarin) [Increases literacy level by 1 stage]

Physical: Acrobatics and Running

Philosophical Training: Taoism

If this is your primary Martial Art form, then the following other forms can be learned in a shorter time: Xing Chiao (3 years), Taido (6 years), Cha Chuan (4 years), or Drunken Style (6 years)

Special Katas

Shan Feng: The Mountain Wind kata is considered to be the ultimate expression of this martial art. It takes the flowing, acrobatic movements of this style to an extreme. The character combines all of the advantages of the Automatic Dodge, the Multiple Dodge, the Backflip, and the Leaping Evasion along with a final powerful attack. While performing this kata the character may roll to dodge any attack, even if he is not aware of it, without using an action. He uses his normal dodge bonus for these rolls. He may not parry or attack during his melee actions/attacks, but he can use Backflip or Leaping Evasion to position himself. Alternately he may spend an action focusing on a Chi Power. However the character must save his last melee attack until the end of the melee round after everyone else is done. At the very end of the melee round, after everyone else has used all of their melee attacks he may unleash one of the following attacks with +3 to his usual bonus to attack: A Leaping Eagle Claw, a Flying Reverse Turning Kick, or a Leap Attack using a weapon. His target may not use an automatic parry and will have no defense against this devastating attack unless said opponent has activated an Automatic Dodge at the beginning of the round. Targets with Automatic Roll, may Roll with Punch/Fall/Impact if appropriate to reduce the damage from this kata. Ancient masters are said to have shattered boulders while practicing this form.

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Roll with Punch/Fall/Impact, +2 to Dodge, Critical Strike from rear.

Level 2: +1 to Leap (add 6' to leap distance), +1 to Backflip.

Level 3: +1 Attack per Melee, Critical Strike on a natural 18-20

Level 4: Double Existing Chi, +1 Strike.

Level 5: Select one (1) additional Martial Art Power from Martial Art Techniques, Chi Mastery (including Advanced) or Specialty katas (including Chi Katas)

Level 6: +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge

Level 7: +1 Attack per Melee, +1 to Leap (add 6' to leap distance)

Level 8: Double Existing Chi, +1 Strike, +1 to Backflip

Level 9: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact

Level 10: Select one (1) Zenjorike power

Level 11: Select one (1) additional Martial Art Power from Martial Art Techniques, Chi Mastery (including Advanced) or Specialty katas (including Chi Katas)

Level 12: Double Existing Chi, +1 to Leap (add 6' to leap distance), +1 to Backflip.

Level 13: +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge

Level 14: +1 Attack per Melee, +1 Strike

Level 15: Select one (1) additional Martial Art Power from Martial Art Techniques, Chi Mastery (including Advanced) or Specialty katas (including Chi Katas)

Why Study Jui Chih Ying?

This art provides awesome ability against multiple attackers, beautiful acrobatic moves, and excellent chi training.

Joketsuzoku (Exclusive)

Chinese Amazon Martial Arts

By [Cutter Kinseeker](#)

Entrance Requirements: P.S. 10; P.P. 14; P.E. 12. An honorable alignment is not required, but Amazons refuse to teach their most dangerous techniques to those who are dishonorable.

Skill Cost: 16 years (almost all Chinese Amazons are taught this art from birth)

Costume: Traditional Chinese Amazon clothing, including silk shirts and pants, long robes, and bright colors.

Stance: Similar to the Crane Stance Kata of Bok Pai Kung Fu, but with the arms in looser positions (often holding weapons), and the legs are allowed to move when combat begins.

CHARACTER BONUS:

P.S. and P.E. are considered supernatural (if they weren't already)

Add 1 to P.P. (+2 to non-Amazons)

Add 15 to S.D.C. (+30 to non-Amazons)

Add 5 to Chi (+10 to non-Amazons)

COMBAT SKILLS:

Attacks per Melee: Four

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry, Automatic Dodge

Advanced Defenses: Breakfall

Hand Attacks: Strike (Punch), Palm Strike, Knife Hand, Claw Hand

Basic Foot Attacks: Kick, Roundhouse Kick, Snap Kick, Wheel Kick, Axe Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

Special Attacks: Knee, Elbow, Death Blow, Leap Attack, Body Flip/Throw

Weapon Katas: Three Chinese weapons of choice

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: All Joketsuzoku can do the Great Leap at no cost. A practitioner of Joketsuzoku may select one power from Body Hardening, one from Martial Arts Techniques or Special Katas, and one from Atemi Abilities or Chi Mastery.

Languages: Chinese

Physical: Archery

Philosophical Training: Practitioners of Joketsuzoku are held to an extremely strict code of honor based on the tribal law of the Amazons. The only ones who are protected under this code, however, are other Amazons, allies, honorable enemies, and innocents. Respect must be shown to superior martial artists and elders at all times; courtesy to one's host is very important as well. Lethal force is not only expected but encouraged in battle (except for sparring/practice and contests of prowess), but honorable or skilled opponents must always be given the opportunity to surrender.

If Joketsuzoku is your primary martial art form and you are a Chinese Amazon, then the following other forms can be learned in half the usual time: Ba Gua Kung Fu, Bak Mei Kung Fu, Bok Pai Kung Fu, Ch'in-Na, Fu Chiao Pai, Gui Long, Hsing-I Kung Fu, Shan Tung, Pao Pat Mei, Snake Style Kung Fu, Tai-Chi Ch'uan, Praying Mantis Kung Fu. Chinese Amazons can acquire more martial arts over the great long spans of their lives than is normal, but usually branch off into other fields (like magic) as they age.

Joketsuzoku is an exclusive form for non-Amazons.

LEVEL ADVANCEMENT BONUSES

Level 1: +3 to roll with punch, +1 to dodge, Critical Strike from Behind

Level 2: +3 to Maintain Balance, +1 to parry, +1 to strike with kick attacks and jump kicks

Level 3: Select one additional power from Atemi Abilities or Chi Mastery

Level 4: Critical Strike on natural 19-20, +1 to strike with leap attacks and jump kicks

Level 5: +2 to parry and dodge, +1 to strike, +1 to roll with punch, +1 to Breakfall

Level 6: +1 attack per melee, +10 to Chi

Level 7: Critical Strike on natural 18-20, Death Blow on natural 20, +5 to Spd

Level 8: +1 to PP, Select one additional power from Atemi Abilities or Chi Mastery and one from Martial Arts Techniques or Special Katas

Level 9: +3 to parry and dodge, +1 to strike, +2 to Maintain Balance, +1 to Breakfall

Level 10: +1 to PP, +15 to SDC, +2 to strike

Level 11: +1 attack per melee, Death Blow on natural 19-20

Level 12: +1 attack per melee, +1 to strike, parry, and dodge

Level 13: +1 to PS and PE, +2 to Maintain Balance, +2 to Breakfall, +1 to Body Flip/Throw

Level 14: Select two powers from among Atemi Abilities, Chi Mastery, Martial Arts Techniques, and Special Katas

Level 15: +1 attack per melee

Why Study Joketsuzoku?

This martial art is good at virtually everything: weapons, unarmed combat, power, speed, endurance, and even chi abilities. Its ability to imbue supernatural strength and endurance on its users is simply phenomenal. Perhaps its only real weaknesses are its strict code of honor and inability to deal effectively against multiple attackers. Also, of course, only Chinese Amazons (or those who can convince them to train them) can learn the style, and male Amazons cannot learn the more powerful moves at all.

Jook Lum Tong Long Kuen (Bamboo Forest Praying Mantis Kung Fu)

By [Ray Bull](#)

The origins of this southern Chinese martial art lie in the Buddhist Jook Lum temple. This temple, located on Dragon Tiger Mountain in Jiangxi Province, follows in the footsteps of the Shaolin Temple, honing the bodies and minds of the monks through rigorous practice in the martial arts. One of the monks was disturbed from his daily meditations in the bamboo groves that surrounded the temple by the sounds of a bird trying unsuccessfully to devour a praying mantis. Capturing the praying mantis, he then studied it's movements and incorporated them into his kung fu training.

In combat a novice Jook Lum student will simply meet an opponent's attack with overwhelming force. An intermediate practitioner will parry an incoming attack and then retaliate. An advanced stylist will use footwork to slip by an opponent's attack and defenses. No matter the level of ability once the battle is joined the mantis stylist will close in and strike using simultaneous offensive and defensive movements, until the opponent is eliminated.

Teachers of this style are somewhat secretive, owing to it's origins in a temple that was refuge to anti-Ching Dynasty rebels. Schools however can be found in New York, Hong Kong, and the Jook Lum Temple, which still exists.

Entrance Requirements: P.P.: 11, P.E.:9

Skill Cost: 12 years (6 Years Secondary)

Costume: Standard Kung Fu Outfit

Stance:

CHARACTER BONUSES

Add +5 to Chi

Add +1 to M.E.

Add +1 to P.P.

Add +1 to P.E.

Add +1 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Combination Parry/Attack, Disarm

Hand Attacks: Strike (Punch), Single-Knuckle Fist, Gou Strike, Negative Gou Strike, Lau, Claw Hand, Hammerfist, Uppercut, Fingertip Attack

Basic Foot Attacks: Kick Attack, Snap Kick

Special Attacks: Elbow, Forearm, Knee, Deathblow, Gou Combination, Sticky Hands

Weapon Katas: W.P. Staff, W.P. Gim, W.P. Iron Ruler

Holds/Locks: Gou Grip, Tsai Grip

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind, Knockout/Stun from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Body Hardening Exercise: Crushing Grip and Martial Arts Technique: One Inch Punch. You may select a total of one (1) Power from Atemi Abilities.

Languages: Chinese (Cantonese)

Cultural: Holistic Medicine

Weapon: W.P. Staff, W.P. Gim, W.P. Iron Ruler

Temple: Fasting

Philosophical Training: Buddhism

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance, Critical Strike or Knockout/Stun on a Natural 20, Critical Strike or Knockout/Stun from Behind

Level 2: +1 to Strike, Select one (1) Martial Arts Power from Atemi Abilities, Body Hardening Exercises, or Martial Arts Techniques

Level 3: +1 Attack per Melee

Level 4: +1 to Damage, +1 to Strike with Hand Attacks

Level 5: +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 18+

Level 6: +2 to Parry, +1 to Strike

Level 7: +1 Attack per Melee, Select one (1) Martial Arts Power from Atemi Abilities, Body Hardening Exercises, or Martial Arts Techniques

Level 8: +1 to Damage, Deathblow on a Natural 18+

Level 9: +1 Attack per Melee

Level 10: +2 to Parry

Level 11: +1 to Strike, Select one (1) Martial Arts Power from Atemi Abilities, Body Hardening Exercises, or Chi Mastery

Level 12: +2 to Dodge, Knockout/Stun on a Natural 19+

Level 13: +1 Attack per Melee

Level 14: +2 to Dodge

Level 15: +1 to Damage, Receive Atemi Ability: Dim Mak

Why Study Jook Lum Tong Long Chuan?

A ferocious style whose motto, "Nothing for show, everything for use." reveals it's deadly intent.

Jotan Targeting

By Mephisto

Entrance Requirements: None

Skill Cost: 4 Years (3 Years as a Secondary)

Jotan are the strongest and largest of the giants, and are the main metalworkers and laborers of the giants. Usually led by Cyclops or Nimro fire giants, the Jotan are a capable species. They also love combat, which is where the name for the martial art was derived; not very clever but then Jotan are a race known for their straightforward thought and action.

Jotan will usually try to have a supply of huge rocks and boulders nearby when preparing for combat. Due to the small size of their opponents no grappling is taught, the main focus is on hurling rocks and other large items at the opponent, and deadly choking and kneeling attacks for closer range. Jotan can become so proficient with rock throwing that most opponents will retreat before getting in hand to hand striking range!

Training is usually done on Mount Nimro, where the largest group of giants is located. Some skilled giants also reside in the Baalgor Wastelands.

O.C.C. Note: Giants and Trolls can learn this by upgrading to Hand to Hand: Martial Arts then exchanging two O.C.C. Related Skills to get this martial art.

Stance: Usually like that of a shot-putter; one leg forward one behind, with the weight of the body on the rear leg and the hands usually holding rocks. One of the rocks is on his shoulder where the weight of the body is located, the other with the hand up around his face to serve as a defensive shield.

Costume: None

Character Bonuses

+6 to P.S.

+2 to P.E.

+15 to S.D.C.

Combat Skills

Attacks Per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Power Block/Parry

Hand Attacks: Strike (Punch), Backhand

Foot Attacks: Kick Attack, Snap Kick, Knee

Special Attacks: Crush/Squeeze, Choke, Grab (simply the ability to grab onto the opponent. Another grab roll may be made for the other hand. This is usually used in combination with a hand or knee attack)

Holds/Locks: None

Weapon Skills: W.P. Targeting with an additional bonus of +2 to strike to start

Special Katas: None

Modifiers to Attack: KO/Stun, Death Blow

Skills Included in Training

Martial Art Powers: Select One Body Hardening

Physical Skills: Body Building and one of choice, except not Acrobatics or Gymnastics

Training Skills: None.

Languages: None

Level Advancement Bonuses

1st Critical Strike Natural 20 or from behind, +2 to strike with thrown item

2nd +2 to damage, +2 grab, +2 initiative with thrown item

3rd +2 strike with thrown item, +1 P.S.

4th +1 attack, +1 parry, +2 initiative with thrown item

5th +1 damage, Select One Additional Martial Art Power

6th +2 damage, +2 strike with thrown item

7th Critical Strike Natural 19 or 20, +1 Grab

8th +1 Attack, +1 to P.S., +2 initiative with thrown item

9th +2 Strike with thrown item, +1 parry

10th +2 damage, +1 initiative with thrown item

11th +2 to Strike with thrown item, +1 to Damage, +1 P.S.

12th Select One Additional Martial Art Power

13th +1 Attack, Critical Strike Natural 18-20, +2 grab

14th +2 parry, +1 Strike with thrown item

15th +2 initiative with thrown item, Death Blow Natural 20

Why study Jotan Targeting?

Not a very good defensive martial art its main focus is on leveling the opponent with thrown items. The hand to hand techniques tend to be weak but since the assailant is usually a giant, they end up being effective nonetheless.

The Joy and Sorrow Technique (Exclusive)

By [danzig138](#)

(Counts as three *3* forms)

NOTE: The Joy and Sorrow technique is effectively two martial art forms. Until the character reaches 15th level in the Joy and Sorrow technique, he must use the standard rules for knowing and using multiple martial art forms. This is a powerful martial art, and may not be appropriate for all campaigns.

Centuries ago, in China, two mighty men encountered each other on a battlefield. These men were martial artists seeking to improve their skills and test their newest martial art forms.

One of the men, Tsou Nan, was developing a new style, the 10,000 Laughing Men, or Wan Feng (10,000 Lunatics). The other man, Yan Qui Tian, was testing his newly created style, Yan Nan (Smoke Man).

Wan Feng was a very aggressive, hard art, and Yan Nan was pure defense. Tsou Nan and Yan Qui Tian battled for hours. Tsou Nan was unable to land a blow through the defenses of Yan Qui Tian, but Yan Qui Tian was so pressed to defend himself that he never gained the opportunity to launch his own attacks. Eventually, both men succumbed to exhaustion. Both acknowledged that the other's style was most impressive. This was the beginning of a very long friendship.

Tsou Nan and Yan Qui Tian became inseparable allies. They taught each other their styles, and began to refine them. Eventually, this combined style became known as the Joy and Sorrow technique.

Tsou Nan and Yan Qui Tian began to teach this unique martial art to those who met their rigorous physical and mental standards. So this art survived, and was passed down through the generations.

Today, the Joy and Sorrow Technique is known only to a handful of individuals who will each pick only one person, at most, to pass the techniques to.

The master of the Joy and Sorrow Technique will approach combat differently, depending on the starting technique. If the master is the defender, he will spend most of the combat avoiding blows, while softly weeping. If the opponent does not break off combat, the master will then begin to cry loudly, while using Automatic Body Flips and Joint Locks. If the opponent continues with his aggression, the master will begin to use disabling Atemi abilities.

If the master is the aggressor, he will approach combat steadily, while attempting to land as many devastating blows as possible, laughing maniacally the entire time.

Entrance Requirements: I.Q. 15, M.E. 15, M.A. 14, P.S. 14, P.P. 15, P.E. 15

Skill Cost: 25 years

Costume: Silk kung fu outfit that is black and white. One side is black and the other side is white.

Stance (Joy): Feet shoulder's width apart, knees slightly bent. The body is turned so as to present a more narrow target. The front hand is held out at just below shoulder level, and the back hand is held in close at waist level.

Stance (Sorrow): Similar to the Joy stance, but the front hand is held out at waist level and kept loose, and

the back hand is held pointing down and loose close to the body.

CHARACTER BONUSES

- Add 1 to P.S.
- Add 1 to P.P.
- Add 5 to S.D.C.
- Add 5 to Chi

COMBAT SKILLS (Joy Technique)

Attacks per Melee: 4

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Power Block/Parry

Hand Attacks: Strike (Punch), Double-Fist Punch, Knife Hand, Palm Strike, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Axe Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

Special Attacks: Death Blow, Leap Attack, Knee, Elbow, **Neck Breaker** (SPECIAL! The character jumps up, locks his legs around the target's neck, and spins in an attempt to break the victim's neck, while flipping the victim. This uses six (6) of the character's attacks, and requires a natural strike roll of 18 or better. If successful, the victim suffers 4D6 damage, and loses initiative and one action. There is a (damage x2% - victim's P.S.) x1% chance that the victim's neck will be broken. If this attack fails, the character loses initiative and any remaining attacks for the melee round)

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from rear

COMBAT SKILLS (Sorrow Technique)

Attacks per Melee: 1

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Automatic Dodge, Automatic Roll, Circular Parry, Disarm

Hand Attacks: None

Basic Foot Attacks: None

Jumping Foot Attacks: None

Special Attacks: Automatic Body Flip/Throw, Paralysis Attack

Holds/Locks: Finger Lock, Wrist Lock , Elbow Lock, Automatic Wrist Lock, Automatic Ankle Lock (Treat as a Wrist Lock for escape purposes)

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun

SKILLS INCLUDED IN TRAINING (Both Techniques)

Martial Art Powers: Select one power from Body Hardening Exercises (including Demon Hunter Exercises) or Martial Art Techniques, and select one power from Atemi Abilities (ex. Dim Mak) or Chi Mastery.

Martial Art Powers (Joy): *The Laughing Man Kata* (see below)

Martial Art Powers (Sorrow): Grasping Hand Atemi Ability, *Weeping Willow Kata* (see below)

Languages: Chinese

Philosophical Training: Taoism

The Laughing Man Kata: This is a variation on the Bassai (Fortress Penetration) kata. The master laughs

continuously, all while attacking a single opponent. His laughter steadily increases in volume as he strikes. The opponent must roll a saving throw of 14 or better (modified by M.E.) or lose initiative and one action/attack. The master gains a +4 bonus to strike, and inflicts an additional +4 damage, but he suffers a -5 penalty to all defensive rolls for the melee round.

Weeping Willow Kata: This is a defensive kata in which, the master cries out his anguish, while avoiding and deflecting all incoming attacks. This provides him with a +3 bonus to automatic parry and automatic dodge, and it acts as a Windmill Kata (Ninjas and Superspies, page 88).

LEVEL ADVANCEMENT BONUSES (Joy Technique)

Level 1: +1 to Roll with Punch/Fall/Impact, +2 to Strike, +1 to Damage

Level 2: +1 Attack per Melee,

Level 3: Critical Strike on a Natural 19-20,

Level 4: +1 to Strike, Select one additional Martial Art Power from Body Hardening Exercises or Martial Art Techniques

Level 5: +2 to Parry/Dodge, Knock-Out/Stun on a Natural 18-20,

Level 6: +1 Attack per Melee, Receive Tamashiwara Martial Art Technique

Level 7: +1 to Roll with Punch/Fall/Impact, Maintain Balance

Level 8: Critical Strike on a Natural 18-20

Level 9: +2 to Strike, Knock-Out/Stun on a Natural 17-20

Level 10: +1 Attack per Melee, +2 to Damage

Level 11: +1 to Parry, Select one additional Martial Art Power from Body Hardening Exercises or Martial Art Techniques

Level 12: Death Blow on a Natural 20

Level 13: +2 to Strike, +1 to Parry/Dodge

Level 14: +1 Attack per Melee, +3 to Damage

Level 15: Death Blow on a Natural 18-20

LEVEL ADVANCEMENT BONUSES (Sorrow Technique)

Level 1: +3 to Roll with Punch/Fall/Impact, +2 to Maintain Balance

Level 2: +2 to Parry/Dodge, +1 to Disarm

Level 3: Select one additional Martial Art Power from Atemi Abilities or Chi Mastery

Level 4: +2 to all Automatic Moves*

Level 5: Automatic Body Flip/Throw inflicts 2D6 damage

Level 6: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance

Level 7: +2 to all Automatic Moves*

Level 8: Select one additional Martial Art Power from Atemi Abilities or Chi Mastery

Level 9: +2 to Parry/Dodge, +1 to Disarm

Level 10: Automatic Body Flip/Throw inflicts 3D6 damage

Level 11: +1 Attack per Melee

Level 12: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance

Level 13: +2 to Parry/Dodge, +1 to Disarm

Level 14: +2 to all Automatic Moves*

Level 15: Select one additional Martial Art Power from Atemi Abilities or Chi Mastery

* Does NOT include Automatic Parry!

NOTE: Should the Joy and Sorrow practitioner reach 15th level of skill in his martial art, then the Joy and

Sorrow techniques effectively become one technique. From this point on, it is treated as one style. The character receives the Attacks per Melee of the Joy Technique, all maneuvers from both techniques, and the best bonuses from both techniques.

Why study the JOY AND SORROW TECHNIQUE?

The Joy and Sorrow technique takes a very long time to master, but in that time the practitioner will gain physical and mental conditioning, spiritual training, and a fairly large array of offensive and defensive techniques.

Hand to Hand: Martial Arts: Judo (Revised)

by [JJ Fuzz](#)

Skill Cost: Two "other" skills, or as noted under O.C.C. Skills section.

Techniques Known at First Level: Strike (punch), backhand, kick attack (1D6), body block/tackle, body flip/throw, break fall, disarm, roll with punch, fall, or impact, pull strike, and the usual strike, parry and dodge.

Special Attacks: Combination parry/throw (uses one melee action, but can be repeated throughout a melee like a normal parry)

Locks/Holds: Arm hold, wrist hold, arm lock.

Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, automatic flip/throw, critical flip/throw

Character Bonuses: Add 2 to P.P.E. and I.S.P. (if applicable), +2D4 to S.D.C., +1 to M.E., +1 to P.P.

Additional Skills (Choose One): W.P. Knife or W.P. Blunt. Choose any one domestic or domestic:cultural skill (+10%).

Level Advancement Bonuses:

Level 1:: Add two additional attacks per melee, +3 to roll with punch/fall/impact, +3 to pull punch, critical strike on natural 20, critical flip/throw on natural 20.

Level 2:: +2 to parry and dodge, +1 to strike.

Level 3:: +1 to body flip/throw, +1 to body block/tackle, +1 to disarm.

Level 4:: Add one additional attack per melee, kick attack inflicts 2D6 damage, learns automatic flip/throw.

Level 5:: Critical flip/throw on natural 19 or 20.

Level 6:: +1 to strike, parry, and dodge, +1 to body flip/throw.

Level 7:: W.P. Paired Weapons applicable to characters above selected weapon proficiency skill, +2 to damage.

Level 8:: Jump kick (automatic critical strike), +1 to roll with punch/fall/impact.

Level 9:: Add one additional attack per melee.

Level 10:: +2 on initiative, +1 to parry, and dodge.

Level 11:: +1 to break fall, +1 to disarm.

Level 12:: Critical strike on natural 18 to 20.

Level 13:: +2 to damage, knock-out/stun on natural 19 or 20.

Level 14:: Add one additional attack per melee.

Level 15:: +1 to body flip/throw, +1 to body block/tackle.

Hand to Hand: Martial Arts: Jujitsu (Revised)

By [JJ Fuzz](#)

Skill Cost: Five "other" skills, or as noted under O.C.C. Skills section.

Techniques Known at First Level: Maintain balance, break fall, disarms body block/tackle, body flip/throw, roll with punch/fall/impact, pull strike, kick attack (2D4 damage), knee and elbow strikes (1D6 damage), and the usual strike, parry, and dodge.

Special Attacks: Combination parry/strike, leap attack, choke, paralysis attack (vital points).

Locks/Holds: Arm hold, neck hold, body hold, leg hold, wrist lock.

Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike from behind, critical flip/throw, automatic flip/throw.

Character Bonuses: Add +1D4 to P.P.E. and I.S.P. (if applicable), +3D6 to S.D.C., +2 to P.P., +1 to P.E.

Additional Skills (Choose One): W.P. Knife, W.P. Forked (Sai), or W.P. Staff. Also choose any one domestic or domestic:cultural skill (+10%).

Level Advancement Bonuses:

Level 1:: Add two additional attacks per melee, snap kick (1D6 damage), knife hand (2D4 damage), +3 to roll with punch/fall/impact, +2 to parry and dodge, +2 to pull punch, critical strike on natural 20, critical flip throw on natural 20,.

Level 2:: +1 to strike, tripping/leg hooks, backwards sweep, automatic flip/throw.

Level 3:: +1 on initiative, critical strike from behind.

Level 4:: Add one additional attack per melee, +2 to damage.

Level 5:: Palm strike (2D4 damage), drop kick.

Level 6:: Critical strike on natural 18 to 20.

Level 7:: +1 to strike, +1 to body flip/throw, +1 to disarm.

Level 8:: Add one additional attack per melee, +1 to maintain balance.

Level 9:: Critical flip/throw on natural 17 to 20.

Level 10:: Jump kick and leap attacks (automatic critical strikes).

Level 11:: Add one additional attack per melee, +2 to pull punch.

Level 12:: +1 on initiative, +1 to strike, parry, and dodge.

Level 13:: +2 to damage, +2 to pull strike, +2 to break fall.

Level 14:: Add one additional attack per melee.

Level 15:: Death Blow!

JUNSADO

By SeonJin108

Entrance Requirements Black Belt level training in another martial art, generally Kukki Tae Kwon Do or Olympic Taekwondo.

Skill Cost Three years (Cannot be taken as a primary art)

An ancient Korean martial art, Junsado, which translates as "Way of the Fight Master", is a family martial art, handed down through the Kim family. It descends from ancient Hwarang techniques, but is a very open and practical art. An alternate translation of Junsado means "Way of Combat Strategy". It is a strategy-oriented art that has been called the Jeet Kune Do of the Korean arts. It has borrowed from Hapkido, Yudo, Yusool, Tae Kwon Do, Kuk Sul Won, and Gumdo. However, it has a very practical mind set, and focuses on raw combat. It is one of the arts taught to members of the South Korean Defense Security Command, specifically, the elite 212 Squad. Sang Kim, with the approval of his father, the Kwanjang of Junsado brought Junsado to the public. Kim is one of the world's greatest Olympic Taekwondo masters, as well as being a master of Junsado. In addition to being a martial arts master, Kim served in the 212 Squad, where he saw combat as a counter espionage agent. He teaches Junsado in his school in California, and that is the only place to receive Junsado training in the US. In combat, a Junsado master's response will depend on his opponent. Rather than teach set self-defense techniques, Junsado teaches to adapt to the opponent and the environment. It also adapts to the practitioner. It is a very applied art that teaches how to adapt to the situation, striking, grappling, and group attacks. Knife, short stick, and staff fighting are taught as well. The idea is always to eliminate the opponent in as short a time as possible using whatever the situation demands. There is nothing flashy or stylish about Junsado, save the fact that it is elegant in its simplicity. Mental training includes tactics and strategy, strengthening one's mind, and learning how to deal with opponents on a psychological level, both in understanding them, predicting them, and psyching them out.

Costume Navy blue T-shirt and Battle Dress Uniform pants

Stance There are two main stances that are designed to easily flow from one to the other. The first is an upright stance used for distance fighting and striking. The feet are staggered and spread slightly with the knees slightly bent to allow maximum motion, the hands are up in guard, open or in fists. The other stance is a wide, crouching stance with the hands up, forward, and open. This is used for close-in fighting, take downs, and grappling.

CHARACTER BONUS

Add 2 to ME

Add 1 to PS

Add 1 to PE

Add 3 to Spd

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee 4

Escape moves Maintain Balance, Roll With Punch/Fall/Impact

Basic Defensive Moves Automatic Parry, Dodge, Parry

Advanced Defensives Circular Parry, Multiple Dodge

Hand Attacks Backhand, Claw Hand, Knife Hand, Palm Strike, Power Punch, Punch, Uppercut

Basic Foot Attacks Backward Sweep, Reverse Turning Kick, Roundhouse Kick, Side Kick, Snap Kick, Tripping Leg/Hooks

Special attacks Automatic Body Flip/Throw, Body Flip/Throw, Critical Body Flip/Throw, Death Blow, Elbow, Forearm, Knee

Holds/Locks Automatic Lock, Elbow Lock, Finger Lock, Wrist Lock

Weapon Hyung Bong (WP Staff), Joong Bong (WP Blunt, a short stick similar to the Filipino escrima), WP Knife

Modifiers to Attacks Critical Strike, Critical Strike from Rear, Knock-Out/Stun, Pull Punch

SKILLS INCLUDED IN TRAINING

Martial Art Powers Automatically receives the Kup So Sul (Atemi) Ability of Chirigi and the Martial Art Technique of Kyukpasul (Tamashiwara), but other than that, none. While not denying their use, Junsado has no time for esoteric traditional practices that take time to develop when one may need to fight the next day.

Language Korean

Philosophical Son Buddhism

Temple Meditation

Junsado cannot be a primary art.

LEVEL ADVANCEMENT BONUSES

1st +2 to Roll with Punch/Fall/Impact, +2 to Damage, Critical Strike on Natural 20

2nd +1 Attack per Melee

3rd +1 Attack per Melee

4th +1 to Strike. Critical Strike or Knock-Out from Behind.

5th +1 to Rear Attacks (Backward Sweep, Backhand Strike), Critical Strike on Natural 18, 19 or 20.

6th +2 to Roll With Punch/Fall/Impact, +1 to Damage

7th +1 to Roll with Punch/Fall/Impact, +1 to Body Flip/Throw (does 2D6 damage)

8th +1 Attack per Melee

9th +2 to Maintain Balance

10th +1 Attack per Melee, +1 to Rear Attacks (Backward Sweep, Backhand Strike).

11th +1 to Strike, +1 to Damage

12th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge

13th +1 to Maintain Balance

14th +1 Attack per Melee, +1 to Body Flip/Throw

15th +1 to Rear Attacks (Backward Sweep, Backhand Strike)

Why Study JUNSADO?

A well-balanced martial art that is very aggressive and capable of handling multiple attackers, weapons combat, and all combat ranges. However, it is very lacking in the mystical arts. But then, if you pick Junsado, you probably aren't interested in things like that anyway.

Martial Art Styles K

Name	Game	Application	Country	Author
K'Alesh'Ka	PF	Fiction	NA	danzig138
Kailindo	N&S	Fiction	Tibet	Cutter Kinseeker
Kajukenbo	N&S	Conversion	US (Hawaii)	Kuseru#
Kajukenbo	N&S	Conversion	US (Hawaii)	Flash Fire
Kalaripayit	N&S	Conversion	India	Lee Casebolt
Kali	N&S	Conversion	Philippines	Kuseru
Kali	N&S	Conversion	Philippines	Entropy Man
Kankai Ryu Sueijutsu	N&S	Conversion	Japan	Kuseru
Kaminari Karate-Do	N&S	Fiction	United States	Mantisking
Kamiya Kashin Ryu	N&S	Fiction	Japan	Daimyo Shi
Karate (Revised)	Any	Revision	Okinawa	JJ Fuzz
Karate	Any	Quickie	Okinawa	Kuseru
Kashima-Shin Ryu	N&S	Conversion	Japan	Kuseru
Kashima Shinden	N&S	Conversion	Japan	Kuseru
Jikinshinkage Ryu Kenjutsu				
Kasi-djin	PF	Fiction	NA	Sinestus
Kazama Ryu	N&S	Fiction	Japan	Glenn
Kaze no Konekolutsu	Rifts	Fiction	Japan	Jeremy Balsley
Kaze Arashi Ryu	N&S	Conversion	Japan	Kuseru
Kempo Karate	N&S	Conversion	United States	FlashFighter
Kempo Karate	N&S	Conversion	United States	Cutter Kinseeker
Kendo	N&S	Conversion	Japan	Mantisking
Kendo (Revised)	Any	Revision	Japan	JJ Fuzz
Kenpo	N&S	Conversion	Japan	Kuseru
Kenpo	N&S	Conversion	United States	Ash
Kick Boxing	Any	Quickie	Thailand	Kuseru
Kiddie Fighting	N&S	Fiction	Worldwide	Flash Fire
Kilico	N&S	Fiction	Worldwide	Sinestus
Kinzoku Shurikenjutsu	N&S	Fiction	Japan	Kuseru
Kito Ryu Jujutsu	N&S	Conversion	Japan	Kuseru
Kobo Ryu Suiejutsu	N&S	Conversion	Japan	Kuseru
Kobold Sercruun	PF	Fiction	NA	Mephisto

Kobori Ryu To-suijutsu	N&S	Conversion	Japan	Kuseru
Kobujutsu	N&S	Conversion	Okinawa	Kuseru
Kodachinitou Ryu	N&S	Fiction	Japan	Daimyo Shi
Kogusoku	N&S	Conversion	Japan	Kuseru
Koluqis	PF	Fiction	NA	Sinestus
Koppo	N&S	Fiction	Japan	RMHOWA01@ulkyvm.louisville.edu
Krabi-Krabong	N&S	Conversion	Thailand	Kuseru
Krav Maga	N&S	Conversion	Israel	danzig138
Krav Maga	N&S	Conversion	Israel	Kuseru
Kuk Sool Won	N&S	Conversion	Korea	danzig138
Kung Fu	Any	Quickie	China	Kuseru
Kung Jung Musul	N&S	Fiction	Korea	Mantisking
Kuno Ryu	N&S	Fiction	Japan	Daimyo Shi
Kuntao	N&S	Conversion	China	Kuseru
Kurama Ryu Kenjutsu	N&S	Conversion	Japan	Kuseru
Kyodai na Keru Do	N&S	Fiction	Japan	Mantisking
Kyokutan Chagi	N&S	Fiction	Japan	Sinestus
Kyudo	N&S	Conversion	Japan	NightFlyer
Kyudo	N&S	Conversion	Japan	Mantisking
Kyuk Too Ki	N&S	Conversion	Korea	Mantisking

Number of Styles: 51



K'Alash'Ka (Way of the Warrior)

By [danzig138](#)

K'Alash'Ka, "Way of the Warrior" in the Gromek language. This is the term used to describe the martial arts developed and practiced by the Gromek. According to Gromekian legend, this way of fighting and living was brought to the Gromek when one of their ancestors, the last survivor of his clan, was wandering in the desert, weak, starving, dying. As he was drawing his last few breaths, a being appeared, basked in a blinding brilliance, and spoke. "You are not ready to pass the gates yet." Said this divine figure, "You must continue on, teach the others, live!".

With this, the being disappeared, but the ancient Gromek was left with a newfound will and knowledge. He struggled his way back to the other clans, and told his tale. Many scoffed, but a few believed him. These were the first students of the Way of the Warrior. They soon formed a new clan, the B'Ria Devoh'Ka, the Clan of the Divine Warrior.

Many tried to defeat this new clan, but none succeeded. Tales of the fighting skills of the Clan were spread, and soon, many clans formed alliances with the Divine Warrior, until the Way spread far and wide.

The Way of the Warrior is a very acrobatic style of fighting. Combatants swoop in-and-out of combat range, never giving their opponents an opening. Most Gromek use weapons with this style, making it even deadlier.

Entrance Requirements: P.S. 14

Costume: None, though many wear light armor.

Stance: The feet are spread a little wider than the shoulders, and the knees are bent slightly. The arms are spread wide and held low, and the hands are either held open, or holding a weapon.

CHARACTER BONUSES

Add 1 to P.S.

Add 1 to P.P.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Disarm, Breakfall.

Hand Attacks: Strike (Punch), Claws (1D6+2), Knife Hand, Palm Strike.

Basic Foot Attacks: Kick Attack (with claws, 2D6+4), Snap Kick, Reverse Turn Kick.

Jumping Foot Attacks: Jump Kick, Flying Jump Kick (Both Jump Kicks gain an additional die of damage from the extra power generated by the Gromek's wings).

Special Attacks: Death Blow, Bite (1D6+4), Body Block/ Ram, Flying Body Block/Ram (2D4), Leap Attack, Crush/Squeeze, **Crush/Squeeze with Legs** (SPECIAL! Usually performed from behind, the Gromek attempts to wrap his legs around his opponent's torso. Suffers a -2 penalty to strike, but inflicts 1D10 damage), **Crush and Drop** (SPECIAL! The Gromek attempts to lock on a Crush/Squeeze with Legs. If successful, he then tries to fly up a great distance, possibly striking the victim with a hand-held weapon on the way. Eventually, he drops the victim. This uses a variable number of attacks, it just depends on how long he flies with the victim).

Holds/Locks: Body Hold.

Weapon Katas: Pick any one weapon.

Modifiers to Attacks: Pull Punch. Knock-Out/Stun, Critical Strike, Critical Strike from Rear.

Preferred Range: Combat.

NOTE: Over time, this style has been modified by the different clans. Each different clan has added 1-2 attacks (basic, from any style in the books, but nothing really special).

SKILLS INCLUDED IN TRAINING

Survival: Wilderness Survival, Desert Survival.

Philosophical: K'Alash'Ka (similar to Bushido, but not nearly as honorable).

LEVEL ADVANCEMENT BONUSES

Level 1: +2 roll with punch/fall/impact, +3 leap (+6 feet), Knock-Out/Stun on Natural 20.

Level 2: +1 strike, parry, dodge.

Level 3: +1 Attack per Melee, Critical Strike on Natural 19-20.

Level 4: +2 maintain balance, +1 breakfall.

Level 5: Knock-Out/Stun on Natural 19-20, +2 damage.

Level 6: +2 strike, +1 parry, gain Automatic Dodge.

Level 7: +1 Attack per Melee, +2 leap (+6 feet).

Level 8: +2 roll with punch/fall/impact, +1 dodge.

Level 9: Critical Strike on Natural 18-20.

Level 10: Death blow on Natural 20.

Level 11: +1 Attack per Melee, +1 leap (+6 feet).

Level 12: +1 strike, parry, dodge.

Level 13: +3 automatic dodge.

Level 14: +2 maintain balance, +1 breakfall.

Level 15: +1 Attack per Melee, +3 damage.

Why Study K'Alash'Ka?

It's an excellent fighting style, and Gromekian warriors who don't learn it are looked down upon as odd.

Kailindo (Exclusive) (alt: *Kai Lin Do*)

The Way of Fluidity

By [Cutter Kinseeker](#)

Kailindo is a fairly old martial art created in the secluded mountains of Tibet by a group of warrior-philosophers called the Stargazers. In ancient times, the Stargazers were peaceful and monk-like, living happy and contented lives while they pondered the mysteries of the universe. However, this peace could not last. Cloistered away in their monasteries and hidden in their villages, the Stargazers did not realize that hostile forces were gaining control of the world--not until it was too late.

Hunted and pursued by their enemies, the Stargazers turned their inner fortitude into an outer expression of their will, creating a powerful martial art. Using this martial art and a newfound sense of caution, the Stargazers were able to protect some of their land from the encroachment of their enemies. Who were these enemies, these destroyers of life and light? They called themselves... human.

You see, the Stargazers were not men, but were rather of the species mortal man often refers to as "werewolves," though they call themselves Garou. The art of Kailindo, which is based heavily on Aikido and Tai Chi, is a natural extension of the powers and abilities of that race, namely the potent ability of shapeshifting and the incredible advantage of supernatural attributes. After several centuries of refinement (which is even now continuing), all Stargazers are expected to know at least a little of this art--and its masters are as terrifying to behold in battle as they are wondrous to hear in peace.

Most of the teachings of Kailindo, both philosophical and physical, stem from the fact that none of its practitioners are human, or even necessarily humanoid. While founded by the Garou (a humanoid race of limited shapeshifters), many other shape-changing beings have learned to use this art and have adapted it for their own use. Thus, the art used by Changelings (skilled humanoid shapeshifters) may differ greatly from the original used by the Garou. (Note: The form of Kailindo presented here is a sort of generic Kailindo, the basis from which any shapeshifting race may adapt it to its own purposes.)

The main point of Kailindo's teachings is fluidity--fluidity of thought, of motion, and of form. The true adept at Kailindo rarely stays in one form through a fight, his features blurring both from the speed of his motions and from the quickness of his changing. Need a weapon fast? Grow claws. Already have a weapon? Keep your hands. Need some speed? Turn into a wolf. Have to dodge? Shrink. Kailindo emphasizes that you should never become so complacent in one shape that you have problems identifying with another, and indeed Kailindo's exercises include "form adaptation" right alongside kick practice and meditation.

Kailindo is inappropriate as a martial art form for "mundanes," mainly because their inability to change shape prohibits them from accomplishing many of the moves. Besides which, no self-respecting shape-changer would stay in one form long enough to teach a plain old human the discipline required for even the basics of Kailindo.

Entrance Requirements: ME 13; PE 11. Most practitioners are Good or Selfish.

Skill Cost: 12 years

Costume: Anything light and loose, so as better to accommodate shape-changing.

Stance: Turned slightly offside to the opponent, feet spaced widely, hands close together in front of the body. The practitioner is expected to conserve energy, moving only when necessary, and striking like the wind when required. All moves in this martial art are done with fluidity and grace, almost seeming to be in slow motion to

onlookers.

CHARACTER BONUSES

Add 1 to ME

Add 2 to PP

Add 1 to PE

Add 5 to SDC

Add 10 to Chi, PPE, or ISP (player's choice)

COMBAT SKILLS

Attacks per Melee: Two

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Circular Parry, Disarm, Multiple Dodge, Combination Parry/Attack, Automatic Body Flip/Throw, Automatic Dodge

Hand Attacks: Strike (Punch), Backhand, Palm Strike

Basic Foot Attacks: Kick, Tripping/Leg Hook, Roundhouse Kick, Wheel Kick, Crescent Kick, Backward Sweep

Jumping Foot Attacks: Jump Kick, Flying Kick, Flying Reverse Turning Kick

Special Attacks: Knee, Elbow, Death Blow, Leap Attack, **Spinning Kick Attack** (Special! Identical to the ability of the same name in the description of Taido), Body Flip/Throw

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: The character begins with the Special Kata of Form Adaptation (Special! See below), and may select one more from either Body Hardening Exercises or Special Katas.

Languages: Dragonese/Elven

Philosophical Training: The training included in Kailindo is somewhere between Buddhism, Taoism, and the beliefs of Neo-Pagans--love the Earth (or whatever planet you live on) for she is our Mother, the source of all life; from her spring all things and to her all things finally return. There is also the prevailing idea that in practicing Kailindo, one must be as the wind--swift, sudden, unpredictable, silent until the moment of contact. A lot of emphasis is placed on meditation, contemplation of the universe's mysteries, and avoiding conflict if possible.

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to roll with punch, +2 to parry and dodge, +2 to initiative, Critical Strike from Behind, Critical Strike on natural 20

Level 2: +2 to strike with kick and jump kick attacks

Level 3: +10 to Chi, PPE, or ISP (player's choice), Select one additional Martial Arts Power from among Martial Arts Techniques, Special Katas, or Zenjoriki

Level 4: +1 to parry and dodge, Critical Strike on natural 19-20

Level 5: +1 attack per melee, +2 to initiative, +2 to strike

Level 6: +3 to dodge, +2 to Body Flip/Throw, +1 to initiative, +2 to Maintain Balance

Level 7: +1 attack per melee, Knock-Out/Stun on natural 19-20

Level 8: Select one additional Martial Arts Power from either Body Hardening Exercises or Martial Arts Techniques

Level 9: Death Blow on natural 20

Level 10: +1 to initiative, +1 to strike, parry, and dodge

Level 11: +1 to Body Flip/Throw, Critical Strike on natural 18-20

Level 12: +1 to roll with punch, +1 to Maintain Balance, Select one additional Martial Arts Power from among Body Hardening Exercises, Martial Arts Techniques, or Zenjoriki

Level 13: +1 attack per melee, +1 to initiative

Level 14: +2 to damage, +1 to strike, Death Blow on natural 19-20

Level 15: +1 attack per melee

Why Study Kailindo?

If you're a shapeshifter, a colloidal being, or a lycanthrope of any sort, this is the martial art for you! Specifically tailored to meet the "special" nature of shifting folk, Kailindo offers a lot of power at higher levels and doesn't take that long to learn (for creatures with life spans of more than three times that of humanity, that is). The real trouble is that so few people (or things) practice it that you could spend as long searching for a Kailindo master as you do learning the art.

New Kata

Form Adaptation

The beings that practice Kailindo are all capable of altering their shapes, either at will or after a few moments of concentration. Either way, this kata is designed to help such beings use their natural abilities to the best effect. Those with this kata learn to effect partial transformations, faster transformations, and even the use of shapeshifting as a dodge! In game terms, this permits the character to move combat bonuses from one place to another and reduces time required for changing shape. If the character's transformative ability is usually measured in melee rounds, reduce that number to melee actions! (ex: A Nightbane can usually transform from Facade to Morphus in one melee round. Using the Form Adaptation Kata, that time is reduced to one melee action.) If the time required is already measured in melee actions, reduce that time by half to a minimum of one melee action.

In addition, a being that can normally only transform its entire body may now transform just a piece of its body for the desired effect. However, this requires the full transformative duration unless a ME check is made.

(ex: The Nightbane from the previous example has the Morphus characteristics of Animal Magnetism and Were-Creature: Canine. She wishes to grow claws [which her Morphus has] without fully Becoming and rolls an ME check. She fails; she can still grow those claws, but it will take her a full melee round [in which she cannot do anything except defend herself] to accomplish the feat.)

Finally, the character, by subtly altering their body's form and musculature, may "move around" combat bonuses. This transformation requires one melee of intense concentration, during which time the only actions possible are the dodge (automatic if the character possesses it) and the automatic parry. The maximum number of points that may be moved are equal to the being's Mental Endurance. If the character so wishes, they may also move so many points that they have a negative (penalty) in one or more bonuses, so long as the points moved are equal to or less than their ME. This alteration lasts for a maximum length of (ME divided by 3) melee rounds, rounded down. Finally, because of the unnatural twisting of ligatures and bones, the character takes a number of points of damage equal to the number of points moved, direct to hit points, both at the time of the transformation and when returning to normal! If the being has a regenerative ability, this ability takes twice as long to heal the damage; however, if the being's natural state is fluid, colloidal, or ectoplasmic, the damage is reduced by half.

(ex: The Nightbane from the previous two examples has the following combat bonuses: +6 to strike, +7 to parry, +5 to dodge, +10 to damage and +4 to initiative, as well as possessing an ME of 14. She gets into a fight most heinous with a lone Hound. In this case, it is better to act first and hit more often, so she decides to

move her bonuses around--but she cannot move any more than 14 points. After one melee round of concentration and heavy defense, her bonuses now look like this: +10 to strike, +2 to parry, +1 to dodge, +10 to damage and +9 to initiative! Because she moved 5 points from her parry bonus and 4 from her dodge bonus, she has moved only 9 points--well below her maximum of 14. As an unfortunate side-effect, she also takes 9 points of damage direct to her HP immediately, and will take another 9 HP of damage at the end of three rounds, as her body returns to normal--well, as normal as Nightbane get, anyway.)

KAJUKENBO

By Kuseru

Entrance Requirements: No Alignment or Attribute Restrictions.

Skill Cost: 8 years.

Kajukenbo takes its name from Karate, Judo, Kenpo, and Boxing. Kajukenbo was created in Hawaii by five masters who combined their individual martial arts to develop a style of fighting at all ranges and speeds. To test their techniques, the founders would get into fights, if the technique worked consistently in street fighting it was kept. Kajukenbo concentrates on being effective at all ranges and types of fighting, from kicking to grappling. Training is physically rigorous and very intense. At higher levels Chi skills are taught.

Costume: Standard Judo Outfit.

Stance: Feet at less than shoulder width apart, at right angles, with the knees slightly bent. Arms and hands are usually loosely extended in a variety of positions.

CHARACTER BONUSES:

Add +2 to P.S.

Add +1 to P.P.

Add +1 to P.E.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll, Maintain Balance.

Attack Moves: Leap.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Auto Dodge, Disarm, Break fall.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand.

Foot Attacks: Kick, Trip/Leg Hook, Snap Kick, Backward Sweep, Drop Kick, Reverse Turning Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Leap, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow.

Holds/Locks: Arm Hold, Leg Hold, Wrist Lock, Body Hold, Neck Hold.

Weapon Katas: None.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select two Powers from Body Hardening, Martial Art Techniques, or Special Katas.

Language: English

LEVEL ADVANCEMENT BONUSES

1st: +2 to Palm Strike, +1 to Elbow, +1 to Damage.

2nd: +1 to Strike, +1 to Kick.

3rd: +1 to Parry/Dodge, +1 to Knee.

4th: +1 Attack, +1 to Roll.

5th: +1 to Elbow, Select one Power from Body Hardening, Martial Art Techniques, or Special Katas.

6th: +1 to Roll, Critical on a 19 or 20.

7th: +1 to Strike, +1 to Initiative, +1 to Parry/Dodge.

8th: Select one Power from Body Hardening, Martial Art Techniques, or Special Katas.

9th: +1 to Kick, +1 Damage.

10th: +1 Attack, +1 to Elbow.

11th: +1 to Palm Strike, +2 to Parry/Dodge.

12th: Select one Power from Chi Mastery.

13th: +1 Attack.

14th: +1 to Damage, +1 to Roll.

15th: +1 Attack, Select one Power from Body Hardening, Chi Mastery, Martial Art Techniques, or Special Katas.

WHY STUDY KAJUKENBO?

A great physical martial art that believes in finishing combat with the fewest moves while knowing how the opponent will respond. Also effective at all ranges of combat with some chi skills available.

KAJUKENBO

By [Flash Fire](#)

Also known as "The Art of Dirty Streetfighting," Kajukenbo is a fairly recent martial art, developed in Hawaii around 1950. The art was created by five martial artists who, seeing the strengths and flaws of their respective arts, decided to attempt creating a new form that would operate well at all ranges and speeds. The original martial artists tested their ideas by walking out into the worst slum in Hawaii and getting into fights. These "field tests", as well as the moves from their own arts, provided the basis for the forms and techniques of Kajukenbo. Taken from the moves provided by training in T'ang Su Do Karate, Judo, Jujitsu, Kempo, and Chu'an Fa Gung Fu (Chinese Boxing), Kajukenbo (KArate, JUdo, KEMpo, BOxing) was designed to provide its practitioners the ability to win a street fight. It focuses on being effective at all ranges and styles of fighting, from kicks to punches to groundfighting. The main strategies a kenboist will use is either following an opponent's moves and using them against him or hitting him fast, hard, and often. The art does eventually provide Chi training and meditation techniques, but it is assumed that one has to live long enough to reach the higher levels before the art turns toward developing the spirit.

Training in the art isn't difficult to start, as there are many schools worldwide. The training is physically demanding, with exercises forming at least the first third of the class time. Further training typically involves working out with punching bags, sparring, grappling, and other simulated fight situations. Eventually, students are required to throw full speed attacks at fellow students, with the defender reacting like he should or taking frequent trips to the hospital. Artists learn to absorb blows, use katas to fine-tune their movements, and work with partners to learn how to manipulate their opponents' movements.

Entrance Requirements: None

Skill Cost: 8 Years (6 Years as Secondary Martial Art)

Costume: Artists train in loose fitting clothes of almost any type, from a traditional gi to sweats and a t-shirt. The school's name will typically be displayed somewhere, either on the back of the outfit or on a patch at the shoulder.

Stance: Typically, the martial artist stands with his left leg forward and right leg back at a 45 degree angle, weight slightly more on the front leg than the back. Both hands are held in front of the body, between the martial artist and his opponent.

CHARACTER BONUSES

Add 1 to P.P.

Add 2 to P.E.

Add 10 to S.D.C.

Add 5 to Chi

COMBAT SKILLS

Attacks per Melee: Three

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Breakfall, Disarm, Combination Parry/Attack

Hand Attacks: Strike, Palm Strike, Knife Hand, Backhand, Roundhouse (1D10), Uppercut (1D8)

Basic Foot Attacks: Kick, Snap Kick, Tripping/Leg Hooks, Backward Sweep **Mule Kick** (NEW!): The Mule Kick is pretty simple. The martial artist picks up his rear leg and kicks backward with it. Damage is only 1D6, but it can be done on opponents behind the character.

Jumping Foot Attacks: None

Special Attacks: Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow, Grab, Forearm, Entangle, Pin/Incapacitate, Death Blow **Pain Compliance** (NEW!): This move is a toned down version of the Paralysis Attack. The artist will be able to latch onto a nerve, nerve junction, joint, or other vital point and put a serious hurtin' on their opponent. The victim must Save vs Pain or is -3 to all combat rolls while the Pain Compliance is in effect and for one melee after. Can only be done during a Hold, Lock, Grab, Entangle, or Pin/Incapacitate, Select one move from any Karate or Chinese form. No Chi abilities or other "Powers", standard and special attacks and defenses only.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Wrist Lock, Elbow Lock

Weapon Katas: None

Modifiers to Attacks: Critical Strike, Critical Strike from Behind, Knockout/Stun, Death Blow

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Dam Sum Sing (BH) and one more from the categories of Body Hardening, Special Katas, or Martial Art Techniques. If desired, any number of powers can be traded one-for-one for any Basic Skill Program (including Physical)

Philosophical Skills: Zen (can be substituted for the philosophical belief of the teacher)

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: T'ang Su Karate (3 years), Jujitsu (3 years), Yu-Sool (6 years), Ch'a Chu'an Kung Fu (4 years), and Agent Martial Arts (1 year).

LEVEL ADVANCEMENT BONUSES

Level 1: Critical Strike, Critical Strike from Behind, +3 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Strike

Level 2: +1 to Body Flip/Throw, +1 to Maintain Balance

Level 3: +1 Attack per Melee; select one standard attack, defense, or special move from any Martial Art Form (no "Powers")

Level 4: +1 to Strike, +2 to Parry/Dodge

Level 5: Select one power from Body Hardening, Special Katas, or Martial Art Techniques

Level 6: +1 Attack per Melee, +1 to Body Flip/Throw

Level 7: +1 to Parry/Dodge, Critical Strike on Natural 19-20

Level 8: Knock-Out/Stun on Natural 19-20, +1 to Maintain Balance

Level 9: +2 to Strike, +1 Attack per Melee

Level 10: Select one power from Body Hardening, Special Katas, or Atemi Abilities, +1 to Parry/Dodge

Level 11: Select one standard attack, defense, or special move from any Martial Art Form (no "Powers")

Level 12: +1 Attack per Melee, Critical Strike on Natural 18-20

Level 13: Select one power from Atemi Abilities or Chi Mastery, Knockout/Stun on Natural 18-20

Level 14: +1 to Body Flip/Throw, +1 to Strike, +1 Attack per Melee

Level 15: Death Blow on Natural 20, Select one power from Chi Mastery or Atemi Abilities.

Why Study KAJUKENBO?

"Why do you want to learn Kajukenbo?"

"Um, because I want to kick ass."

"Well, you've come to the right place."

I just can't help myself... Oh, and the following is based on information gleaned from The Way of the Warrior. I have no personal knowledge of the art, and apologize for any inaccuracies. Anyone who knows more, feel free to correct me.

KALARIPAYIT

by
Lee Casebolt

Kalaripayit

Entrance Requirements: None

Skill Cost: 8 years (5 years as a secondary form)

Kalaripayit is one of the indigenous martial arts of India. Its study is primarily limited to villagers and rural areas of India; few outsiders have the opportunity to study this art.

The art is very complete, offering training in striking and grappling techniques, as well as weapons training and even Atemi (called *marma-adi*). Training includes a combination of strenuous exercise, forms work, and sparring practice. After students have demonstrated proficiency in their technique, *marma-adi* study begins, and the student learns the workings of the body, both how to harm and how to heal.

A master in combat seeks first to avoid conflict, then to defeat his attacker with a minimum of force, using temporarily disabling strikes initially, then escalating his assault as necessary.

Costume: Typically shorts or a loincloth/wrap, with shirt optional; kalaripayit is **not** the most formal of martial arts.

Stance: Generally a very low posture, with arms bent to cover the face and body from attack. Motion is emphasised over strong stances.

CHARACTER BONUSES

+1 PS

+2 PP

+1 PE

+15 SDC

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Leap, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Circular Parry, Disarm, Multiple Dodge

Hand Attacks: Strike (punch), Knife Hand, Palm Strike, Fingertip Attack

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick

Special Attacks: Death Blow, Elbow, Forearm, Body Flip/Throw, Choke

Holds/Locks: Arm Hold, Body Hold, Wrist Lock

Weapon Katas (Pick Two): WP Dagger, WP Staff, WP Three-Direction Knife, WP Spring Sword

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select three from among Atemi Abilities, Body Hardening Exercises, and Special Katas. These powers may be traded, one for one, for basic skill programs (except physical) as desired.

Language: Tamil

Philosophical Training: No formal training, though a pacifistic attitude is generally encouraged.

If this is your primary martial arts form, the following forms may be learned in a shorter period of time:

Jujutsu (5 years), Shao-Lin Kung Fu (6 years), Yu-Sool (6 years)

LEVEL ADVANCEMENT BONUSES

1st - +2 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, Critical Strike or Knock-Out/Stun from behind

2nd - +1 to Strike, +1 to Leap

3rd - +1 to Disarm, +2 to Damage

4th - Select one additional power from Atemi Abilities, Body Hardening Exercises, or Special Katas

5th - Critical Strike on Natural 18, 19, or 20

6th - Death Blow on Natural 20

7th - +1 Attack per Melee

8th - +1 to Strike, +1 to Parry/Dodge

9th - +1 to Maintain Balance, +1 to Disarm

10th - Select one additional power from Atemi Abilities, Body Hardening Exercises, or Special Katas

11th - +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

12th - +2 to Parry/Dodge

13th - +1 to Strike, +1 to Leap

14th - +1 to Disarm, +2 to Maintain Balance

15th - Select one additional power from Atemi Abilities, Body Hardening Exercises

WHY STUDY KALARIPAYIT? A very complete form, it offers attacks at every range of combat, and also teaches both weapon skills and Atemi Abilities.

Lee Casebolt

"The opprobrium of assholes is a badge of honor" - Norman Spinrad

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KALI(EXCLUSIVE)

By Kuseru

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 12 years

Kali is the ancient fighting art of the Philippine Islands. It originally featured bladed weapons like the wavy kris sword, as well as a variety of unarmed techniques involving elbows, knees, throws and locks/holds. After the Spanish conquered most of the Philippines in the late sixteenth century, Kali was banned. The teaching of this art was forced underground and carried out in secret, often strictly between family members. It wasn't until the twentieth century that Kali resurfaced and began gaining worldwide attention. Kali can be one of the most beautiful and exciting Martial Arts, for when two expert Kali artists duel, their clashing sticks sound like machine guns, and you can actually see and smell the smoke coming from their wooden weapons! There are a dozen of Kali styles and forms

Kali attacks are not classified by weapon or delivery style, but by the direction of their energy. This style makes extensive use of geometric shapes, superimposing them on a combat situation, and movement patterns, to teach fighters to use their position and their movement to best advantage. Some styles emphasize line-cutting, while some are very circular. Practitioners learn how to deal with the energy of the attack, and then apply that knowledge to the slight variations that come with different lengths and types of weapons. The style places great emphasis on footwork, mobility, and body positioning. The same concepts (of angles of attack, deflections, traps, passes, etc.) are applied to similar situations at different ranges, making the understanding of ranges and how to bridge them very important. Some styles like to stay at long range, some will move inside as soon as possible. Kali in particular, stresses the importance of disarming an opponent in combat. This is not usually done gently, but by destroying an attacking weapon or breaking that part of the body.

Empty hand techniques are derived from weapon movements. First the weapons are learned, then the empty-handed applications are shown. Most in-fighting is derived from knife techniques, and mixed with panantukan, pananjakman, and dumog. Panantukan is Filipino boxing, considered a form of street fighting, which includes elbows, forearms, headbutts, shoulders, hips, and knees (no kicks). Pananjakman is the art of Filipino kicking; it is the opposite of Panantukan and uses any technique, except the arms can only be used defensively. Pangamut is the synthesis of the two where everything is allowed. Dumog is one of the ancient arts of Filipino wrestling which utilizes pressure points and leverage to manipulate opponents much larger than you. Eskrima and Kali are Filipino weapons arts which teach empty hand techniques based on weapon movements.

Geographically, Kali is associated with the Moros of Mindanao. Training in Kali can only be found in the Philippines.

THE KRIS

The kris is the sacred blade of Malaysia, Indonesia, and the Philippines. In the Philippines,

these blades are called Kalis. Kris knives vary in size from the length of a sword, and most have the famous wavy blade pattern. The finest blades were forged from meteorite iron and were believed to have magical powers. Some were said to possess the ability to kill a man just by stabbing his shadow; others were said to have the ability to fly through the air and fight on their own, or even to have the power to cure the common cold. Every Kali artist will have a sacred knife given them by their teacher. If ever they lose this blade it is a great dishonor, many Kali artists have been forced to do terrible things to regain a stolen blade. (whether or not a character's knife has any actual powers is up to the GM). Standard Damage for a Kris Knife is 1D6, for a Kris Sword is 1D8, and for a Short Stick is 1D6.

CHARACTER BONUSES:

Add +3 P.P.

Add +2 P.E.

Add +10 S.D.C.

COMBAT SKILLS:

Attacks per Melee: 4

Escape Moves: Roll with Punch/Fall, Maintain Balance.

Attack Moves: None.

Basic Defensive Moves: Parry, Dodge, Automatic Parry, Entangle.

Advanced Defenses: Circular Parry, Disarm, Power Block/Parry, Combination Parry/Attack, Combination Parry/Lock.

Hand Attacks: Punch, Backfist (The character twists his torso to extend his fist into a target to the rear. He may also bring his fist straight up over his shoulder or down past his thigh to strike close targets to the rear without changing facing direction. Damage is 1D6.), Knife Hand, Palm Strike

Foot Attacks: Snap Kick, Tripping/Leg Hooks, Kick Attack.

Special Attacks: Forearm, Elbow, Knee, Headbutt(1D4), Shoulder Ram (Similar to the one in Mystic China, page 189, except spiked armor is not worn and the higher damage for such does not apply), Hip Strike (A thrust with the hip against an opponent that does 1D4 damage), Death Blow , Body Flip/Throw.

Holds/Locks: Arm Hold, Arm Lock, Wrist Lock.

Weapon Katas: Pick two of the following forms:

Espada y Daga: W.P. Paired--Short Stick or W.P. Kris(sword) & Dagger.

Solo Baston: W.P. Short Stick or W.P. Kris(sword) .

Doble Baston: W.P. Short Stick -Paired or W.P. Kris(sword)-Paired, Scissor Choke: uses the short sticks to choke a person squeezing them together in a motion similar to that of a pair of scissors (1D6 S.D.C.+2D4 HP/melee).

Solo Daga: W.P. Knife.

Doble Daga: W.P. Knife-Paired.

Long Weapons: W.P. Sibat(Staff), W.P. Spear, W.P. Oar (Polearm).

Flexible Weapons: W.P. Chain, W.P. Whip.

Projectile Weapons: W.P. Bow, W.P. Blowgun.

Thrown Weapons: W.P. Thrown

Palm Stick/Double-Ended Dagger: W.P. Fistload, W.P. Knife.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of Two (2) powers from among Atemi, Body Hardening or Martial Art Techniques, or two more Weapon Katas. Powers may be traded one for one for basic skill programs excluding physical.

Language: English, Filipino, and Tagalog.

Medical: First Aid, Holistic Medicine

Temple Skills: Fasting, Meditation

Weapon Proficiencies: W.P. Paired--Short Stick or W.P. Kris(sword) & Dagger, W.P. Short Stick, W.P. Kris(sword), W.P. Short Stick -Paired, W.P. Kris(sword)-Paired, W.P. Knife, W.P. Knife-Paired, W.P. Sibat(Staff), W.P. Spear, W.P. Oar (Polearm), W.P. Chain, W.P. Whip, W.P. Bow, W.P. Blowgun, W.P. Thrown, and W.P. Fistload.

Philosophy: None.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Arnis (2 Years), or Eskrima (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 Strike, +2 Parry, Critical Strike or Knockout from Behind.

2nd: +2 Roll with Punch/Fall/Impact, +2 Damage.

3rd: +1 Attack per Melee, +1 Maintain Balance, Knockout/Stun on a Natural 19 or 20.

4th: +2 Parry/Dodge, Critical Strike on a Natural 19 or 20.

5th: Select One (1) Martial Art Power from Atemi, Body Hardening or Martial Art Techniques, or a new Kali Weapon Kata.

6th: +1 Attack per Melee, +1 Initiative, +1 Strike.

7th: +1 Parry/Dodge, Death Blow on a Natural 20.

8th: Select One (1) Martial Art Power from Atemi, Body Hardening or Martial Art Techniques, or a new Kali Weapon Kata.

9th: +1 Attack per Melee, +1 Maintain Balance, Critical Strike on a Natural 18, 19 or 20.

10th: +1 Damage, +1 Roll with Punch/Fall/Impact, +2 Parry.

11th: Select One (1) Martial Art Power from Atemi, Body Hardening or Martial Art Techniques, or a new Kali Weapon Kata.

12th: +1 Attack per Melee, +1 Initiative, +1 Strike.

13th: +2 Maintain Balance +2 Roll with Punch/Fall/Impact.

14th: +1 Strike, +1 Parry/Dodge, +1 Damage.

15th: Select One (1) Martial Art Power from Atemi, Body Hardening or Martial Art Techniques, or a new Kali Weapon Kata.

Why Study Kali?

A deadly martial art that is well rounded in everything, from kicks, strikes, and grappling, to weapon skills.

Kali or Eskrima (EXCLUSIVE)

By Entropy Man

Kali is the ancient fighting art of the Phillipine Islands. It originally featured bladed weapons like the wavy kris sword, as well as a variety of unarmed techniques involving elbows, knees, throws and locks/holds. After the Spanish conquered most of the Phillipines in the late sixteenth century, Kali was banned. The teaching of this art was forced underground and carried out in secret, often strictly between family members. It wasn't until the twentieth century that Kali resurfaced and began gaining worldwide attention.

Kali can be one of the most beautiful and exciting Martial Arts, for when two expert kali artisits duel, their clashing sticks sound like machine guns, and you can actually see and smell the smoke coming from their wooden weapons! Today there are dozens of Kali styles, but most share three basic forms:

Espada y Daga: Utilizing a sword and dagger

Solo Baston: Using a single short stick

Sinawali: The most difficult form using paired short sticks.

Entrance Requirements: None

Skill Cost: 12 years

THE KRIS The kris is the sacred blade of Malaysia, Indonesia, and the Phillipines. Kris knives vary in size from the length of a sword, and most have the famous wavy blade pattern. The finest blades were forged from meteorite iron and were believed to have magical powers. Some were said to possess the ability to kill a man just by stabbing his shadow; others were said to have the ability to fly through the air and fight on their own, or even to have the power to cure the common cold. Every kali artist will have a sacred knife given them by their teacher. If ever they lose this blade it is a great dishonor, many kali artists have been forced to do terrible things to regain a stolen blade. (whether or not a PC's knife has actual powers is up to the GM)

CHARACTER BONUSES:

Add 3 to P.P.

Add 2 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 4

Escape Moves: Roll with Punch/Fall, Maintain Balance

Basic Defensive Moves: Parery, Dodge, Autoparry

Advanced Defenses: Circular Parry

Hand Strikes: Punch(1D4), Backfist(1D4), Knife Hand(1D6), Palm Strike(1D6)

Foot Strikes: Snap Kick(1D6), Tripping Leg Hooks(Knockdown)

Special Attacks: Forearm(1D4), Elbow(1D4), Knee(1D6), Headbutt(1D4), Body Flip(1D6), Critical Strike on a Natural 20, Knockout on a 20, Death Blow on a Natural 20

Holds/Locks: Arm Hold, Neck Hold

Weapon Katas: WP:Knife

Pick one of the following forms excluding Sinawali : (two if a Dedicated MA)

Espada y Daga:

Kata: Sword,

Kata: Sword & Dagger - paired

Crescent Kick(1D10),

Leap Attack

Solo Baston:

Kata: Short Stick

Arm Lock,

Wrist Lock,

Backsweep

Sinawali (Solo Baston req'd.):

Kata: Short Stick - paired

Duo Knuckle Fist(1D8),

Scissor Choke: uses the short sticks to choke a person squeezing them together in a motion similar to that of a pair of scissors. (1D6 SDC, 2D4 HP/melee)

SKILLS INCLUDED IN TRAINING:

Martial Arts Powers: Dam Sum Sing plus one from Body Hardening Techniques or Martial Art Techniques and powers may be traded one for one for basic skill programs excluding physical.

Temple Skills: Fasting

Language: Phillipino, Spanish

Philosophy: Zen

LEVEL ADVANCEMENT BONUSES

Level 1: +2 strike +2 parry

Level 2: +2 roll +2 damage

Level 3: +1 attack per melee +1 Maintain Balance

Level 4: +2 parry +1 Body Hardening Technique or pick one new style of kali

Level 5: +2 dodge +2 vs. pain Crit. on 19 or 20

Level 6: +1 initiative +1 strike +2 parry

Level 7: +2 Maintain Balance +2 roll

Level 8: +1 attack +1 MA technique or pick one new style of kali

Level 9: +1 parry +1 dodge KO on 19 or 20 Crit. on 18, 19 or 20

Level 10: +1 initiative +1 strike +2 parry

Level 11: +1 attack Critical Strike does 3x damage +1 damage

Level 12: +1 dodge +1 Maintain Balance Add 1 Body Hardening or MA Tech. or add one kali style

Level 13: +2 vs. pain +1 roll +1 damage

Level 14: +1 attack +1 strike +1 parry

Level 15: Add one Zenjoriki power and 1 MA technique or Body Hardening Technique or style of kali.

Standard Damage for a Kris Knife is 1D6, for a Kris Sword is 1D8, and for a Short Stick is 1D6.

Kaminari Karate-Do (Thunder Way of the Empty Hand)

By [Ray Bull](#)

Kaminari Karate-Do was created in 1973 by Soke Brian Jenkins after he studied several different Karate styles. Jenkins actually studied with Bruce Lee for a short time in Seattle. Later, he copied Bruce by taking what he thought were the best aspects of Shotokan, Goju Ryu, and Isshin Ryu and combined them.

In combat, a follower of this style will first use the Deban-O Kujiki Kata in an attempt to back his opponent down. If this doesn't work he will go on the defensive, waiting for his opponent to make a mistake that can be used to his advantage.

Kaminari Karate-Do schools can be found on the west coast of the United States, where Brian Jenkins has opened a small chain of martial arts studios.

Entrance Requirements:

Skill Cost: 6 Years (Primary), 3 Years (Secondary)

Costume: Black Karate Gi with a yellow lightning bolt embroidered on the left lapel.

Stance: Left foot a 1/2 step in front of the body, with the thigh parallel to the floor. Right foot a step and a 1/2 behind the body in a straight line. The body held upright, left hand held in a fist 8 inches over the left knee and the right hand held in a fist at the waist.

CHARACTER BONUSES

Add +4 to M.A.

Add +4 to P.P.

Add +5 to Chi

COMBAT SKILLS

Attacks per Melee: 1

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Leap

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Automatic Dodge

Hand Attacks: Strike (Punch), Hammerfist, Back Hand

Basic Foot Attacks: Kick Attack, Snap Kick, Backwards Sweep

Jumping Foot Attacks: Jump Kick

Special Attacks: Leap Attack

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Knockout/Stun from Behind, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Special Katas: Deban-O Kata and Itsutsu-No-Kata.

Languages: Japanese

Cultural: Ukio-e

Philosophical Training: Zen

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Mien Ch'uan (9 years), Sankukai (6 years), Yu-Sool (7 years)

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Roll with Punch/Fall/Impact, +1 to Parry, +1 to Maintain Balance

Level 2: +1 to Dodge, +1 to Roll with Punch/Fall/Impact

Level 3: +1 to Roll with Punch/Fall/Impact, +1 to Leap (Add 5 feet to Leap distance)

Level 4: +1 to Parry, Knockout/Stun from Behind

Level 5: +1 to Roll with Punch/Fall/Impact, Select one (1) Martial Arts Power from Special Katas (No Weapon Katas Allowed)

Level 6: +1 Attack per Melee, Critical Strike from Behind

Level 7: +1 to Roll with Punch/Fall/Impact

Level 8: +1 to Dodge, +1 to Strike

Level 9: +1 to Roll with Punch/Fall/Impact

Level 10: Knockout/Stun on a Natural 20, Select one (1) Martial Arts Power from Special Katas (No Weapon Katas Allowed)

Level 11: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

Level 12: +1 to Strike, Critical Strike on a Natural 20

Level 13: +1 to Roll with Punch/Fall/Impact, +1 to Leap (Add 5 feet to Leap distance)

Level 14: +1 to Maintain Balance, +1 to Damage

Level 15: Select one (1) Martial Arts Power from Chi Katas, Automatically receive Zenjorike: Karumi-Jutsu

Why Study KAMINARI KARATE-DO?

A fairly weak style, the only thing it has to offer is the large number of Special Katas taught.

Kamiya Kashin Ryu

By Himura_Battosai

Entrance Requirements: Limited to Honourable Alignments, Minimum attributes are: I.Q. 9, P.P. 12 and SPD 10.

Skill Cost: 10 years(7 as a secondary Form)

Kamiya Kashin Ryu is a defensive sword form, originally it was like many Samurai art Form designed to kill. It has become an to defend the will carefully evaluate his opponent and only strike in response to an attack.

Costume: Silk Kimono and a hakama

Stance: Right foot forward and left back shoulder width apart. Knees slight bent sword in two-handed grip straight a head.

CHARACTER BONUSES

Add 5 to Chi

Add 2 to M.A.

Add 2 to P.P.

Add 1 to P.E.

Add 5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense: Dodge, Parry, Automatic Parry

Advanced Defenses: multiple Dodge, Circular Parry, Combination parry,/Attack, Power block, Breakfall.

Hand Attacks: Strike (punch), Knife Hand

Basic Foot Attacks: Kick attack, Backward sweep, Crescent Kick.

Jumping Foot Attacks: Jumping Kick

Special Attacks: Combination strike/parry, Forearm, knee, Body Flip/Parry (done weapon with sword in hand)

Weapon Katas: W.P. Katana, W.P. Wakizashi, W.P. Daisho, W.P. Bokken, W.P. Bo Staff

Modifiers to Attacks: Pull punch, knock out/stun, Critical Strike

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Three from Body hardening, Martial art techniques, or Special katas. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: none

Physical Skills Swimming

Philosophical Training: Shinto

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: jujitsu (3 years), Hiten Mitsurugi Ryu (6 years), Te (4 years), Zanji Shinjinken Ryu (4 years).

LEVEL ADVANCEMENT BONUSES

1st + 1 Strike, + 2 Parry, + 1 dodge, +1 Roll with punch/fall/impact

2nd + 1 parry, + 2 maintain, Knock out/stun 19-20

3rd + 1 Attack per melee, + 1 Strike

4th + 1 Dodge/parry, Select one additional martial art power from Body Hardening, Martial art techniques or Special Kata

5th + 1 Attack per melee, + 1 Strike, + 1 flip/throw

6th + 1 roll with punch/fall/impact, Critical Strike 19-20

7th + 2 maintain balance, + 1 dodge/parry

8th + 1 attack per melee, Double Chi

9th + 1 Strike, Select one additional martial art power from Body Hardening, Chi mastery or Special Kata

10th + 1 dodge/parry, + 1 Body Flip/throw, + 1 Maintain Balance

11th + 1 Attack per melee, + 1 Strike

12th + Roll with punch/impact/fall, Critical Strike 18 - 20, knock out/stun 17 - 20

13th + 1 Dodge/parry, + 1 Body Flip/throw

14th + 1 to Attack per Melee, + 1 roll with punch/impact/fall,

15th + 1 to Body Flip/throw

WHY STUDY Kamiya Kashin Ryu?

As a defensive sword form it can not be beat. Combined with a Bokken this form is effective but not lethal. It is only weak against forms with strong mystical abilities.

Hand to Hand: Martial Arts: Karate (Revised)

By [JJ Fuzz](#)

Skill Cost: Five "other" skills, or as noted under O.C.C. Skills section.

Techniques Known at First Level: Strike (punch), karate punch (2D4 damage), kick attack (2D4 damage), karate kick (2D6 damage), knee and elbow strikes (1D6 damage), break fall, body block/tackle, roll with punch/fall/impact, pull punch, and the usual strike, parry and dodge.

Special Attacks: Combination automatic parry/strike.

Locks/Holds: Arm hold, neck hold, body hold.

Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike from behind.

Character Bonuses: Add +1D6 to P.P.E. and I.S.P. (if applicable), +3D6 to S.D.C., +1D4 to P.S., +2 to P.E., +2 to Spd.

Additional Skills (Choose Two): W.P. Forked (Sai), W.P. Staff, W.P. Chain (Nunckaku), or W.P. Paired Weapons. Also choose any two domestic or domestic:cultural skills. Selected skills receive a +10% skill bonus.

Level Advancement Bonuses:

Level 1:: Add two additional attacks per melee, snap kick (1D6 damage), knife hand (2D4 damage), +1 on initiative, +2 to roll with punch/fall/impact, +2 to parry, +1 to dodge, +1 to break fall, +2 to pull punch.

Level 2:: +1 to strike, tripping leg hook, backward sweep.

Level 3:: Add one additional attack per melee +2 to damage.

Level 4:: +1 on initiative, +1 to disarm, roundhouse kick (3D6 damage).

Level 5:: Power strike (double damage; counts as two attacks), palm strike (2D4 damage).

Level 6:: Add one additional attack per melee, +2 to pull strike.

Level 7:: Power kick (double damage; counts as two attacks), wheel kick, +1 to strike and parry, +1 to breakfall.

Level 8:: Critical strike on natural 18 to 20 and from behind, death blow on natural 20.

Level 9:: Add one additional attack per melee, +2 to damage.

Level 10:: Jump kick and leap attacks (automatic critical strikes).

Level 11:: +1 on initiative, +1 to strike, parry and dodge.

Level 12:: Add one additional attack per melee, +2 to pull strike.

Level 13:: Death Blow!

Level 14:: +2 to damage, +2 to pull strike, +2 to break fall.

Level 15:: Add one additional attack per melee.

Hand to Hand: Karate (Quickie version)

By Kuseru

NOTE: Does not get "two attacks for living"!

There are a variety of different styles of karate. What follows is a variation of Japanese Kyokushinkai Karate "the School of Ultimate Truth." The focus of this martial art is on aggressive combat and striking power, especially the power to break through solid objects, as well as an emphasis on rapid strikes and speed. Training is very hard and competitive.

Requirements: Three skill selections.

Attacks Per Melee: 2

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Disarm, Breakfall, Punch, Knife Hand, Kick, Snap Kick, Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Behind.

Level Advancement Bonuses

1st: +1 to roll with punch/fall/Impact, +2 to disarm.

2nd: +2 to strike and +2 to damage.

3rd: Power Punch. +2 to pull punch.

4th: One additional attack per melee round.

5th: +2 to parry and dodge.

6th: One additional attack per melee round.

7th: Jump Kick. +2 on initiative.

8th: One additional attack per melee round.

9th: Choose one Hold from among Arm Hold, Leg Hold, Body Hold, and Neck Hold.

10th: One additional attack per melee round. +1 to roll with punch/fall/Impact, +2 to disarm.

11th: +3 to strike and +3 to damage.

12th: Critical strike on an unmodified roll of 18, 19 or 20.

13th: +1 to parry and dodge.

14th: Death Blow on a Natural 20.

15th: One additional attack per melee round.

Kashima-Shin Ryu

By Kuseru

Entrance Requirements: No honorable alignments allowed. No attribute restrictions.

Skill Cost: 10 Years (5 Years as a Secondary Martial Art Style).

Kashima-Shin Ryu martial arts are all inclusive: both armed and unarmed, employing every type of unarmed skill (throws, joint-locks, punches, sweeps, vital points, and mystical attacks without touch) and every kind of weapon (sword, knife, stick, spear, halberd, chain, rope, darts, etc.) and every kind of "un-weapon" (ink pens, umbrellas, belts, walking sticks, etc.). Kashima-Shin Ryu martial arts are systematic: every technique is based on the same fundamental principles. Practicing one improves all. Even armed and unarmed techniques mirror each other. This system encompasses the metaphysical foundations of nature itself. Kashima-Shin Ryu is the study of the natural laws of energy flow, exchange and transformation. Kashima-Shin Ryu techniques cultivate spiritual energy based on profound and subtle manipulations of the psychology and physiology of the mind-body continuum. Most important Kashima-Shin Ryu embodies a highly-developed ethical and philosophical analysis of martial training. Kashima-Shin Ryu centers on controlling and neutralizing one's opponent. Kashima-Shin Ryu practitioners, in contrast, learn how to use less power, to move more slowly, all without reacting to the opponent. Kashima-Shin Ryu was developed for noblemen who had better things to do than concentrate on martial art training. Sword, stick, spear, bare hand, or halberd---it makes no difference.

Costume: None.

Stance: Feet less than shoulder width apart, at right angles, with the knees slightly bent. Arms and hands are usually loosely extended in a variety of positions.

CHARACTER BONUSES

Add +1 to P.E.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Breakfall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick, Reverse Turning Kick, Drop Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow, Forearm, Combination Grab/Attack, Combination Parry/Attack, Paralysis Attack, Headbutt.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock.

Weapon Kata: W.P. Blunt, W.P. Chain, W.P. Staff, W.P. Naginata, W.P. Spear, W.P. Sword, W.P. Knife, W.P. Thrown, W.P. Weapon Improvisation.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of one (1) Power from Body Hardening, or Special Kata.

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Jujutsu (3 Years), Kinzoku Shurikenjutsu (2 Years), Tendo Ryu Naginatajutsu (7 Years), or ZANJI Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +3 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge.

2nd: +1 to Strike, +1 to Disarm.

3rd: +2 to Maintain Balance.

4th: Select One (1) Martial Art Power from Body Hardening or Special Kata.

5th: +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact.

6th: Death Blow on a Natural 20.

7th: +1 to Body Flip/Throw (2D6 damage), +1 to Damage.

8th: Select One (1) Martial Art Power from Body Hardening or Special Kata.

9th: +2 to Roll with Punch/Fall/Impact, +1 to Damage.

10th: +1 Attack per Melee, +1 to Disarm.

11th: +1 Disarm, +1 to Maintain Balance.

12th: +1 to Parry/Dodge, +1 to Strike.

13th: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

14th: +1 Body Flip/Throw, Critical on a 19 or 20.

15th: +1 Attack per Melee, +1 to Parry/Dodge.

WHY STUDY Kashima Shin Ryu?

One of the most well rounded martial arts, Kashima Shin Ryu teaches both weapon and unarmed skills. Weak on the spiritual aspect of martial arts though.

Kashima Shinden Jikishinkage Ryu Kenjutsu

By Kuseru

Entrance Requirements: Restricted to Honorable Alignments. Minimum I.Q. of 9, P.P. of 11, and Spd of 8.

Skill Cost: 12 Years (6 years as a Secondary Martial Art Style).

Kashima Shinden Jikishinkage-Ryu is a Japanese Kenjutsu art founded by Matsumoto Bizen-no-Kami Naokatsu(1467-1524) circa 1570 (during the late Muromachi period). The main focus and techniques deal with using the short and long sword. These techniques go beyond manipulation of steel. It is believed by practitioners of this style that swords are living things. Typically the swords used by this school are created by master swordsmiths, though occasionally a lesser sword is used. In the latter case, it is the responsibility of the practitioner to 'bring the sword to life.' Swords in this school are not drawn unless they are to be used. Practice is done with sheathed swords. In addition, there is a whole host of additional sword handling requirements and rituals that are performed by students of this style. Some unarmed techniques are also taught, as using the sword for tasks lesser than life or death is frowned upon.

While there is no single recognized headmaster; the current representative is Iwasa Masaru. Training is conducted in Chiba Prefecture Japan.

Costume: Keikogi (quilted, navy-blue jacket) and Hakama.

Stance: *Hasso no Kamae:* Also known as In no Kamae. This is a posture in which you face the enemy squarely and suppress him with your spirit. You overpower his mind and control his movement so that he has no opportunity to attack you. The first gap in his mental awareness and physical defense is seized upon. The essence of this posture is to cut down with your whole mind, spirit and body. Hasso may be used when the helmet makes it difficult to hold the sword over the head.

Migi (Right Hand) Hasso no Kamae: The left foot is advanced half a step forward with the body turned to face the right front and the head facing directly forward. The sword is held in front of the right shoulder with the sword guard at the level of the eyes or nose and the edge fo the sword facing forward. Sholders are relaxed and elbows held naturally with weight evenly distributed over both feet. The left hand is held about four inches from the center of the body.

Hidari (Left Hand) Hasso no Kamae: This is the same as Migi Hasso except the right foot is advanced and the sword held in front of the left shoulder.

CHARACTER BONUSES

Add +5 to Chi

Add +1 to M.E.

Add +2 to P.P.

Add +2 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Back Flip, Maintain Balance, Roll with Punch/Fall/Impact, Somersault.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Circular Parry, Power Block/Parry, Automatic Roll.

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike, Backhand.

Foot Attacks: Kick, Snap Kick, Crescent Kick, and Backward Sweep.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack.

Holds/Locks: Hand Hold, Arm Hold.

Weapon Kata: W.P. Daito (long sword), W.P. Shoto (short sword).

Modifiers to Attacks: Pull Punch, Critical Strike, Knockout/Stun.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receives an advanced version of Chi Sword Technique (see Mystic China pages 182-183). Select One Martial Art Powers from among Martial Art Techniques or Special Kata.

Languages: Japanese

Weapon Proficiencies: W.P. Daito (long sword), W.P. Shoto (short sword), W.P. Daisho (paired).

Philosophical Training: Zen Buddhism/Bushido

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

Zanji Shinjinken Ryu (4 years), Gui Long (4 years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Initiative, +1 to Roll with Punch/Fall/Impact.

2nd: +1 additional die of damage to any sword type.

3rd: Select One (1) Additional Martial Art Power from Chi Mastery, or Martial Art Techniques, or Special Kata.

4th: +1 Attack per Melee, Knockout/Stun on a Natural 19 or 20.

5th: +2 to Maintain Balance/Somersault/Back Flip.

6th: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact.

7th: +1 Attack per Melee, Critical Strike on a Natural 19 or 20.

8th: Select One (1) Additional Martial Art Power from Chi Mastery, or Martial Art Techniques, or Special Kata.

9th: +1 to Strike, +2 to Damage.

10th: Double Existing Chi.

11th: +1 Attack per Melee.

12th: +1 to Parry/Dodge, Select One (1) Additional Martial Art Power from Chi Mastery, or Martial Art Techniques, or Special Kata.

13th: Death Blow on a Natural 19 or 20.

14th: +1 Attack per Melee, +1 to Initiative.

15th: +2 to Damage, Critical Strike on a Natural 18, 19, or 20.

Why Study Kashima Shinden Jikishinkage Ryu Kenjutsu?

For those who believe the sword is the soul of the samurai, this is the ideal martial art style.

Kasi-djin, Art of the Broken Blade

By Sinestus

In the ancient days, when one sought the best training for combat, one would seek one of the monasteries of Light, or a paladin training camp. Recently, (in elven terms), an alternative has arisen. Appalled by the blatant brutality of human methods, the Knights of the Broken Blade developed a combat style based on constant movement, allowing for consistent control during combat.

Requirements: P.P.: 18, P.E.: 10, only taught to monks and paladins.

In Palladium, only Elves are trained in this style.

Training: 25 years (In Palladium, an Elf may train up to 60 years and leave the monastery at third level, but gains no additional O.C.C. or Secondary skills)

Character Bonuses

+1 to P.P.

+2 to P.E.

+2 to Spd.

Stance: Feet shoulder width apart. Primary arm extended towards opponent, slightly bent. secondary arm hanging loose, or drawn across chest.

Outfit: Varies. common outfit is loose pants and tunic

Combat Skills

Attacks per Melee: 2

Hand Attacks: slap/backhand, knife-hand, elbow, palm strike

Foot Attacks: crescent kick, wheel kick, tripping leg hook, backward sweep, roundhouse.

Basic Defense Moves: automatic parry, parry, dodge

Advances Defense Moves: circular parry, roll with impact, automatic dodge, automatic flip/throw.

Holds/Locks: flip/throw, wrist lock.

Escape Techniques: roll

Modifiers to Attack: knockout, critical.

Special Moves:

Spiral Claw - combination parry/flip. Requires four rolls: parry, strike, throw (+1), and recovery. Recovery is 12+ (use bonuses). Strike is always an elbow to the head (Natural 13+ to hit) and deals 1D6+ to H.P.. Flip deals 2D4 damage, and is a knockout on natural 18+. If strike fails, neglect flip attempt. Flip knocks target back or to the side 1D4 feet. Costs three actions if recovery fails.

Spiral Kick - combination dodge/kick(s), requires four (4) rolls: dodge, roundhouse (-2 strike), backward sweep (+1 strike), and recovery/balance. Recovery requires a 15+ (use P.P. and Balance bonuses only), failure means the act cost four actions, success means it counted as two. The roundhouse is a critical on natural 17+. Roll all attempts even if one fails. At level six, the sweep is a knockout on natural 17+. Can only be done once every other melee, cannot be

followed by any other kicks. Not available until fourth level.

Whirling Kick (not available until seventh level) - Can target up to three opponents (must be surrounded). Four or five rolls: (dodge is optional), Roundhouse (-1), Wheel kick, sweep (+1), recovery. Recovery/actions as be Spiral Kick. kicks are critical on natural 16+. May be called for knockout instead.

NOTE: When a weapon Kata is selected, one strike in any combination may be replaced with a weapon strike.

Weapon Katas: none automatically.

Additional Skills: dancing (+20),

Martial Arts Powers: Select one: Chagi, Katas: Sword (one handed), Falling Technique, or Windmill Kata.

Level Advancement Bonuses

1st: +2 to parry/dodge, +1 to initiative.

2nd: +1 to locks/throws, Select one Specialty Kata or Martial Arts technique.

3rd: +2 to roll and balance

4th: +1 to strike, +1 attack.

5th: Automatic flip/throw (usable with parries) Knockout on natural 18+

6th: +1 to locks/throws, select one Specialty Kata.

7th: +1D4 to P.P.

8th: +1 attack, +1 to roll and balance

9th: +1 to damage, gains Jump Kick

10th: automatic dodge, select one Martial Arts power from any category except Zenjorike or Chi Mastery.

11th: +1 to dodge

12th: +1 attack, +1 to initiative

13th: Critical on 17+

14th: +1 to strike, parry, and balance

15th: +1 attack, select one Martial Arts power from any category.

Kazama Ryu

By Glenn

Entrance Requirements: I.Q. 10 , P.S. 10 , P.P. 12

Skill Cost: 10 Years (8 Years as a Secondary Martial Art Form).

Kazama Ryu originated from the Kazama Family who is now almost extinct from clan wars. So as a last ditch attempt to save some of the families knowledge they have began searching for promising students and slowly integrating them into the day to day life of a Kazama family warrior.

The form focuses primarily on kicks only one hand attack is used. They view the foot as the extension of there will and are quite proficient with its use.

Costume: Due to secrecy clothing is not limited, they may wear whatever they wish.

Stance: Legs together at attention with both arms behind the back.

CHARACTER BONUSES

Add +15 to S.D.C.

Add +2 to M.E.

Add +4 to P.P.

Add +4 to P.S.

Add +4 to Spd

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Back Flip, Leap, Roll with Punch/Fall/Impact, Somersault.

Attack Moves: Back Flip, Cartwheel, Leap, Roll, Somersault.

Basic Defense Moves: Automatic Parry, Dodge, Entangle, Parry.

Advanced Defense Moves: Automatic Roll, Breakfall, Circular Parry, Parry/Lock, Combination Parry/Hold, Disarm.

Hand Attacks: Knife Hand Knock-Out.

Foot Attacks: Axe Kick, Backward Sweep, Crescent Kick, Drop Kick, Kick Attack, Knee Snap/Knee Spike, Power Kick, Reverse Turning Kick, Roundhouse Kick, Shin Kick, Snap Kick, Snap Kick/Snap Spike, Sweep Kick, Tripping/Leg Hook, Tripping/Leg Hook/Leg Spur, Wheel Kick.

Jumping Foot Attacks: Flying Reverse Spinning Kick, Flying Jump Kick, Flying Reverse Turn Kick, Jump Kick.

Special Attacks: Combination Grab/Kick(1), Combination Grab/Kick(2), Knee, Leap Attack

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Automatic Hold, Ankle Lock, Arm Lock, Automatic Lock, Elbow Lock, Wrist Lock, Neck Hold/ Choke.

Weapon Kata: Does not use weapons seen as dishonorable.

Modifiers to Attacks: Critical Strike, Critical Strike from the Rear or from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) from among Arts of Invisibility and Body Hardening Exercises. Also, Select two (2) Martial Art Techniques.

Languages: Is strictly limited to Japanese starts at +30%

Cultural: None

Physical: None

Survival: None

Temple: None

Weapon Proficiencies: None

Philosophical Training: None

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: None

LEVEL ADVANCEMENT BONUSES

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

10th:

11th:

12th:

13th:

14th:

15th:

Why Study Kazama Ryu?

The only form! who's focus is on kicking and theatrical leap attacks. Causing maximum damage while looking really good. The only downside is the lack of hand attacks.

Kaze no Konekojutsu

By [Jeremy Balsley](#)

Kaze no Konekojutsu, also known as the Style of the Wind Kitten, is a style used by the Winged Cetra and the Children of Amaterasu. Like all human martial arts, it is designed to take the lessons learned from natural creatures and apply them to the art of fighting...in this case, the Winged Ones have decided to study the Winged Tigers of the Amaterasan homeworld.

This unique style is designed by the Amaterasans to take advantage of their unique physiology. It can be taught with no modifications to those beings with wings, arms, and legs (Tengu, Angelic beings, and winged humans, elves, ect.) though those without claws on thier feet will find the style excessively reliant on kicks. Humans, elves, and other non-winged races will find the style to be usable, though some of the more acrobatic maneuvers will be difficult to impossible to do, and obviously, wing strikes will be impossible.

Skill CostHand to hand: Kaze no Konekojutsu can be learned by any character who can learn Hand to Hand: Martial Arts, and counts as three skill selections in addition to those needed to learn Hand to Hand: MartialArts.

Costume: Now uses the classic Winged Cetra uniform, a leotard or unitard with a T-bar across the shoulders, extending down to mid-thigh.

Stance: Both legs, bent at knee, held at 45 degree angle to the line of the body. The character stands on the balls of his or her feet, with claws extended, if applicable. He stands hunched over, eyes fixed on his opponent, and sways slowly back and forth, as if he is guaging the distance for a leap. His hands are held in knife blades, left hand near waist, and the right hand held near face. Wings are held loosely, the left one partially extended forward, right over back.

CHARACTER BONUSES:

Add 2 to P.P.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Basic Defenses: Parry, Dodge, Automatic Parry

Advanced Defenses: Multiple Dodge, **Tengu Leap Dodge** (See Rifts:Japan) Circular Parry

Hand Strikes: Punch (1D4), Knife hand (1D6)

Wing Strikes: Basic (1D6), Uppercut (1D10), Back (1D6)

Foot Strikes: Karate Kick (2D6), Knee Strike (1D6), Snap Kick (1D6), Roundhouse (2D6), Axe (1D10), Wheel (1D10), Crescent (1D10), Tripping Leg Hook, Drop Kick

Special Attacks: **Grap/Kick/Flip** (SPECIAL! Attacker grabs victim at shoulders, pulls himself into a hunched up position while planting his wings on the ground, slams his feet, claws first, into the victims chest, lets go of the shoulders and backflips into a handstand, before flipping upright again. Victim suffers 1D6 from the grab, 3D6 from the kick (includes damage from claws), and must make a maintain ballance roll to keep from being knocked down), **Cat Attack** (SPECIAL! The practitioner leaps onto the victm, grabs hold, and sinks her teeth into the victims neck or shoulders, while bringing her claws to bear against the victims belly, and ripping downwards. The bite will inflict 1D6 damage (1d4 damage for humans or other beings not endowed with fangs), and the rake will inflict 3D6. The attack can be maintained as per a grab, and the attacker will continue to inflict bite damage for each attack, and kick/rake damage every other action)

SKILLS INCLUDED IN TRAINING

Physical: Acrobatics, Gymnastics

Language: Japanese

LEVEL ADVANCEMENT BONUSES

Level 1: +2 APM, +2 Parry, +2 Dodge, +1 Cartwheel, +1 Backflip

Level 2: +1 APM, +1 Strike with a kick

Level 3: +1 Roll/Pull

Level 4: +1 APM, +1 Cartwheel, +1 Backflip

Level 5: +1 Dodge, +1 Parry

Level 6: Gets Ability of Kick Practice

Level 7: +1 Roll/Pull

Level 8: +1 APM

Level 9: +1 Strike with hand attacks

Level 10: +1 Cartwheel

Level 11: +1 Handstand

Level 12: +1 Backflip

Level 13: +1 APM

Level 14: Gains Zenjorike power of Calm Minds

Level 15: +1 Parry/Dodge

Kaze Arashi Ryu (Wind Storm School)

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include I.Q.: 9, P.S.: 8, P.P.: 12, and Spd.: 10.

Skill Cost: 14 Years (9 Years as a Secondary Martial Art Style).

The core principle in the study of Kaze Arashi Ryu is the Taisabaki (body movement and positioning), which applies to all the arts of the system. It is onto the Taisabaki that the techniques are grafted, and the same patterns of Taisabaki are used regardless of whether or not a weapon is being used. For convenience of learning, Kaze Arashi Ryu is divided into three main disciplines, or arts, one empty hand and two utilizing various weapons.

The empty hand arts are Aikijutsu and Atemi. Aikijutsu encompasses joint locks, controls, immobilization, throws, and drops. Atemi is the art of striking vital points of the body. Although each art has its own strictly defined syllabus, both arts are taught together due to their close interdependence. Once again, various lengths of wooden staff are studied, ranging from the Shojo (two foot staff), to the Daijo (six foot or larger). Combinations in the use of pairs of sword or staff are also included, as the Samurai used all means available in the endeavor to stay alive on the battlefield.

Costume: Keikogi and Hakama

Stance: Facing opponent with one foot forward and the other back, arms extended forward as if holding a sword.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +1 to M.E.

Add +2 to Spd.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack, Automatic Roll, Breakfall.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick, Reverse Turning Kick, Drop Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Drop Kick, Leap, Body Block/Tackle, Body Flip/Throw, Choke, Combination Grab/Attack, Combination Strike/Parry, Paralysis Attack.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold Ankle Lock, Knee Lock, Finger Lock, Wrist Lock, Elbow Lock, Arm Lock, Neck Hold/ Choke.

Weapon Kata (Pick three): W.P. Jo stick, W.P. Bo Staff, W.P. Katana , W.P. Naginata, W.P. Tanto, W.P. Wakizashi, W.P. Tessen, W.P. Daisho, W.P. Paired-Jo sticks.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of one (1) Power from Atemi, Special Kata, or Martial Art Techniques.

Language: Japanese.

Cultural Skills: First Aid, Horsemanship, Strategy.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Asayama Ichiden Ryu (3 Years), Goshinjutsu (4 Years), Hakko Ryu Jujutsu (5 years), Hozo-in Ryu Sojutsu (3 Years), Jujutsu (3 Years), Kito Ryu Jujutsu (6 Years), or Maniwa Nen Ryu (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +3 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, Critical on a Natural 20.

2nd: +1 to Strike, Select one Weapon Kata from the above list.

3rd: +1 to Body Flip/Throw (2D6 damage), Select One (1) Martial Art Power from Atemi, Special Kata, or Martial Art Techniques.

4th: +1 Attack per Melee, Select one Weapon Kata from the above list.

5th: +1 to Damage, +2 to Roll with Punch/Fall/Impact.

6th: +1 to Maintain Balance, Select One (1) Martial Art Power from Atemi, Special Kata, or Martial Art Techniques.

7th: Death Blow on a Natural 20.

8th: +1 Attack per Melee, +2 to Maintain Balance.

9th: +2 to Roll with Punch/Fall/Impact, +1 to Damage, Knockout/Stun on a 19 or 20..

10th: +1 Attack per Melee, +1 to Parry/Dodge.

11th: +1 Body Flip/Throw, +1 to Damage.

12th: Select One (1) Martial Art Power from Atemi, Special Kata, or Martial Art Techniques.

13th: +1 to Maintain Balance, Select one Weapon Kata from the above list.

14th: +1 to Parry/Dodge, +1 to Strike, Critical on a 19 or 20.

15th: +2 to Roll with Punch/Fall/Impact, +1 Attack per Melee.

WHY STUDY Kaze Arashi Ryu?

Kaze Arashi Ryu is a classical Japanese martial arts tradition that incorporates both empty hand and weapon techniques used by the Samurai for use against multiple skilled opponents.

Kempo Karate

By [FlashFighter](#)

Kempo is a Japanese martial art that means "Way of the Fist". It owes much of its development to the Jui-Jutsu schools of the days of the samurai. In the Kokumin Hyakta Jiten, a Japanese encyclopedia, it states that Kempo originated in some of the Jui-Jutsu ryus such as the Shibukawa, Kito, and Tenshin-Shinyo Ryus.

In 1659, a Chinese man, Cheng Tsu U, stayed in Edo. While staying at the Kokusey Temple, he impressed a watchful samurai with his martial arts abilities, which resembled boxing techniques. The samurai learned from Cheng and incorporated this with his Jui Jutsu. By the end of the 16th Century, Kempo aspect of Jui- Jutsu had become its own art and between the 17th and 19th centuries additional ryus began teaching different styles. At the time, in Japan, all martial arts were known as Jui-Jutsu, today Kempo is recognized as its own art and schools can be found all over Japan and the U.S.A.

Entrance Requirements: P.P. 11

Skill Cost: 5 yrs

Costume: Typical Karate Gi, usually black or white

Stance: Both knees bent; front foot turned slightly inward

CHARACTER BONUSSES

Add 2 to P.S.

Add 4 to P.P.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defensive Moves: Multiple Dodge, Disarm, Circular Parry

Hand Attacks: Strike (Punch), Knife Hand, Claw, Palm, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

Special Attacks: Leap Attack, Elbow, Knee, Forearm

Holds/Locks: Arm Hold, Arm Lock

Weapon Katas: W.P. Bo Staff

Modifiers to Attack: Pull Punch, Knock Out, Stun, Critical Strike, Critical Strike form Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: 2 from Body Hardening, or Martial Arts Techniques, or Special Katas (No Chi Katas, ever!)

Languages: Japanese

Physical: Athletics, Body Building

Philisophical: Zen

If this is your Primary Martial Art form, then the following forms could be learned in a shorter time: Choy Li Fut (4 yrs), Ishin Ryu (4 yrs), Jujutsu (3 yrs), Kyokushinkai Karate (5 yrs), Shao-Lin Kung Fu (6 yrs).

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Roll with Punch/Fall/Impact, +1 to Parry, +1 to Dodge, Critical Strike from Behind

Level 2: +1 to Strike, +1 to Leap (Add 4 ft to distance), KO/Stun on 18-20

Level 3: +1 Attack per Melee, Critical Strike 18-20

Level 4: +2 to Roll with Punch/Fall/Impact, Select 1 Power from Body Hardening, Martial Arts Techniques, or Special Katas

Level 5: +2 to Parry and Dodge, +1 to Roll with Punch/Fall/Impact, +1 to Disarm

Level 6: +1 to Strike, +1 to Leap (Add 4 ft to distance)

Level 7: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance

Level 8: +1 to Disarm, Select 1 Power from Body Hardening Techniques, Martial Arts Techniques or Special Katas

Level 9: +2 to Roll with Punch/Fall/ Impact, +1 to Parry and Dodge

Level 10: +1 to Strike, +2 to Maintain Balance

Level 11: +1 Attack per Melee, +1 to Disarm

Level 12: Select 1 Power from Body Hardening, Martial Arts Techniques, or Special Katas

Level 13: +1 to Parry and Dodge, +3 to Damage

Level 14: +1 to Strike, +1 to Leap (Add 4 ft to Distance)

Level 15: +1 Attack per Melee, +1 to Disarm, +2 to Damage

Why Study Kempo?

With well rounded hand and foot techniques, Kempo can be used in almost any self defense situation. On the other hand it completely ignores Chi Mastery Skills.

Kempo

By [Cutter Kinseeker](#)

Kempo (often called Kenpo) is an astounding martial art which relies upon speed and an understanding of gymnastics to make its moves that much more dangerous. A speed-based rather than strength- or stamina-based martial art, Kempo uses sweeping kicks, roundabout punches, flips and throws, and lots of long-distance striking attacks. Primarily a defensive martial art, Kempo practitioners symbolize Pollonius' advice to Laertes: "Beware of entrance to a quarrel; but, being in, bear it that the opposed may beware of thee."

Those who practice Kempo realize that parries and blocks are fine and well, but the best way to avoid getting hit is to simply get out of the way. A true student of Kempo will backpedal and dodge from his enemy, talking the whole while, and only launch his own attacks when he runs out of room to run. This is not to say that Kempo's practitioners are cowards--hardly, for they can be just as dangerous as any other martial artist if the situation warrants it; they would just rather defend themselves rather than beat the stuffings out of an opponent.

Kempo is also a martial art that is easily integrated into a personal fighting style; its teachings (such as they are) emphasize the importance of flexibility, both mentally and physically. A Kempo student must be ready at all times to alter his strategy at a moment's notice; overspecialization leads to defeat. Surprisingly easy to learn for such a complex martial art, Kempo is similar to Tai-Chi Ch'uan in that anyone may select Kempo as their combat form (so long as they can select Hand to Hand: Martial Arts).

The appearance of Kempo is almost comic: the martial artist will backpedal and weave from side to side while trying to reason with his opponent, ducking below punches and jumping over kicks, sliding out of hand to hand range and jumping back in. It stops being funny when the fight starts for real. If the opponent is obviously unable to be reasoned with or the quarters are about to become too close to make dodging practical, the Kempo student will fly into action, becoming a frenzied tornado of snap kicks, throws, roundhouses, backflips, and leg hooks. This will continue until the martial artist's opponent concedes the fight or is unconscious; even the most combative Kempo students (somewhat of a contradiction in terms) will draw the line at killing a foe. It's not that they can't kill an enemy; they just won't, except to save another's life.

Entrance Requirements: PP 10; practitioners of Kempo must have an Honorable alignment (Principled, Scrupulous, Unprincipled, Taoist, or Aberrant).

Skill Cost: 5 years (3 years as a Secondary Martial Art)

Costume: Standard martial arts gi for practice; no "official" garb.

Stance: Loose, wide-legged stance, one leg slightly behind the other; both hands held near chest level, palms turned slightly outwards.

CHARACTER BONUSES

Add 2 to P.P.

Add 1 to M.E.

Add 10 to S.D.C.

Add 5 to Chi

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Backflip

Basic Defensive Moves: Parry, Dodge,

Advanced Defensive Moves: Multiple Dodge, Breakfall, Automatic Dodge

Hand Attacks: Punch (Strike), Backhand, Palm Strike

Basic Foot Attacks: Kick, Snap Kick, Roundhouse Kick, Wheel Kick, Crescent Kick, Axe Kick, Backward Sweep, Tripping/Leg Hook

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

Special Attacks: Knee, Leap Attack, Body Flip/Throw

Holds/Locks: Arm Hold, Leg Hold, Finger Lock, Wrist Lock, Elbow Lock

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Practitioners of Kempo start with the Body Hardening Exercise of Chagi (Kick Practice) and may select one other power from either Martial Arts Techniques or Special Katas (except for Five Principles or the Windmill Kata).

Languages: Practitioners of Kempo are strongly encouraged to learn Japanese but do not gain it for free and are not required to have it; should a character with Kempo choose to learn Japanese, he will gain a +10% bonus to that language skill.

Physical: Gymnastics; Prowl

Philosophical Training: None, except that fighting is always to be the last resort.

If Kempo is your primary martial art form, then the following other forms can be learned in a shorter time: Ch'in-Na (4 years), Drunken Style Kung Fu (6 years), Jujutsu (3 years), Lee Kwan Choo (5 years), Sankukai Karate (5 years), Tae Kwon Do (3 years), Tai-Chi Ch'uan (3 years), or Taido (6 years).

LEVEL ADVANCEMENT BONUSES

Level 1: +3 to roll with punch, +2 to pull punch, +2 to dodge, Critical Strike on Natural 20

Level 2: Knock-Out/Stun on natural 19-20, +2 to Maintain Balance, +2 to Backflip, +1 to dodge, +1 to strike with kicks

Level 3: Critical Strike on Natural 19-20, +2 to pull punch, +1 to dodge

Level 4: +1 to Backflip, +2 to Breakfall, +1 to strike with kicks, +2 to roll with punch

Level 5: +1 attack per melee, +1 to Maintain Balance

Level 6: Knock-Out/Stun on natural 18-20, +2 to strike with kicks, +1 to dodge, +2 to pull punch, +1 to roll with punch

Level 7: Select one additional Martial Art Power from Body Hardening Exercises and one from either Martial Arts Techniques or Special Katas (except Five Principles or Windmill Kata)

Level 8: +1 attack per melee, +1 to dodge, +1 to Holds/Locks

Level 9: Critical Strike on Natural 18-20, +1 to pull punch, +1 to roll with punch, +1 to strike with kicks

Level 10: +2 to strike with kicks, +2 to dodge, +2 to Maintain Balance, +1 to Holds/Locks

Level 11: Select one Martial Art Power from among Body Hardening Exercises, Martial Arts Techniques, and Special Katas (except Five Principles and Windmill Kata)

Level 12: +1 to dodge, +2 to Breakfall, +1 to strike with kicks

Level 13: Select one Martial Art Power from Body Hardening Exercises

Level 14: +1 attack per melee

Level 15: Critical Strike on Natural 17-20, Knock-Out/Stun on Natural 17-20

Why Study Kempo?

If you're interested in a practical way to defend yourself in hand to hand combat, few martial arts are better than Kempo. Combining a simple method of teaching that leads to fast advancement with a complex style that can beat most similarly ranked styles in combat, Kempo can hold its own against anything from street thugs to fellow martial artists. Kempo's greatest weakness is its non-combative mentality and inability to deal with more aggressive martial arts like Fu-Chiao Pai and Kyokushinkai Karate. It also gives no automatic parry, which is a big minus.

Kendo

By [Ray Bull](#)

Entrance Requirements: None

Skill Cost: 10 years (Primary), 5 years (Secondary)

Costume: Kendo Stylists wear armor (Dogu) that is composed of a helmet (Men) with a steel grill and shoulder flaps, a breastplate (Do) made of lacquered bamboo, padded gloves, and protectors for the abdomen (Tare) and lower abdomen (Tare-obi). Under the armor is worn a Keikogi and a Hakama.

Stance: (None?)

CHARACTER BONUSES

Add 5 to Chi

Add 1 to M.E.

Add 1 to P.S.

Add 1 to P.P.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Combination Parry/Strike with W.P. Shinai

Hand Attacks: None

Basic Foot Attacks: None

Special Attacks: Leap Attack, *Kiai* (New! Special! This is a shout to distract or unnerve an opponent. Once per melee round it can be used simultaneously with another attack. The defender must save against Horror Factor: 7 or be at -1 on all combat rolls. A non-martial artist must save against HF:14 or be at -2 on all combat rolls. The opponent's attack immediately after a succesful Kiai (opponent failed saving throw) suffers a -1 to damage due to the muscles of the body being momentarily tensed.)

Weapon Katas: W.P. *Shinai* (The Shinai is a weapon 1.18 meters in length composed of 4 bamboo slats held together by a leather wrapped handle and a canvas cap for the tip. The hand guard is a plastic ring 8 centimeters in diameter that fits just above the handle. The entire weapon weighs a little over 1/2 a kilogram.)

Modifiers to Attacks: Pull Strike, Knockout/Stun, Critical Strike

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Martial Arts Technique: Iai-Jutsu and the Mudra of Tranquility and Collection.

Languages: Japanese

Weapon: W.P. Shinai, W.P. Katana

Philosophical Training: Zen

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Kyudo (5 years),

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Parry with W.P. Shinai, +1 to Dodge, +1 to Maintain Balance, Critical Strike on a Natural 20 with W.P. Shinai,

Level 2: Automatically receive Special Kata: Warrior Spirit

Level 3: +1 to Strike with W.P. Shinai

Level 4: +1 Attack per Melee

Level 5: +1 to Kiai Horror Factor, Critical Strike on a Natural 19+ with W.P. Shinai

Level 6: +1 to Strike with W.P. Shinai

Level 7: Automatically receive Chi Skill: Find Weakness

Level 8: +1 Attack per Melee. +2 to Parry with W.P. Shinai

Level 9: +1 to Strike with W.P. Shinai

Level 10: +1 to Kiai Horror Factor

Level 11: +1 to Parry with W.P. Shinai, +1 to Dodge, Critical Strike on a Natural 18+ with W.P. Shinai

Level 12: +1 to Strike with W.P. Shinai

Level 13: +1 Attack per Melee

Level 14: Automatically receive Martial Arts Technique: Mushin

Level 15: +1 to Strike with W.P. Shinai, +1 to Kiai Horror Factor

Hand to Hand: Martial Arts: Kendo (Revised)

By [JJ Fuzz](#)

Skill Cost: Five "other" skills, or as noted under O.C.C. Skills section.

Techniques Known at First Level: Strike (punch), karate punch (2D4 damage), kick attack (2D4 damage), knee and elbow strikes (1D6 damage), disarms, break fall, roll with punch/fall/impact, pull punch, and the usual strike, parry, and dodge.

Special Attacks: Combination automatic parry/slash, combination automatic parry/strike.

Locks/Holds: None.

Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike from behind.

Character Bonuses: Add +1D6 to P.P.E. and I.S.P. (if applicable),

Additional Skills: W.P. Large Sword, W.P. Short Sword, W.P. Spear, W.P. Staff. Also choose any two domestic or domestic: cultural skills. Selected skills receive a +15% skill bonus.

Level Advancement Bonuses:

Level 1:: Add two additional attacks per melee, knife hand (2D4 damage), +1 on initiative, +2 to roll with punch/fall/impact, +1 to disarm, +1 to parry, +2 to parry with sword, spear, or staff (in addition to weapons proficiency bonuses). +1 to dodge, +1 to break fall, +2 to pull strike.

Level 2:: +1 to strike, W.P. Short Sword-- Paired, W.P. Large Sword-- Paired, W.P. Large Sword, Short Sword-- Paired.

Level 3:: Add one additional attack per melee, +2 to damage.

Level 4:: +1 on initiative, +1 to disarm, +1 parry.

Level 5:: Tripping/leg hooks and backward sweep kicks.

Level 6:: Power punch (double damage; counts as two attacks), palm strike (2D4 damage).

Level 7:: Add one additional attack per melee, +2 to pull strike.

Level 8:: Critical strike on natural 18 to 20 and from behind, death blow on natural 19 or 20.

Level 9:: Add one additional attack per melee, +4 to damage.

Level 10:: Automatic dodge.

Level 11:: +1 on initiative, +1 to strike, +2 to break fall.

Level 12:: Add one additional attack per melee, +2 to pull strike.

Level 13:: Jump kick and leap attacks (automatic critical strikes).

Level 14:: Death Blow!

Level 15:: Add one additional attack per melee.

Kenpo

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignment. No Attribute Requirements.

Skill Cost: 12 Years (7 Years as a Secondary Martial Art Style).

Kenpo is a relatively new Japanese martial art founded shortly after the end of WWII. It is a fairly well-rounded martial art as it has Karate punching/kicking techniques as well as Aikido grappling techniques. It has both punching/kicking techniques (Goho), as well as lock/throw/hold techniques (Juho). Much emphasis is also placed on the mystic Chi skills. Kenpo is a monastic Buddhist sect, with discipline for training mind and body.

Costume: Karate Gi or Buddhist monk's robes.

Stance: Feet approximately shoulder width apart one foot slightly ahead of the other. Arms at waist level, clasped.

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.P.

Add 1 to P.E.

Add 10 to Chi

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Break fall, Maintain Balance.

Attack Moves: Leap.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Disarm, Parry/Attack, Break fall.

Hand Attacks: Punch, Knife Hand, Backhand, Palm Strike.

Foot Attacks: Kick, Trip/Leg Hook, Backward Sweep, Snap Kick, Reverse Turning Kick, Roundhouse Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Auto Flip/Throw, Death Blow, Leap, Combination Grab/Kick, Choke, Body Block/Tackle.

Holds/Locks: Finger Lock, Wrist Lock, Elbow Lock.

Weapon Kata: None.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from Atemi or Chi Mastery.

Language: Japanese.

Cultural Skills: None.

Philosophical Training: Buddhism.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Kobujutsu (3 Years), Shaolin Kung Fu (6 Years), Shorinji Ryu Karate (6 Years), or Te (3 Years).

LEVEL ADVANCEMENT BONUSES

1st: + to Maintain Balance, Death Blow on a Natural 20.

2nd: +2 to Roll with Punch/Fall/Impact, Select One (1) Martial Art Power from Atemi or Chi Mastery.

3rd: +1 Attack per Melee, +2 to Damage.

4th: +2 to Parry/Dodge, Critical on an 18, 19, or 20.

5th: +2 to Maintain Balance, +1 to Strike.

6th: +2 to Roll with Punch/Fall/Impact, +1 to Damage.

7th: +1 Attack per Melee, KO/Stun on an 18, 19, or 20.

8th: +1 to Parry/Dodge, Select one Zenjorike.

9th: +1 Attack per Melee, +2 to Break fall.

10th: Select One (1) Martial Art Power from Atemi or Chi Mastery.

11th: Double Chi, +2 to Roll with Punch/Fall/Impact.

12th: +1 to Parry/Dodge, +1 to Maintain Balance.

13th: +1 Attack per Melee, +1 to Break fall.

14th: +2 to Damage.

15th: Select one Zenjorike.

WHY STUDY KENPO?

Kenpo is a solid martial art, well balanced with good offensive/defensive abilities and mystic Chi skills.

Kenpo-The Way of the Dragon & the Tiger

By Ash

"Remember, that you wear that black belt around your heart. You go out to represent this school, and set an example for the younger students. I swear, if you ever abuse your training, one way or another I will personally kick your ass."

Mike Rainy, my instructor in Kenpo

"I shall never let pride rule my passions and will defend, with all the skill I possess, the weak, the helpless, and the oppressed. I pledge an unswerving loyalty to the association and my instructor, in addition, I pledge an unending effort to earn the self-same loyalty from those who look to me for training."

Blue Belt Pledge, Ed Parker.

The art form of Kenpo in Rifter #6 while similar to my style is not Kenpo as I know it. Kenpo is a very young art form only developed a short time after World War II by Ed Parker. Kenpo is a melding of Kung-Fu, Tae Kwon Do, and grappling. This makes it a versatile defensive and offensive art.

Kenpo follows two mind sets, the way of the Dragon, which represents wisdom, and the way of the Tiger, which represents strength. A more physical representation of this is an open palm (the Dragon) over a closed fist (the Tiger). The Dragon rules the Tiger, the Dragon must hold the Tiger, but the Dragon may unleash the Tiger.

When attacked, a Kenpo master would defend against the first few attacks, then immediately go for a debilitation move, such as sleeper hold, eye gouge, or a fierce kick to the back of the knee. The way of Kenpo is, "Strike second, but strike to finish".

Kenpo schools can be found throughout the world, but teachers only accept those of good principles, and are able to weed out those who would abuse the art.

Entrance Requirements: Limited to those of Honorable Alignment. No Attribute Requirements.

Skill Cost: 10 Years.

Costume: Black, white, or red cotton gi, red can only be worn by those of brown belt rank or higher. Blue is only worn by teachers.

Stance: Facing opponent, legs shoulder width apart, with the lead foot commonly at the 11 o'clock from artist, and the back foot at 5 o'clock. Lead hand forward, open or closed fist, with dominant hand chambered at the waist.

CHARACTER BONUSES:

Add 2 to P.S.

Add 1 to P.P.

Add 1 to P.E.

Add 10 to Chi

COMBAT SKILLS

Attacks Per Melee: 2

Escape Moves: Roll, Break fall, Maintain Balance.

Basic Defense Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Disarm, Power Block/Parry.

Hand Attacks: Punch, Knife Hand, Backhand, Palm Strike, Claw Hand.

Basic Foot Attacks: Kick, Trip/Leg Hook, Backward Sweep, Snap Kick, Reverse Turning Kick, Roundhouse Kick, Crescent Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Auto Flip/Throw, Death Blow, Combination Grab/Kick, Choke, Body Block/Tackle, **Duo-Palm Strike** (SPECIAL! Both palms shoot out to strike the opponents chest. If the strike is successful it does 1d4 damage, and the opponent is stunned for his next action; the attacker cannot parry during this strike).

Holds/Locks: Finger Lock, Wrist Lock, Elbow Lock, **Sleeper Hold** (SPECIAL! See below).

Weapon Katas (Pick Two): W.P. Staff, W.P. Knife (Paired), W.P. Club (Paired), or W.P. Nunchaku.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Death Blow, Critical Strike from Rear.

SPECIAL KATAS

Dragon: The artist spends the entire melee using only defensive actions, using the wisdom of the Dragon to assess his opponents fighting pattern. No offensive actions can be made for the entire melee, but next melee and for the rest of the fight, the user has a +1 to strike, parry, and dodge against his opponent. This can only be used against one attacker, not multiple, and it cannot be used more than once for multiple bonuses.

Tiger: The artist spends the entire melee in a flurry of power attacks, using the strength of the Tiger to end the fight with as much speed as possible. No defensive actions can be made this melee, however the user gains a +4 to damage with all of his attacks, as well as a +1 to strike (this strike bonus is cumulative with bonuses from the Dragon kata).

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select at total of two powers from among Body Hardening Exercises or Speciality Katas. If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs.

Languages: None.

Physical: Athletics.

Philosophical Training: Buddhism.

If this is your primary martial art form, then the following other forms can be learned in shorter time. Tae Kwon Do Karate (4 years), Shao-Lin Kung Fu (7 years), Sankukai Karate (6 years), Tai-Chi Ch'uan (5 years), or T'ang-su Karate (4 years).

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Maintain Balance, Death Blow on a Natural 20.

Level 2: +2 to Roll, Select one Power from Atemi.

Level 3: +1 Attack, +2 to Damage.

Level 4: +2 to Parry/Dodge, Critical on an 18, 19, or 20.

Level 5: +2 to Maintain Balance, +1 to Strike.

Level 6: +2 to Roll, +1 to Damage.

Level 7: +1 Attack, KO/Stun on an 18, 19, or 20.

Level 8: +1 to Parry/Dodge, Select one Zenjorike.

Level 9: +1 Attack, +2 to Break fall.

Level 10: Select one Power from Atemi.

Level 11: Double Chi, +2 to Roll.

Level 12: +1 to Parry/Dodge, +1 to Maintain Balance.

Level 13: +1 Attack, +1 to Break fall.

Level 14: +2 to Damage.

Level 15: Select on Zenjorike.

Why Study Kenpo?

Kenpo is a solid martial art, well balanced with good offensive/defensive abilities.

SPECIAL MANEUVERS

Sleeper Holds

There are two Sleeper techniques taught two Kenpo students, each one designed to defend a specific attack.

The first one is Sleeper, defending against a right step through punch. The martial artist steps back and does a left inward block, and then quickly moves forward, bringing his right arm to the opponents neck, wrapping it around, and locking his hand down on their left shoulder. The left hand is used to solidify the lock.

The second technique, Thrusting Wedge, defends against a front two-hand high push. The martial artist does a prayer parry, bringing his hands together prayer style between the opponents arms and then spreading them, then a quick follow up is made with a duo-palm strike to stun the opponent. Then the opponent is forcefully spun around, with the right arm once again going around the neck, and the right hand clasping on their left shoulder, with the left hand solidifying the hold.

Performing these techniques takes speed, accuracy, and anticipating the opponent. These techniques can only be used in one-on-one combat. First the Kenpo artist must make a successful parry roll, then follow up with a strike roll, or two for Thrusting Wedge (if the duo-palm strike fails then the technique fails). Once the hold is made, the person applies pressure to the Corotid arterries for 12 seconds, causing the victim to pass out. However if the hold is kept any longer, serious brain damage can result, which is something no true Kenpo artist would wish.

Hand to Hand: Kick Boxing (Quickie version)

By Kuseru

NOTE: Does not get "two attacks for living"!

Kick boxing is a very common and simple martial art to learn. This is typically several years training to a competitive level.

Requirements: Three skill selections.

Attacks Per Melee: 3

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Punch, Kick, Snap Kick, Crescent Kick, Tripping/Leg Hook, Backward Sweep, Knee, Elbow, Pull Punch, Knock-Out/Stun, Critical Strike.

Level Advancement Bonuses

1st: +2 to strike and +2 to damage.

2nd: Two additional attacks per melee round.

3rd: Backhand or Palm Strike.

4th: +2 to dodge and parry.

5th: One additional attack per melee round.

6th: Jump Kick.

7th: +2 to roll with punch/fall/impact, +1 to pull punch.

8th: One additional attack per melee round.

9th: Leap Attack.

10th: +2 to strike and +1 to damage.

11th: +1 to dodge and parry.

12th: Critical strike on an unmodified roll of 18, 19 or 20.

13th: One additional attack per melee round.

14th: +2 to roll with punch/fall/impact, +1 to pull punch.

15th: Death Blow on a Natural 20.

Kilico

By Sinestus

Like many styles, this is named after the master who developed it, Viz Kilico. Viz was a mythical warrior who trained in throughout the world. During the span of thirty years he partook in hundreds of battles, leaving thousands dead. He was feared to be the deadliest fighter of the age. Having defeated all challengers he saw as equals, Viz sought to give his opponents a fair chance in battle, and thus vowed to never draw his sword until he was sure of a clean kill.

Modern masters of the style are expected to make a similar vow, promising to not draw the sword until a clean kill is in sight in any fair fight. Fair fights are usually defines as duels [one on one conflicts] or in some cases as many opponents are the student is capable of defending against. Kilico is only taught in a few 'roaming monasteries' around the world. Before one can train, they must find the 'monastery' caravan and prove their worthiness.

Kilico focuses on two aspects of combat, positioning and disablement. Students learn that constant aggression is not always the best plan of action, nor is relying on an opponent's strike to cause an opening. Thus, during the combat a student may choose to sacrifice an action to shift position. Doing so does not change combat range (as the style has moves for any combat range), but provides the opponent with +2 to damage with their next move (and the student with +1 to parry, and +2 to strike or disarm on their next action). With a combination of: parry, position, parry, position [with the parry's successful] the student can position themselves behind an opponent and attempt a simultaneous attack/knockout from behind during their opponent's next attack.

For aggression, the Kilico trains with a special weapon. Similar to the staff/swords found in history, the Shagae appears to be a thick, decorative cane on normal inspection. Those with Recognize Weapon Quality may notice (perception) that the cane actually conceals a high quality, one-handed sword. As a blunt weapon, the Shagae is balanced to provide a +1 to strike and parry, and +1 towards all knockout blows (deal 2D4 S.D.C.). To draw the sword requires two melee actions, one to disengage the lock, one to draw. Kilico masters will often unlatch the weapon at the beginning of combat if a kill is expected withing the first exchange of blows.

When unlatched and used as a blunt weapon, the Shagae imposes -1 to strike (and insuring the blade remains covered takes skill). Generally, a master will never leave the weapon drawn for more than a few seconds, preferring to put it away following a strike (weather or not successful) to insure their vow is not broken. Once drawn, the Shaegae is useable like paired weapons for defense, but the scabbard will rarely be used to strike when not holding the blade (only deals D6 damage), the blade deals 3D4 damage, and is razor sharp.

Requirements: I.Q.: 10, P.P.: 12, Spd: 12. Generally honorable characters, but will have no problem delivering a killing blow to a Knocked Out opponent.

Training: 10 to 15 years

Character Bonuses

+2 to P.P.

+2 to P.E.

+10 Chi

Stance: Sidelong, feet slightly askew, Shagae held with both hands either parallel to the ground at arms length, or at side in standard drawing hold.

Outfit: Similar to the Aikido uniform, with padded, sleeveless jacket.

Combat Skills

Attacks per Melee: 3

Hand Attacks: backhand, palm strike/slap, strike/punch, hammer strike (uses bottom of fist, 1D6 damage, +1 for opponent to parry, but grants +1 toward knockout), forearm.

Foot Attacks: trip (following a positioning, may be used in grapples and in grappling range), backward sweep, snap kick, kick (2D4), crescent kick, axe kick, turning kick.

Basic Defense Moves: parry, dodge, automatic parry

Advances Defense Moves: roll, disarm

Holds/Locks: arm hold, leg hold, arm lock

Escape Techniques: roll

Modifiers to Attack: Critical, Knockout, knockout from behind

Special Moves: disarm, paralysis attack (vital points)

Drawing Strike - only useable as a fist attack of the melee, weapon must be unlatched before using the weapon (thus before combat, or as the last action of previous melee). +2 to initiative and strike when using this, Draws and Slashes with Shagae Blade, Critical on 15+. Can target body, arm, or head. The Master will usually sacrifice their next action putting the Shagae back together.

Knuckle Snap - effectively a Disarm, useable when opponent attempts to draw a weapon. +2 to Disarm, deals no damage, but opponent must roll strike to grab weapon (half strike bonus), and Kilico master rolls disarm/strike. Success allows the opponent to draw the weapon, but they are instantly disarmed. Can only be done with Blunt Shagae

Break Away - a stick/kick move used to break grapples. Opponent is struck in the arms with Shagae (dealing 1D6+ damage to each arm), and tripped/kicked. Successful strike breaks grapple, and opponent stumbles to long melee range. Costs two actions.

Weapon Katas: Blunt, Sword

Additional Skills: Recognize Weapon Quality, Philosophy (general), Wilderness Survival.

Martial Arts Powers: Select two from Martial Arts Techniques, or Chi Mastery, Select one from Arts of Invisibility.

Level Advancement Bonuses

1st: +2 to parry, Knockout from Behind, Knockout on Natural 19+

2nd: +1 to strike, disarm, and dodge

3rd: +2 to initiative and roll

4th: Select one power from Body Hardening or Martial Arts Techniques

5th: +1 attack, Knockout on 18+, gains Paralysis Attack

6th: +1 to Disarm, Critical on 19+

7th: +2 levels to Katas Blunt and Katas Sword may use Automatic Disarm with automatic

parries.

8th: +2 to initiative, +1 to initiative using Draw with Strike

9th: +1 Attack, Knockout on 17+, +1 to disarm

10th: Can Unlatch-draw-strike as single action Select one power from Chi Mastery or Arts of Invisibility

11th: +2 to strike, +1 to parry

12th: +1 to dodge, disarm and roll

13th: +1 attack, Knockout 16+

14th: Critical From Behind, Critical 18+

15th: +2 to initiative, +1 to disarm Select one power from Martial Arts techniques, Chi Mastery, or Arts of Invisibility

Kinzoku Shurikenjutsu

By Kuseru

Entrance Requirements: Minimum Attributes include P.P.: 12, and Spd.: 10.

Skill Cost: 7 Years (4 Years as a Secondary Martial Art Style).

Kinzoku Shurikenjutsu is a martial art dedicated to the study of throwing small metal weapons. Shuriken, shaken, throwing knives, and various other throwing weapons and techniques are taught. Also taught is the use of blowguns, darts, and dart guns. A practitioner of Kinzoku Shurikenjutsu will maintain sufficient distance from his opponents in order to maximize safety while attacking with a variety of thrown weapons. Also stressed is adapting many common place items for use as throwing objects. Pens, rings, small chain necklaces, and many other objects are quickly grabbed up and thrown in a variety of deadly throws and tosses. For close in work, the student is taught to use the various throwing weapons as knives and fist loads in conjunction with a variety of hand strikes.

Costume: Street clothes.

Stance: Upright, legs shoulder width apart, hands held loosely depending on the location/availability of throwing objects.

CHARACTER BONUSSES

Add +1 to P.S.

Add +2 to P.P.

Add +4 to Spd.

COMBAT SKILLS

Attacks per Melee: Two (2) hand to hand attacks or six (6) thrown weapon attacks!

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Leap, Back Flip.

Basic Defensive Moves: Dodge, Parry.

Advanced Defenses: Multiple Dodge, Automatic Roll, Breakfall.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand.

Foot Attacks: None!

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Leap Attack per Melee, Combination Grab/Throw (Special! The character can attempt to grab any incoming hand propelled projectile(see Yadomejutsu) and return it to the sender in the same motion), Combination Strike/Throw (This is a special dual attack where the character can strike one target using one of the hand attacks while simultaneously throwing a held weapon at another target. The character has no bonuses or penalties for this dual strike), Combination Roll/Throw(combines a Roll with a throw attack-cannot be used as a defensive maneuver (i.e. no Roll with Punch/Fall/Impact combined with a throw,) what can be done is a throw combined with a Roll that is an attack or retreat from combat), Multiple Throw (similar to Thai Boxing's Lightning Form Kata, this attack allows the character to throw a number of weapons of the same type, equal to his number of attacks, in the first action of the melee. The character must have initiative, cannot perform any other attacks for the rest of the melee, and can only throw at multiple targets if they are standing close together (withing five feet of one another).), and W.P. Vital Points (for thrown weapons)

Holds/Locks: None

Weapon Kata: W.P. Blowgun, W.P. Knife, W.P. Mouth Weapons, W.P. Thrown Weapons

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind, Stapling Throw (When the character wants to disarm or otherwise entangle someone, he can attempt a stapling maneuver. By making a called shot, the character can staple some part of the target's clothing to a nearby object, as long as that object is of a material that is reasonably subject to penetration by thrown weapon (such as wood or plaster). The target *must* be standing near such an object or the shot is wasted. If the shot is successful, the target is pinned to that object. The target must spend a melee action tearing free, although this requires no roll. Pinned targets defend with a -2 to defensive rolls and to strike. After one melee round, if they have not taken the time to free themselves, they break free due to exertion. During the melees round, the penalties to defense and strike still apply. The stapling shot is not only good for preventing various actions on the part of a hostile person, it serves to demonstrate that the character is far from defenseless.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Automatically receives the Yadomejutsu Kata. Select one additional Martial Art Power from Martial Art Techniques or Special Kata (note: weapon Kata are limited to thrown weapons or other similar small projectile weapons)

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Enmei Ryu Shurikenjutsu (3 Years), Ganritsu Ryu Shurikenjutsu (2 Years), Heki Ryu Kyujutsu (6 Years), Kashima Shin Ryu (3 Years), or Kobujutsu (3 Years).

LEVEL ADVANCEMENT BONUSES

1st: Any small found objects not usually considered a weapon (anything which could be conceivably thrown-GMs, use your judgement) becomes a 1D4 damage weapon when thrown. Critical Strike with a weapon on a Natural 20.

2nd: +1 to Damage with any thrown object.

3rd: +1 to Strike with any thrown object, +1 Attack per Melee (both HtoH and thrown).

4th: Death Blow on a Natural 20.

5th: +1 to Parry, +2 to Stapling Throw.

6th: Select one (1) additional martial art power form martial art techniques or special Kata.

7th: +1 to Damage with any thrown object, +1 Attack per Melee (both HtoH and thrown).

8th: +1 to Strike with any thrown object.

9th: Critical Strike on a Natural 19 or 20.

10th: Select one (1) additional martial art power form martial art techniques or special Kata.

11th: +1 to Parry, +2 to Stapling Throw.

12th: +1 to Damage with any thrown object, +1 Attack per Melee (both HtoH and thrown).

13th: +1 to Strike with any thrown object.

14th: Death Blow on a Natural 19 or 20.

15th: Select one (1) additional martial art power form martial art techniques or special Kata, +1 Attack per Melee (for thrown weapons).

WHY STUDY Kinzoku Shurikenjutsu?

While relatively weak in hand to hand combat and lacking in mental training, this martial art can be quite lethal when used to its full affect.

Kito Ryu Jujutsu

By Kuseru

Entrance Requirements: Minimum Attributes include P.S.: 10 and P.P.: 8.

Skill Cost: 12 Years (8 Years as a Secondary Martial Art Style).

The Kito Ryu is a system of Jujutsu that merits a particular place in the doctrine of unarmed martial arts because of its esoteric elements, elements similar to those of Aikijutsu. Nokai ai is started with an attack. If the attack was weak or unsuccessful, the receiver was to initiate a counter-attack. If the counter was weak, the partner who started the exchange was to counter, and so on.

It was a natural extension for Kano to turn nokai ai into the modern form of randori that we all know. One interpretation given by Kano of randori is that it is everything outside the kata, which follows from the definition of "ran". So when Kano says you should spend 80% of your time doing randori, he means to include uchikomi and other practices as well.

Kito-Ryu was referred to by its exponents as a system of ran, not as dependent upon kata as some of the others. "Ran" means "disorder," "lack of rigid form," or even "war." "Dori" in "randori" is the same as "tori" in the spirit of "uke and tori." It is one of those words that does not translate well or easily. It means "to take hold of something" in either the real sense or in terms of intention or spirit. Thus it can mean: "to take hold of" (as in "ushiro dori=rear grab") "to take" in the sense of "overcome" "to take someone or something on" in the sense of "engage" "to take to task" "to take the point (of an argument) to someone" as in "make a point." So "randori" might be to engage someone in a situation where there is no controlling form, or to attempt to overcome someone in a practice in which there is no controlling form or order.

Costume: Full armor or in formal robes resembling armor

Stance: *renoji-dachi* (V stance) - Feet one shoulder width apart, front leg in centre of body pointing directly forwards. Rear leg pointing outwards 45°. Legs relaxed and straight.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +5 to Chi

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Breakfall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick, Reverse Turning Kick, Drop Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Combination Grab/Attack, Combination Strike/Parry.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock.

Weapon Kata: None.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from Body Hardening or Martial Art Techniques.

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Asayama Ichiden Ryu (3 Years), Goshinjutsu (4 Years), Hakko Ryu Jujutsu (5 years), Hozo-in Ryu Sojutsu (3 Years), Jujutsu (3 Years), Kaze Arashi Ryu (7 Years), or Kito Ryu Jujutsu (6 Years), Maniwa Nen Ryu (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +1 to Strike.

2nd: +2 to Parry/Dodge,+2 to Damage.

3rd: +1 Attack per Melee, Death Blow on a Natural 20.

4th: +2 to Maintain Balance.

5th: Select One (1) additional martial arts power from Body Hardening or Martial Art Techniques.

6th: +1 to Strike, Knock-Out/Stun on a Natural 18, 19, or 20.

7th: +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact.

8th: +1 to Parry/Dodge, +1 to Damage.

9th: Critical Strike on a Natural 18, 19, or 20.

10th: Select One (1) additional martial arts power from Body Hardening or Martial Art Techniques.

11th: +1 Attack per Melee, +1 to Strike.

12th: +2 to Maintain Balance.

13th: +1 to Damage.

14th: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact.

15th: Select One (1) additional martial arts power from Body Hardening or Martial Art Techniques.

WHY STUDY Kito Ryu?

A martial form which does not use kata, Kito Ryu's use of free flowing style makes it unpredictable to other styles of Karate and Jujutsu.

Sercruun

By Mephisto

Entrance Requirements: I.Q. 8, M.E. 9

Skill Cost: 10 Years (7 Years as a Secondary)

Sercruun is the biggest secret in Kobold hands. Kobolds realized that they needed an edge in combat over the humans, elves, and all the other races, including their own allies. They needed a martial art capable of disabling even the most skilled and powerful opponent. So it was that some 200 years ago, a group of kobolds in the Old Kingdom Mountains came together with a consensus on what to do. After carefully studying various races in gruesome detail (with a variety of tortures and experiments) that they finally reached their consensus. Finding weakness in others is a kobold specialty, and thus they learned what we on Earth call Atemi! The use of the touch-mastery gives the kobold master a deadly edge when dealing with their opponent, as a few simple blows can paralyze and defeat an opponent. They haven't shared this knowledge with any other race, including trolls. No it's their secret and they're going to keep it that way.

In combat, the Sercruun master will cautiously feint and parry the first melee, sizing up the opponent and waiting for the perfect opportunity to use attacks that either paralyze the opponent or knock out their senses or S.D.C. and/or hit points. To the kobold wielder it doesn't matter as long as the opponent realizes that he's no match for the person he's facing.

Training is still limited to kobolds although it's spread to the Land of the South Winds. A few kobold tribes in the Great Northern Wilderness and Eastern Territory also have the knowledge of Sercruun.

O.C.C. Notes: A kobold can learn Sercruun by upgrading to Hand to Hand: Martial Arts then exchanging all secondary skills. As long as the O.C.C. can achieve Hand to Hand: Martial Arts, then the kobold can learn Sercruun regardless of the O.C.C. selected.

Character Bonuses

+8 to P.P.E.

+2 to M.A.

+2 to M.E.

+5 to S.D.C.

Combat Skills

Attacks Per Melee: 1

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Combination Parry/Attack, Circular Parry, Multiple Dodge, Automatic Dodge, Disarm

Hand Attacks: Strike (Punch), Fore-Knuckle Fist, Fingertip Attack

Foot Attacks: Kick Attack, Snap Kick, Trip/Leg Hook, Backward Sweep

Special Attacks: Paralysis Attack (Vital Points), Choke

Holds/Locks: Neck Hold, Arm Hold, Leg Hold, Automatic Finger Lock, Automatic Wrist Lock, Automatic Elbow Lock

Weapon Skills: None

Special Katas: None

Modifiers to Attack: KO/Stun, Death Blow

Skills Included in Training

Martial Art Powers: Select Three Atemi abilities

Physical Skills: None.

Training Skills: None.

Languages: None

Level Advancement Bonuses

1st Critical Strike Natural 20 or from behind, +2 to parry and dodge

2nd +2 Holds/Locks

3rd +1 attack, +1 strike

4th Select One Additional Martial Art Power, +1 disarm

5th +2 Roll, +1 Holds/Locks

6th Add 2D6 P.P.E., +1 Maintain Balance

7th Critical Strike Natural 19 or 20, +1 Holds/Locks

8th +1 Attack, +1 parry and dodge

9th +2 Strike, +1 disarm, +1 initiative

10th +2 Holds/Locks

11th +2 to Roll, +1 to Damage

12th Select One Additional Martial Art Power

13th +1 Attack, Critical Strike Natural 18-20, +2 Holds/Locks

14th +2 Maintain Balance, +1 Strike, +1 initiative

15th Death Blow Natural 20, +1 disarm

Why study Sercruun?

To learn a martial art that has the single knowledge of Touching Vital Points, giving the master the power of bodily functions of his opponent. Plus the art is very adept defensively and is capable of handling several attackers at once, along with the atemi training; the only Palladium martial art to offer it.

Kobori-ryu To-suijutsu

By Kuseru

Entrance Requirements: Restricted to Honorable Alignments. No Attribute restrictions.

Skill Cost: 8 years (4 years as a Secondary Martial Art).

This style is a Japanese swimming style, with emphasis on combat in the water, and crossing aquatic obstacles. This style was created around 1700 by Muraoka Idayu Masafumi at the Tenjin Gulf on the Shirakawa. He was succeeded by several masters who introduced and developed their own techniques to the style.

The Kobori ryu is a highly practical system of swimming, developed so that warriors might move freely in and on the water in order to be able to engage in work or to fight. Developmental training includes a four part criteria: 'Ichi: soku, Ni: sui, San: tan, Yon: Gei' (One: legs, Two: water, Three: guts, Four: art). The first of these criteria suggests that the development of good health is paramount, the second that mastery of swimming should be achieved, the third that courage should be cultivated and the final criteria concerns the martial arts.

The "Tosui" aspect of Kobori ryu involves a circular leg movement technique that allows the proponent to tread water while keeping their upper body above water (while wearing armor). This enabled the Higo bushi, if necessary, to fight with swords, fire arrows (tachi oyogi shageki), and fire muskets while positioned in or while crossing a river. Kobori ryu is sometimes referred to as Katchu Gozen Oyogi (swimming in armor while in the presence of highly ranked officials or nobility), because it was selected to demonstrate suijutsu to certain officials based upon its reputation as a refined and graceful art.

Special techniques of the school include the fundamental techniques Tachi Oyogi (swimming upright, performed with a characteristic treading action) and Taguri Oyogi (hand-over-hand swimming). Further techniques include Geioyogi (performance/art swimming), Teishin nuki Oyogi (techniques for shoving waves aside), Yasumi Oyogi (techniques for catching rest while in the water). Other skills include Haizen Oyogi (the presentation of food and drink whilst swimming), Ippyoshi Oyogi, Katate Oyogi, Katchu Gozen Oyogi (the practice of swimming in the Gozen Oyogi style whilst in armor), Soroi Oyogi, Suiken (swordsmanship while swimming), Suikyu (archery while swimming) Suisho (the practice of calligraphy while swimming), Sakenomi Oyogi (the serving of sake whilst swimming), Tachimochi Oyogi (swimming whilst holding a sword), and Ukimi Sho (the practice of calligraphy whilst floating), Suijyu (musketry while swimming).

The current headmaster of the school is Koga Tadao. Ttraining is held at the Gakushuin in Kyoto, Nagasaki and its home of Kumamoto.

Costume: Typically wears splint lamellar armor.

Stance: Special! Tachi Oyogi. Not really a stance per se, but the primary 'stance' of this style is

swimming upright with a characteristic treading action.

CHARACTER BONUSES

Add +1 to P.S.

Add +2 to P.E.

Add +3D4 to Spd in water only

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defense Moves: Circular Parry, Combination Parry/Attack.

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike.

Foot Attacks: Backward Sweep, Kick Attack, Snap Kick, Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Drown (Special! A variant of choke, where the opponent's head is held underwater. Does the same damage as choke.), Elbow, Knee.

Holds/Locks: Arm Hold, Body Hold, Neck Hold.

Weapon Kata: W.P. Sword, W.P. Bow, W.P. Matchlock

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically gains Sui-ren. Select One Martial Art Power from among Body Hardening or Martial Art Techniques.

Languages: Japanese

Cultural: Calligraphy, Cooking, Cha-No-Yu.

Physical: Swimming

Weapon Proficiencies: W.P. Sword, W.P. Bow, W.P. Matchlock

Philosophical Training: Zen Buddhism/Bushido.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

LEVEL ADVANCEMENT BONUSES

1st + 3 to Roll with Punch/Fall/Impact, Critical Strike or Knock-Out from Behind.

2nd + 2 to Parry/Dodge in water, + 1 to Strike.

3rd + 1 Attack per Melee,+ 1 to Parry/Dodge, +1 to Initiative in water.

4th + 2 to Strike in water, Knock-Out/Stun on Natural 19 or 20.

5th Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.

6th + 1 Attack per Melee, + 1 to Parry/Dodge in water.

7th + 1 to Strike in water, + 1 to Parry/Dodge.

8th Death Blow on a Natural 20.

9th + 1 Attack per Melee, + 1 to Roll with Punch/Fall/Impact, +1 to Initiative in water.

10th + 1 to Parry/Dodge in water, + 1 to Parry/Dodge.

11th Select One (1) Additional Martial Art Power from Body Hardening or Martial Art

Techniques.

12th + 1 to Strike in water, +1 to Initiative in water.

13th + 1 Attack per Melee, + 1 to Roll with Punch/Fall/Impact, Critical Strike on 19 or 20.

14th + 1 to Parry/Dodge, +1 to Initiative in water.

15th Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.

Why Study Kobori-ryu To-suijutsu?

Because you want to kill those annoying people playing "Marco Polo." Of course, being able to swim in armor (not to mention many of the other swimming skills taught) does come in handy.

Kobujutsu

By Kuseru

Entrance Requirements: None.

Skill Cost: 8 Years (4 Years as a Secondary Martial Art).

Actually a term used to describe weapon skills in Okinawan Karate, Kobu-Jutsu teaches a larger number of Okinawan weapons. Includes: bo (long staff), kama (short-handled sickle), nunchaku (two sticks connected by a short rope), sai (long dagger with a tine on either side), and tonfa (similar to a police nightstick).

Special Note: Kobujutsu is a style designed to work with many forms of Karate (particularly Goju-Ryu, Shorin-Ryu, Uechi Ryu, Isshin-Ryu, Gensei Ryu, Chito Ryu, Shorei Ryu, and Te, but not Shotokan, Wado Ryu, Shorinji-Ryu, Kyokushin, Shito Ryu, or Taido). When a character has one of the listed Karate styles and Kobujutsu, then all the attacks per melee, bonuses, abilities, and powers of that form of Karate are used in wielding weapons, weapon proficiencies, and weapon kata of Kobujutsu. Any martial art powers and abilities from Kobujutsu are used with that style of Karate.

Costume: Karate Gi

Stance: Feet shoulder width apart, both knees partly bent, forward fist extended gripping weapon at stomach level, rear fist pulled back to waist holding other weapon.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +1 to M.E.

Add +4 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact.

Attack Moves: None.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: None.

Hand Attacks: Punch, Knife Hand.

Foot Attacks: Kick, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Combination Grab/Kick, Knee, Elbow, Forearm.

Holds/Locks: None.

Weapon Kata: W.P. Bo staff, W.P. Kama, W.P. Nunchaku, W.P. Sai, W.P. Tonfa.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of one (1) Power from among Body Hardening, Special

Kata, or Martial Art Techniques.

Language: Japanese.

Cultural Skills: Bonsen, Ikebana.

Weapon Proficiencies: W.P. Bo staff, W.P. Kama, W.P. Nunchaku, W.P. Sai, W.P. Tonfa, W.P. Kama-Paired, W.P. Sai-Paired, W.P. Tonfa-Paired.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Goju-Ryu Karate (3 Years), Shorinji-Ryu Karate (5 Years), Uechi Ryu Karate (6 Years), Isshin-Ryu Karate (4 Years), Gensei Ryu Karate (3 Years), Chito Ryu Karate (4 Years), Shorei Ryu Karate (4 Years), or Te (3 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +1 to Strike.

2nd: +1 Attack per Melee, Select one additional Okinawan W.P.

3rd: +1 to Damage, Knockout/Stun on a Natural 20.

4th: +2 to Roll with Punch/Fall/Impact, +2 levels to one Weapon Kata.

5th: +1 Attack per Melee, Select one additional Okinawan W.P.

6th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

7th: +1 to Parry/Dodge, Critical on a Natural 19 or 20.

8th: +1 Attack per Melee, Select one additional Okinawan W.P.

9th: +1 to Roll with Punch/Fall/Impact, +2 to Damage.

10th: +1 to Parry/Dodge.

11th: +1 Attack per Melee, Select one additional Okinawan W.P.

12th: +1 to Strike, Death Blow on a Natural 20.

13th: +1 to Roll with Punch/Fall/Impact.

14th: +1 Attack per Melee, +1 to Parry/Dodge, Select one additional Okinawan W.P.

15th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

WHY STUDY Kobujutsu?

An Okinawan Karate style devoted to weapons.

Kodachintou Ryu

By Himura_Battosai

Entrance Requirements: Minimum Attributes include I.Q. 10, P.P.12

Skill Cost: 12 year (7 as a secondary Martial Form)

Kodachinitou Ryu is a defensive form based on kodachi (a Wakizashi-like sword) that can be used alone or paired. Unlike most sword and weapon forms Kodachinitou still has some strong offensive.

Costume: Standard Karate Gi

Stance: Feet Shoulder with left foot forward and right back. Right hand back with kodachi held with back of blade along forearm. left arm in front at chest level with clenched fist or with kodachi facing opponent.

CHARACTER BONUSES

Add 10 to Chi

Add 2 to M.A.

Add 2 to P.P.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with punch/impact/Fall, maintain balance

Basic Defense: Dodge, Parry, Automatic Parry

Advanced Defenses: Circular parry, Combination Parry/Attack, Disarm, Automatic Roll.

Hand Attacks: Strike (punch), knife Hand, fore-knuckle Fist.

Basic Foot Attacks: Kick Attack, Snap Kick, Crescent, Backward Sweep, leg hook

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap attack, Kodachi fore arm strike it is a normal damage for kodachi + 2 damage. Kodachi cross blade slash this attack takes only one roll but is an attack with two swords, it can only be attempted if the artist a critical strike, it is also death blow attempt. it take one melee action (level 10)

Weapon Katas: W.P. kodachi, W.P. Kodachi- paired

Modifiers to Attacks: Pull punch, knock out/stun, critical Strike, Critical From behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of three from body hardening, Martial Techniques or special katas. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: Go, Haiku, Meditation

Physical Skills Prowl

Philosophical Training: Zen

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: Jujutsu (3 years), Kamiya Kashin Ryu (5 years), Zanji Shinjinken Ryu (4 years)

LEVEL ADVANCEMENT BONUSES

1st + 1 Strike, +1 dodge/Parry, + Roll with Punch/impact/Fall, Critical Strike from behind.

2nd + 1 maintain Balance, + 1 Disarm

3rd + 1 Attack per melee, + 2 parry

4th + 1 Strike, + 1 dodge, Select one additional martial art power form Body Hardening, Martial Art Techniques or special katas.

5th + 1 attack per melee, Death Blow 20

6th + 1 Dodge/parry, + 1 maintain balance

7th + 1 Strike, + 1 Roll With Punch/Impact/fall, Critical Strike 18 - 20

8th + 1 Attack Per Melee, + 1 Disarm, Select one additional martial art power form Body Hardening, Martial Art Techniques or special katas.

9th + 1 Strike, + 1 Dodge/parry, Knock Out/ Stun 18 - 20

10th + 1 Attack per melee, + 1 Parry

11th + 1 Strike, + 1 Disarm

12th + 1 Roll With Punch/Fall/Impact, + 1 Maintain Balance

13th + 1 Attack per Melee, + 1 Strike

14th + 1 Dodge/Parry, Death Blow 19 - 20

15th + 1 attack per Melee, +1 Disarm, Add one Zenjorike power.

WHY STUDY Kodachinitou Ryu?

It is a quick, deadly art that also has a lot of defensive movements.

Kogusoku

By Kuseru

Entrance Requirements: Minimum Attributes include P.S.: 12, and P.E.: 10.

Skill Cost: 8 Years (6 Years as a Secondary Martial Art Style).

Kogusoku (also called Torite Kogusoku) is a form of early close combat which stresses both grappling techniques and weapon use. It was founded in the late Muromachi period, around 1573 by Araki Mjinsai Minamoto no Hidenawa. Weapons taught include the tachi, kodachi, tanto, bokken, naginata, nagimaki, kusarigama, chigiriki, and ryofundo. Training can be found in Gunma and Saitama Prefectures in Japan.

Costume: Haramaki (Chain armor) or better.

Stance: None.

CHARACTER BONUSES

Add +1 to P.S.

Add +2 to Spd.

Add +15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Power Block/Parry, Automatic Roll, Breakfall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand, Rotary Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick, Drop Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Leap, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow, Forearm, Combination Grab/Attack, Combination Strike/Parry, Automatic Flip/Throw, Pin/Incapacitate, Crush/Squeeze.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock.

Weapon Kata (Pick two): W.P. Bokken, W.P. Chigiriki, W.P. Kodachi, W.P. Kusari-gama, W.P. Nagimaki, W.P. Naginata, W.P. Ryofundo, W.P. Tachi , or W.P. Tanto.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of one (1) Power from Body Hardening or Special Kata.

Language: Japanese.

Weapon Proficiencies: W.P. Bokken, W.P. Chigiriki, W.P. Kodachi, W.P. Kusari-gama, W.P. Nagimaki, W.P. Naginata, W.P. Ryofundo, W.P. Tachi , W.P. Tanto.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Araki Ryu Kusarijutsu (4 Years), Hakko Ryu Jujutsu (5 Years), Jujutsu (3 Years), Kito Ryu Jujutsu (6 Years), or Masaki Ryu Kusarijutsu (5 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, Critical on a Natural 20.

2nd: +2 to Body Flip/Throw (2D6 damage), +1 to Maintain Balance.

3rd: Select One (1) Martial Art Power from Body Hardening or Special Kata.

4th: +1 to Parry, +2 to Damage, +1 to Strike.

5th: +1 Attack per Melee, Critical on a Natural 19, or 20.

6th: +2 to Roll with Punch/Fall/Impact, Death Blow on a Natural 20.

7th: +1 Body Flip/Throw, +1 to Maintain Balance.

8th: Select One (1) Martial Art Power from Body Hardening or Special Kata.

9th: +1 Attack per Melee, +1 to Strike, +1 to Parry/Dodge.

10th: +1 to Damage.

11th: +1 Body Flip/Throw, +1 to Maintain Balance.

12th: +1 to Roll with Punch/Fall/Impact , +1 to Parry/Dodge.

13th: Select One (1) Martial Art Power from Body Hardening or Special Kata.

14th: +1 Attack per Melee.

15th: +2 to Body Flip/Throw (3D6 damage), +2 to Damage.

WHY STUDY Kogusoku?

An old form of grappling, Kogusoku also provides adequate weapon skills. Just what every foot soldier needs on the battlefield.

Koluqis

By Sinestus

Koluqis was developed in the Northern Wilds by the Tribe of the Black Moon, a Lupian collective. It was designed as something to teach the non-bonded children, so that they'd still feel special (and still be useful if war arose.)

The style itself is designed around the natural strategy of the Urugisa hunting packs. Like the Worgs, the fighter learns to assess their opponent in during the hunt, and allow their victim to make a mistake before striking. A master will enter combat range quickly, leap attacking those who flee, then spend the first few melees defending, waiting for an opening. Then, in a flurry of motion, the hunter strikes, usually wounding their opponent beyond salvation.

Requirements: The Spirit of Power, or P.S.: 12, P.P.: 10.

.... Selecting this style costs Hand to Hand: Martial Arts +3 other skills in PFRPG.... see

[Lupians](#)

Training: 8 years

Character Bonuses: Only for those without the Spirit of Power:

+2 to P.P..

Stance: Sidelong with opponent, with a wide and low-set leg stance, hands at waist level over knees.

Outfit: Tunic, pants, short sword (for those without Spirit of Power)

Combat Skills

Attacks per Melee: 1

Hand Attacks: knife hand, palm strike, back hand, dual-claw strike (does 2D4 damage w/o claws, uses both hands), power punch.

Foot Attacks: kick attack, snap kick, crescent kick

Basic Defense Moves: roll, dodge, parry, automatic parry

Advances Defense Moves: power block/parry, parry/strike

Jumping Attacks: Leap Kick (2D6 critical), Leap Claw (4D4 critical)

Holds/Locks: none

Escape Techniques: roll, handstand

Modifiers to Attack: critical (from behind),

Special Moves: claw/kick (similar to the Te move, grabs main body, kicks to gut, deals dual claw damage +4D4 to body. Cannot be rolled with.), Head Butt,

Weapon Katas: Knife or Sword (only if not bearing claws.)

Additional Skills: Prowl (+5), Running

Martial Arts Powers: Receives Trapping, and Warrior's Spirit Kata.

Specialty Kata/Technique: Trapping: Takes two or three melees to employ. For the first melee, only defensive actions may be used, so that the fighter can "get" his opponent's rhythm. After that, the fighter has two options: Cluster Strike, or Countering. Cluster Striking may occur in the second melee (thus ending the technique), and requires the fighter to defend until the opponent has used all but his last two attacks, at which point the fighter can power block/parry the next

attack, and immediately follow up with a half his melee attacks in a single action (defending the attacks after the power block/parry is done at half); however, if the power block/parry is successfully defended against the other attacks cannot occur.

Countering requires the fighter to sacrifice another melee to pure defense, then, during the third melee, the fighter may auto-power block/parry all his opponent's attacks (effectively doubling his own). All power block parries deal 1D4 + claw damage to main body. Strikes following the power block/parry receive no the P.S. damage bonus if the power block/parry is defended successfully. (Thus each action gets power block/parry [parry with 1D6 strike] followed by strike)

Level Advancement Bonuses

1st: +2 to strike,

2nd: +2 to parry, +1 to dodge

3rd: +2 to leap (4'), Critical from Behind

4th: +1D6 to Spd, +1 to P.P.

5th: +1 to roll, +1 attack

6th: +1 to leap (4')

7th: Critical 18+, Select one power from Body Hardening

8th: +1 to leap (4'), +2 to roll

9th: +1 to parry/dodge

10th: +1 attack

11th: Select one power from Body Hardening

12th: Critical 17+, +1 to parry/dodge

13th: +1D6 to Spd, +1 to leap (4')

14th: +1 attack, +1 to dodge

15th: +1 to strike and parry

Koppo

By RMHOWA01@ulkyvm.louisville.edu

Koppo was developed by in reply to the rise of cyborgs in the Battle Angel universe. It was created in the early eighth period (~ 1200 years ago) by the Japanese general Yamato Shin to allow normal humans a chance when facing cyborgs in combat. The art drew much of its background from Aikido (to keep the cyborg away long enough to do something else), as well as several other martial arts.

Techniques known at first level: Body block/tackle, body flip/throw, break fall, disarm, holds, roll with punch/fall/impact, pull punch, kick attack (2d4), karate strike (2d4)

Bonuses: +4d6 SDC, +1d3 ME, +1d2 PS, +2 PP, +1 PE

LEVEL ADVANCEMENT BONUSES

Level 1: Two attacks per round; +3 break fall, +2 roll with punch/fall/impact, +2 parry, +1 strike, palm strike (2d4), knife hand (2d4)

Level 2: +2 body flip/throw, +1 initiative, +2 parry/dodge, snap kick (1d6)

Level 3: +1 attack, +2 damage, +2 pull punch, backward sweep, leg throw

Level 4: Autododge, +1 body flip/throw, roundhouse kick (3d6)

Level 5: **Penetrating Strike**, power punch, critical flip on 19-20

Level 6: +1 parry/dodge, +1 body flip/throw, +2 pull punch

Level 7: +1 attack, critical on 18-20, critical from behind, crescent kick (2d4+2)

Level 8: **Hertza Haeon**, auto flip/throw, death blow on natural 20

Level 9: Double PPE, leap attacks

Level 10: +1 attack, jump kick(6d6), wheel kick (2d6)

Level 11: +1 parry, +2 break fall, +2 dodge, +3 strike with knife hand

Level 12: **Final Blow**, +1 attack, +1 body flip/throw

Level 13: +1 initiative, +2 parry, +2 strike with punches

Level 14: Death Blow! +2 damage, +2 pull punch

Level 15: +1 attack

Hertza Haeon:

PPE: 3

The Hertza Haeon is a technique in which the cyborg focuses their internal power to a frequency that will disrupt electrical impulses within living beings, causing additional damage. The Hertza Haeon allows the cyborg to do double damage with the attack, but the cyborg themselves take 1 HP damage each time the attack is used. The Hertza Haeon will not work through armor, however, it does work through forcefields, doing 1/2 damage to the field, and 1/2 damage to the target. The Hertza Haeon is fully effective against partial conversion borgs, but only 50% as effective on full conversion borgs.

Penetrating Strike:

PPE: 4

Penetrating strike enables the character to penetrate armor, including power armor and the bodies of cyborgs! The character does normal damage to the armor and 1 point of SDC to the target in the armor or the organic portion of the cyborg for each 1d6 the attacker does in SDC damage (if the attack does 5d6 SDC, the target within the armor takes 5 points SDC, 1 MD point means 15 SDC to the target within the armor). Add 1/2 the normal SDC P.S. bonus to the damage done through the armor as well. If the damage gets through the

SDC and starts affecting HP (in the case of cyborgs, it immediately affects HP), the target must save vs psionics or be knocked unconscious by the blow.

Final Blow:

PPE: 4 Base +1 per 1 PS

The Final Blow technique allows the character to do supernatural damage, but at a potential of killing the character! By spending the base 4 PPE, the character can do damage as though their PS is supernatural. For each additional PPE spent, the character's effective PS increases by 1. The downside of this attack is severe. For the base 4 PPE, the character takes 2d6 +4 damage directly to HP. For each additional point of PPE, the character takes an additional 1 HP damage. The Final Blow is active 1 melee round.

KRABI KRABONG (EXCLUSIVE)

By Kuseru

Entrance Requirements: Restricted to Honorable Alignments. Attribute Restrictions are: M.E.: 10.

Skill Cost: 10 years.

Krabi-Kabrong, the predecessor Thai Kick Boxing, an ancient weapons based art is taught to the Thai Military and many other martial artists. Krabi-Kabrong teaches six different weapons: Staff, Gnow (bladed staff), single sword, double sword, Mai Sau (wooden club worn on the forearm), and the combination of spear and shield. During training the student will start learning to use the weapons against the same type of weapon. After time and learning have progressed, weapons will then be matched against the other types in order to learn the strengths and weaknesses of each. Krabi-Kabrong employs unarmed techniques that are precursors of Thai Kick Boxing. Buddhism is an integral part of the training.

Krabi-Kabrong also involves spirituality and tradition that is very important to the Thai people. Initially students go through a ceremony in which they will be protected from injury, during this ceremony they promise to uphold five principles of Krabi-Krabong: 1) always speak the truth and never seek to deceive others, 2) never steal, 3) never take life in vain (both human and animal), 4) never engage in wrongful sex, and 5) do not use alcohol and other mind altering drugs. Additionally each student must perform the dance-like Wai Kru before a fight. The Wai Kru is deeply embedded in Thai culture due to their Buddhist beliefs because it pays homage to the students' deities, their ancestors, their instructor and all those who have passed away teaching the art.

Costume: Bright blue pants and tunic.

Stance: Facing opponent with one foot forward and the other back, shifting balance from foot to foot in preparation to kick. Arms extended forward grasping weapon.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll, Maintain Balance.

Attack Moves: Leap.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Break fall.

Hand Attacks: Punch, Power Punch, Backhand, Palm Strike.

Foot Attacks: Kick, Snap Kick, Trip/Leg Hook.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Leap Attack, Death Blow, Critical, Combination Strike/Parry, Knee, Elbow, Forearm.

Weapon Katas: WP Gnow(bladed staff), WP Mai-Sau(wood club worn on forearm), WP Paired--Spear and Shield, WP Paired--Swords, WP Staff, WP Sword.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select one power from Body Hardening, Martial Art Techniques, or Special Katas.

Language: Thai.

Cultural Skills: Ritual Dancing.

Philosophical Training: Buddhism.

LEVEL ADVANCEMENT BONUSES

1st: +2 to Parry, +1 to Dodge, +2 to Strike.

2nd: +2 to Roll.

3rd: +1 to Maintain Balance, KO/Stun on a 19 or 20.

4th: +2 to Damage with weapon, Critical on an 18, 19, or 20.

5th: +1 Attack, +1 to Damage.

6th: +1 to Strike, +1 to Maintain Balance.

7th: Select one power from Body Hardening, Martial Art Techniques, or Special Katas.

8th: +1 to Roll, +2 to Damage with weapon.

9th: +1 to Maintain Balance.

10th: +1 to Attack, +2 to Parry/Dodge.

11th: +2 to Damage with weapon.

12th: +1 to Damage, +1 to Maintain Balance.

13th: +1 to Roll, Select one power from Body Hardening, Martial Art Techniques, or Special Katas.

14th: +1 Attack, +1 to Parry.

15th: Death Blow on a Natural 19 or 20.

WHY STUDY KRABI KRABONG?

A dangerous martial art with its use of weapons and good unarmed techniques make up for its lack of mental powers.

Krav Maga

By [danzig138](#)

This is a relatively unique style of fighting developed by Imi Lichtenfeld in the 1940's (around 1948), in Israel. Lichtenfeld felt that existing martial arts were not quite adequate for streetfighting, so he began to study how people responded to attacks, and developed this style based on the body's natural movements.

Krav means " combat", "fighting", or "battle". Maga translates as "touching" or "in contact", and Krav Maga is usually translated as "Combat Contact". This is the official fighting style of the Israeli Defense Forces, and was initially secret. But in 1963-64, the style became open to civilians, and has since spread to places such as Brazil, the USA, France, Norway, and England. It teaches it's students a philosophy of independence and self-confidence. It has four main principals: Courage, Emotional Stability, Patience, and Self-Respect. In combat, the philosophy ranges from "don't get hurt", to" kill the other guy before he kills you". One of the more unique aspects of Krav Maga is that it adapts to the student, instead of the student adapting to it. This is part of what makes it popular.

Today, the style is taught to all kinds of people, from children to elderly people. Most of the students study the self-defense aspects, but never really get into the streetfighting techniques. It has become popular with many law-enforcement officials and military personnel, including the F.B.I., the C.I.A., and several Brazillian Special Forces units.

Entrance Requirements: None

Skill Cost: 3 years

Costume: Standard Gi

Stance: Initially none. Students are taught to react from various natural positions, such as sitting, or lying down. Once combat starts, the student assumes a stance with his feet spread shoulder's-width apart. The majority of his weight is carried on the front foot. His body is turned slightly (providing a smaller target, and protecting the groin), and his hands are at shoulder level, in front of his face.

CHARACTER BONUSES

Add 1 to M.A.

Add 1 to P.S.

Add 1 to P.P. Add 1 to P.E. Add 5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Breakfall, Circular Parry, Combination Parry/Attack, Disarm.

Hand Attacks: Strike (Punch), Knife Hand, Power Punch, Backhand, Palm Strike.

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Crescent Kick, Tripping/ Leg Hook.

Jumping Foot Attacks: Jump Kick, Flying Jump Kick.

Special Attacks: Death Blow, Knee, Forearm, Elbow, Body Flip/Throw, Combination Grab/Kick, **Groin Slap** (used against someone who is holding you, this is a "slap" to the groin. Requires a strike roll of 13 or better, inflicts 1D6 damage, plus the victim must Save vs. Pain, or lose Initiative and 1-2 attacks), **Groin Kick with Hammer Strike** (This requires two strike rolls. The first is for a kick to the groin, which, if successful, inflicts 1D8 damage, and a Save as per the Groin Slap, followed up by a Hammer Fist to the face or back of the neck

for 1D8 damage).

Holds/Locks: Choke, Crush/Squeeze, Neck Hold, Neck Hold/Choke, Arm Hold, Wrist Lock, Elbow Lock, Paralysis Attack.

Weapon Katas: Knife, Short Staff, Long Staff (Military personnel learn to use their rifles as staffs also).

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Blood Flow Atemi, Grasping Hand Atemi.

Physical: Athletics, Pressure Point Control Tactics (by Lee Casebolt).

LEVEL ADVANCEMENT BONUSES

Level 1: +2 Roll with Punch/Fall/Impact, +1 Dodge.

Level 2: +1 Strike, +2 Parry.

Level 3: +1 Attack per Melee, +1 Maintain Balance, Knock-Out/Stun on Natural 20.

Level 4: +1 Damage, +1 Dodge, +1 Disarm.

Level 5: +1 Strike, +2 to Holds*.

Level 6: +1 Attack per Melee, +1 Parry, Critical Strike on Natural 19-20.

Level 7: +2 Roll with Punch/Fall/Impact, +1 Dodge, knock-Out/Stun on Natural 19-20.

Level 8: +1 Maintain Balance, Death Blow on Natural 20.

Level 9: +1 Attack per Melee, +2 Disarm.

Level 10: +2 Parry/Dodge, and Roll with Punch/Fall/Impact.

Level 11: +1 Strike, Knock-Out/Stun on Natural 18-20.

Level 12: +1 Attack per Melee, Critical Strike on Natural 18-20.

Level 13: +2 to Holds*, Death Blow on Natural 19-20.

Level 14: +2 Roll with Punch/Fall/Impact, +1 Dodge.

Level 15: +1 Strike/Parry, +2 Disarm, Knock-Out/Stun on Natural 17-20.

* Applies to all of the manuevers listed under Holds, above.

Why Study Krav Maga?

For practical self-defense that can be learned in a short time, this is hard to beat. Unfortunately, it is weak on the mystical, inner aspects.

KRAV MAGA

By Kuseru

Entrance Requirements: No Alignment Restrictions. Minimum Attributes are: I.Q.: 8, P.P.: 10.

Skill Cost: 6 years.

Krav Maga first appeared about 40 years ago, it was created by the Israeli Defense forces to teach self defense to a many people with varying abilities in a short amount of time. Krav Maga utilizes techniques from Aikido, Boxing, Judo, Jujitsu, and Karate. The style builds on natural reflexes so the student can build up a number of simple, effective techniques for different situations especially grappling. Krav Maga has no Katas or specific sequences that must be followed. Students use the basic sequence of moves with any other dynamic moves to fend off an attack, the idea being adapt and improvise. Students are also taught effective striking techniques. Punching is taken from boxing as opposed to the traditional martial art styles and low kicks to knee and groin are emphasized. Defense against stick, knife, gun, and bayonet rifle are also taught. As training continues, learning to deal with multiple armed opponents are introduced. Situations do not have specific sequences since predicting the actions of people is near impossible, so the student must use is taught to cope with any situation. In addition, hostage situations, covert debilitation, and assassination are taught.

Costume: Casual sweat pants, tennis shoes, and a white t-shirt.

Stance: None.

CHARACTER BONUSES

Add +2 to P.S.

Add +2 to P.P.

Add +2 to P.E.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Multiple Dodge, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand.

Foot Attacks: Kick, Snap Kick, Trip/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Critical, KO/Stun, Combination Grab/Kick, Knee, Elbow, Choke.

Holds/Locks: Neck Hold, Wrist Hold, Wrist Lock, Entangle.

Weapon Katas: WP Stick(Baton), WP Knife.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select one power from Martial Art Techniques or Body Hardening.

Language: Hebrew.

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll, +1 to Parry/Doge, +1 to Strike.

2nd: +1 to Disarm, KO/Stun on a 19 or 20.

3rd: +2 to Damage, +1 to Parry/Dodge.

4th: +1 Attack, +1 to Roll.

5th: +2 to Punch, Select one power from Martial Art Techniques or Body Hardening.

6th: +1 to Disarm, Critical on a 19 or 20.

7th: +1 to Damage, +1 to Kick

8th: +1 to Punch, +1 to Parry/Dodge.

9th: +1 Attack, +2 to Roll.

10th: +1 to Damage, Select one power from Martial Art Techniques or Body Hardening.

11th: +2 to Disarm, Death Blow on a Natural 20.

12th: +1 to Punch, +1 to Parry/Dodge.

13th: +1 Attack, +1 to Roll.

14th: +1 to Strike, +1 to Kick.

15th: Select one power from Martial Art Techniques or Body Hardening.

WHY STUDY KRAV MAGA?

A modern, effective self defense art that deals well with multiple attackers and new or unexpected situations. Good overall technique for those in a hurry.

Kuk Sool Won (Exclusive)

By [danzig138](#)

Kuk Sool Won is a martial art form that has its roots in the very ancient martial traditions of Korea. It derives its techniques from the arts, Sado Mu Sool (Tribal/Family martial Arts), Bulkyo Mu Sool (Buddhist Martial Art), Koong Mu Sool (Royal Court Martial Arts).

These were the first martial arts developed in Korea. Kuk Sool Won was founded in 1961 by Grandmaster In Hyuk Suh after more than one-half of a century of research. He brought Kuk Sool to the United States in 1974.

Kuk Sool is a "Hard-Soft" style, meaning it combines soft, circular techniques with hard, straight-line techniques. The style places a strong emphasis on speed and grace, and the development of internal, ki, or chi energy.

The approach to combat will vary with the practitioner. Some will react in a circular, defensive manner, attempting to use the opponent's energy against him, while some will simply lash out with strong, fast attacks, intending to disable the opponent as soon as possible.

Training in Kuk Sool is readily available in many parts of the world.

Entrance Requirements: None

Costume: Standard karate gi, with minor differences that vary by standing

Stance: Varies. Kuk Sool uses several different stances that are used in different situations.

CHARACTER BONUSES

Add 1 to P.S.

Add 1 to P.P.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Attack Moves: Back Flip, Cartwheel

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Combination Parry/Attack, Circular Parry

Hand Attacks: Strike (Punch), Palm Strike, Fore-Knuckle Fist, Knife Hand, Fingertip Attack

Basic Foot Attacks: Kick Attack, Snap Kick, Axe Kick, Roundhouse Kick, Tripping/Leg Hook, Reverse Turn Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

>**Special Attacks:** Death Blow, Leap Attack, Body Block/Tackle, Body Flip/ Throw, Elbow, Knee, Choke Hold

Holds/Locks: Arm Hold, Body Hold, Wrist Lock, Elbow Lock

Weapon Katas (Pick three): W.P. Sword, W.P. Staff, W.P. Spear, W.P. Rope (equal to W.P. Chain), W.P. Fan (see below)

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select two from Ateimi Abilities, Chi Mastery, Martial Art Techniques, or Specialty Katas

Physical: Gymnastics

Philosophical Training: None or Buddhism

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Roll with Punch/Fall/Impact, +1 to Strike

Level 2: +1 to Parry/Dodge

Level 3: Knock-Out/Stun on a Natural 19-20, +1 to Back Flip/Cartwheel

Level 4: +1 Attack per Melee, +1 Damage

Level 5: Critical Strike on a Natural 19-20, +1 to Maintain Balance

Level 6: Select one additional Martial Art Power from Atemi Abilities, Chi Mastery, Martial Art Techniques, or Specialty Katas

Level 7: +1 to Strike, Parry, Dodge

Level 8: +1 Attack per Melee, Knock-Out/Stun on a Natural 18-20

Level 9: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance

Level 10: Critical Strike on a Natural 18-20

Level 11: Select one additional Martial Art Power from Atemi Abilities, Chi Mastery, Martial Art Techniques, or Specialty Katas

Level 12: +1 Attack per Melee

Level 13: +2 to Parry/Dodge

Level 14: +1 to Strike/Damage

Level 15: Death Blow on a Natural 20

Why Study KUK SOOL WON?

Kuk Sool Won is a well-balanced art, providing long-range attacks, short-range attacks, and grappling skills, combined with a fair degree of internal, chi training.

W.P. Fan

(From Rifts Japan)

Bonuses: +1 to parry at levels 1,3,6,9,12,and 15.

Damage: 1D4

It can be used in place of a sword or knife to parry attacks.

Hand to Hand: Kung Fu (Quickie version)

By Kuseru

NOTE: Does not get "two attacks for living"!

There are a variety of different styles of kung fu. What follows is a variation of Chinese Fu Chiao Pai "Tiger Claw." The focus of this martial art is on strength and power, building strength and endurance. It is a very offensive style stressing linear attacks and solid, maximum damaging strikes.

Requirements: Three skill selections.

Attacks Per Melee: 2

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Maintain Balance, Back Flip, Dodge, Parry, Auto Parry, Punch, Claw Strike, Palm Strike, Kick, Tripping/Leg Hook, Backward Sweep, Knock-Out/Stun, Critical Strike, Critical Strike from Behind.

Level Advancement Bonuses

1st: +2 to roll with punch/fall/Impact.

2nd: +1 to strike and +2 to damage.

3rd: Backhand and Crescent Kick.

4th: One additional attack per melee round.

5th: +2 to parry and dodge.

6th: Leap Attack.

7th: +1 to leap (add six feet) and +2 on initiative.

8th: One additional attack per melee round.

9th: Critical strike on an unmodified roll of 18, 19 or 20.

10th: +1 to strike and +3 to damage.

11th: +2 to roll with punch/fall/Impact, +1 to leap (add six feet).

12th: Jump Kick.

13th: +1 to parry and dodge.

14th: One additional attack per melee round.

15th: Death Blow on a Natural 20.

Kung Jung Musul (Palace Martial Skill)

By [Ray Bull](#)

This style dates from about 625 A.D., having been founded in the pre-Korean kingdom of Silla. Created as a martial art for palace guards, it has survived until modern day by teaching skills that any bodyguard would find valuable. Even the Hwarang adapted some of it's training methods for use in Hwarang Do. To survive the periods in Korean history when martial arts were out of favor or banned by conquering foreigners, Kung Jung Musul became a secret style. It was passed from master to student in the strictest secrecy, down through the ages. In fact the existence of this style is one of the greatest secrets of the bodyguard community.

To learn Kung Jung Musul, one must go to Korea and seek out the grandmaster of this style. Any freelance bodyguard who knows this style will not teach it to the general public as it represents his, and his brothers in arms, edge against the enemy.

In combat, a Kung Jung Musul stylist will instantly assess his opponent. If a threat they will be eliminated as fast as possible. If not they will be verbally pacified, and shuffled out of the way. Ancient weapons are taught as part of the curriculum to encourage proficiency in using both hands and to enhance the effectiveness of the art.

Entrance Requirements: Anyone seeking to learn Kung Jung Musul must have the Bodyguard skill package

Skill Cost: 9 years (Primary), 4 years (Secondary)

Costume: Normal Clothing

Stance: None

CHARACTER BONUSES

Add +5 to Chi

Add +1 to M.E.

Add +1 to P.E.

Add +1 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Leap, Maintain Balance

Attack Moves: Leap, Somersault

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Disarm, Circular Parry, Combination Parry/Attack

Hand Attacks: Strike (Punch), Backhand, Palm Strike, Knife Hand

Basic Foot Attacks: Kick Attack, Crescent Kick, Wheel Kick, Backwards Sweep, Reverse-Turning Kick

Special Attacks: Deathblow, Body Block/Tackle, Automatic Body Flip/Throw, Critical Body Flip/Throw, Crush/Squeeze, Choke, Combination Grab/Kick, Paralysis Attack, Leap Attack

Weapon Katas: W.P. Dan Sang Gum, W.P. Dan Sang Gum (Paired), W.P. Dan Bong, W.P. Dan Bong (Paired)

Holds/Locks: Neck Hold/Choke, Arm Hold, Automatic Arm Lock

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Knockout/Stun from Behind, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: You may select a total of three (3) Powers from among Body Hardening Exercises, Martial Arts Techniques, and Special Katas.

Languages: Korean

Survival: Interrogation, Concealment

Cultural: Holistic Medicine

Weapon: W.P. Dang Sang Gum, W.P. Dang Sang Gum (Paired), W.P. Dan Bong, W.P. Dan Bong (Paired)

Temple: Fasting

Philosophical Training: Buddhism

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Moo Gi Gong (5 Years), Sankukai (6 Years), Tae Kwon Do (4 Years), Tai Chi Ch'uan (5 Years), Taido (7 Years), Te (4 Years), Yu Sool (7 Years)

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Roll with Punch/Fall/Impact, +1 to Disarm, Critical Strike on a Natural 20, Critical Strike from Behind

Level 2: +1 to Parry/Dodge, +1% to Detect Concealment, Knockout/Stun from Behind

Level 3: +1 Attack per Melee, +1 to Strike

Level 4: +1 to Holds/Locks, +1% to Detect Ambush, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas

Level 5: +1 to Body Flip/Throw (Body Flip/Throw now does 2d6 Damage), Critical Strike on a Natural 18+

Level 6: +1 to Roll with Punch/Fall/Impact, +1 to Rear Attacks

Level 7: +1 Attack per Melee, +1% to Detect Concealment, Select one (1) Martial Arts Power from Body Hardening Exercises, Chi Mastery, or Martial Arts Techniques

Level 8: +1 to Parry/Dodge, Add one (1) Level to Weapon Kata: W.P. Dan Sang Gum (Paired)

Level 9: +1 to Damage, +1 to Disarm, +1% to Detect Ambush

Level 10: +1 to Body Flip/Throw, Double Existing Chi

Level 11: +1 to Roll with Punch/Fall/Impact, Select one (1) Martial Arts Power from Body Hardening Exercises, Chi Mastery, or Martial Arts Techniques

Level 12: +1 Attack per Melee, +3% to Detect Concealment, Add one (1) Level to Weapon Kata: W.P. Dan Bong (Paired)

Level 13: +1 to Strike, +1 to Rear Attacks

Level 14: +1 to Parry/Dodge, +3% to Detect Ambush, Knockout/Stun on a Natural 19+

Level 15: +1 to Damage, +1 to Holds/Locks

Why Study KUNG JUNG MUSUL?

Kung Jung Musul stylists are dedicated to one thing, becoming exemplary bodyguards. As a martial art Kung Jung Musul lacks focus. But as an enhancement for bodyguarding skills, it is unequalled.

Note: The Dan Sang Gum is the Korean version of the Butterfly Sword. The Dan Bong is the Korean version of the Escrima stick.

Kuno Ryu

By Himura_Battosai

Entrance Requirements: Limited to honorable minimum attributes include I.Q. 9, P.P. 10

Skill Cost: 8 years (5 years as a secondary form)

Kuno Ryu is a school of swordsmanship formed in the 1700's, founded by Kuno Taro. Kuno Ryu is a Katana style of sword play and does not use the daisho as paired weapons. Over the years it has become an effective form when used in Kendo.

Costume: Keikogo (quilted navy blue jacket) and a hakama

Stance: Facing opponent with one foot forward and the other back. arms extended forward with sword in a two handed grip.

CHARACTER BONUSES

Add 5 to Chi

Add 2 to M.E.

Add 2 to M.A.

Add 1 To P.E.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll with punch/fall/impact, Maintain Balance

Basic Defense: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Combination parry/attack, power block/parry, Automatic Roll, Breakfall

Hand Attacks: Strike (punch)

Basic Foot Attacks: Kick attack, Backwards Sweep, Leg hook/trip

Jumping Foot Attacks: Jump kick

Special Attacks: Death Blow, Leap Attack, Combination strike/parry, Combination grab/slash, Forearm, Thousand stabs (special) All attacks are delivered in the first melee attack. for the rest of the melee cannot dodge, only parry

Weapon Katas: W.P. Katana, W.P. Wakizashi, W.P. Bokken

Modifiers to Attacks: Pull Punch, Knock out/stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select Three powers from among Body Hardening, Martial Art Techniques, or Special Katas. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: haiku, Calligraphy, Ukio-E (ink brush painting)

Physical Skills none

Philosophical Training: Zen

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: Zanji Shinjinken Ryu (4 years), Te (3 years), Hiten Misurugi Ryu (6 years), Jujutsu (3 years)

LEVEL ADVANCEMENT BONUSES

1st + 2 Strike, + 1 parry/Dodge, + 1 Roll with punch/fall/impact, Critical strike or Knock out from Behind

2nd + 1 dodge, + 2 maintain Balance

3rd + 1 Attack per Melee, + 1 Roll with Punch/fall/impact

4th + 1 Strike, Select one additional martial art power from body hardening, martial art techniques, or special katas

5th + 1 dodge/parry, + 1 roll with punch/fall/impact

6th + 1 Attack per melee, + 2 maintain Balance

7th + 2 break Fall, + 1 strike, + 1 dodge

8th + 1 Attack per melee, Critical Strike 18-20

9th double Chi, knock out/stun, 19-20

10th + 1 attack per melee, + 1 strike, + 1 parry

11th + 1 dodge, Select one additional martial art power from body hardening, Chi Mastery, or special katas

12th + 1 break fall, + 1 roll with punch/fall/impact

13th + 1 Attack, Death 18 - 20

14th + 1 dodge, knock out/stun 19-20

15th + 1 dodge/parry, + 1 attack per melee, One Zenjorike power

WHY STUDY Kuno Ryu?

Uh! To be like Kuno Tatewaki. A sword form that blends the aggressive approach of Zanji Shinjinken Ryu with more defensive moves. Has problems dealing with multiple attackers. It works well as a dueling Form.

KUNTAO

By Kuseru

Entrance Requirements: No Alignment Restrictions. Minimum Attributes are: P.S.: 8, P.E.: 8, and Spd.: 8.

Skill Cost: 8 years.

The Fukien Chinese word for fist way or law is Kuntao(also spelled Kuntau or Cuntao). Movements are composed of jumping and swinging shoulders with the body's joints and muscles locked in forming one unit. The student of Kuntao will strike his opponent before the opponent can respond. He stands like a tree, then explodes much like a force of nature. A Kuntaoist's hands are known as "fire hands" because of the kind of strikes executed. The master believes that if he has one finger on his body that can move, he has one finger he can kill with. All strikes are delivered in a bull whip fashion and the body cracks like an alligator's tail. If done properly the enemy will fall without having seen the strike. Students of Kuntao train the left side of the body for speed and the right side for power. This system trains the student's kicks to step on the enemy's body, and his hands to strike in a similar way, a master will insure that his attacks stay with the enemy as he falls. As with physical and mental training, there is a spiritual focus for the student to follow throughout the day; wherever he is, he has to live a prayer, knowing that everything in this world is totally dependent on the eternal mind. Yet, a master drives himself hard everyday, believing that everything in the world depends on himself.

Costume: Street clothes.

Stance: None.

CHARACTER BONUSES

Add +2 to P.S.

Add +2 to P.E.

Add +2 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll, Maintain Balance.

Attack Moves: Leap.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: None.

Hand Attacks: Punch, Palm Strike, Backhand, Duo Knuckle Fist, Knife Hand, Uppercut, Power Finger Tip Attack(Special! Does 1D6 Damage directly to Hit Points).

Foot Attacks: Kick, Trip/Leg Hook, Snap Kick.

Special Attacks: Leap, Critical, Death Blow, Knee, Elbow.

Weapon Katas: None.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select two powers from Chi Mastery, Body Hardening, or Special Katas.

Language: Chinese.

Other Skills: Streetwise.

Philosophical Training: Taosim.

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, Ko/Stun on a 19 or 20.

2nd: +1 to Damage, +1 to Initiative.

3rd: +1 Attack, Critical on a 19 or 20.

4th: Death Blow on a Natural 20.

5th: +1 to Damage, +1 to Initiative.

6th: +1 to Roll, +1 to Strike.

7th: Select one power from Chi Mastery, Body Hardening, or Special Katas.

8th: +1 Attack, +1 to Damage.

9th: +1 to Strike, +1 to Parry/Dodge.

10th: Critical on an 18, 19, or 20.

11th: Select one power from Chi Mastery, Body Hardening, or Special Katas.

12th: +2 to Damage, +1 to Initiative.

13th: +1 Attack, KO/Stun on an 18, 19, or 20.

14th: +1 to Roll.

15th: Select one power from Atemi Abilities.

WHY STUDY KUNTAO?

A Dangerous martial art that has good offensive abilities. While Kuntao provides Chi skills it is also relatively inflexible.

Kurama Ryu Kenjutsu

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include P.P.: 12, and Spd.: 12.

Skill Cost: 16 years (10 years as a Secondary Martial Art Style).

Kurama-Ryu is a Japanese sword art developed by Ono Shokan between 1573-1593. Later, this style was taught by the Shibata family who have been prominent sword instructors for the Imperial guards and the police for over one hundred years.

This style deals only with the katana. The school is characterized by its frequent use of Ochiotoshi, a technique of cutting through the opponent's sword with your own.

Training can be found from headmaster Shibata Tetsuo in Tokyo Prefecture Japan.

Costume: Keikogi and Hakama

Stance: *Daijodan Kamae*: In this stance, the body and head firmly face the opponent, with the left leg advanced a half step and the right leg to the rear, at a 90 degree angle. The sword is held above the head with the right hand gripping near the sword guard, over the head, and the left hand gripping near the end of the sword in front of the forehead.

CHARACTER BONUSES

Add 5 to Chi

Add 3 to P.P.

Add 2 to Spd.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Somersault, Back Flip.

Attack Moves: None.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack, Auto Roll, Break fall, Disarm.

Hand Attacks: Punch, Rotary Palm Strike, Backhand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap, Knee, Elbow, Forearm, Combination Grab/Attack, Combination Parry/Attack.

Holds/Locks: None.

Weapon Kata: W.P. Katana.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

Martial Art Technique: *Ochiotoshi*: This technique involves striking an opponent's weapon with enough force to cut through it. This technique only works against a successful parry. If the defender successfully parries, the attacker using this technique rolls a D20 to determine

whether or not the defending weapon was cut through (and likely broken). A Natural 12 or higher, with no bonuses, must be rolled to successfully cut through an opponent's weapon.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select two (2) Powers from Martial Art Techniques or Special Kata.

Languages: Japanese.

Weapon Proficiencies: W.P. Katana.

Philosophical Training: Zen Buddhism.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Tenshin Shoden Katori Shinto Ryu Kenjutsu (6 Years), or Zanji Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Initiative, +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 20.

2nd: Add one die of damage to W.P. Katana.

3rd: Select One (1) Martial Art Power from Martial Art Techniques or Special Kata.

4th: +1 Attack per Melee, +1 to Initiative.

5th: +2 to Maintain Balance, Somersault, and Back Flip.

6th: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact.

7th: +1 Attack per Melee, +1 to Initiative.

8th: Select One (1) Martial Art Power from Martial Art Techniques or Special Kata.

9th: +2 to Strike, +1 to Maintain Balance, Somersault and Back Flip.

10th: Add one die of damage to W.P. Katana.

11th: +1 Attack per Melee, +2 to Parry/Dodge.

12th: Select One (1) Martial Art Power from Martial Art Techniques or Special Kata.

13th: Death Blow on a Natural 19 or 20.

14th: +1 Attack per Melee, +1 to Strike.

15th: Select One (1) Martial Art Power from Martial Art Techniques or Special Kata.

Why Study Kurama Ryu Kenjutsu?

A deadly martial art that has the disadvantage of being dependent upon a single weapon for effective combat.

Kyodai na Keru Do (Way of the Giant Kick)

By [Ray Bull](#)

This style was founded in 1989 by Matayoshi Takeda. Takeda was originally a Taido stylist, but while watching a Capoeira demonstration he was amazed by the grace, beauty, and originality of the style. Breaking away from the Taido teachings, Takeda began to follow his own path. Combining what he knew with what he learned of Capoeira, Takeda then formed his own school. Tragedy struck in 1995. The massive Kobe earthquake demolished the school. Master Matayoshi was believed to be in the school, but no-one knows since his body has never been found. His -hopeful- students believe him to be on a muso-shugyo (Warrior's pilgrimage) since he was enamored of Japan's Warring States Period. Others believe him to be on a pilgrimage to all of the Buddhist temples in Japan, because Takeda was a devout Buddhist and talked about this often.

A student of Kyodai na Keru Do (KnKD), is a whirlwind of motion in combat. Leaping and moving at every possible angle, a KnKD stylist buries his opponent underneath a flurry of kicks.

The only school of Kyodai na Keru Do is in Kobe, Japan and is currently being run by the most senior student.

Entrance Requirements: P.P.: 12+

Skill Cost: 8 years (Primary), 4 years (Secondary)

Costume: standard Karate Gi

Stance:

CHARACTER BONUSES

Add +1 to P.S.

Add +2 to P.P.

Add +1 to P.E.

Add +3 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Leap, Cartwheel, Backflip

Attack Moves: Backflip, Cartwheel, Handstand, Leap

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Breakfall

Hand Attacks: Strike (Punch), Backhand, Palm Strike, Knife Hand

Basic Foot Attacks: Kick Attack, Snap kick, Roundhouse Kick, Crescent Kick, Wheel Kick, Axe Kick, Sweep Kick, Trip/Leg hook, Backwards Sweep, Drop Kick, Reverse Turning Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turning Kick, Flying Reverse Spinning Kick (see Taido: page 115, N&SS), *Double Jump Kick* (New! Special! The character jumps up a kicks out with both legs at the same time, striking two different targets. It deals a 1d8 damage Critical Strike to each target. This must be the first and only attack of the melee round.)

Special Attacks: Knee, Deathblow, Leap Attack, Spinning Leap Attack (see Taido: page 115, N&SS)

Modifiers to Attacks: Pull Punch, Pull Kick, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Body Hardening Exercise: Kick Practice. You may select a total of two (2) Powers from among Body Hardening Exercises, Martial Arts Techniques, or Special Katas (No Weapon Katas Allowed).

Languages: Japanese

Physical: Aerobics, Plyometrics

Philosophical Training: Buddhism

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Cha Chuan (5 Years), Kuk Sool (4 years), Tae Kwon Do (4 years), Taido (7 Years)

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Damage, Critical Strike from Behind, Critical Strike on a Natural 20

Level 2: +2 to Roll with Punch/Fall/Impact, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas (No Weapon Katas Allowed)

Level 3: +1 to Maintain Balance, +1 to Parry/Dodge

Level 4: +1 to Leap (Add 6 feet to Leap distance), +1 to Strike with Jump Attacks

Level 5: +1 Attack per Melee, +1 to Strike

Level 6: Deathblow on a Natural 20, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas (No Weapon Katas Allowed)

Level 7: +1 to Damage, +1 to Roll with Punch/Fall/Impact

Level 8: Critical Strike on a Natural 18+, +1 to Strike with Jump Attacks

Level 9: +1 Attack per Melee, +1 to Parry/Dodge

Level 10: +1 to Roll with Punch/Fall/Impact, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas (No Weapon Katas Allowed)

Level 11: +1 Attack per Melee, +1 to Strike

Level 12: +1 to Leap (Add 6 feet to Leap distance), +1 to Strike with Jump Attacks

Level 13: +1 to Maintain Balance, +1 to Damage

Level 14: +1 to Roll with Punch/Fall/Impact, Select either Chi Mastery [Positive]: Body Chi or Chi Mastery [Positive]: Lightning Speed

Level 15: +1 Attack per Melee, +1 to Parry/Dodge

Why Study KYODAI NA KERU DO?

A fast, dynamic martial art that is the ultimate in kicking styles. While Kyodai na Keru Do is able to deal with multiple attackers, it has problems confronting grappling stylists.

Kyokutan Chagi

By Sinestus

Unlike many styles which train fighters in a variety of complex maneuvers which allow them to throw a multitude of attacks all ending in the same basic result, Kyokutan Chagi emphasizes knowing functional techniques that require little imbalance to the fighter. This style focuses on the control of the fighters movements to compliment the opponent in such a way that although it seems an even number of blows are exchanged, only the opponent suffers excessive damage. Students are taught to respect violence and never treat it as a game. Physical conflicts are to be avoided whenever possible; however, if avoidance is proven impossible or unlikely, then one is to deal with the source quickly. Opponents are to be incapacitated, then discouraged from seeking further combat. Maiming is encouraged. Often, once an opponent is rendered unconscious, a few fingers are removed from a hand as a reminder of what violence brings about.

Like Drunken Style Kung-fu, the big power in this style is in the use of the *Roll Attacks*. Roll attacks are only optional following a successful roll maneuver. The move takes two actions, but it occurs in a single exchange. (Thus opponent strikes, defender rolls with impact and immediately performs a roll-kick after.) Roll attacks cannot be automatically defended against (except for automatic rolls), and get both the Roll and Strike bonus to the attack (but only half the damage bonus). Roll Attacks can only use basic hand strikes, snap kicks, kick attacks, tripping leg hooks, and crescent kicks.

Requirements: P.P.: 12, P.E.: 10, M.A.: 13

Training: 8 years

Character Bonuses

+1 to P.E.

+2 to P.P.

+5 to Spd

+10 to Chi

Stance: Relaxed, sidelong with opponent, weight shifting from foot to foot, usually with one hand in a pocket (holding a concealed weapon).

Outfit: Normal clothing

Combat Skills

Attacks per Melee: 3

Hand Attacks: slap/palm strike (only deals 1D4), backhand.

Foot Attacks: tripping leg hook, backward sweep, axe kick, crescent kick, kick attack, snap kick, roundhouse, turning Kick (dodge/kick)

Basic Defense Moves: parry, dodge, automatic parry

Advances Defense Moves: automatic roll, automatic dodge, multiple dodge

Holds/Locks: leg hold

Escape Techniques: roll

Modifiers to Attack: critical, critical from behind, knockout from behind, knockout from roll attack

Special Moves: *Roll Attack* (described above), leg hook/drop (a hooking kick targeting the head, requires 15+ for success, pulls both combatants to ground as per a throw, but cannot maintain balance, deals 2D4 to victim, KO on natural 19+.)

Weapon Katas: Knife (specializing in single edged folding blades)

Additional Skills: plyometrics, anticipation (snap kicks only)

Martial Arts Powers: Select either Chagi (Kick Practice) or the Art of Escape, and select two powers from Arts of Invisibility, Body Hardening, or Martial Arts Techniques.

Level Advancement Bonuses

(use dodge bonus with P.P. for auto dodge)

1st: +2 to Roll Attack, +2 to Automatic Roll/roll with impact.

2nd: +2 to strike, +1 to initiative and dodge, critical from behind

3rd: +1 attack, +1 to anticipation with kicks, knockout from behind

4th: +1 to roll attack, +2 to parry, +1 dodge

5th: Select one power from Arts of Invisibility or body Hardening

6th: +2 to automatic roll/roll with impact, Successful roll with impact reduces damage to one-third.

7th: Critical on 18+, +1 dodge, Automatic Knockout on Natural 20 with Roll attacks

8th: Gains Backflip defend/attack (use Roll attack bonus only)

9th: +1 attack, +1 to anticipation with kicks, +2 to damage Can Use Roundhouse with Roll Attacks

10th: Select one power from Specialty Katas or Chi Mastery, successful roll with impact reduces damage to one-quarter.

11th: Critical 17+, Automatic Knockout on natural 18+ with Roll Attack

12th: +1 to strike, +1 attack, +1 to dodge

13th: Can parry sweeps/leg hooks with snap kicks

14th: Gains Leap Attack, successful roll with impact negates damage.

15th: +1 to automatic roll/roll w/impact, +1 to roll attacks.

Kyudo (The art of killing by the bow)

By [Night Flyer](#)

Kyudo, the Way of the Bow, is the oldest of Japan's traditional martial arts. Between the 4th and the 9th century, China's Confucianism had a great influence on Japanese archery, especially the belief that through a person's archery their true characters could be determined. Hundreds of years of influence by the Shinto and Zen Buddhist religions along more practical need of warriors helped shape Kyudo. Competition between practitioners consist of contests one being where seated archers fire as many arrows as they can through a corridor with a low ceiling at a target at the end.

Entrance Requirements: Characters must be of an Honorable Alignment and committed to a Zen Doctrine. Minimum Attributes are P.P.:11

Skill Cost: 10 Years (6 as secondary)

Costume: Simple yet elegant traditional clothes

Stance: Legs firmly planted on the ground, chest relaxed and open, the head turned toward the target.

CHARACTER BONUSSES

Add +2 to Initiative

Add +3 to P.P.

Add +10 to S.D.C.

Add +10 to Chi

COMBAT SKILLS

Attacks per Melee: 4 (2 in hand to hand)

Escape Moves: Roll with Punch/Fall/Impact

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (punch)

Basic Foot Attacks: Kick Attack

Special Attacks: Death Blow

Weapon Katas: W.P. Bow, WP Targeting (already Figured into Form Bonuses)

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select Two Powers (2) from Arts of Invisibility, Chi Mastery, Martial Art Techniques or Special Katas, Also Select one Zenjorike Power

Language: Japanese

Physical: Archery, Prowl, Horsemanship

Cultural (Choose two): Ikebana, Bonsai, Calligraphy, Haiku, Ukio-E, or Go

Philosophical Training: Zen/Confucianism

If this is your Primary Martial Arts form, then Zanji Shinjinken-Ryu can be learned in a shorter time (4 years)

NOTE: Because of W.P. Targeting, add 20 ft to the effective range of the bow at every level

LEVEL ADVANCEMENT BONUSSES

Level 1: +1 Parry/Dodge, +1 Strike

Level 2: +2 Roll with Punch/Fall/Impact, +1 Damage with bow only, +1 Strike w/ Bow

Level 3: +1 Strike w/ Bow, Select One (1) Martial Arts power from Arts of Invisibility, Chi Mastery, Martial Art Techniques or Special Katas

Level 4: Critical Strike w/ Bow on 19-20, +1 Strike w/ Bow

Level 5: +1 Dodge, +1 Roll with Punch/Fall/Impact

Level 6: +1 attack per melee, Death Blow on Natural 20

Level 7: +1 Strike, Double existing Chi, +1 Strike w/ Bow

Level 8: Select One (1) Martial Arts power from Arts of Invisibility, Chi Mastery, Martial Art Techniques or Special Katas

Level 9: +1 Roll with Punch/Fall/Impact, +2 Dodge

Level 10: +1 Strike w/ Bow, Critical Strike w/ bow 18-20

Level 11: +1 Strike, +1 Roll with Punch/Fall/Impact

Level 12: +1 attack per melee, +1 Damage with Bow only

Level 13: Select One (1) Martial Arts power from Arts of Invisibility, Chi Mastery, Martial Art Techniques or Special Katas, +1 Strike w/ Bow

Level 14: +1 Damage with bow only, Double existing Chi

Level 15: +2 Dodge, Death Blow on Natural 19, 20

Kyudo (The Way of the Bow)

By [Ray Bull](#)

The bow has always been a highly respected and venerated part of Japanese culture. It is used in a ritual dance to open every Sumo tournament. The vibration of it's string is thought to drive away ghosts. It is also featured in many Shinto rituals. Kyudo was developed from Kyujutsu (The Art of the Bow) in the 16th century when firearms were introduced to Japan and the bow was made obsolete in warfare. Now the bow is the central part of a system of spiritual and physical development.

A student of Kyudo will always enter combat slowly and deliberately. Never rushing or hurrying, but always ready before the opponent arrives. Using slow and graceful movements the archer will prepare to shoot at the target. A whistle arrow (Kabura-ya) is always fired first to unnerve opponents and to scare any spirits that might be in the area. If the intent is to stun instead of wound then arrows with wooden balls on the tip instead of arrowheads (Hikime) can be used.

A person seeking to learn Kyudo must go to Japan, where there are a large number of schools.

Entrance Requirements: None

Skill Cost: 12 years (Primary), 6 years (Secondary)

Costume: Black Gi top with white Hakama

Stance: Weak side toward the target, feet slightly wider than shoulder width. Weak hand extended holding the bow toward the target. Strong hand holding the nocked arrow, with another arrow held between the ring and little fingers.

CHARACTER BONUSES

Add +5 to Chi

Add +1 to M.E.

Add +1 to P.P.

COMBAT SKILLS

Attacks per Melee: 1

Escape Moves: Maintain Balance

Basic Defense Moves: None

Advanced Defenses: None

Hand Attacks: None

Basic Foot Attacks: None

Special Attacks: *String Pluck* (New! Special! Any ghost, spirit, or demon within 10 feet of the bow holder must save against Horror Factor: 11 or flee in terror.)

Special Katas: W.P. Yumi (Japanese Longbow. The bow is 2.2 meters long and is held 1/3 of the way up from the bottom.)

Modifiers to Attacks: Knockout/Stun, Critical Strike

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Body Hardening Exercise: Wrist Hardening, and the Mudra of Tranquility and Collection.

Languages: Japanese

Cultural: Arrow Making (45% + 3%/level), Bow Making (35% + 3%/level)

Temple: Meditation

Weapon: W.P. Yumi (Japanese Longbow)

Philosophical Training: Zen Buddhism

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time.
Tai Chi Chuan (5 Years)

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Maintain Balance, Critical Strike or Knockout/Stun on a Natural 20 with W.P. Yumi

Level 2: Recieve Martial Arts Technique: Zanshin

Level 3: +1 to Strike with W.P. Yumi

Level 4: +1 Attack per Melee

Level 5: +2% to Meditation skill

Level 6: +1 to Strike with W.P. Yumi

Level 7: Critical Strike or Knockout/Stun on a Natural 19+ with W.P. Yumi

Level 8: Recieve Chi Mastery: Find Weakness

Level 9: +3% to Meditation skill

Level 10: +1 to Strike with W.P. Yumi

Level 11: +4% to Meditation skill

Level 12: +1 Attack per Melee

Level 13: Critical Strike or Knockout/Stun on a Natural 18+ with W.P. Yumi

Level 14: Recieve Zenjorike: Mindwalk

Level 15: +2 to Strike with W.P. Yumi, +5% to Meditation skill

Why Study Kyudo?

As a fighting style Kyudo doesn't have a lot to offer. But, if you are looking for a method of meditation and a path to self-realization then Kyudo could be the martial art for you.

Special Arrows

Kabura-ya (Whistle Arrow): Any person within 10 feet of this arrow after it is fired must save against Horror Factor: 7 or be at -2 on all combat rolls. Any ghost, spirit, or demon within 10 feet of this arrow must save against Horror Factor: 14 or flee the area.

Hikime (Blunt Arrow): When this arrow is used the number needed to achieve Knockout/Stun is lowered by 2.

Kyuk Too Ki

By [Ray Bull](#)

Entrance Requirements: P.S.: 6, P.P.: 8, P.E.: 6, and SPD.: 6

Skill Cost: 7 years(primary), 3 years(secondary)

CHARACTER BONUSES

Add 1 to P.E.

Add 1 to P.P.

Add 2 to P.S.

Add 3 to Spd.

Add 12 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll w/Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Breakfall, Combination Parry/Attack, Multiple Dodge, Power Block/Parry

Hand Attacks: Strike(Punch), Backhand, Knife Hand, Palm Strike, Power Punch, Double-Fist Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Trip/Leghook, Backward Sweep, Drop Kick, Reverse Turning Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turning Kick

Special Attacks: Knee, Elbow, Forearm, Death Blow, Leap Attack, Combination Grab/Kick, Combination Strike/Parry

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Choose a total of 2 martial art powers from Body Hardening Exercises, Martial Art Techniques, or Special Katas(no weapon Katas)

Language: Korean

Philosophical Training: Bushido

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Choy Li Fut(2 years), Tae Kwon Do(4 years), T'ang Su(4 years), Xing Chiao(3 years)

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Roll with Punch/Fall/Impact, +2 to Damage, +2 to Strike

Level 2: +1 Attack per Melee, +2 to Parry/Dodge

Level 3: +1 Attack per Melee, +1 to Strike

Level 4: +2 to Maintain Balance, Critical Strike on a Natural 18+

Level 5: +2 to Damage, Knockout/Stun on a Natural 18+

Level 6: +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact

Level 7: +1 Attack per Melee, Gain 1 Martial Art Power from Body Hardening Exercises, Martial Art Techniques, or Special Katas

Level 8: +1 to Maintain Balance, +1 to Parry/Dodge

Level 9: +1 to Damage, +1 to Strike

Level 10: +2 to Roll with Punch/Fall/Impact, Gain 1 Martial Art Power from Body Hardening Exercises, Martial Art Techniques, or Special Katas

Level 11: +1 to Strike

Level 12: +2 to Maintain Balance, +1 to Parry/Dodge

Level 13: +1 Attack per Melee, Gain 1 Martial Art Power from Body Hardening Exercises, Martial Art Techniques, or Special Katas

Level 14: +1 Attack per Melee, Death Blow on a Natural 19+

Level 15: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

Why Study KYUK TOO KI?

An impressive combination of Tae Kwon Do and Muay Thai, this style deals well with multiple attackers.

Martial Art Styles L

Name	Game	Application	Country	Author
La Verdadera Destreza	N&S	Conversion	Spain	Flash Fire#
Lei Feng Do	N&S	Fiction	China	Gabriel
Lethwei	N&S	Conversion	Burma	Mantisking
Lizard Style	N&S	Fiction	China	Sinestus
Lockdown	N&S	Fiction	Worldwide	Mantisking
Lojoritzu	N&S	Fiction	Malaysia	Sinestus

Number of Styles: 6



La Verdadera Destreza (Spanish Fencing Style) (EXCLUSIVE)

By [Flash Fire](#)

La Verdadera Destreza, loosely translated as "The True Art and Skill", was the Spanish school of fencing from the fifteenth through the seventeenth centuries. The Spanish masters were widely considered the greatest fighters on the European Continent during that time, and their teachings were sought after by the most serious of duelists throughout the region. The form is unique among martial arts in that it adheres strongly to the principles of mathematics and geometry. Every motion, every attack, every parry, every thought of the Spanish rapier duelist is centered on mathematic principles. The form begins with an imaginary center circle, sometimes called the Mysterious Circle or Magic Circle. This circle represented the distance a combatant would need to effectively strike and hit their enemy. Every motion within and around that circle is planned and executed with precision. Movements are forseen in the shape of circles, lines, quadrangles, and more complex shapes, allowing the duelist to plan exactly where and when they will move. Attacks and parries occur at specific angles and times, giving them precise control over their weapons and the timing of the duel. Outside observers would often see the form in use as a kind of dance, the fighter swirling around in specific steps, designed to give the fighter the maximum advantage in a fight.

The straight forward advantages in combat were not the only reasons for use of the circle in dueling. The circle, at the time, was believed to invoke semi-mystical powers. This period saw a "revival" of sorts in the use of ceremonial magic, a system that relied heavily on circles. In this system, the circle and sphere represented the universe or cosmos. Actions within a drawn circle were thought to effect the greater "circle" of the cosmos, in a kind of reversed astrology. The Magic Circle of La Verdadera Destreza used a similar thought process. The actions within the circle imitated the forces of Good and Evil, Life and Death. By simulating these powers, the fighters would be calling on those forces to give meaning and divine judgement to their duel, in which the righteous would defeat the transgressor. These metaphysical beliefs, combined with Christian teachings, formed the mystique of the Spanish school and was likely the largest part of why the form was sought after so much.

Also unlike many other Western forms, La Verdadera Destreza is securely grounded in a particular philosophy and history. Its proper use and history are tied to the beliefs and religion of Renaissance Spain. This era was marked by several key events, notably the Age of Explorers, the formation of the Spanish Empire in the New World, and the ever-popular Spanish Inquisition. The key (and pretty much only) religion of the period was Roman Catholicism, as the Spanish Inquisition stamped out the Jews, Muslims, Protestants, and other "heretics". Religion entered into every aspect of daily life, including combat. Honor and respectability, at least among equals, also formed a large part of the Spanish character. To a Spanish gentleman, and therefore a Duelist, a battle must be fought correctly and honorably, as God and Justice rarely side with uncouth barbarians.

Students of the art use a rapier as their main weapon, usually with a second weapon (normally a dagger) for parrying held in the opposite hand. They will always keep their distance from an opponent, carefully measuring the space between them and their enemy, and will close only when they believe they have the opportunity to strike and kill their enemy. Attacks will come almost entirely in the form of Combination Parry/Attacks, given their preference for using two weapons at once. The Duelist will always appear to be calm and calculating, mainly because they are. They will approach a fight in a detached manner, secure in the knowledge that Right is on their side. Confidently, they will plan out a strategy and follow it through with precision.

Like other forms of Western martial arts, La Verdadera Destreza faces a problem in modern

environments, beyond the obvious laws against its practical use. Few people in the world who know about the realities of rapier fighting, much less the exacting methods of the Spanish school, and there are even fewer proper teachers. As the gun became the primary self-defense weapon and weapon of war, the sword was phased out. Thanks to the pragmatic outlook of most Westerners, the skill of swordfighting became lost as the more powerful and easier-to-learn art of gunplay became more and more popular. This means that the skill most often must be learned in small groups who recreate the skill, rather than learned in a proper school. To be turned into an effective martial art, the skill must be practiced day after day for several years, as well as researched by whatever means are necessary. Also, since it has no schools and very few people study it, the art receives very little press, and less respect, in the martial art community. Not that they don't respect someone who can effectively use a sharp, pointy object, it's just "not as good as what they do."

Entrance Requirements: IQ of 9 or higher, PP of 10 or higher, and a calm, calculating disposition in combat.

Skill Cost: 7 Years

Costume: Whatever the common street clothes are of the period the character lives in. Preferred outfits will have enough room in the shoulders, arms, legs, and crotch to allow free movement.

Stance: Arm and main weapon extended straight out, parrying weapon held out and to the side, body turned towards the opponent, one leg before the other, both feet remain flat on the ground.

CHARACTER BONUSES

Add 1 to I.Q. (constant mathematic thought)

Add 1 to M.E. (concentration)

Add 1 to M.A. (honor and religion)

Add 2 to P.P. (balance and coordination)

Add 1 to P.E. (aerobic exercise)

COMBAT SKILLS

Attacks per Melee: Four

Escape Moves: Roll with Punch/Fall/Impact

Basic Defensive Moves: Parry, Automatic Parry, Dodge

Advanced Defenses: Circular Parry, Disarm, Maintain Balance, Combination Parry/Attack, Multiple Dodge

Hand Attacks: Strike (Punch)

Basic Foot Attacks: Tripping/Leg Hooks

Special Attacks:

Straight Attack (SPECIAL!) The Lunge was developed and used by the Italian masters of the time, and so attacks for the Spanish school take the form of a thrust and a step forward. This allows for finer control of the weapon when attacking, though it lacks the reach of the Italian move.

A Straight Attack is always a called shot. The attacker declares where on the body they are striking before rolling (else, they strike at the lungs). Unlike normal Called Shots, the Straight Attack requires a 10 or greater to succeed.

False Attack (NEW!) The False Attack is just that, a fake attack. It is used to draw a parry or reaction out of the opponent. The exact method of attack the character fakes varies and can be any type of attack the character possesses.

This is a Combination Move, used in conjunction with another attack. The character chooses what attack to fake and rolls to strike.

On a roll of 5 (or equal to the opponent's AR) or greater, the false attack succeeds. The opponent can (and should) attempt to defend against the false attack. Whether they successfully defend against the fake attack or not, the attacker then moves into the second attack. The character is at +3 to strike with second attack and the defender must use an attack to defend against it (no Automatic Defenses).

Off-Hand Parry (SPECIAL!) The off-hand parry is a parry with whatever hand a weapon is not held in. It uses the same bonus as the normal parry and produces a +2 to Strike with a following attack or a +5 to Grab or

entangle, depending on the mode of attack chosen.

This is not an Automatic move and is not a preferred method of defense, because if the attacker is using an edged weapon, there is a chance of cutting oneself on their blade. If the parry roll is close (3 or less) to the attack roll, the defender will take one-quarter damage from the weapon to their hand.

Binding the Blade (SPECIAL!) Binding or "enveloping" the blade is a defensive move made with the sword that traps the other person's arm or weapon in a position they can't attack from. Specifically, a Bind involves making contact with the opponent's weapon at two points along the blade/attacking surface. One contact is made with the blade, the other contact is made with the guard. This prevents the weapon from moving into a position it can attack from.

This allows the Duelist to perform a few different actions. They could move in and strike with the off-weapon hand or foot, they could slide their weapon up the attacker's arm/weapon to strike with less chance of defense, attempt to disarm the opponent, or could simply hold the opponent's weapon there. Any action made during the Bind is at +3 and the defender cannot use their bound arm to defend against it.

Escaping from a bind is fairly simple, just retreat or move your blade back and/or out. This leaves the defender able to parry with their weapon, but the person who performed the Bind is still at +3 to strike for the next melee attack while the defender sets themselves back up into a defensive posture.

Duelist's Critical Strike (SPECIAL!) Duelist's train for the singular purpose of ending the fight as quickly as possible. To this end, they train particularly to strike at the points that will best result in instantaneous death or incapacitation for the opponent.

When entering into combat, a Duelist must declare whether or not they intend to kill their enemy. If they have lethal intentions, a Critical Strike results in damage directly to Hit Points. No multiplier is added to the damage roll. If the Duelist declares that they are only intending to wound the opponent (ie: fighting to first blood), then normal Critical Strike rules are used. If intentions are not declared, then normal Critical Strike rules apply, save in situations where a character would obviously be trying to kill the other character (ie: blood feud between the characters or the Duelist has an evil alignment).

Grab, Entangle, Death Blow

Holds/Locks: None
Weapon Katas: WP: Spanish Rapier, WP: Spanish Rapier and Dagger (paired). Both are at 3rd Level.

Modifiers to Attacks: Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Wrist Hardening and one Special Kata of choice. Any of these can be traded one-for-one for any Basic Skill Program (excluding Physical)

Languages: Spanish at 50%

Philosophical Skills: Judeo-Christian

Physical Skill: Fencing, Running

Other Skills: Research, Advanced Mathematics, History: Spanish

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Any other Western Dueling Art (subtract 3 years), Jujutsu (4 years), Isshin-Ryu Karate (4 years), Zanji Shinjinken-Ryu (5 years).

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Parry, +1 to Roll with Punch/Fall, Critical Strike, Critical Strike from Behind, Duelist's Critical Strike.

Level 2: +1 to Dodge, +1 to Strike

Level 3: +2 to Disarm, +1 to Maintain Balance, Select One Martial Art Power from the list below.

Level 4: +1 Attack Per Melee, +1 to Parry/Dodge

Level 5: Critical Strike on Natural 19-20, +2 to Binding the Blade

Level 6: Death Blow on Natural 20

Level 7: +1 to Strike, +1 to Maintain Balance

Level 8: +1 to Parry/Dodge, +1 Attack Per Melee

Level 9: Select one Weapon Kata from the list below, +1 to Binding the Blade

Level 10: +1 to Strike, +1 to Disarm, Critical Strike on Natural 18-20

Level 11: Select two Weapon Katas from the list below (one is paired with a single Rapier, so the result is Paired Weapons: Rapier and one weapon of choice)

Level 12: Select one Martial Art Powers from the list below, +1 Attack per Melee.

Level 13: +1 to Parry/Dodge, +1 to Disarm, +1 to Binding the Blade

Level 14: +1 to Maintain Balance, Critical Strike on Natural 17-20, +1 Attack Per Melee

Level 15: +1 to Strike, Death Blow on Natural 19-20

MARTIAL ART POWER LIST

Any Body Hardening Exercise (excluding Chi Gung)

Any Special Kata (Weapon Katas can be chosen from any weapon)

One Life, One Shot, One Hit, One Kill (Martial Art Technique)

Iai Jutsu (Martial Art Technique)

Zanshin (Martial Art Technique)

Geometric Attack (Special Kata) (NEW!)

This "kata" represents the scientific and mental processes of the attack in the Spanish School. Similar to Kime, Geometric Attack is the single minded focus towards a given goal. The Duelist spends one melee round circling around their opponent, striking and defending as normal. The difference is that the duelist is not really trying to hit their opponent. What they are trying to do is work their opponent into a position where they can strike with maximum effect. What that advantage is exactly depends on the specifics of the battlefield. It could mean that the defender ends up standing on slippery ground, an obstacle sits behind the defender (preventing retreat), a bright light sits behind the attacker, or any other advantage that may come to hand.

Use of this kata requires a roll against Advanced Mathematics (at +20%, due to the relative ease of geometry as opposed to advanced calculus). If successful, the kata begins. The melee round continues, with both sides maneuvering for position. While defenses remain the same, all attacks made by the duelist are made at -5 to Strike (total, no other bonuses apply). If any succeed, the kata is disturbed and the duelist can not attack for the rest of the round and is at -3 to Parry and Dodge. At the end of the melee round, the opportunity comes and the duelist makes his real strike roll. The defender is at -5 to Parry or Dodge (total) the blow.

Geometric Defense (Special Kata) (NEW!)

The Geometric Defense is a combination of defensive Kime and Warrior Spirit. The duelist circles around their opponent in a defensive stance, blocking each attack made by the opponent with ease. This is done in a precise manner and with as little emotion as possible. The opposing duelist will perceive the flowing, almost dance-like defenses as nearly impenetrable, as every move is countered by a specific and defined motion.

Rather than roll a 20-sider to parry as usual, the defender rolls against Advanced Mathematics (at +20%). The attacker's strike roll is subtracted from the character's Mathematics score. Every successful roll results in a blocked attack, in what is effectively a Circular Parry or Multiple Dodge. If all attacks are blocked, the end effect, besides not getting hit, will be a perceived indomitable defense. This boosts the character's MA to 17 or +4, whichever is higher. Attackers must roll over the character's Trust/Intimidate score or will be at -4 to Strike for the rest of the combat.

WEAPON KATA LIST

WP: Spanish Rapier:

Uses the WP Large Sword bonuses. The Spanish Rapier is both a cut and thrust weapon, with an edge designed for significant cutting. The Spaniards, though, preferred the thrust over the cut due to its greater speed. Due to stance and the length of the weapon (average of 48 inches overall), it can be used at Long Range with no penalty, receives a penalty of -1 to strike at Combat and -2 at Grappling Ranges. Spanish Rapiers do 2D6 damage. Average cost: \$400-\$500

WP: Dagger: See WP: Knife

WP: Blunt/Single Stick: See WP: Blunt

WP: Cloak/Net

Described in Pal Fantasy 2nd Edition. The cloak or net can be used in a whipping motion (1D6 damage), thrown at the opponent (blinding damage), used to parry an incoming blow, or to entangle the opponent's arm or weapon. Receives +1 to strike or entangle at levels 2, 5, 8, 11, and 15. Receives +1 to parry at levels 2, 4, 6, 9, and 12.

WP: Buckler/Target Shield

Described in Pal Fantasy 1st and 2nd Edition, a Buckler Shield is basically a round shield. The Target is much the same, but smaller. Provides a bonus of +1 to parry at levels 1, 3, 6, 9, 12, and 15. The shield can be used to strike with, as well, doing 1D4 damage. Gains +1 to strike at levels 4, 8, and 12.

WP: Lantern/Flashlight

The flashlight or focused-light lantern is used in the off-weapon hand in combination with other attacks. Best used in the dark (all effects are at 1/4 strength in the light), the light is shined into the opponent's eyes, momentarily blinding them to the attacker's moves. The target of a successful lantern strike is at -5 to strike, parry, and dodge the lantern holder's next two attacks. The lantern itself has +1 to strike at levels 1, 3, 5, 8, 11, 13, and 15.

WP: Paired Weapons

See WP: Paired Weapons. The choices are almost always Rapier, Small Sword, or Cut-and-Thrust Sword, combined with one other weapon. The individual weapons cannot be used singly unless that Weapon Kata is also possessed.

Why Study LA VERDADERA DESTREZA?

The art is a deadly force, focusing on the singular task of slaying an enemy in as precise a fashion as possible. As such, it appeals not only to those with a finely tuned sense of honor but to those with clear intellects and talent at mathematics.

Lethwei (Burmese Boxing)

By Mantisking

Entrance Requirements: Minimum P.S. of 8, minimum P.P. of 12, minimum P.E. of 8, and a minimum Spd. of 8.

Skill Cost: 8 Years (Primary), 6 Years (Secondary)

Lethwei is a non-weapon fighting system that bears a great deal of similarity to Muay Thai. The exact age, and place of origin, of this style is unknown. The first mention of this style in oral history dates to the 18th century. Most Lethwei matches take place at tribal festivals, in a sandpit, and musicians will play to accompany the match. A match will continue until one opponent is knocked out, or concedes.

Fighters will open a fight with kicks and long punches, moving steadily closer to the opponent. Once in a clinch elbows, knees, and headbutts can be used to their best effect. Throws and tackles take an opponent to the ground where he can be pummeled unmercifully.

Training in Lethwei can only be found in Burma.

Costume: Boxing trunks, and hemp cloth hand wrappings.

Stance: Like a boxing stance, except the weight is shifted from leg to leg in preparation for kicking.

CHARACTER BONUSES

Add 2 to P.S.

Add 2 to P.E.

Add 1 to P.P.

Add 2 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: Four (4)

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Attack Moves: None

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Combination Parry/Attack, Breakfall

Hand Attacks: Strike (Punch), Backhand, Roundhouse Strike (N&S, page 88), Power Punch

Foot Attacks: Kick Attack, Snap Kick, Trip/Leghook, Roundhouse Kick, Axe Kick, Reverse Turning Kick, Drop kick, Shin Kick (N&S, page 108)

Jumping Foot Attacks: None

Special Attacks: Deathblow, Combination Grab/Kick, Knee, Elbow, Forearm, Head Butt, Bodyflip/Throw, Bodyblock/Tackle

Holds/Locks: None

Special Kata: Lightning Kata (N&S, page 108)

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Body Hardening Exercises (including Demon Hunter), Martial Arts Techniques.and Special Kata.

Languages: Burmese

Cultural: Dancing

Physical: None

Survival: None

Temple: None

Weapon Proficiencies: None

Philosophical Training: None

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

Bando (? Years), Choy Li Fut (4 Years), Kyokushinkai (5 Years), Li Chia Ch'uan (4 Years), T'ang Su (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +1 to Parry, +1 to Maintain Balance, Critical Strike or Knockout/Stun from Behind

2nd: +1 Attack per Melee, +1 to Strike

3rd: +1 to Parry/Dodge, +1 to Damage

4th: Knockout/Stun on a Natural 17+, Critical Strike on a Natural 18+

5th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

6th: +1 to Strike, +1 to Damage

7th: +1 to Maintain Balance, Select one (1) Power from Body Hardening Exercises (including Demon Hunter), Martial Arts Techniques.and Special Kata

8th: +1 to Strike, +1 to Roll with Punch/Fall/Impact

9th: +1 to Parry/Dodge, +1 to Maintain Balance

10th: +1 to Strike, +1 to Damage

11th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

12th: +1 to Strike, +1 to Damage

13th: +1 to Parry/Dodge, Select one (1) Power from Body Hardening Exercises (including Demon Hunter), Martial Arts Techniques.and Special Kata

14th: +1 Attack per Melee, +2 to Strike

15th: Deathblow on a Natural 19+, +1 to Parry

Why Study LETHWEI?

Because you want to beat up Thai Boxers, that's why!

Tagnikzur Zotreth (The Lizard Form : EXCLUSIVE)

By Sinestus

(Named in Drow) Remembering old kung-fu movies I used to watch, I recalled that there were many movies about various creature based martial arts, one such was "The seven Deadly Forms" or something like that, thus I have decided to create them as I remember them.

The Lizard Form is based around performing maneuvers, which intimidate and unbalance one's opponent. When confronted with combat, the master will usually retreat up the nearest wall using one of his climbing techniques. Once he has taken good measure of his opponent, he will then strike when most advantageous.

Requirements: P.P.: 8, P.S.: 12

Training: 14 years

Character Bonuses

+2 to P.S.

+2 to P.P.

+3 to P.E.

+5 S.D.C.

Stance: Almost crouched, gently swaying side to side like a dancing snake. The masters of this art are always barefoot, to assure the best mobility.

Combat Skills

Attacks per Melee: Two to start.

Hand Attacks: Knife hand, palm strike, strike (Punch), backhand.

Foot Attacks: snap kick, axe kick, crescent kick,

Jumping Foot Attacks: Flying jump kick, flying turning kick

Basic Defense Moves: dodge, automatic parry, automatic vertical parry (Can parry while fighting off a wall)

Advanced Defense Moves: combination parry/strike, back flip (can be performed on/onto a wall).

Escape Techniques: roll with impact, break fall.

Modifiers to Attack: pull punch.

Weapon Katas: none.

Special Moves: critical from behind, death blow, wall run (while fighting can move up/down a wall, and/or leap from it, see 'Lizard Technique'), Leap

Skills: prone/vertical fighting, climbing, Gymnastics

Martial Arts Techniques:

At first level start with the following:

Falling Technique (as per ninjas)

Lizard Technique - a modification of 'Light Climbing' and Karumi-jutsu. This can be used in combat, and almost always is. If barefoot, the Lizard master can move along any non-

polished/rough surface/wall (marble, polished aluminum, etc. are not usable) using only his feet. The chance of success for this style is 69+5%/level (if the roll is failed, the master has the option of performing a backflip off the wall instead, this can be used to land on behind an opponent if they are within range), and rolls are made for each surface climbed. Thus, once the master climbs a surface successfully, they can return to it without problems for the rest of the combat. Unfortunately, this technique can only be used for short periods of time (one min/level max).

When fighting someone while on a wall, the Lizard master gains: +2 to strike and dodge, +1 damage, +3 on initiative and +5 (+50%) to maintain balance.

Level Advancement Bonuses

1st +2 to roll, critical on natural 20 and from behind.

2nd +2 to Leap/jump (adds 6 feet), +1 to strike and dodge

3rd +1 attack, +2 to damage,

4th +2 to back flip, +1 to roll and break fall

5th +1 to strike, +2 to parry.

6th Gains 'Light Climbing' (see Mystic China), and +1 attack

7th +2 leap/jump (+6 feet), critical on 18+, Knockout from Above/behind with leap attacks (from walls).

8th +2 back flip, +1 to dodge and roll

9th Select one power from Body Hardening, Chi Masters, or Martial Arts Techniques

10th +1 attack, roll, and break fall.

11th +1 parry and dodge

12th +1 leap (+4 feet), death blow on natural 20

13th Gain Karumi-jutsu Zenjorike

14th +1 attack and strike, can Auto-dodge (with normal bonuses) when using Lizard Technique

15th +2 leap (+6 feet), critical on 16+

Lockdown

By [Ray Bull <mailto:Mantisking@aol.com>](mailto:Mantisking@aol.com)

Entrance Requirements: Character must have a Corrections Officer Skill Program.

Skill Cost: 5 Years (Primary), 3 Years (Secondary)

This style was created so that corrections officers could defend themselves against the growing number of criminals that they have to deal with on a daily basis. It was also created to deal with the growing number of inmates who are learning martial arts such as "Jailhouse Rock". A student of this style will enter to combat distance as quickly as possible. Then they will start with several strikes to "soften up" the opponent. After the opponent is subdued, they will be held or locked and then thrown to the ground and handcuffed. If there are a large number of opponents, such as in a riot, weapons will be used to subdue the opponents. Practitioners of this style will avoid going to the ground in any confrontation they might have. This system is only taught to current and accredited corrections officers. It is not available to the general public. There are a number of certified instructors across the United States.

Costume: Standard Police Uniform

Stance: None

CHARACTER BONUSES

Add 1 to P.S.

Add 1 to P.E.

Add 8+1D4 to S.D.C.

COMBAT SKILLS

Attacks per Melee: Two (2)

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Disarm, Combination Parry/Attack, Combination Parry/Hold

Hand Attacks: Strike (Punch), Palm Strike

Foot Attacks: Snap Kick, Trip/Leghook, Stomp (This attack can only be used against a prone opponent, or the lower legs of one who is standing. Damage: 1D8)

Special Attacks: Knee, Elbow, Forearm, Bodyflip/Throw, Critical Bodyflip/Throw, Headbutt, Combination Grab/Kick, Choke, Combination Neck Hold/Choke

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Automatic Hold, Wrist Lock, Elbow Lock, Automatic Lock

Weapon Kata: W.P. Tonfa (The combat skills of Trip/Leghook and Disarm can be performed with this weapon), W.P. Nightstick

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of three (3) Powers from among Atemi Abilities, Body Hardening Exercises, and Martial Art Techniques.

Languages: Prison Slang

Physical: Body Building, Boxing, Wrestling

Survival: Detect Ambush, Detect Concealment

Weapon Proficiencies: W.P. Tonfa, W.P. Nightstick, W.P. Self-Defense Spray

Philosophical Training: None

If this is your Primary Martial Art then the following other styles can be learned in a shorter time:

LEVEL ADVANCEMENT BONUSES

1st: +1 to Dodge, +1 to Roll with Punch/Fall/Impact, +2 to Maintain Balance, Critical Strike or Knockout/Stun from Behind

2nd: +1 to Damage, +1 to Strike

3rd: +1 to Holds/Locks, +1 to Roll with Punch/Fall/Impact

4th: +1 Attack per Melee, +1 to Bodyflip/Throw

5th: Critical Strike or Knockout/Stun on a Natural 18+, Select one (1) Power from Atemi Abilities, Body Hardening Exercises, or Martial Art Techniques

6th: +2 to Damage, +1 to Parry/Dodge

7th: +1 to Strike, +1 to Holds/Locks

8th: +2 to Damage, +1 to Maintain Balance

9th: +1 Attack per Melee, Select one (1) Power from Atemi Abilities, Body Hardening Exercises, or Martial Art Techniques

10th: +1 to Bodyflip/Throw (Bodyflip/Throw now does 2D6 damage), Critical Bodyflip/Throw on a Natural 18+

11th: +1 to Parry/Dodge, +1 to Holds/Locks

12th: +1 to Maintain Balance, +1 to Roll with Punch/Fall/Impact

13th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

14th: +2 to Damage, Select one (1) Power from Atemi Abilities, Body Hardening Exercises, or Martial Art Techniques

15th: +1 to Maintain Balance, +1 to Roll with Punch/Fall/Impact

Why Study LOCKDOWN?

A strong, physical style designed to subdue an opponent in the quickest time possible.

Lojoritzu

By Sinestus

Lojo is a combat style developed by monks (aren't they all?) to utilize the Lajantang. The Lajantang is a specialty weapon (separate WP, but use the WP Staff bonuses) that consists of a length of wood or metal three to five feet in length, with one to two foot (identical) curved blades at each end. A proficient Lajantang user is a veritable whirlwind of death. The greatest benefit of Lojoritzu is its "360 degree training" where the student learns to move and spin to attack and defend in any direction. This allows a student to automatically parry attacks from any direction (no penalties for being unable to see an opponent who is behind them) so long as the student is armed.

Requirements: P.P.: 12, I.Q.: 14

Training: 10 years

Character Bonuses

+3 to P.P.

+4 to Spd

+5 S.D.C.

Stance: A low, sideways stance, evenly distributed. Front hand is open, palm towards opponent, back arm is crooked with the weapon held so it presses against the forearm.

Outfit: Tunic, sash, and loose pantaloons. During demonstrations, many practitioners will tie cloth streamers to their arms and weapon.

Combat Skills

Attacks per Melee: 3

Hand Attacks: strike (punch), knife hand, palm strike, turning punch (dodge/punch attack)

Foot Attacks: tripping leg hook, backward sweep, crescent kick, roundhouse, turning kick (dodge/kick attack), back kick (low, straight kick targeting opponents behind the martial artist, 2D4 damage but -1 to strike)

Basic Defense Moves: automatic parry, parry, dodge.

Advances Defense Moves: multiple dodge, roll, circular parry, parry/strike.

Holds/Locks: none

Escape Techniques: roll

Modifiers to Attack: Critical strike, disarm.

Special Moves: parry/strike

Whirlwind Strike - Allows the targeting of two opponents with a single strike, as long as they are on either side of the fighter. Both strikes are done with full bonuses.

Whirlwind Attack - Effectively a Lightning Kata with a staff or Lajantang. If surrounded, the student can use half his melee attacks in a single action, (and may use one Whirlwind Strike during the attack) to perform a massive spinning attack combo. The student gets half their melees worth of attacks in a single action, but may only parry/circular parry for the remainder of

the melee.

Extension Kick - similar to a drop kick, this attack can be used to dodge one opponent (usually a back-attacker) and power kick another. A successful strike means the target must maintain balance or fall, and automatically suffers 3D6+ damage. This drains the martial artist of two actions.

Weapon Katas: WP: Lajantang, Spear, and Staff

Additional Skills: Dancing

Martial Arts Powers: Automatically receives "Blind Man's Kata" and Windmill Kata. Select one power from Martial Arts Techniques or Specialty Katas.

Level Advancement Bonuses

1st: Critical From Behind, +2 to parry, +1 strike.

2nd: Select one Body Hardening Exercise

3rd: +2 to roll and damage

4th: +1 attack, gains Power Block/Parry

5th: +1 dodge and disarm

6th: Select one Body Hardening, Specialty Kata, or Martial Arts Technique

7th: +2 to parry, Critical on 19+

8th: +1 to roll and disarm

9th: +1 attack, +1 to strike

10th: +1 to dodge and damage

11th: Select one Specialty Kata or Chi Mastery Power

12th: +1 attack, +1 to parry

13th: +2 dodge, Critical 18+

14th: Knockout from behind

15th: +1 to strike, parry and disarm

Martial Art Styles M

Name	Game	Application	Country	Author
Maharlika	N&S	Fiction	Indonesia	Morgan Davis
Maniwa Nen Ryu	N&S	Conversion	Japan	Kuseru
Martial Arts (Revised)	Any	Revision	NA	JJ Fuzz
Martial Arts (Revised)	N&S	Revision	NA	Mantisking
Masaki Ryu Kusarijutsu	N&S	Conversion	Japan	Kuseru
Masaki Ryu Kusarijutsu	N&S	Conversion	Japan	Mantisking
Masaki Ryu Kusarijutsu	N&S	Conversion	Japan	Tinker Dragoon
Maschine Klatch	Rifts	Fiction	NA	RMHOWA01@ulkyvm.louisville.edu
Menadot-Valek Ga	N&S	Fiction	Unknown	danzig138
Mensur: Fraternity Dueling	N&S	Fiction	Unknown	Flash Fire
Military	N&S	Fiction	NA	Mantisking
Mishima Ryu Karate	N&S	Fiction	Japan	Daimyo Shi
Mizong Quan	N&S	Conversion	China	Hibik
Molson Fu	N&S	Fiction	Canada	Steve Trustrum
Moo Duk Kwan Tang Soo Do Soo Bak Do	N&S	Conversion	Korea	Ronin
Moo Duk Kwan Tae Kwon Do	N&S	Conversion	Korea	Ronin
Mountain Spirit	PF	Fiction	NA	No Beard Pete
Mukai Ryu Suiejutsu	N&S	Conversion	Japan	Kuseru
Multi Fracto	N&S	Humor	Unknown	Sinestus w/L-Dogg
Muso Jukiden Eishin Ryu Kenjutsu	N&S	Conversion	Japan	Kuseru
Muso Shinden Ryu	N&S	Conversion	Japan	Kuseru
Mu Te	N&S	Conversion	Japan	Mantisking
Myo Na Kunren	N&S	Humor	Unkown	L'Dogg

Number of Styles: 23



Maharlika Kuntaw

By Morgan Davis

Entrance Requirements: None

Skill Cost: 10 years (7 years as a secondary form)

Costume: Black Karate Style Gi (Usually a heavier weight), the gi is short sleeved with red stripes at the ends of the sleeves. Also in some cases, a black vest is worn in place of the typical karate style gi top.

Stance: There is no set stance, it usually done from a normal walking stance, or a stance similiar the "on gaurd" stance popular to the JKD style created by the legendary Bruce Lee.

Stance Description: The on gaurd stance is one with the leading foot out in front, both legs bent slightly at the knees, the leading hand covers the face and upper body and the other arm is slightly bent so as the elbow can protect the ribs, and kidney area.

CHARACTER BONUSES

Add 5 to CHI

Add 2 to P.P.

Add 1 to M.E.

Add 1 to M.A.

Add 10 to SDC

COMBAT SKILLS

Attacks Per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Breakfall, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry, Power Block/Parry, Disarm, **Automatic Offline Step**(SPECIAL!)

Hand Attacks: Strike (punch), Knife Hand, Back Hand, Fingertip Attacks, Palm Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick

Special Attacks: Death Blow, Knee, Elbow, Body Flip/Throw

Holds/Locks: Arm, Leg, wrist, and elbow locks, Arm Holds, Body Holds

Weapon Katas: None

Modifiers to Attack: Pull Punch, Knock out/stun, Critical Strike, Critical Strike from rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of three powers from Atemi Abilities, Chi Mastery, or Body Hardening Exercises. If desired, these powers may be exchanged, one for one, for basic skill programs (excluding physical)

The character can choose **three of the following:** W.P. Escrima Stick(1d8 damage), W.P. Paired Weapons, W.P. Nunchuku, W.P. Staff, W.P. Kris (that wavy bladed knife that looks really cool), W.P. Sa Tjat Koen(three sectioned Staff that looks like nunchuku with an extra "chuck"), W.P. Sword.

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Maintain Balance, +2 to Roll with Punch/Fall/Impact, +1 to Offline Step

Level 2: +2 to Parry/Dodge, +1 to Strike, +1 to Offline Step

Level 3: +1 Attack per Melee, +2 to Damage

Level 4: +2 to strike with body flip/throw

Level 5: Critical Strike on 18-20

Level 6: +1 Attack per Melee, +2 to Disarm

Level 7: +2 to Offline Step

Level 8: Select one additional martial arts power from Atemi Abilities, Chi Mastery, or Body Hardening Exercises

Level 9: +1 Attack per Melee, +1 to Maintain Balance

Level 10: +1 to Strike and Parry/Dodge, +1 to body flip/throw

Level 11: Death Blow on natural 20

Level 12: +1 Attack per Melee, +2 to Breakfall

Level 13: Select one additional martial arts power from Atemi Abilities, Chi Mastery, or Body Hardening Exercises

Level 14: +2 to bodyflip/throw

Level 15: +1 Attack per Melee, +2 to Offline Step

Offline Step(SPECIAL!)

The offline step, is one of the most practiced techniques of Kuntaw. It is studied that everybody has a center line that travels down their person. Getting to the outside of the person, and disrupting this line makes it easier to throw, and/or strike vital parts of the body. To use this ability, the character makes a roll against the attackers as normal. If the roll exceeds, then the attack has missed, and the defender is now on the "outside" of the attackers center line, any throw that is attempted is +4 to strike, and any strike made is +2 to damage. Other things may be possible from this position, but that is up to the GM.

If an offline step roll fails, then the attack hits, full damage is done, and there is no chance to roll w/ punch/fall/impact.

Why Study KUNTAW?

Maharlika Kuntaw is a very balanced art, it deals with weapons combat, and relies on techniques that deal with incapacitating the opponent as quickly as possible, a good art against multiple attackers.

Maniwa Nen Ryu

By Kuseru

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 15 years (8 years as a Secondary Martial Art Style).

This style was founded in 1368 by Soma Shiro Yoshimoto (who was later known as Nen Ami Jion). In 1494, this art was taken to the village of Maniwa by Higuchi Kaneshige. After this period, the style gradually became associated with the village and was style taught to inhabitants for the village's defense.

This school is widely known for its strong swordsmen. The primary sword used by this school is the daito (long sword). This school also teaches Naginatajutsu (naginata techniques), Sojutsu (spear techniques), and Kusarigamajutsu (Kusarigama techniques). Unarmed combat techniques are based off Jujutsu. Yadomejutsu is also taught by this school.

Maniwa Nen Ryu focuses on extremely strong kokyu and kiai training. The school is also marked by seemingly clumsy postures and footwork which look awkward to the untrained, but are actually performed by a great deal of subtle technique. Training employs the fukuro shinai, quilted gauntlet, and padded headgear for protection. Techniques of this style work well against both armored and unarmored opponents.

Since the death of the previous headmaster, Higuchi Sadahiro, the school has been led by the Maniwa Nen Ryu Hozonkai, under the direction of the Higuchi family. Training for this style can be found in Maniwa Village, Gunma Prefecture Japan.

Costume: Keikogi (quilted, navy-blue jacket) and Hakama.

Stance: Their stances are often extremely low and the front leg is severely bent, while the back leg is straight.

CHARACTER BONUSES

Add +10 to Chi

Add +2 to P.E.

Add +2 to P.P.

Add +4 to Spd.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact.

Attack Moves: None

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defense Moves: Multiple Dodge, Circular Parry, Combination Parry/Attack, Power Block/Parry, Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike.

Foot Attacks: Kick Attack, Tripping/Leg Hook, Snap Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick).

Jumping Foot Attacks: None

Special Attacks: Death Blow, Leap Attack, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow.

Holds/Locks: None

Weapon Kata (Select three): W.P. Daito, W.P. Naginata, W.P. Yari, W.P. Kusarigama, W.P. Fukuro Shinai.

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receives Yadomejutsu Kata. Select One Martial Art Power from among Martial Art Techniques or Special Kata.

Languages: Japanese

Weapon Proficiencies: W.P. Daito, W.P. Naginata, W.P. Yari, W.P. Kusarigama, W.P. Fukuro Shinai.

Philosophical Training: Zen Buddhism.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Asayama Ichiden Ryu (3 years), Jujutsu (3 years), Zanji Shinjinken Ryu (4 years)

LEVEL ADVANCEMENT BONUSES

1st + 1 to Strike, +1 to Dodge, +1 to Roll with Punch/Fall/Impact, Critical Strike or Knockout from Behind.

2nd + 2 to Parry, + 2 to Maintain Balance.

3rd + 1 Attack per Melee, Gains Kiaijutsu Martial Art Technique.

4th + 2 to Strike.

5th + 1 Attack per Melee, Critical Strike on Natural 18, 19, or 20.

6th + 1 to Roll with Punch/Fall/Impact, Death Blow on roll of Natural 20.

7th + 1 to Strike, Select One (1) Additional Martial Art Power from Martial Art Techniques or Special Kata.

8th + 1 Attack per Melee, + 2 to Maintain Balance.

9th Add +10 to Chi.

10th + 1 Attack per Melee, + 1 to Strike.

11th + 2 to Parry, Select One (1) Additional Martial Art Power from Martial Art Techniques or Special Kata.

12th + 1 to Roll with Punch/Fall/Impact, + 1 to Maintain Balance.

13th + 1 Attack per Melee.

14th + 2 to Dodge, Knock-Out/Stun on Natural 19 or 20.

15th + 1 Attack per Melee, Add One (1) Chi Mastery Power

Why Study Maniwa Nen Ryu?

A well rounded style that teaches a variety of techniques.

Hand to Hand: Martial Arts (General) (Revised)

By [JJ Fuzz](#)

Skill Cost: Three "other" skills, or as noted under O.C.C. Skills section.

Techniques Known at First Level: Punch (1D4 damage), backhand strike (1D4 damage), palm strike (1D6 damage), power/karate punch (2D4 damage), kick attack (2D4 damage), snap kick (1D6 damage), roundhouse kick (2D6 damage), multiple dodge, circular parry, and automatic parry in addition to the usual strike, parry and dodge.

Special Attacks: Forearm strike (1D4 damage), knee and elbow strikes (1D6 damage), body flip/throw

Locks/Holds: Arm hold, leg hold, wrist hold.

Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike or knock out from behind, death blow.

Character Bonuses: +1 to P.S. and P.E., +2 to Spd, +2D4 to S.D.C.

Additional Skills: Select one Ancient Weapon Proficiency.

Level Advancement Bonuses:

Level 1: Add two additional attacks per melee, +1 on initiative, +3 to roll with punch/fall/impact, +3 to pull strike, critical strike on natural 20.

Level 2: +2 to strike, +2 to parry and dodge, +1 to disarm.

Level 3: Front Kick Attack does 1D8+2 damage and can learn any four of choice (as many as two can be exchanged for hand attacks, locks, or holds, if desired), +1 to body flip/throw.

Level 4: Add on additional attack per melee, +1 on initiative.

Level 5: Learns Entangle, Learns Jump Kick (automatic critical strike), +1 to entangle.

Level 6: +1 to parry, critical strike on natural 18 to 20.

Level 7: Select one ancient Paired Weapons skill, +2 to disarm.

Level 8: Leap attacks (automatic critical strike).

Level 9: Add one additional attack per melee.

Level 10: +1 to body flip/throw (2D4 damage), +1 on initiative, +1 to entangle.

Level 11: +4 to damage.

Level 12: +2 to parry and dodge.

Level 13: Knock-out/stun on natural 18 to 20, +1 to entangle.

Level 14: Add one additional attack per melee, +1 on initiative.

Level 15: Death blow on natural 20.

Hand to Hand: Martial Arts

By Mantisking

Entrance Requirements: None

Skill Cost: 3 Years

COMBAT SKILLS

Attacks per Melee: Two (2)

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand, Power Punch

Foot Attacks: Kick Attack (Does 1D6 Damage), Roundhouse Kick, Drop Kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Deathblow, Leap Attack

Weapon Kata: W.P. Nunchaku

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +2 to Pull Punch

2nd: +1 Attack per Melee

3rd: +2 to Parry/Dodge

4th: +2 to Strike

5th: Kick Attack now does 2D4 Damage, +1 to Roll with Punch/Fall/Impact

6th: +1 Attack per Melee, Knockout/Stun from Behind

7th: Knockout/Stun on a Natural 18+, Critical Strike from Behind, +1 to Pull Punch

8th: +2 to Damage

9th: +1 Attack per Melee

10th: Critical Strike on a Natural 19+, +1 to Roll with Punch/Fall/Impact

11th: +2 to Parry/Dodge

12th: +2 to Strike

13th: +1 Attack per Melee

14th: Deathblow on a Natural 20, +1 to Pull Punch

15th: +2 to Damage

Why Study HAND TO HAND: MARTIAL ARTS?

Masaki Ryu Kusarijutsu

By Kuseru

Entrance Requirements: Minimum Attributes include P.P.: 12, and Spd.: 10.

Skill Cost: 13 Years (7 Years as a Secondary Martial Art Style).

Created by Masaki Toshimitsu Dannoshin, head sentry at Edo Castle during the early part of the 18th century to prevent unnecessary bloodshed on the part of the castle defenders.. He added two weights to the ends of a two foot long chain and devised a series of skillful ways to disarm and subdue opponents. He named the weapon Manriki gusari (10,000 power chain) because he believed that it contained the power and ingenuity of 10,000 people. Masters of this style are renowned for being able to fight multiple opponents.

Costume: Kamishimo Zashi.

Stance: None.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +2 to P.E.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Entangle, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Automatic Roll, Disarm, Breakfall, Circular Parry.

Hand Attacks: Punch.

Foot Attacks: Kick, Backward Sweep, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Ko/Stun, Choke, Trip/Leg Hook (This is considered a special attack because it uses the chain, rather than the feet to perform a trip or leg hook).

Holds/Locks: Arm Hold, Leg Hold, Neck Hold, Wrist Lock, Arm Lock

Weapon Kata: W.P. Manriki-gusari.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from Body Hardening or Martial Art Techniques.

Other Skills: Hojo-jutsu.

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Araki Ryu Kusarijutsu (4 Years), Isshin Ryu Kusarigamajutsu (4 Years), Jujutsu (3 Years), Kinzoku Shurikenjutsu (2 Years), Kogusoku (4 Years), or Zanji Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Strike, +1 to Dodge, +1 to Roll with Punch/Fall/Impact.

2nd: +1 to Parry, +1 to Maintain Balance.

3rd: Select One (1) additional Martial Art Power from Body Hardening or Martial Art Techniques.

4th: +1 Attack per Melee, +1 to Strike.

5th: Critical Strike on a Natural 18, 19, or 20.

6th: +1 to Roll with Punch/Fall/Impact, Ko/Stun on a Natural 19 or 20.

7th: Select One (1) additional Martial Art Power from Body Hardening or Martial Art Techniques.

8th: +1 Attack per Melee, +1 to Maintain Balance.

9th: Receives Automatic Hold and Automatic Lock.

10th: +1 Attack per Melee, +2 to Parry.

11th: Select One (1) additional Martial Art Power from Body Hardening or Martial Art Techniques.

12th: +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

13th: +1 Attack per Melee

14th: +2 to Dodge, Death Blow on a Natural 20.

15th: +1 Attack per Melee, Add One (1) Zenjorike power.

WHY STUDY Masaki Ryu Kusarijutsu?

In exchange for learning a variety of hand to hand moves, one learns a variety of mostly non-lethal moves to incapacitate opponents with a chain. Useful against single foes or multiple attackers.

Masaki Ryu Kusarijutsu (Masaki's School of the Art of the Chain)

By [Ray Bull](#)

Masaki Ryu is one of Japan's older and more obscure martial arts. Masaki Toshimitsu Dannoshin was a guard at a Buddhist temple gate in Edo in the 1600's. He created the manriki-gusari so he could do his job and not break the Buddhist prohibition against spilling blood. He also developed the techniques for it's use and founded the school that teaches these techniques and bears his name.

A manriki-gusari can range from three to twelve feet long, with the average about six feet. The chain itself is called kusari and the weights are called fundo. Students of Masaki Ryu will use the manriki-gusari to entangle an opponent's weapon or limb, and then apply a lock or choke with the other end of the chain. Sometimes the manriki-gusari will be used to entangle and sweep the opponent's legs. With the manriki-gusari possessing the two qualities of adding to a martial artist's reach and being very concealable, it can be a devastating weapon in the right hands.

Training in Masaki Ryu can be obtained only in Japan. Even there it is not a popular and widely practiced art.

Entrance Requirements: None

Skill Cost: 10 Years (5 as a Secondary)

Costume: Standard Gi

Stance: None

CHARACTER BONUSES

Add +5 to Chi

Add +2 to P.P.

Add +1 to P.E.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Disarm, Multiple Dodge

Hand Attacks: Strike (Punch), Palm Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Trip/Leg Hook

Special Attacks: Choke, Knee, Elbow, Body Flip/Throw, Crush/Squeeze, Body Block/Tackle, Death Blow

Weapon Katas: W.P. Manriki-gusari (Note: The Manriki-gusari can be used to perform Body Flip/Throw, Choke, Disarm, Holds, Locks, and Trip/Leg Hook.)

Holds/Locks: Arm Hold, Body Hold, Leg Hold, Elbow Lock, Wrist Lock

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Knockout/Stun from Behind, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: You may select a total of two (2) Martial Arts Powers from Martial Arts Techniques, and Special Katas.

Languages: Japanese

Cultural: Hojo-Jutsu

Weapon: W.P. Manriki-gusari

Philosophical Training: Buddhism

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time.
Jujutsu (4 years)

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Maintain Balance, +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge

Level 2: +1 to Strike, +1 to Disarm

Level 3: +1 to Body Flip/Throw, Select one (1) Martial Arts Power from Martial Arts Techniques or Special Katas

Level 4: +1 Attack per Melee, Critical Strike from Behind

Level 5: +1 to Parry/Dodge, Knockout/Stun from Behind

Level 6: +1 to Damage, +1 to Roll with Punch/Fall/Impact

Level 7: +1 Attack per Melee, +1 to Maintain Balance

Level 8: Knockout/Stun on a Natural 20, Critical Strike on a Natural 19+, Select one (1) Martial Arts Power from Martial Arts Techniques or Special Katas

Level 9: +1 to Parry/Dodge, +1 to Disarm with W.P. Manriki-gusari

Level 10: +1 to Strike, +1 to Roll with Punch/Fall/Impact

Level 11: +1 Attack per Melee, Knockout/Stun on a Natural 19+

Level 12: Critical Strike on a Natural 18+, +1 to Body Flip/Throw with W.P. Manriki-gusari

Level 13: +1 to Parry/Dodge, Select one (1) Martial Arts Power from Martial Arts Techniques or Special Katas

Level 14: Deathblow on a Natural 20, +2 to Roll with Punch/Fall/Impact

Level 15: +1 to Damage, +1 to Disarm with W.P. Manriki-gusari

Why Study MASAKI RYU KUSARIJUTSU?

The techniques of this style revolve around an easily constructed and concealed weapon. An art dedicated to peaceful resolution of conflicts, Masaki Ryu is a simple style, but it can also destroy an opponent and his weapon.

Masaki-Ryu

By Tinker Dragoon

Entrance Requirements: Alignment must be Principled, Scrupulous, Unprincipled, or Aberrant. P.P. 12 or higher.

Skill Cost: 9 Years (6 years as a secondary Martial Art).

This style was created several centuries ago by Masaki Toshimitsu Dannoshin, a guard at Japan's Edo Palace. Though a proficient swordsman himself, Masaki considered it sacrilege to shed blood on the palace grounds, so he began searching for a less violent way of subduing intruders. Ultimately, he hit upon the idea of adding two weights to the end of a long chain, which he dubbed the ""manriki-gusari"" or ""10,000-power chain."" The style subsequently became very popular with other palace guards, as well as policemen, for its ability to take down armed opponents with minimal harm. This style uses the manriki-gusari almost exclusively (the kusari-gama and kusari-fundo are also used, but rarely), and is not particularly effective when unarmed. A Masaki-Ryu practitioner will typically enter combat twirling his chain while dodging and weaving between his opponents, and is quite proficient at striking and parrying against opponents on all sides.

Costume: Typically a gray or white karate uniform with black hakama.

Stance: Feet shoulder width apart, left hand at side holding one end of chain, right hand held out either twirling other end of chain in figure eight pattern, or holding chain wrapped in hand with handle pointing down (disguising length of chain, and providing extra power to a fore-knuckle fist)

CHARACTER BONUSES

Add 5 to CHI

Add 2 to M.E.

Add 2 to P.P.

Add 1 to P.E.

Add 4 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Breakfall

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Circular Parry, Disarm, Automatic Entangle (New!)

Hand Attacks: Strike (Punch), Fore-Knuckle Fist (usually done with chain-grip in hand)

Foot Attacks: Kick Attack, Snap Kick

Jumping Foot Attacks: None.

Special Attacks: Body Flip/Throw, Critical Flip/Throw, Choke, Death Blow, Knee, Ensnaring Chain (Special! Counts as an entangle, but can be used to attack as well as defend. Costs 1 attack. Opponent may attempt to dodge, but not parry. If attack is successful, opponent is knocked down as per standard rules and cannot get back up without making a successful dodge roll at -4 against the entangle, unless the wielder chooses to release the chain himself), Spinning Chain Strike (Special! This attack involves spinning the chain either to one side or overhead, and can even hit opponents behind the wielder. Counts as a Critical Strike and cannot be parried without a shield, but can be dodged. Costs two attacks, and can only be used once per melee)

Holds/Locks: Arm Hold, Leg Hold, Neck Hold, Automatic Hold

Weapon Kata: W.P. Manriki-Gusari (Chain), at 3 levels above one's level of Masaki-Ryu

Modifiers to Attacks: Critical Strike, Knockout/Stun, Pull Punch

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically starts with the Zanshin Technique. Also choose two (2) powers from among Body Hardening, Martial Arts Techniques, and Special Katas.

Languages: Japanese

Cultural (choose 2): Ikebana, Bonsai, Calligraphy, Haiku, Ukio-E, or Go

Other: Hojo-Jutsu (can be done with chain as well as rope)

Weapon Proficiencies: W.P. Manriki-Gusari

Philosophical Training: Zen

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Jujutsu (4 Years), Lee Kwan Choo (4 Years), Moo Gi Gong (4 Years), Taido (5 Years), and Zanji Shinjinken-Ryu (3 Years)

If your primary Martial Art Form is one of those listed below, Masaki-Ryu may be learned in the time listed: Aikido (3 Years), Ninjutsu (4 Years), Zanji Shinjinken-Ryu (2 Years)

LEVEL ADVANCEMENT BONUSES

1st: +3 to Roll with Punch/Fall/Impact, +1 to Parry and Dodge, +1 to Breakfall

2nd: +1 to Disarm, +1 to Body Flip/Throw, +2 to Entangle/Ensnare

3rd: +1 attack per melee, +2 to Parry and Dodge

4th: +2 to Damage with Chain, Knockout/Stun on Natural 18, 19, or 20

5th: Choose an additional Martial Arts Power from Body Hardening, Techniques, or Katas

6th: +1 to Parry/Dodge, +2 to Body Flip/Throw (does 2D6 damage instead of 1D6)

7th: +2 to Strike, +1 to Breakfall, Critical Strike on Natural 18, 19, or 20

8th: +1 attack per melee, +2 to Disarm, +2 to Entangle/Snare

9th: Choose an additional Martial Art Power from Techniques, Katas, or Chi Mastery

10th: Double Existing Chi, +1 to Body Flip/Throw, +2 to Damage with Chain

11th: +1 attack per melee, +1 to Strike, Critical Strike/Flip from behind

12th: +2 to Roll with Punch/Fall/Impact, +1 to Breakfall

13th: Choose one additional Martial Art Power from Techniques, or Chi Mastery

14th: +1 to Damage with Chain, +2 to Body Flip/Throw (does 4D6 damage, instead of 2D6)

15th: Death Blow on Natural 19 or 20, Choose one Zenjorike power

Maschine Klatch

By RMHWA01@ulkyvm.louisville.edu

A similar technique to Panzer Kunst, is the Maschine Klatsch ("machine clash"). Maschine Klatsch is another cyborg fighting method, much more common than Panzer Kunst. Any cyborg OCC can learn the Maschine Klatsch

Techniques known at first level: Break fall, roll with punch/fall/impact, pull punch, kick attack (1d4x10), karate kick (1d6x10), karate strike (1d4x10), knee/elbow strikes (5d6), body flip/throw, disarm

Bonuses: +1d4 M.E., +2d4 PPE, damage is 5 times base due to greater cybernetic strength

Level 1: LEVEL ADVANCEMENT BONUSES

Level 1: 2 attacks to start, snap kick (5d6), knife hand (1d4x10), +1 initiative, +2 roll with punch/fall/impact, +2 parry, +1 dodge, +1 break fall, +2 disarm

Level 2: +2 strike, tripping/leg hooks, backward sweep kicks

Level 3: +2 damage, wheel kick (1d6x10)

Level 4: +1 attack, +1 initiative, +1 disarm, leap attack

Level 5: Power punch, power kick, critical flip on natural 19-20

Level 6: Critical on 18-20, critical from behind, +2 pull punch

Level 7: Roundhouse kick (2d4x10+10), axe kick (1d6x10), +2 roll with punch

Level 8: +1 attack, **Hertza Haeon**, crescent kick (1d4x10+10),

Level 9: Jump kick (3d6x10), Death blow on natural 20

Level 10: Double PPE and leap attacks, +1 parry

Level 11: +1 attack, +1 strike, +1 dodge

Level 12: **Penetrating Strike**, +1 initiative, +3 damage

Level 13: Death Blow!

Level 14: +1 attack, +2 punch attacks

Level 15: **Final Blow**, +2 disarm, +1 break fall

Final Blow:

PPE: 4 Base +1 per 1 PS

The Final Blow technique allows the character to do supernatural damage, but at a potential of killing the character! By spending the base 4 PPE, the character can do damage as though their PS is supernatural. For each additional PPE spent, the character's effective PS increases by 1. The downside of this attack is severe. For the base 4 PPE, the character takes 2d6 +4 damage directly to HP. For each additional point of PPE, the character takes an additional 1 HP damage. The Final Blow is active 1 melee round.

Penetrating Strike:

PPE: 4

Penetrating strike enables the character to penetrate armor, including power armor and the bodies of cyborgs! The character does normal damage to the armor and 1 point of SDC to the target in the armor or the organic portion of the cyborg for each 1d6 the attacker does in SDC damage (if the attack does 5d6 SDC, the target within the armor takes 5 points SDC, 1 MD point means 15 SDC to the target within the armor). Add 1/2 the normal SDC P.S. bonus to the damage done through the armor as well. If the damage gets through the SDC and starts affecting HP (in the case of cyborgs, it immediately affects HP), the target must save vs psionics or be knocked unconscious by the blow.

Hertza Haeon:

PPE: 3

The Hertza Haeon is a technique in which the cyborg focuses their internal power to a frequency that will disrupt electrical impulses within living beings, causing additional damage. The Hertza Haeon allows the cyborg to do double damage with the attack, but the cyborg themselves take 1 HP damage each time the attack is used. The Hertza Haeon will not work through armor, however, it does work through forcefields, doing 1/2 damage to the field, and 1/2 damage to the target. The Hertza Haeon is fully effective against partial conversion borgs, but only 50% as effective on full conversion borgs.

Menadot-Valek Ga

By [danzig138](#)

Menadot-Valek Ga, the Way of Inner Peace and Outer Force, is the martial art form developed and used by the Monks of Sh'Dha-Kor. It is an ancient style, developed millennia ago by the First Monk. According to legend, the First Monk was a mighty ruler, powerful and ruthless. One night, spirits stole into his chambers and abducted him. He awoke in the middle of the woods, alone, naked and with a different face. He wandered for days, trying to convince everyone he met that he was the ruler of the kingdom. Of course, no one believed him, and he was constantly mocked, ridiculed, and beaten. Tired of this treatment, he retreated back into the woods to live as a hermit.

He eventually taught himself to survive, and even prosper. After several years of this lifestyle, he wandered into a cave one night seeking shelter from a storm. He set about making a tiny camp, and built a fire. He then decided to explore the cave. As he explored the cave, he discovered that it opened up into a vast forest with alien vegetation and animals. Curious, he explored further. During this exploration, he was attacked by a bizarre creature that bit him. He felt the creature's venom coursing through his veins and thought he would die. He awoke later, in great pain, but relieved that he was still alive.

For the next several days, he tried to find his way out of the cave but had no success. He resigned himself to the fact that he would live out the rest of his life and die in this strange environment. He was soon attacked by some sort of humanoid creatures, but managed to fight the beast off, using skills that he had not previously possessed. He realized that somehow, he had been given a great gift. So he began to train, to hone his newfound skills even further. For many years, he trained, and thought, and meditated. He eventually realized that his previous life had been wasted in the acquisition of power and the oppression of others. This discovery gave him a new sense of purpose and dedication. He decided that he would find a way out of the cave, and that when he did, he would dedicate his life to helping others, and defending the weak and helpless. Then, by a stroke of luck (or so he believed), he found the opening back into the cave.

When he re-entered the cave, it was storming outside, and there was a small fire burning, but he could find no other beings. He found tracks that led from the fire to the back of the cave, but no others.

He left the cave, and soon realized that no time had passed in the outside while he had trained inside the cave. So he set about helping others, and eventually recruited others to aid in his quest.

The Monks of Sh'Dha-Kor neither seek out, or avoid combat. When combat is engaged, the Monk will respond to the opponent. If the opponent is aggressive, the Monk will act defensively, parrying attacks, and lashing out with snap kicks and tripping/leg hooks when safe. If the opponent is cautious and defensive, the Monk will react aggressively, using hand strikes, and jumping kicks.

Entrance Requirements: As per the Monk of Sh'Dha-Kor O.C.C.

Skill Cost: 15 years

Costume: Only the robes worn by the Monks.

Stance: Feet are spread about shoulder's-width apart, with the back foot at an angle, and the front foot pointing forward. The front knee has a slight bend. The back arm is held at waist-level with the hand in a fist, and the front arm is held at chest level, with the fist close to the chest in a backhand position.

CHARACTER BONUSES

Add 1 to P.S.
Add 1 to P.P.
Add 1 to P.E.
Add 5 to Spd.
Add 15 to P.P.E. (or Chi)

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Circular Parry, Breakfall, Disarm

Hand Attacks: Strike (Punch), Knife Hand, Back Hand, Palm Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Tripping/Leg Hook, Backward Sweep, Reverse Turning Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, ***Flying Reverse Spinning Kick*** (see Taido in Ninjas and Superspies, page 115)

Special Attacks: Death Blow, Leap Attack, Forearm, Elbow, Knee Strike, ***Spinning Leap Attack*** (See Taido, in Ninjas and Superspies, page 115), ***Spinning Kick/Neck Hold Choke*** (SPECIAL! Used against two opponents, the Monk attempts a Neck Hold/Choke on one of the opponents, and, while maintaining the hold, immediately launches a spinning kick attack at the second opponent. This uses four attacks, and requires a strike roll at both opponents, each with a -3 penalty. If successful, the choked opponent suffers 1D6 damage direct to Hit Points, and the kicked opponent suffers 1D8+1 damage. If the attack misses, the Monk loses initiative and one additional attack for the melee. NOTE: The choke attack MUST succeed for the kick to be launched!)

Holds/Locks: Arm Hold, Body Hold, Neck Hold/Choke

Weapon Katas: Pick any three melee weapons.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select two powers from among Chi Mastery, Martial Art Techniques, or Special Katas (including Chi Katas).

Physical: Climbing

Philosophical: Menadot-Valek Ga (This philosophy is similar to a combination of many Oriental philosophies, combining Shinto, Zen, and Buddhism).

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Roll with Punch/Fall/Impact, +1 to Strike

Level 2: +2 to Parry/Dodge, +1 to Breakfall/Maintain Balance

Level 3: +1 to Flying Reverse Spinning Kick/Spinning Leap Attack, and Spinning Kick/Neck Hold Choke

Level 4: +1 Attack per Melee, Critical Strike on a Natural 19-20

Level 5: +2 to Strike, Knock-Out/Stun on a Natural 19-20

Level 6: Select one additional Martial Art Power from among Chi Mastery, Martial Art Techniques, and Special Katas (including Chi Katas)

Level 7: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance

Level 8: Double existing P.P.E. (or Chi)

Level 9: +1 Attack per Melee, Critical Strike on a Natural 18-20

Level 10: +2 to Parry/Dodge, +1 to Breakfall

Level 11: +1 to Flying Reverse Spinning Kick/Spinning Leap Attack, and Spinning Kick/Neck Hold Choke

Level 12: +2 to Strike, Knock-Out/Stun on a Natural 18-20

Level 13: Select one additional Martial Art Power from among Chi Mastery, Martial Art Techniques, and

Special Katas (including Chi Katas)

Level 14: +1 Attack per Melee, Death Blow on a Natural 20

Level 15: Double existing P.P.E. (or Chi)

Mensur: German Fraternity Dueling

By FlashFire

Entrance Requirements: Minimum of 4 Years of College on Education Level. No Alignment Restrictions, though the form doesn't appeal to backstabbers and cutthroats.

Skill Cost: 4 Years (2 Years as a Secondary Form)

"Nestled in the scenic rolling hills of Southern Germany lies the town of Tübingen. What separates Tübingen from other scenic towns in Southern Germany is its university founded during the 16th century. Fortunately, many old university buildings remain to this day since Tübingen's small size enabled it to avoid the general destruction of World War II."

"Tübingen's oldness goes beyond the age of its buildings. Unknown to most tourist, Tübingen still perpetuates the ancient art of sword dueling. Unlike many places in the world, where mock combats cater for tourists and movie crews, Tübingen's sword duels are painfully real."

Ancient Tradition Still Lives On, Thane B. Terrill, 1996

From settling gentlemanly disputes to tearing highwaymen new orifices, swordsmanship was considered a vital skill for the educated gentleman in 1500's Germany. For five hundred years, dueling has been part of the tradition and education of young Germans, surviving countless wars, numerous political regimes, and the current anti-militaristic movement of modern Germany. Though the tradition is restricted to only a few fraternity houses across Germany, its not likely to die out soon.

Saying that Mensur, the traditional fraternity dueling form, is somewhat restrictive is like saying that the average nuclear bomb will knock down a few houses. Opponents stand three feet apart opposite one another, plant their feet, and do not move from that position for any reason. The arm is held straight out at a ninety-degree angle with all blows and parries performed by wrist action and slight forearm movement. There are three blows in the form, one to the top, one to the left side, and one to the right side of the head. The parries are equally simple. The speed at which these moves are delivered, though, is tremendous with blows and parries flying faster than the eye can follow.

Armor is restricted to shoulder padding and neck braces, just in case an accidental blow lands there. The weapon of choice in this form is a three inch wide single edged sword that is about two and a half feet long and has a dull point and plain handle. Overall, the sword looks more like a South American machete than a traditional weapon.

One might think that this form is a little on the pointless side, due to its restrictions on attack locations and inability to move. However, the main purpose of the duel is not to demonstrate skill with a sword, but to prove one's bravery and ability to act under pressure. More of a psychological game, Mensur provides its practitioners with far more psychological benefit than physical, unless one counts the impressive scars.

Costume: Shoulder and neck padding

Stance: Feet planted squarely on the ground, flat-footed and solid. Off-weapon hand is planted on the hip and is not moved.

Character Bonuses

+3 to ME

+1 to PP

+10 to SDC

Combat Skills

Attacks per Melee: Six

Escape Moves: Maintain Balance

Basic Defensive Moves: Parry, Automatic Parry

Advanced Defenses: Circular Parry

Hand Attacks: None

Foot Attacks: None

Special Attacks: Combination Parry/Attack, Power Block/Parry

Permanent Critical Strike (Special!)

Every blow in Mensur is to the head. All of them. You either strike from above or the sides, but you always strike at the head. Therefore, every successful strike in Mensur is a Critical Strike and does double damage. Alternately, Heroes Unlimited states that head shots do damage straight to hit points, so that rule could replace this.

Holds/Locks: None

Weapon Katas: WP: Sabre

Modifiers to Attacks: Critical Strike

No Movement Clause (Special)

You can't move, not even to dodge, while using Mensur. Dodging requires dropping the form and its bonuses to go at the enemy like an untrained fighter.

Skills Included in Training

Martial Art Powers: Wrist Hardening. This can be traded for any Basic Skill Program (excluding Physical)

Languages: German

Physical Skills: Fencing

Level Advancement Bonuses

1st: +1 to Strike, -2 (yes, that's *minus* 2) to Parry, Critical Strike, Permanent Critical Strike

2nd: +2 to Initiative

3rd: +1 to Parry, +1 to Save vs Pain.

4th: Warrior Spirit Kata (SK)

5th: One additional attack per melee

6th: +2 to Strike, +1 to Save vs Pain.

7th: Dam Sum Sing (BHE) and select one from Special Katas

8th: +1 to Parry

9th: One additional attack per melee

10th: Select one martial art power from Special Katas

11th: +2 to Strike, +1 to Save vs Pain.

12th: One additional attack per melee

13th: +1 to Parry, +2 to Initiative

14th: Select one martial art power from Special Katas

15th: +1 to Parry, one additional attack per melee

Why Study Mensur?

To connect with a tradition going back five hundred years, as well as to prove one's bravery and strength of will without getting one's head *completely* lopped off.

Hand to Hand: Military

By Mantisking

Entrance Requirements: None

Skill Cost: 2 Years

COMBAT SKILLS

Attacks per Melee: Two (2)

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch), Palm Strike

Foot Attacks: Kick Attack (Does 1D6 Damage)

Special Attacks: Bodyblock/Tackle, Bodyflip/Throw, Crush/Squeeze

Holds/Locks: Arm Hold, Body Hold

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun, Knockout/Stun from Behind

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +2 to Pull Punch

2nd: +1 To Parry/Dodge

3rd: +1 to Strike

4th: +2 to Damage

5th: +1 to Roll with Punch/Fall/Impact

6th: Kick Attack now does 2D4 Damage

7th: Knockout/Stun from Behind

8th: Knockout Stun on a Natural 19+, Critical Strike from Behind

9th: +1 to Parry/Dodge

10th: Critical Strike on a Natural 19+

11th: +1 to Strike

12th: +1 to Damage

13th: +1 to Parry/Dodge

14th: +1 to Strike

15th: Deathblow on a Natural 20

Why Study HAND TO HAND: MILITARY?

A solid, physical style with little in the way of frills.

Mishima Ryu KARATE

By Himura_Battosai

Entrance Requirements: none

Skill Cost: 8 years(5 years as a secondary martial Art Form)

Mishima was created by Mishima Heihachi. Based on the Okinawan Art Form, Te, with additions from Jujitsu and other karate forms in Nippon (Japan). it is a very aggressive and hard style. It is made to fight one on one with other martial artists. In a fight, a master will attack aggressively, all defenses will be replied with hard counter-attacks. The goal is to do the most damage in the least amount of time.

Costume: Standard karate outfit. Do family nature of this art form, there is no formal rank structure or belt system. Mastery is achieved by beating ones master.

Stance: legs shoulder width apart, feet facing forward. One hand pulled back to the chest under armpit. the other forming a block with the hand level with the top of the shoulder, both hands clenched in fists.

CHARACTER BONUSES

Add 10 to Chi

Add 1 to P.S.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense: Dodge, Parry, Automatic parry

Advanced Defenses: multiple Dodge, Combination parry/Kick (special) used to parry with kicks, reply with a kick attack, axe kick, or Crescent kick, Break fall

Hand Attacks: Strike (punch), Power Punch, Fore-Knuckle Strike, Palm Strike, Demon Strike (special) a double palm strike that does 2D6 damage and can be used to funnel negative chi attacks., back hand

Basic Foot Attacks: kick attack, snap kick, Axe kick, crescent kick, reverse turn kick

Jumping Foot Attacks: jump kick

Special Attacks: death blow, Leap attack, Powerful Noogie (special) This is a head/neck hold that in combined with a noogie that does 2D6 per melee as long as the hold is unbroken, body Flip/Throw

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock Out/Stun, Critical Strike, Critical Strike from behind, Knock out/stun from behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Three from Martial art Techniques, body hardening (including Demon Hunter from mystic China) or Special katas. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: Haiku and Go

Philosophical Training: Bushido

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: ZANJI Shinjinken Ryu (5 years), te (3 years), Tae Kwan Do (3Years)

LEVEL ADVANCEMENT BONUSES

1st + 1 Roll with punch/fall/impact, + 2 damage, + 1 Strike, Critical Strike from behind, knock Out from behind.

2nd + 1 Attack per Melee, + 1 Dodge/parry

3rd +1 Strike, + 2 Damage

4th + 1 Attack per melee, Critical Strike 19 -20

5th + 1 Strike, knock out19 -20, Select one additional martial arts powers from body hardening, Martial art techniques, or Special Katas.

6th + 1 Attack per Melee, + 2 strike

7th +1 parry/dodge, Critical Strike 18 -20

8th + 1 Attack per melee, + 1 Strike, + 2 damage

9th + 2roll with punch/fall/impact, Select one additional martial arts powers from body hardening, Chi mastery, or Special Katas.

10th + 1 Dodge/parry, + 1 attack per melee

11th + 1 damage, death blow 19-20

12th + 1 roll with punch/fall/impact, Select one additional martial arts powers from body hardening, Chi mastery, or Special Katas.

13th + 1 Strike, + 1 Damage

14th + 1 Attack per Melee, Double Chi

15th + 1 Strike, +2 damage, + 1 parry

WHY STUDY Mishima Ryu Karate?

It is a destructive art, well suited for one on one confrontations. hefty amounts of damage teamed with fast strikes is highly effective. has some trouble with multiple attackers. but is still very well rounded. Limited Chi ability at lower levels does give it a disadvantage to arts with high chi use.

Mi Zong Quan- Lost Track Fist

By Hibik

Also known as Yan Qing Quan, the origin of Mi Zong Quan (Mai Zung Kyun in Cantonese) is kind of a mystery. Some contribute the creation of Mi Zong Quan to a man named Sung Tung, during the Qing Dynasty. Sung Tung was a revolutionary who had learned Kung Fu from Master Cheng of Shantung Province for a few years, before following a monk to Shaolin where he learned the Mi Zong Lohan Style of Kung Fu. He thereafter traveled China, perfecting his art of Mi Zong Quan.

Others say the art of Lost Track goes back to the Song Dynasty, to a man named Yun Qing. Yun Qing had learned Mi Zong Lohan Style from Lu Junyi, who himself had learned it from Shaolin. Yun Qing was part of a group known as the Water Margin, a Robin Hood like group of 108 Martial Artists, who stole from the rich and gave to the poor. His art was known as Lost Track Fist after officials were unable to distinguish his style. Students often call the art Yun Qing Quan to pay respect to Yun Qing.

Lack of an accurate history or not, Mi Zong Quan remains one of the more popular styles of Kung Fu in Northern China, although being practically unheard of outside of China. This style, like its name, focuses on odd, unpredictable, inconsistent and almost illogical movement. Like in Zui Quan (Drunken Boxing), these movements serve to confuse and distract an opponent. There is also a fair amount of acrobatics to go along with the 'lost' footwork, involving leaps, jump kicks, rolls, and the like.

In combat, a master of Mi Zong Quan will use his confusing footwork and body movement to disorient an opponent. The Master will focus mainly on avoidance techniques for defense, while striking out with a palm or a punch, drawing power from Mi Zong Quan's considerable use of Internal Energy, when the confused opponent least expects it. Upper body attacks include toss, slap, roll, and capture, while lower body movements include leap, cut, hang, and tangle. Also, like Ba Gua Zhang, the style favors short, circular movements.

Training for Mi Zong Quan is almost exclusively available in Northern China. There are also roughly 8 sub styles of Mi Zong Quan.

Entrance Requirements: None.

Skill Cost: 14 Years (8 Years as a Secondary)

Costume: Standard Kung Fu outfit.

Stance: Bow Stance with the right arm raised up, hand closed into an inward fist, and the left arm almost straight down in a fist turned into the body.

Character Bonuses

Add 10 to Chi

Add 2 to M.E.

Add 2 to P.P.

Combat Skills

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Breakfall, and Maintain Balance.

Attack Moves: Leap, and Backflip.

Basic Defense Moves: Dodge, Parry, and Auto Parry.

Advanced Defenses: Multiple Dodge, Roll, and Swaying Waist (Special! Similar to Zui Quan,

this is a special form of weaving and ducking that is considered a Dodge, it cannot be combined with any other defensive move.),

Hand Attacks: Punch, Knife Hand, Palm Strike, and Backhand.

Basic Foot Attacks: Kick, Snap Kick, Crescent Kick, Tripping/Leg Hook, and Backward Sweep.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Deathblow, Forearm, Body Flip/Throw,

Holds/Locks: Elbow Lock.

Weapon Katas (Select Two): W.P. Gun (Staff), W.P. Qian (Spear). WP Jian (Straight Sword), WP Dao (Broadsword), WP Shan (Fan), and WP San Jie Gun (3 Sectional Staff). Add a new weapon Kata as per O.C.C. advancement bonus, or, if none, add one at Levels 4, 8, and 12.

Modifiers to Attack: Pull Punch, KO/Stun, Critical Strike, and Critical Strike from Rear.

Skills Included in Training

Martial Arts Powers: Select a total of two (2) powers from among Chi Mastery Specialty Katas (Including Chi Katas), or Martial Art Techniques. If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs.

Languages: Chinese (Mandarin or another Northern dialect)

Physical: None

Philosophical Training: Buddhism or Taoism (varies upon sub-styles, choose one.

If this is your primary martial art form, then the following other forms can be learned in shorter time: Drunken Style Kung Fu (7 Years), Baguazhang (6 Years), Zui Quan (7 Years), and Monkey Style Kung Fu (6 Years).

Level Advancement Bonuses

1st: +1 to Parry and Strike, +2 to Roll with Punch/Fall/Impact.

2nd: +2 to Dodge, +1 to Strike.

3rd: +2 to Roll and Backflip, +2 to Swaying Waist.

4th: +1 Attack per Melee, +1 to Dodge.

5th: Select an Ability from Chi Mastery, or Specialty Katas (including Chi Katas).

6th: Double Existing Chi.

7th: +1 to Flip and Backflip, +1 to Swaying Waist.

8th: Critical Strike on Natural 19-20.

9th: +1 to Strike, +1 to Roll with Punch/Fall/Impact.

10th: +1 Attack.

11th: Select an Ability from Chi Mastery (Including Advanced) or Martial Art Techniques.

12th: Select a Zenjorike.

13th: +1 to Roll and Backflip, +1 to Dodge.

14th: Double Existing Chi.

15th: +1 Attack, +1 to Roll with Punch/Fall/Impact.

Why Study Mi Zong Quan?

A beautiful, sophisticated, and deceptively effective style. Mi Zong Quan effectively combines confusing footwork, smooth and fluid avoidance techniques, and swift attacks coupled with internal energy (Chi) to form a solid, effective style. An art favored more by those who prefer speed and grace over power.

Molson-Fu

By ?

"Get back you pot-bellied Canadian freak" the American screamed in terror.

"No, you American scum, take your dollar and stick it!" the Canadian martial artist shouted with defiance as he began a devastating assault with his nunchaku-cans. The next day the American was found in a ditch ... beaten, broken and smelling of poutine and stale beer.

Entrance Requirements: Canadian birth only.

Skill Cost: None, all abilities are innate.

Costume: plaid lumberjack coat and maple leaf or canadien winter cap

Stance: hands in pockets with legs shoulder width apart or with one hand in front waistline with other hanging free for ease of holding beer.

CHARACTER BONUSES

Add 2D6 to S.D.C.

Add 2 to P.E.

Subtract 2 from Spd.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: drunken stumble, drunken collapse, the snow shoe shuffle

Basic Defensive Moves: dodge, parry, automatic parry (with submarine sandwich), belly ice-slide

Advanced Defenses: flying beer grab, disarm

Hand Attacks: drunken arm flail

Basic Foot Attacks: lack-of-snowtires kick of frustration, flying oh-damn-ice-ass-over-teakettle flying two legged kick.

Special Attacks: hockey-player-mouth gumming bite, polar bear charge, Canada goose peck strike, beer belly roll over, final- Maple Leaf Gardens-tickets-scalper body block.

Holds/Locks: Its-my-beer-not-yours-hold, last beer hold,

Weapon Katas: Nunchaku-cans, submarine sandwich swords, poutine forks, snowball, hockey stick

Modifiers to Attack: critical beer strike, beer death blow, bonus to shock Americans with explanation of what poutine is.

SKILLS INCLUDED INTRAINING

Martial Arts Powers: Body Hardening: beer belly of iron, cold resistance, puck biting/teeth hardening.

Languages: English, French-Canadian, proper use of the word "eh"

Survival: Extreme cold, extreme American ignorance of Canadian lifestyle

Physical: "line racing" (only hockey players will understand this one), polar bear wrestling, seal swimming

Philisophical Training: the Zen of Don Cherry

LEVEL ADVAMNCEMENT BONUSES

None: these abilities are innately as high as the universe will allow in any single individual.

MOO DUK KWAN TANG SOO DO SOO BAK DO

By SeonJin108

Entrance Requirements No Attribute or Alignment restrictions.

Skill Cost 8 Years (5 Years as a Secondary Martial Art Form)

The original art created by Hwang Kee, Tang Soo Do combines the circular techniques of Chinese Chuan Fa and the direct force attacks of Japanese Shotokan Karate with the diverse kicking tactics of Korean Tae Kyon. Unlike Tae Kwon Do, which focuses on speed and agility, Tang Soo Do values damaging strength. Tang Soo Do means "Tang Hand Way", after the Tang Dynasty of China, from which Tang Soo Do gets its Chinese techniques. It is also known as Soo Bak Do. Soo Bak is a now extinct classical Korean striking art related to Tae Kyon, and Hwang Kee took the name Soo Bak Do to venerate this ancient Korean art. A school of harsh discipline, training combines martial art techniques with wilderness survival. Students often have to run through snow, climb mountains, and swim rivers, all while in their skimpy dobok. Schools are found in both North and South Korea, usually in fairly remote regions. This school has spread through out the world, though in numbers far less than Kukkiwon Taekwondo has. Its popularity in the US is owed to the martial artist known as Chuck Norris, who studied this art while he was stationed in South Korea as a Air Force policeman.

Costume A white dobok similar to a karate gi, with midnight blue trim. Tang Soo Do does not issue black belts, but midnight blue belts, as black is seen as the color of perfection, and no one can achieve perfection.

Stance Dae Ryun Jase, a high back stance with the arms bent, the lead fist roughly at chin level, the rear fist pulled back, guarding the mid-section.

CHARACTER BONUS

Add 2 to PS

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee 3

Escape moves Roll with Punch/Fall/Impact

Basic Defensive Moves Automatic Parry, Dodge, Parry

Advanced Defensives Disarm, Multiple Dodge, Power Block/Parry (does damage!)

Hand Attacks Backhand, Duo-Fist Strike, Knife Hand, Power Punch, Punch

Basic Foot Attacks Axe Kick, Crescent Kick, Reverse Turning Kick (Combination Dodge/Kick), Roundhouse Kick, Side Kick, Snap Kick, Wheel Kick

Jumping Foot Attacks Flying Jump Kick, Flying Reverse Turning Kick, Jump Kick

Special attacks Combination Grab/Head Bash (SPECIAL! First the attacker rolls for a successful Strike. That's followed by a second Strike roll that represents a bash of the attacker's forehead directly into the victim's face or head. Damage is 2D6. No Parry or Dodge possible during the attack. Normal Critical Strike Rolls apply.), Combination Grab/Kick, Combination Strike/Parry, Death Blow, Elbow, Forearm, Knee, Leap Attack

Modifiers to Attacks Critical Strike, Critical Strike From Rear, Knock-Out/Stun, Pull Punch

SKILLS INCLUDED IN TRAINING

Martial Art Powers Automatically receives the Special Hyung, Basahee (Bassai). Select a total of two (2) powers from among Body Hardening Exercises, Martial Art Techniques, and Special Hyung. If desired, any number of Powers can be traded one-for-one for any Basic Skill Program (excluding physical). Recommended Martial Art Powers are: Chagi, Combination of Winter and Summer Training, Iron Hand, Kihapsul, Kyukpasul

Code of Honor Ten Creeds of Moo Duk Kwan

Language Korean

Physical Climbing, Prowl

Philosophical Son

Survival Fasting, Wilderness Survival

Temple Meditation

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time: Isshin-Ryu Karate (5 years), Kyokushinkai Karate (4 years), Moo Duk Kwan Tae Kwon Do (2 years), and Te (4 years)

LEVEL ADVANCEMENT BONUSES

1st +2 to Roll with Punch/Fall/Impact, +1 to Strike, Critical Strike from Behind

2nd Select One (1) Additional Martial Art Power from Body Hardening Exercises, Martial Art Techniques, and Special Hyung.

3rd +1 Attack per Melee

4th +1 to Parry/Dodge, Critical Strike on Natural 18 or better.

5th +1 to Roll with Punch/Fall/Impact, +2 to Damage

6th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Body Hardening Exercises, Martial Art Techniques, and Special Hyung.

7th +1 to Parry/Dodge, Knock-Out/Stun on Natural 19 or 20.

8th +1 to Maintain Balance, Death Blow on roll of Natural 19 or 20.

9th +1 to Roll with Punch/Fall/Impact

10th +1 Attack per Melee, +1 to Maintain Balance

11th Select One (1) Additional Martial Art Power from Body Hardening Exercises, Martial Art Techniques, and Special Hyung.

12th +1 to Parry/Dodge, +1 to Strike

13th +1 Attack per Melee, +1 to Maintain Balance

14th +1 to Roll with Punch/Fall/Impact, +2 to Damage

15th Select One (1) Additional Martial Art Power from Body Hardening Exercises, Martial Art Techniques, and Special Hyung.

Why Study MOO DUK KWAN TANG SOO DO?

Good offensive abilities combined with a toughening program that involves wilderness survival and strength development.

MOO DUK KWAN TAE KWON DO

By SeonJin108

Entrance Requirements Must be of an good or honorable alignment.

Skill Cost 8 years

Moo Duk Kwan Tae Kwon Do was the result of the failed attempt to unite the Soo Bahk Do Association and the Korean Tae Kwon Do Association. After the union failed, members of the Soo Bahk Do Association left to join the KTA and formed Moo Duk Kwan Tae Kwon Do. The art evolved to reflect this, although the traditional Moo Duk Kwan still has much in common with Tang Soo Do. It has adopted the sporting aspect of the WTF, but in the traditional Moo Duk Kwan, sport has very little emphasis, and is merely one part of a much larger whole. Over the decades, several attempts were made to bring Moo Duk Kwan Tae Kwon Do back together with Moo Duk Kwan Tang Soo Do. Unfortunately, none have been successful, though a few instructors teach both arts. In combat, a Moo Duk Kwan Tae Kwon Do master will attack very quickly, most likely with a kick attack, aimed at a vital point for maximum damage. Though Moo Duk Kwan Tae Kwon Do shares the emphasis on speed of attack as other schools of Tae Kwon Do, efficiency is also included to quickly disable an attacker. Like all of the kwans, and Korean arts in general, kicking is the preferred method of attack in Moo Duk Kwan. The master will attack using his feet, moving closer to the opponent to quickly finish him off. If kicks at long range do not work, then he will move closer to disable with hand strikes. Finding a traditional Moo Duk Kwan school in America can be difficult, as most Tae Kwon Do schools in America are mainline sport schools. However, they can be found in most large cities, and in areas where there is a sizable ethnic Korean population. As with many other arts, for truly advanced teaching, you will have to go to South Korea.

Costume A white dobok, similar to a karate gi except that the top is a v-neck pullover style shirt. Black belts have a black trim along the edges and neckline of their uniform.

Stance A back stance, feet one step apart, with the front foot pointed forward and the back foot turned ninety degrees from the front. Most of the weight is on the back leg, and the knees are bent, though not crouching. Front arm is held out with the fist slightly below the chin, back arm is held low guarding the mid-section.

CHARACTER BONUSES

Add 1 to PS

Add 2 to PE

Add 1 to PP

Add 4 to Spd

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee 4

Escape moves Maintain Balance, Roll with Punch/Fall/Impact

Basic Defensive Moves Automatic Parry, Dodge, Parry

Advanced Defensives Automatic Roll, Breakfall, Disarm, Multiple Dodge, Power Block/Parry (does damage!)

Hand Attacks Backhand, Double Fist Punch, Knife Hand, Palm Strike, Power Punch, Punch, Roundhouse Punch, Uppercut

Basic Foot Attacks Axe Kick, Backward Sweep, Crescent Kick, Drop Kick (Combination Fall/Dodge/Kick), Reverse Turning Kick (Combination Dodge Kick), Roundhouse Kick, Side Kick, Snap Kick, Tripping/Leg Hook, Wheel Kick

Jumping Foot Attacks Flying Jump Kick, Jump Kick, Reverse Turning Kick

Special attacks Body Flip/Throw, Butjapgo-Chagi (Special! One opponent is grabbed and another is kicked simultaneously. Only takes one melee action, but requires two successful strike rolls. Does 1D6 damage to the opponent grabbed and 2D6 damage to the opponent kicked.), Combination Grab/Kick, Death Blow, Elbow, Forearm, Knee, Leap Attack

Holds/Locks Ankle Lock, Elbow Lock, Wrist Lock

Modifiers to Attacks Critical Strike, Critical Strike from Rear, Knock-Out/Stun, Pull Punch

SKILLS INCLUDED IN TRAINING

Martial Art Powers Select a total of two (2) Powers from among Body Hardening Exercises, Martial Art Techniques, or Specialty Hyung. Unlike Tang Soo Do, Moo Duk Kwan Tae Kwon Do does teach weapons. If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical). Recommended powers are Chagi, Iron Hand, Kiaijutsu, and Tamashiwara.

Code of Honor 10 Creeds of Moo Duk Kwan

Languages Korean

Philosophical Training Son

Physical Acrobatics

Temple Meditation

Weapons Taught Bong (WP Staff), Joong Bong (WP Blunt), WP Knife Note: I have added this category so that players have an idea of what weapon forms they can select if they choose the Weapon Kata option. These are not automatically taught.

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time: Isshin-Ryu Karate (5 years), Kyokushinkai Karate (4 years), Moo Duk Kwan Tang Soo Do (2 years), and Te (4 years).

LEVEL ADVANCEMENT BONUSES

1st +2 to Maintain Balance, Critical Strike from Behind, Death Blow on roll of Natural Twenty.

2nd +2 to Roll with Punch/Fall/Impact, +1 to Damage

3rd +1 Attack per Melee

4th +2 to Parry/Dodge, Knock-Out/Stun on Natural 18 or better

5th +2 to Maintain Balance, +1 to Strike, , Select One (1) Additional Martial Art Power from Martial Art Techniques, Body Hardening Exercises, or Special Kata.

6th +2 to Roll with Punch/Fall/Impact, +1 to Damage

7th +1 Attack per Melee

8th +1 to Parry/Dodge, Critical Strike on Natural 18, 19, or 20.

9th +1 Attack per Melee, +2 to Maintain Balance

10th +2 to Roll with Punch/Fall/Impact, Select One (1) Additional Martial Art Power from Martial Art Techniques, Body Hardening Exercises, or Special Kata.

11th +1 to Strike, +2 to Damage

12th +1 to Parry/Dodge

13th +1 Attack per Melee, +1 to Maintain Balance

14th +1 to Roll with Punch/Fall/Impact, Death Blow on roll of Natural 19 or 20.

15th Select One (1) Shin Gong (Zenjorike).

Why Study MOO DUK KWAN TAE KWON DO?

In addition to being an effective form of unarmed combat, Moo Duk Kwan also offers something for those who wish to improve themselves mentally as well as physically.

Mountain Spirit Fighting Style

By [No Beard Pete](#)

As in most Kankoran tribes, in the Mountain Spirit tribe of the Great Northern Wilderness in the Palladium world, one's ability to handle oneself in the wilderness and in combat are two of the main measures of a person's worth. While most all Kankoran can handle themselves in a fight, and most of them are even capable warriors, there are a few who go farther, who make a study out of combat. Their fighting style is freely taught to all members of the Mountain Spirit tribe who would learn. Other Kankoran, and even members of other races will be taught too, if they prove themselves worthy.

The Kankoran of the Mountain Spirit tribe don't really recognize their fighting style as being a "martial art" in the same way that humans recognize the fighting styles of Earth's east as martial arts. To them it's just the way many of their better fighters fight. As such it is considerably less formal. However, the practitioners do tend to be the more tradition minded members of the tribe, so in the process of learning it, practitioners tend to pick up a fair bit of the history of the tribe, moral training, and other random cultural tidbits. If you aren't a Kankoran and you go live with them to learn this fighting style (as more than a few warriors have done over the years), expect to leave thinking and acting a lot more like a Kankoran than you did when you started.

In combat, the martial art tends to be fast paced and deadly. Good use is made of claws and teeth, and weapon training includes use of the spear and knife. The Kankoran do not normally enter a fight without intent to kill or at least seriously injure. For some of the more squeamish humans who learn Mountain Spirit tribe style, this is less of a problem, as they likely practice with fists instead of claws. Some of the more savage or combat oriented humans who learn it, however, like this aspect and use some sort of claw like weapon.

The Mountain Spirit style of fighting is very acrobatic and involves a lot of movement and evasion. Blocks are not typically made unless movement is impeded or weapons are being used. When unarmed, lots of sweeping clawing attacks and kicks are favored, with bites coming into play at grappling range or in ground fighting. Training typically involves quite a bit of practice with knives and spears, both as weapons, tools, and movement aids.

Entrance Requirements: PP 13 and must be accepted by the Kankoran

Costume: Most Kankoran either wear or loin cloth or go nude, weather permitting. Note that a Kankoran's idea of permissive weather is likely quite a bit different than yours.

Stances:

Unarmed: Crouching, feet a shoulder's width apart laterally, one half a shoulder's width behind the other, with the hand corresponding to the rear leg touching the ground, torso inclined forwards

Knife: As above, with knife in the hand that's not on the ground

Spear: Crouching, feet a shoulder's width apart laterally, one half a shoulder's width behind the other. The spear is held either in the hand corresponding to the rear leg, with the butt on the ground, or diagonally across the body, with the hand corresponding to the rear leg towards the rear of the spear.

CHARACTER BONUSES

Add 2 to P.E.

Add 1 to P.P.

Add 6 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll, Maintain Balance, Backflip, Leap

Attack Moves: Leap, Cartwheel

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Multiple Dodge, Auto Dodge

Hand Attacks: Claw (1d8), Backhand (, and, if learnt by a non-claw having species, Punch, and Claw Hand [1d6])

Basic Foot Attacks: Kick attack, snap kick, roundhouse kick, crescent kick, backward sweep, tripping leg/hook, Reverse turning kick, drop kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turn Jump Kick, ***Vaulting Jump Kick*** (Special! The character runs and uses their spear to perform a pole vault-esque maneuver to propel themselves into the air, and then their opponent. Does 3d6 damage and a critical strike, if successful, but only use 1/2 bonuses when rolling to strike.)

NOTE: The roundhouse and crescent kick are performed by Kankoran quite differently than by humans, but still behave the same in terms of game mechanics.

Special Attacks: Leap Attack, Bite (1d8 for Kankoran or Coyles, 1d12 for Wolfen, and 1d4 for humans, elves, dwarves, or similar)

Holds: Arm Hold, Neck Hold

Weapons Katas: Spear, Knife

Modifiers to Attacks: Pull Punch/Claw, Critical Strike, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Recieves Kangeiko and Shochu Geiko (Special: for Kankoran practitioners, double all exposure times only as they apply to cold and winter weather), and select either two additional powers from body hardening, MA techniques, or Special Katas _or_ one addition power from arts of invisibility, chi mastery, or atemi.

Languages: Wolfen

Physical: Gymnastics, Prowl, Climb

Survival: Fasting, Wilderness Survival

Cultural: Lore: Kankoran History and Legends

LEVEL ADVANCEMENT BONUSES

Level 1: +2 maintain balance, roll, and dodge

Level 2: +2 strike, +1 parry and holds

Level 3: +1 APM, +2 initiative

Level 4: Select one additional MA Power from Body Hardening, MA Techniques, or Special Katas _or_ two weapons katas

Level 5: +2 dodge, +1 strike

Level 6: Death Blow on a natural 20, Critical Strike natural 18-20

Level 7: +1 parry, hold, initiative

Level 8: +1 APM, +2 initiative

Level 9: +2 maintain balance and roll

Level 10: +2 dodge, strike

Level 11: Select one addition MA Power from Body Hardening, MA Techniques, or Special Katas _or_ two weapons katas

Level 12: Death Blow on a natural 19-20

Level 13: +1 APM, +2 initiative

Level 14: +1 parry, hold, balance

Level 15: +2 dodge, strike

Why Study Mountain Spirit Fighting Style?

Well, if you are a Kankoran from the Mountain Spirit tribe, this is all about your heritage and being a part of your heritage. Even if you aren't it's a fun, acrobatic style that lets you jump and flip all over the place. It provides good weapons training, and a lot of wilderness and survival training to boot.

Mu Te (Nothing Hand)

By Mantisking

Entrance Requirements: Character must take a vow of silence. If the character speaks just one word they cannot use any Chi Mastery or Zenjorike Powers, plus all bonuses and skills acquired from this martial art are at 1/2 effectiveness. To return to normal levels of ability, the character must return to the Temple and retake their vow of silence.

Skill Cost: 18 Years (Exclusive).

This style originates in a small temple on Owi Island off the coast of Japan. The inhabitants of this temple are dedicated to the worship of the Maitreya Buddha, the last of the five buddhas to appear on Earth. The members of this order have taken a vow not to speak until he has arrived. This sect may have originated in Korea with the Hwarang back in the 9th Century. It may also have connections with the Yellow Turban Rebellion of 184 A.D. in China.

The founders of this style were religious outcasts, sent to Owi Island by the Shogun in the 1700's. They developed this martial art to protect themselves from the other prisoners, political or otherwise, on the island. This style evolved as new inhabitants were accepted into the order, each bringing with them some sort of martial knowledge. Every new technique was evaluated for inclusion into the slowly growing art.

The inhabitants of the temple spend their day doing simple chores, cooking, cleaning, copying sutras, meditating, and other such activities. Martial arts practice is held twice daily. Once in the morning before the first meal of the day, and once in the evening after the last meal.

Students of this style try to follow the tenets of Buddhism, so combat is generally avoided. But if a confrontation is unavoidable a defensive attitude is assumed. The opponent will be allowed the first move and then will be quickly subdued.

Costume: Buddhist Robes.

Stance: A natural stance, feet at shoulder width and hands held open at waist level.

CHARACTER BONUSES:

Add 15 to Chi.

Add 2 to M.E.

Add 1 to M.A.

Add 1 to P.P.

Add 1 to Spd.

COMBAT SKILLS:

Attacks per Melee: One (1).

Escape Moves: Roll with Punch/Fall/Impact, Leap, Backflip.

Attack Moves: Leap, Backflip, Cartwheel.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defense Moves: Disarm, Breakfall, Circular Parry, Automatic Bodyflip/Throw.

Hand Attacks: Strike (Punch), Palm Strike, Knife Hand, Power Punch.

Basic Foot Attacks: Trip/Leg Hook, Crescent Kick, Axe Kick, Wheel Kick, Roundhouse Kick.

Jumping Foot Attacks: None.

Special Attacks: Roll/Knockdown, Paralysis Attack, Bodyflip/Throw.

Holds/Locks: Finger Lock, Wrist Lock, Arm Hold, Automatic Hold.

Weapon Kata: W.P. Bo (Staff).

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Knockout/Stun from Behind, Critical Strike, Critical Strike From Behind.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of four (4) Powers from among Arts of Invisibility, Atemi Abilities, and Chi Mastery.

Languages: Japanese Sign Language.

Cultural: Read/Write Japanese, Cooking.

Physical: Gymnastics.

Survival: Fasting.

Temple: Meditation.

Weapon Proficiencies: W.P. Bo (Staff).

Philosophical Training: Maitreya Buddhism.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Isshin Ryu (5 Years), Mien Ch'uan (9 Years), Pao Chih (9 Years), Sankukai (6 Years), Yu Sool (7 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, Critical Strike or Knockout/Stun from Behind, Critical Strike or Knockout/Stun on a Natural 20.

2nd: +1 to Strike, +1 to Breakfall.

3rd: +1 to Roll with Punch/Fall/Impact, Select one (1) Zenjorike Power.

4th: +1 to Parry/Dodge, +1 to Disarm, Double Existing Chi.

5th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.

6th: +1 to Bodyflip/Throw (Bodyflip/Throw now does 2D6 damage), Select one (1) Martial Art Power from Arts of Invisibility, Atemi Abilities, or Chi Mastery.

7th: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact.

8th: +1 Attack per Melee, Critical Strike on a Natural 18+ (Critical Strike now does Triple Damage), Double Existing Chi.

9th: +1 to Backflip/Cartwheel, +1 to Roll with Punch/Fall/Impact.

10th: +1 to Parry/Dodge, +1 to Leap (Add 5 feet to Leap distance).

11th: +1 to Breakfall, +1 to Roll/Knockdown.

12th: Double Existing Chi, Select one (1) Martial Art Power from Arts of Invisibility, Atemi Abilities, or Chi Mastery.

13th: +1 to Parry/Dodge, Select one (1) Zenjorike Power.

14th: +1 to Strike, +1 to Bodyflip/Throw.

15th: +1 to Damage, +1 to Backflip/Cartwheel.

Why Study MU TE?

This style is a perfect balance of physical, mental, and spiritual techniques. Mu Te is well-rounded, but not exemplary in any one area.

Myo Na Kunren (queer, meaning odd of course, training for weaklings)

By L'Dogg

This the ancient martial art of being a wuss. developed by a librarian who always got his ass whooped by the real martial artist coming home from work. one day the librarian, okii myo na, was getting his ass whooped and he decided that it would go no longer. so he locked himself up in the basement of his library with nothing to eat but the ancient rat poison inserted in the cheese. unfortunately eating this poison led okii to have continual dreams and hallucinations of grandeur and ass kicking. on one of this hallucinogen filled days he dreamed about a martial art so effective that it did its primary damage when getting it's ass whooped on hard thus was born myo na kunren.

Requirements: ummm... you gotta be a wuss have a high tolerance for pain and have a high M.E.

Training: "a minute to learn a life time to master"-shen meng (note: no other style can be coupled with this style under any circumstances)

Character Bonuses

+1 P.P.

+3 P.E.

Stance: Arched over with slumping shoulders wavering stance mostly stands sorta angled so as to evade most attacks

Costume: ummmm... anything you want

Combat Skills

Attacks per melee: 1

Hand Attacks: taunting slap(special), punch, back hand

Foot Attacks: snap kick, falling tripping leg hook, nad kick(special), neck stomp(special)

Basic Defense: dodge, auto parry, auto dodge, breakfall

Advanced Defense: disarm/rearm(special), disarm

Escape Moves: roll out, flee like coward(special)

Modifiers to Attack: auto flip throw, auto disarm(Note: myo na kunren master can use P.P. bonuses with autos and breakfall) critical from behind

Special Attacks: head butt, knee

Holds/Locks: wrist lock, finger lock, arm hold, leg hold, elbow lock

Weapon Katas: None

Skills: tumbling, running, prowl, prone fighting, blend(note no physical skills that give bonuses may be taken)

Martial Art Powers: At first level automatically receives Zenjorike technique Pin Ten Shogai (Giko No Kowaweru Kobushi To Issho Ni Kao)(Special). Select one body hardening.

Level Advancement Bonuses

1st: +2 auto anything +1 dodge

2nd: +1 strike and parry

3rd: +3 breakfall +2 disarm/rearm

4th: +1 breakfall triple damage from behind

- 5th:** +1 attack, strike, parry
- 6th:** +2 auto anything, dodge, breakfall
- 7th:** Weapon kata: weapon improvisation(special)
- 8th:** One additional body hardening
- 9th:** +1 attacks, auto everything, critical 19-20
- 10th:** +1 disarm, strike
- 11th:** +1 auto, breakfall
- 12th:** +1 attack +1 disarm/rearm
- 13th:** One additional body hardening
- 14th:** Automatic lock and auto hold
- 15th:** Calm Minds Zenjorike

List O' Specials

Taunting Slap: opponent must save with 8(+1 per following slap) or higher to withstand the taunting slap. if opponent fails to save he becomes enraged and uncontrolled -1 strike, parry, dodge, initiative, and roll(note: minuses are not cumulative)

Nad Kick: nad kick does 1D4 direct to H.P. opponent must save vs. pain(12). if opponent saves he is stunned (-3 Spd -1 attacks for 1D4 melees) unless a natural 20 is rolled in which case no adverse effects occur. a failed save means the opponent is knocked unconscious for 1D4 melees

Neck Stomp: this move can only be performed after a successful nad kick and can only be done once per melee 2D4 direct to H.P.

Disarm/Rearm: this an enhanced version of disarm that allows the character to disarm somebody and put into their own hand. (only disarm/rearm bonuses apply) can be used in place of a dodge. afer a successful D and R the character cannot use the weapon until next action

Flee Like Coward: is a last resort escape move for those who have given up all hope of surviving combat and flee like cowards. this technique is used more often then not. some masters have been quoted screaming, "ouch, ouch I'm allergic to pain" while fleeing. this move gives the fleeing character +4 to dodge and +10 to SPD although the character can do nothing but flee and dodge.

Pin Ten Shogai: this is a special zenjorike power that creates a pseudo force field around areas being struck this barrier provides the following abilities:

- parry +2
- successful parry means the wuss takes nno damage
- redirects the damage bonus of the attaccker back into the attacker

-if critical is rolled and parried the attackers attacking limb is broken in several places roll for saving throw v.s. pain at -3

Note: pin ten shogai takes little concentration but the wuss is so afraid that he can perform no other actions while using pin ten shogai. also before pin ten shogai can be used the wuss must survive one melee of combat

Why Take Myo Na Kunren?

Because you are a wuss with a capital "W."

Martial Art Styles L

Name	Game	Application	Country	Author
La Verdadera Destreza	N&S	Conversion	Spain	Flash Fire#
Lei Feng Do	N&S	Fiction	China	Gabriel
Lethwei	N&S	Conversion	Burma	Mantisking
Lizard Style	N&S	Fiction	China	Sinestus
Lockdown	N&S	Fiction	Worldwide	Mantisking
Lojoritzu	N&S	Fiction	Malaysia	Sinestus

Number of Styles: 6



Martial Art Styles N

Name	Game	Application	Country	Author
Ngan On Saan Pai	N&S	Fiction	China	Mantisking
Ngo Cho Kun Kung Fu	N&S	Conversion	China	Ronin
Nhahn Tay	N&S	Fiction	United States	Mantisking
Nikar-Lo	Rifts	Fiction	NA	Brett Hegr
Ninjitsu: Self Defense	N&S	Conversion	United States	Kuseru
Ninjitsu: Street	N&S	Conversion	United States	Kuseru
Ninjutsu	Any	Quickie	Japan	Kuseru
Ninjutsu: Iga	N&S	Conversion	Japan	Kuseru
Ninjutsu: Hagakure	N&S	Conversion	Japan	Kuseru
Ninjutsu: Kumi Uchi	N&S	Conversion	Japan	Kuseru
Ninjutsu: Koga	N&S	Conversion	Japan	Kuseru
Niten Ryu Kenjutsu	N&S	Conversion	Japan	Kuseru

Number of Styles: 12



Ngon On Saan Pai (Quiet Mountain System)

By Mantisking

Entrance Requirements: None.

Skill Cost: 12 Years (Primary), 7 Years (Secondary).

This Southern Chinese style is composed of elements from the Emei school and from the five families of Southern Chinese martial arts. More interesting is its use of the spear, which is a less than common weapon in Southern China. Emeishan (High Eyebrow Mountain) is known, along with Songshan and Wutangshan, as one of the three martial mountains. It is also known as one of the four Buddhist mountains. The founder of this style is Lim Yi Leui whose family originally came from the Szechuan Province of China.

When the Koumintang fled from Szechuan Province to Taiwan, the Lim family fled to Hong Kong and the protection of the British Empire. Yi Leui grew up very quickly after his family moved. A young, country boy exposed to a loud, raucous city found many ways to get into trouble. Relying on the martial art skills that his family had cultivated for centuries pulled him through every street fight and martial art duel. Over time, Yi Leui modified the spear techniques of his family style to work in the confining alleyways of the city and on small boats that dotted the harbor. But he never forgot his family's original home and named his new style in honor of the mountain that he was born a short distance from.

An Shan Pai -the name of the style in Mandarin--, like other southern kung fu styles, is a short range system although it is less aggressive than other styles. It relies mainly on hand and arm strikes when not using a weapon. This style also uses low stances and short steps while fighting. An Shan Pai stylists will avoid groundfighting. Eventually the system progresses from external to internal, teaching techniques of chi mastery as more experience is gained.

Schools (Kwoon) of this style can be found in Hong Kong, Taiwan, the United Kingdom, and the United States.

Costume: Standard kung fu uniform.

Stance: Horse Stance.

CHARACTER BONUSES

Add 5 to Chi.

Add 1 to M.E.

Add 1 to P.S.

Add 1 to P.P.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: Two (2).

Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact, Breakfall.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defense Moves: Circular Parry, Combination Parry/Attack, Disarm, Automatic Bodyflip/Throw.

Hand Attacks: Strike (Punch), Palm Strike, Backhand.

Foot Attacks: Sweep Kick, Trip/Leghook.

Special Attacks: Combination Strike/Parry, Paralysis Attack, Elbow, Forearm, Shoulder Ram.

Weapon Kata: W.P. Chiang (Spear) (This W.P. starts at third level. The combat skills Plant Spear (The character sticks the butt end of the spear into the ground. Any opponent making a Leaping, Jumping or Charging Attack takes 2D8 damage if the character rolls higher than the opponent's Strike roll.), Pinning Strike (This is an attempt to use a bladed weapon to stick an opponent's limb or clothing to a wall or floor. This attack only does ½ damage if it strikes a limb, as injury is not the primary intent of this attack. If successful this prevents the opponent from moving until the limb or clothing is freed. If clothing is pinned the opponent must spend an Attack to free themselves. While the clothing is pinned the opponent is at -2 to Parry, Dodge, and Strike. If a limb is pinned the opponent must spend two Melee Rounds and make a Saving Throw vs. Pain to free themselves. While the limb is pinned the opponent is -4 to Parry, Dodge, and Strike.), Choke, Trip/Leghook, Backward Sweep, Neck Hold, and Automatic Bodyflip/Throw can be performed with this weapon.)

Modifiers to Attacks: Critical Strike, Knock-Out/Stun, Pull Punch.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of three (3) Powers from among Martial Art Techniques and Special Kata.

Languages: Chinese (Cantonese).

Cultural: Calligraphy, Shogi.

Temple: Meditation.

Weapon Proficiencies: W.P. Chiang (Spear) (Starts at the third level of proficiency).

Philosophical Training: Taoism or Buddhism.

If this is your Primary Martial Art style then the following other styles can be learned in a shorter time: Bak Mei Kuen (6 Years), Choy Li Fut (4 Years), Gui Long Chuan (7 Years), Li Chia Chuan (4 Years), and Shaolin Chuan (7 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +2 to Maintain Balance, +1 to Parry/Dodge.

2nd: +1 to Maintain Balance, Critical Strike on a Natural 20.

3rd: +1 Attack per Melee, +1 to Strike.

4th: +1 to Parry, +1 to Damage.

5th: +1 to Breakfall, Select one (1) Martial Art Power from Martial Art Techniques or Special Kata.

6th: +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 18+.

7th: +1 Attack per Melee, +1 to Strike.

8th: +1 to Maintain Balance, +1 to Parry/Dodge.

9th: +1 Attack per Melee, Select one (1) Martial Art Power from Martial Art Techniques or Special Kata (including Chi Kata).

10th: +1 to Damage, Select one (1) Martial Art Power from Chi Mastery or Special Kata

(including Chi Kata).

11th: +1 to Breakfall, +1 to Strike.

12th: Knockout/Stun on a Natural 19+, Double Existing Chi.

13th: +1 Attack per Melee, +1 to Parry/Dodge.

14th: +1 to Damage, Select one (1) Martial Art Power from Chi Mastery or Special Kata (including Chi Kata).

15th: +2 to Strike, +1 to Damage.

Why Study AN SHAN PAI?

A short range fighting style that eventually expands to become a multi-faceted martial art.

Ngo Cho Kun - Five Ancestor Fist Kung Fu

By SeonJin108

Skill Cost: 10 years

Relatively unknown still in the West, Ngo Cho Kun is very prevalent in China and throughout South Asia. It is a hard, linear style, and it is believed many Okinawan Karate styles evolved out of Ngo Cho Kun. Indeed, it seems to share more with Okinawan Karate than many of the soft, circular kung fu styles.

An offshoot Shaolin style from Fukien, China, Ngo Cho Kun combines the techniques of five different chuan fa; Crane, Monkey, Tai Chi, Lohan, and Tat Chun. It was created by Chua Giok Beng nearly two hundred years ago. From there, it spread throughout Fukien to Hong Kong, Taiwan, and to the Philippines.

In combat, the master will attempt to close the distance to his opponent and overwhelm him with brutal hand strikes. Ideally, only one strike will need to be made. Failing a one hit victory, he will continue to press the attack with further hand strikes, sweeps, and take downs.

Ngo Cho Kun also includes weapon training with several melee weapons. Some weapons that are commonly thought to be of Okinawan origin, such as the sai, actually came from Ngo Cho Kun.

The Creed of Ngo Cho Kun, which all practitioners must follow, is:

- Your personal enemy is not as important as the people's enemy.
- Vengeance for the nation before vengeance for one's self.
- Act righteously, and persevere through hardship.
- Do not fight over words.
- You must love yourself before you can love others and serve your nation.

Schools of Ngo Cho Kun can be found in China, Hong Kong, Taiwan, and the Philippines.

There are only a few schools in the US.

Entrance Requirements: No alignment or attribute restrictions, but prefers good, unprincipled, or aberrant alignments.

Stance: Called Chien Be. A sort of back stance, one foot in front, one in back. Sixty percent of the weight is on the back leg. Lead hand extended at chest level, open, rear hand pulled back at chest level, open.

Costume: A blue cotton kung fu outfit.

Character Bonuses

Add +5 to Chi

Add +2 to PE

Add +1 to PP

Add +3 to Spd.

Add +10 to S.D.C.

Combat Skills

Attacks per Melee: Two

Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact

Basic Defensive Moves: Automatic Parry, Dodge, Parry

Advanced Defenses: Circular Parry, Combination Parry/Attack

Hands Attacks: Backhand, Double Fist Punch, Double-Knuckle Fist, Knife Hand, Palm Strike,

Power Punch, Punch, Uppercut

Basic Foot Attacks: Backward Sweep, Kick Attack, Snap Kick, Tripping/Leg Hooks

Special Attacks: Body Block/Tackle, Combination Strike/Parry, Elbow, Forearm

Weapon Forms: (Choose three): Chang Bahn (Staff), Chang Bahn Jin (Staff), Giau Chiz (Staff), Giau Chiz Jin (Staff),

Leiu Yeh Dau (Large Sword), Sai (Forked - Paired), Shi-Zi Jen (Sword), Tonfa (Blunt - Paired), Tien Tzu (Blunt)

Modifiers to Attacks: Critical Strike, Critical Strike From Rear, Knock-Out/Stun, Pull Punch

Skills Included in Training

Martial Art Abilities and Powers: Select two abilities from among Body Hardening Exercises (including Demon Hunter Exercises), Martial Art Techniques, and Specialty Forms (including Chi Forms). Automatically receive the Body Hardening Exercise of Dam Sum Sing.

Languages: Chinese (Mandarin)

Philosophical Training: Buddhism

Code of Honor: The Creed of Ngo Cho Kun

Level Advancement Bonuses

1st: +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +2 to Maintain Balance, Knock-Out/Stun on Natural 20.

2nd: +1 to Strike, +1 to damage, Critical Strike or Knock-Out from Behind

3rd: +1 attack per melee, select one additional Body Hardening Exercises (including Demon Hunter Exercises), Martial Art Techniques, and Specialty Forms (including Chi Forms).

4th: +2 to Maintain Balance

5th: +2 to damage, critical strike on natural 18, 19, or 20.

6th: +2 to roll with punch/fall/impact, +1 to parry/dodge

7th: +1 to maintain balance, select one additional Body Hardening Exercises (including Demon Hunter Exercises), Martial Art Techniques, and Specialty Forms (including Chi Forms).

8th: +1 attack per melee, +1 to parry and dodge

9th: Knock-Out/Stun on natural 18, 19, or 20

10th: +1 to Maintain Balance, +1 to strike

11th: +2 to Roll with punch/fall/impact, select one additional Body Hardening Exercises (including Demon Hunter Exercises), Martial Art Techniques, and Specialty Forms (including Chi Forms).

12th: +2 to damage

13th: +1 attack per melee

14th: Select one additional Body Hardening Exercises (including Demon Hunter Exercises), Martial Art Techniques, and Specialty Forms (including Chi Forms).

15th: +1 to strike, +1 to maintain balance

Why Study Ngo Cho Kun?

A terrific action-packed self-defense form. Capable of dealing with multiple attackers with ease, but has relatively few special abilities.

Nhahn Tay (Swift Hands)

By [Ray Bull](#)

The history of Nhahn Tay begins in 1970 with Nyugen Van Khoi and the Viet Nam War. Khoi, at the age of 15, began learning martial arts from U.S. servicemen stationed near his home village. He learned various things as different soldiers left and arrived. Suddenly, in 1975, tragedy struck and South Viet Nam fell. Nyugen Van Khoi and his family escaped with just the clothes on their backs. After seeing his home and his country stolen from him, Khoi swore nothing would ever be taken from him again. With his wife and newborn son safe in the United States, Nyugen Van Khoi began to roam the world. Journeying from country to country, working menial jobs, sending money home to his family every chance he could. Learning, borrowing, or stealing all he could from every martial tradition, Khoi formed the nucleus of his new martial art. Finally after 15 years he settled at home with his family in San Francisco.

Nyugen Lon Tran, Khoi's son, enters the picture at this point, learning the basics of the art of Nhahn Tay. Ten years later, after Nyugen Van Khoi died fighting another martial arts master, Tran has inherited the system. Khoi's pain and anger over the loss of his home still infect the teachings of Nhahn Tay. Every student is taught to take all he can from every other martial artist he can find. Feared by many, respected by few, scorned by others, Nhahn Tay students are outcasts from the martial brotherhood. Fighting, for a master of Nhahn Tay, consists of a quick closure to combat range. He then attempts to eliminate the opponent as fast as possible, using a flurry of techniques escalating in lethality. Nhahn Tay may look unusual in it's practice due to it's origin in many different martial arts styles. But that in no way diminishes it's effectiveness. There are many small Nhahn Tay schools across the United States. Anyone who wishes to learn from the Grandmaster though, must go to San Francisco.

Entrance Requirements: M.E. 9+

Skill Cost: 10 years(primary), 5 years(secondary)

Costume: Street Clothes

CHARACTER BONUSES

Add 1 to M.E.

Add 2 to P.S.

Add 1 to P.P.

Add 1 to Spd.

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll w/Punch/Fall/Impact, Leap

Defense Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Combination Parry/Attack, Multiple Dodge, Disarm

Hand Attacks: Punch(Strike), Palm Strike, Single-Knuckle Fist

Basic Foot Attacks: Snap Kick, Trip/Leg hook

Special Attacks: Elbow, Knee, Death Blow, Leap Attack, Paralysis Attack, One-Hand Choke, Grab/Kick, Grab/Head Bash, Sticky Hands, Hand Hold/Strike, Combination Strike/Parry

Holds/Locks: Arm Hold, Neck Hold, Wrist Lock, Elbow Lock

Modifiers to Attacks: Pull Punch, Critical Strike

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Automatically receive Martial Arts Technique: Jeet Kune Do Concepts at Level 1. You may also select 1 power from Body Hardening Exercises, and 1 power from Atemi Abilities.

Languages: Vietnamese

Physical: Body Building

Philosophical Training: Survival is the ultimate ideology.

If this is your Primary Martial Art Form then No other forms can be learned in a shorter time, due to the actions of the founder of Nhahn Tay.

LEVEL ADVANCEMENT BONUSES

Level 1: Critical Strike from Behind, +1 to Initiative, +1 to Strike

Level 2: +1 to Parry, +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 20

Level 3: +1 Attack/Melee, +1 to Strike, +1 to Strike with One-Hand Choke

Level 4: Gain 1 Martial Arts Power from Body Hardening Exercises, or Atemi Abilities, +1 to Disarm, +1 to Strike with Grab/Kick

Level 5: Critical Strike on a Natural 19+, +1 to Parry, +1 to Damage

Level 6: +1 Attack/Melee, +1 to Roll with Punch/Fall/Impact, +1 to Strike with Grab/Head Bash

Level 7: +1 to Strike, +1 to Strike with Hand Hold/Strike, Gain 1 Martial Arts Power from Body Hardening Exercises, or Atemi Abilities

Level 8: +1 to Roll with Punch/Fall/Impact, +1 to Damage, +1 to Leap(add 8 ft. to Leap distance)

Level 9: +1 to Strike, Critical Strike on a Natural 18+, +1 to Strike with Sticky Hands

Level 10: +1 Attack/Melee, +1 to Strike with One-Hand Choke, Gain 1 Martial Arts Power from Body Hardening, or Atemi Abilities

Level 11: +1 Initiative, +1 to Parry, +1 to Damage

Level 12: Critical Strike on a Natural 17+, +1 to Disarm, +1 to Strike with Grab/Kick

Level 13: +1 Attack/Melee, +1 to Strike, Gain 1 Martial Arts Power from Body Hardening Exercises, or Atemi Abilities

Level 14: +1 to Parry, +1 to Damage, +1 to Strike with Grab/Head Bash

Level 15: +5 to SDC, +1 to Roll with Punch/Fall/Impact, Death Blow on a Natural 20

Why Study NHAHN TAY?

Possibly the best close combat style, Nhahn Tay has stolen most of the special attacks from other styles. Unfortunately this has left it lacking in weapon skills and mystic abilities.

Hand to Hand: Nikar Lo

By [Brett Hegr](#)

This is a martial art form that many D-Bee magicians and psychics practice. Earth mages and psychics have also begun to practice it. It is a combination of mental discipline and physical combat. It focuses on greater defensive ability and mental power. Physical attacks are present, but not emphasized.

Practitioners tend to use their more formidable magical and/or psychic powers for offensive purposes anyways. The name Nikar Lo comes from an ancient and powerful mystic that was said to have been granted godhood eons ago. He was a champion of magic and psychic powers and the good that they could be used for. Nothing has been written of him in over 20,000 years, so if he exists his whereabouts are unknown. Like the god, this martial art form is rarely found. Mages and psychics are generally the only practitioners and there is only a 1 in 200 chance of running into a mage or psychic that knows it.

Skill Cost: Equivalent to Hand to Hand: Expert. Not suggested for any genre besides Rifts, but it counts as one Physical skill if used in a genre that isn't O.C.C. oriented (plus, only mages and psychics can select it).

Skill Requirements: None

Attribute Requirements: None

Techniques Known at First Level: Automatic parry, dodge, and roll with punch/fall/impact. The only attacks known are a punch (1d4 damage) and a kick (1d6 damage).

Bonuses: +1d6+4 S.D.C., and either a +1 to M.E. and +10 I.S.P. or +1 to P.E. and +10 P.P.E. (player's choice).

LEVEL ADVANCEMENT BONUSES

Level 1: Two attacks per melee, +1 vs horror factor, and +3 to roll with punch/fall/impact.

Level 2: +2 to parry, and +2 to dodge.

Level 3: +1 attack per melee and +1 to perception.

Level 4: +1 vs mind control (psionic, magic, and chemical) and +1 vs possession.

Level 5: +1 on initiative and +2 to strike.

Level 6: +1 to save vs magic and +1 to save vs psionic attack.

Level 7: +1 magical or psionic attack per melee (an attack that can be used only for one of those purposes)

Level 8: +2 to parry and +2 to dodge.

Level 9: Automatic dodge and +1 attack per melee

Level 10: +10 P.P.E. or +10 I.S.P. (player's choice).

Level 11: +1 vs horror factor and +1 to perception.

Level 12: +1 to save vs magic and +1 to save vs psionic attack, or add +1 to spell strength or add +10% to the skill level of psionic powers like Clairvoyance, Object Read, and other psionic sensitive abilities (choose one of the three option).

Level 13: +1 magical or psionic attack per melee (an attack that can be used only for one of those purposes)

Level 14: Critical strike from behind (double damage) and knockout/stun from behind.

Level 15: +10 P.P.E. or +10 I.S.P. (player's choice).

Self Defense Ninjutsu

By Kuseru

Entrance Requirements: Minimum Attributes include P.S.: 10 and P.E.: 8.

Skill Cost: 5 Years (3 Years as a Secondary Martial Art Style).

This style has adapted to keep pace with the current attacks and weapons being used on the streets today. Self Defense Ninjitsu uses striking and grappling to counter the fighting techniques of Jujutsu and other martial arts being practiced. Physical training focuses on the use of refined body movement to facilitate self-protection techniques, as opposed to using techniques of muscle strength or speed. Training focuses on partners so the correct timing, distancing, and body mechanics are achieved. Since strength and speed decline over time and skill improves, this training is useful against stronger, faster, and younger opponents.

Costume: Black Karate gi, black ski mask, and black tabi.

Stance: Feet shoulder's width apart, forward foot pointed ahead and to the outside, rear foot pointed out and the front, knees bent. Forward fist rigidly extended on a straight line from the shoulder, rear fist tight against the waist.

CHARACTER BONUSES

Add 2 to P.S.

Add 2 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Attack Moves: Grab

Basic Defensive Moves: Dodge, Parry, Entangle, Auto Parry.

Advanced Defenses: Multiple Dodge, Combo Parry/Attack.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand.

Foot Attacks: Kick, Trip/Leg Hook, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Roll/Knockdown, Body Flip/Throw, Combo Grab/Kick.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock, Elbow Lock.

Weapon Kata: W.P. Jo Stick, W.P. Knife, W.P. Hanbo, W.P. Tonfa, W.P. Nunchaku.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: None.

Language: Japanese

Other Skills: Athletics, Meditation, Swim: Advanced, W.P. Jo Stick, W.P. Knife, W.P. Hanbo, W.P. Tonfa, W.P. Nunchaku .

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: None.

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Parry/Dodge, Critical on a Natural 20.

2nd: +1 to Roll/Knockdown.

3rd: Ko/Stun on a 19 or 20.

4th: +1 Attack per Melee.

5th: +1 to Damage.

6th: +1 Attack per Melee, +1 to Strike.

7th: +1 to Roll with Punch/Fall/Impact.

8th: +1 to Maintain Balance.

9th: +1 to Roll/Knockdown.

10th: +1 Maintain Balance, +2 to Parry/Dodge.

11th: +1 Attack per Melee.

12th: +2 to Damage, +1 to Strike.

13th: Death Blow on a Natural 20.

14th: +1 to Attack per Melee, Critical Strike on a Natural 19 or 20.

15th: +1 to Roll/Knockdown.

WHY STUDY Self Defense Ninjitsu?

The evolution of Ninjitsu into the modern age where 'Self Defense' arts and healthy lifestyles are prevalent, SD Ninjitsu still maintains some of the power and tradition of the most speculated about martial art.

Street Ninjitsu

By Kuseru

Entrance Requirements: Minimum Attributes include P.S.: 10 and P.E.: 8.

Skill Cost: 4 Years (2 Years as a Secondary Martial Art Style).

A style of hand to hand combat typically taught as a "down-and-dirty" version of Ninjutsu, without all the "metaphysical psycho-babble."

Costume: Black Karate gi, black ski mask, and black tabi.

Stance: Feet shoulder's width apart, forward foot pointed ahead and to the outside, rear foot pointed out and the front, knees bent. Forward fist rigidly extended on a straight line from the shoulder, rear fist tight against the waist.

CHARACTER BONUSES

Add 1 to P.S.

Add 2 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Attack Moves: Grab, Leap.

Basic Defensive Moves: Dodge, Parry, Auto Parry, Entangle.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand

Foot Attacks: Kick, Trip/Leg Hook, Snap Kick

Jumping Foot Attacks: None

Special Attacks: Death Blow, Roll/Knockdown, Body Flip/Throw.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock, Elbow Lock,

Weapon Kata (pick one): W.P. Sword, W.P. Thrown, W.P. Chain, W.P. Knife.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: None.

Other Skills: Athletics, Meditation.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: None.

LEVEL ADVANCEMENT BONUSES

1st: +3 to Roll with Punch/Fall/Impact, +3 to Pull Punch.

2nd: +3 to Parry/Dodge, +2 to Strike, +1 to Disarm.

3rd: +1 to Damage.

4th: +1 Attack per Melee.

5th: +1 to Leap (add four feet of distance).

6th: Critical Strike on an unmodified roll of 18, 19, or 20.

7th: Gain W.P. Paired Weapons, +2 to Disarm.

8th: +2 to Leap (add eight feet of distance).

9th: +1 Attack per Melee.

10th: +2 to Body Flip/Throw (2D6 damage).

11th: +2 to Damage.

12th: +2 to Parry/Dodge.

13th: Ko/Stun on an unmodified roll of 18, 19, or 20.

14th: +1 Attack per Melee.

15th: Death Blow on a Natural 20.

WHY STUDY Street NINJITSU?

A step above the average martial art taught on the street, Street Ninjitsu tries to incorporate the more spiritual side of the martial art, but corrupt instructors and con artists have destroyed too much of the credibility and curriculum of the art.

Hand to Hand: Ninjutsu (Quickie version)

By Kuseru

NOTE: Does not get "two attacks for living"!

Ninja differ from other martial artists in that they are more concerned with avoiding detection and injury than in inflicting damage.

Requirements: Four skill selections. Required to also take Acrobatics, Climbing, Prowl, and at least one W.P. using a Ninja weapon.

Attacks Per Melee: 2

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Punch, Knife Hand, Kick, Tripping/Leg Hook, Snap Kick, Body Flip/Throw, Pull Punch, Knock-Out/Stun, Critical Strike, Knock-Out/Stun from Behind, Critical Strike from Behind.

Level Advancement Bonuses

1st: +1 to strike and +1 to pull punch.

2nd: One additional attack per melee round.

3rd: Choose one Hold from among Arm Hold, Leg Hold, Body Hold, and Neck Hold.

4th: +2 to dodge and parry.

5th: One additional attack per melee round.

6th: Leap Attack.

7th: +2 to roll with punch/fall/impact, +2 to damage.

8th: +1 to Strike and +1 to pull punch.

9th: Critical Strike on an unmodified roll of 17, 18, 19, or 20.

10th: +1 to strike and +1 to pull punch.

11th: One additional attack per melee round.

12th: Jump Kick.

13th: +1 to dodge and parry.

14th: Death Blow!

15th: +2 to roll with punch/fall/impact, +2 to damage.

Iga Ninjutsu (EXCLUSIVE)

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include I.Q.: 9, P.P.: 10, and Spd.: 8.

Skill Cost: 18 years.

In the region of Japan known as Iga originated a type of Ninjutsu called Iga. Iga Ninjutsu is composed of nine schools (ryuha) of Ninjutsu. These ryuha are the Takagin Yoshin Ryu, Togakure Ryu, Amatsu Tatara Ryu, Gikan Ryu, Gyokko Ryu, Koto Ryu, Kukishinen Ryu, Kumogakure Ryu, and the Shinden Fudo Ryu. Six are specialized in the combat techniques of Taijutsu. Three are Ninjutsu schools, specializing espionage, sabotage, strategy, intelligence gathering and other related areas of spying. Training focuses on weapon techniques and unarmed combat, philosophy, strategy & tactics and spying. The main areas of teaching are the Bugei Juhappan(18 warrior's arts).

Bugei Juhappan

1. Bajutsu Horsemanship
2. Bo Ryaku Strategies
3. Bojutsu Staff fighting
4. Chimon Geography
5. Choho Espionage
6. Hensojutsu Disguise
7. Intonjutsu Hiding
8. Kayakujutsu Gunpowder
9. Kenjutsu Swordsmanship
10. Kusarigama Sickle and chain
11. Naginata Halberd
12. Seishin Teki Kyoyo Spiritual refinement
13. Shinobi Iri Infiltration
14. Shurikenjutsu Blade throwing
15. Suiren Swimming
16. Taijutsu Unarmed Combat
17. Tenmon Meteorology
18. Yari Spear

Costume: Shinobi Shozoku in black or camouflage.

Stance: Low, wide legged, side stance, with most of the body centered over the back leg, forward leg resting lightly on the ball of the foot. Forward hand is held out and open, the rear hand is pulled back and out at waist level.

CHARACTER BONUSES

Add +2 to P.S.

Add +2 to P.P.

Add +1 to P.E.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Leap, Back Flip.

Attack Moves: Leap, Cartwheel, Grab.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Trip/Leg Hook, Snap Kick, Drop Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap Attack, Roll/Knockdown, Body Flip/Throw, Choke.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock, Elbow Lock.

Weapon Kata: Any three Ninja Weapon Proficiencies

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of four (4) Powers from among Arts of Invisibility, Body Hardening, Martial Art Techniques, or Special Kata.

Language: Japanese

Other Skills: Athletics, Camouflage, Demolitions, Escape Artist, Swim: Advanced, Use Ninja Tools, W.P. Ninja Weapons, Wilderness Survival.

Philosophical Training: Ryobu Shinto.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Heki Ryu (6 Years), Kinzoku Shurikenjutsu (2 Years), Masaki Ryu (5 Years), and ZANJI Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Strike, +1 to Dodge, Critical on a Natural 20.

2nd: +2 to Parry, +1 to Roll/Knockdown, Death Blow on a Natural 20.

3rd: +1 Attack per Melee, Select One Martial Art Power from Arts of Invisibility, Body Hardening, Martial Art Techniques, or Special Kata.

4th: +1 to Strike, +2 to Damage.

5th: Critical Strike on a Natural 18, 19, or 20.

6th: +1 to Roll with Punch/Fall/Impact, +1 Attack per Melee.

7th: Select One Martial Art Power from Arts of Invisibility, Body Hardening, Martial Art Techniques, or Special Kata.

8th: +1 Attack per Melee, +1 to Roll/Knockdown.

9th: Death Blow on a Natural 19 or 20.

10th: +1 Attack per Melee, +2 to Parry.

11th: Select One Martial Art Power from Arts of Invisibility, Body Hardening, Martial Art Techniques, or Special Kata.

12th: +1 to Roll with Punch/Fall/Impact, +1 to Roll/Knockdown.

13th: +1 to Attack per Melee, Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks).

14th: +2 to Dodge, Knockout/Stun on a 19 or 20.

15th: Select One Martial Art Power from Zenjorike.

WHY STUDY Iga Ninjutsu?

Classical Ninjutsu at its best, Iga Ninjutsu embodies the spirit of the legendary shadow warriors of Japan.

Hagakure Ninjutsu (EXCLUSIVE)

By Kuseru

Entrance Requirements: Minimum Attributes include I.Q.: 10, M.E.: 12, P.P.: 10, P.E.: 9.

Skill Cost: 18 years.

Hagakure Ninjutsu originated in the Hizen province of Kyushu. The Ninja of the Hagakure school in their quest for martial knowledge began to delve into the metaphysical factors of combat, this led to the use of Mudra (In) and Mantra (Jumon). Realizing that many years of study were required to master these esoteric powers, they also searched for a quick solution to combat, this led the Hagakure to develop science beyond what was available in Japan at the time, making the Hagakure Shinobi appear to be masters of magic, so their reputation as mystical shadow warriors spread and their services were called on by many a Daimyo who was rich and could afford to resort to magic spies and saboteurs.

Costume: Red or Camouflage Shinobi Shozoku

Stance: Stand with the legs slightly apart and with hands together as if in prayer.

CHARACTER BONUSES

Add +1 to I.Q.

Add +1 to P.P.

Add +2 to P.E.

Double Normal Chi.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Back Flip, Roll with Punch/Fall/Impact, Maintain Balance.

Attack Moves: Grab, Cartwheel, Somersault.

Basic Defensive Moves: Dodge, Entangle Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand.

Foot Attacks: Kick, Trip/Leg Hook, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Roll/Knockdown, Body Flip/Throw, Combination Grab/Kick.

Holds/Locks: None.

Weapon Kata (pick two): W.P. Black Powder, W.P. Black Powder Grenades, W.P. Thrown, W.P. Crossbow, W.P. Ninja-To, W.P. Chain.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select one (1) martial art power from the Arts of Invisibility or Martial Art Techniques. Select two (2) Mudra from the Kuji-Kiri.

Language: Japanese

Other Skills: Advanced Math, Meditation, Prepare Doku, Use Ninja Tools, W.P. Ninja Weapons.

Philosophical Training: Mikkyo (Tendai Sect).

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Heki Ryu (6 Years), Kinzoku Shurikenjutsu (2 Years), Tendo Ryu Naginatajutsu(4 Years), and Tenshin Shoden Katori Shinto Ryu (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, Knockout/Stun on a Natural 20.

2nd: Select another Mudra from the Kuji-Kiri.

3rd: +3 to Parry/Dodge.

4th: +1 Attack per Melee. Select another Mudra from the Kuji-Kiri.

5th: +2 to Strike, +2 to Initiative.

6th: Select another Mudra from the Kuji-Kiri.

7th :Select one martial art power from the Arts of Invisibility or Martial Art Techniques.

8th: Select another Mudra from the Kuji-Kiri.

9th: +1 Attack per Melee, Critical Strike on an unmodified roll of 19 or 20.

10th: Select another Mudra from the Kuji-Kiri.

11th: +2 to Disarm, +3 to Damage.

12th: Select another Mudra from the Kuji-Kiri.

13th: Select one martial art power from the Arts of Invisibility or Martial Art Techniques.

14th: Select another Mudra from the Kuji-Kiri.

15th: +1 Attack per Melee, Death Blow on an unmodified Natural roll of 20.

WHY STUDY Hagakure Ninjutsu?

To get access to a fighting art that has the fabled Kuji-Kiri of course! Fairly weak physical combat is more than offset by the mystic abilities of this art.

Kumi Uchi Ninjutsu(Kunoichi-jutsu) (EXCLUSIVE)

By Kuseru

Entrance Requirements: Females only! Minimum Attributes include P.S.: 8 and P.B.: 12.

Skill Cost: 12 Years.

Kunoichi-jutsu revolves around the art of deception. These warrior-women base their training on surprise tactics and hidden weapons. A Kunoichi never wastes time or energy in combative situations. Their unarmed fighting and weaponry skills make use of strategically placed vital attacks that are designed to incapacitate their opponents very quickly. The art of Kumi uchi involves dance-like combative technique sequences that flow from one movement to the next. These techniques are based on a variety of forces found in nature, such as *Full moon, Half moon, Soft breeze, Rain, Lightning and Storm*. The fluid motions used in these techniques include circular spirals, deep lunges, limb extensions and joint locks that not only provide highly efficient self-protection skills, but are also designed to release anxiety and tension, tone muscles, enhance stamina as well as center the body's energy.

From their garb they developed four unique weapons. Their *Senssu* (folding fan) was used to initiate deadly bone attacks and powerful entangling maneuvers. The *Obi* (sash) provided them with a flexible weapon that could be used to entangle and control their enemy's limbs. A non-threatening *Kushi* (umbrella) was used to shield them from attack long enough to unleash one of their concealed weapons. From their hidden arsenal of small weapons, the Kunoichi was able to unleash vicious attacks. The *Kakute* (spiked ring) was worn reversed so its small spikes could not be seen, but when exposed, its strike left painful tears in the flesh. The *Kaiken* (small dirk) is a double edged dagger that the female Ninja is extremely efficient with. A small pouch containing ten *Nekote* (steel claws) provided the Kunoichi with the ability to turn her fingers into sharpened blades. These female warriors were also armed with two hindrance weapons: first, a thin container that housed a handful of *Hari* (sharpened needles) that could be hurled at the enemy; Second, a pouch of *Metsubishi* (blinding powder) that when thrown in the enemy's face, caused the eyes to blur and restricted the respiratory system. Their preferred sword is the Kogatana.

Costume: Kunoichi are typically garbed in an elaborate women's kimono, complete with Obi, under-kimono, tabi, and geta. They also typically carry a Kushi.

Stance: Right leg bent out to the right and forward, left leg at a right angle, with knee bent out to the back. Shoulders twisted at angle from the waist. Right arm extended and curved back, left arm back and curved upward and forward.

CHARACTER BONUSES

Add +1 to P.P.

Add +2 to P.S.

Add +1 to P.B.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Back Flip, Turn with Punch/Fall/Impact, Roll with Punch/Fall/Impact, Maintain

Balance.

Attack Moves: Forward Spin, Grab, Leap.

Basic Defensive Moves: Dodge, Parry, Automatic Parry, Backward Turn, Entangle.

Advance Defensive Moves: Circular Parry, Spinning Evasion.

Hand Attacks: Claw Hand, Knife Hand, Palm Strike, Backhand, Rotary Palm Strike.

Foot Attacks: Trip/Leg Hook, Crescent Kick, Backward Sweep, Reverse Turning Kick.

Jumping Foot Attacks: None

Special Attacks: Death Blow, Roll/Knockdown, Body Flip/Throw.

Holds/Locks: Finger Lock, Wrist Lock, Elbow Lock, Choke/Strangulation.

Weapon Kata (pick two): W.P. Senshu, W.P. Chain, W.P. Knife, W.P. Kogatana, W.P. Shield.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of Three (3) martial art powers from among Arts of Invisibility, Atemi and Martial Art Techniques.

Other Skills: Gymnastics, Prowl, Seduction, Prepare Doku, W.P. Senshu, W.P. Chain, W.P. Knife, W.P. Kogatana, W.P. Shield.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Heki Ryu (6 Years), Kinzoku Shurikenjutsu (2 Years), and Jikishinkage Ryu (2 Years).

LEVEL ADVANCEMENT BONUSES

1st: +3 to Turn (either with Punch/Fall/Impact or Forward/back), Critical Strike from Behind.

2nd: +2 to Back Flip, +1 to Strike.

3rd: Death Blow on a Natural 20.

4th: +1 to Spin, Knockout/Stun on a Natural 19 or 20.

5th: Select One (1) martial art powers from Arts of Invisibility, Atemi and Martial Art Techniques.

6th: +1 to Back Flip, +1 Parry/Dodge.

7th: +1 Attack per Melee, +1 to Spin.

8th: Critical Strike on a Natural 19 or 20.

9th: +1 to Turn (either with Punch/Fall/Impact or Forward/back).

10th: +1 to Back Flip, +1 to Parry/Dodge.

11th: Select One (1) martial art powers from Arts of Invisibility, Atemi and Martial Art Techniques.

12th: +1 to Spin, Select One (1) martial art powers from Chi Mastery or Zenjorike.

13th: +1 to Turn (either with Punch/Fall/Impact or Forward/back), Death Blow on a Natural 19 or 20

14th: +1 to Parry/Dodge.

15th: Select One (1) martial art powers from Chi Mastery or Zenjorike.

WHY STUDY Kumi Uchi Ninjutsu?

Ever-vigilant, the Kunoichi is never a victim. Although she may appear weak and helpless, it is a ruse. In reality, the Kunoichi uses her outward appearance and conditioned emotional

responses to manipulate those who would cause her harm.

Koga Ninjutsu (EXCLUSIVE)

By Kuseru

Entrance Requirements: Minimum Attributes include P.S.: 10 and P.E.: 8.

Skill Cost: 16 years.

Koga Ninjutsu originated with the Koga Ninja of feudal Japan. The Koga Ninja originated around 938-946 when the Mochizuki clan received land in the Koga region after the war with Taira no Masakado. During the Bunmei period (1469-1487) Koga Ninja were hired by the Sasaki family to fight Ashikaga Yoshizawa. The Koga also fought (alongside the Iga Ninja) against Oda Nobunaga in 1570 but were defeated. While Tokugawa Ieyasu fought at Sekigahara, Koga Ninja were hired to protect his interests at Fushima castle near Kyoto. The last recorded battle where Koga were involved was the infiltration of Shimbara castle during the Christian revolt led by Amakusa Shiro. The last known Koga was Fujita Seiko (1899-1960) who led guerilla units during World War Two.

Costume: White or Camouflage Shinobi Shozoku.

Stance: Low, wide legged, side stance, with most of the body centered over the back leg, forward leg resting lightly on the ball of the foot. Forward hand is held out and open, the rear hand is pulled back and out at waist level.

CHARACTER BONUSES

Add +1 to P.S.

Add +2 to P.P.

Add +10 to Chi

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Breakfall, Leap, Handspring (New! This is a maneuver where one starts off from a standing position and turns the body forward or backward in a complete circle, landing first on the hands and then the feet. This move can be used to move into or out of attack range. If used to during the character's attack, it means the character can move into combat range or leave the combat area. When used instead of a Parry or Dodge, it means the character must roll over the attacker's Strike, and use only the Handspring bonuses (and P.P.). Success means avoiding the attack and moving out of combat range. Failure to beat the Strike means taking full damage without a chance to Roll with Punch/Fall/Impact.), Air Roll (New! This maneuver is a cross between Roll with Punch/Fall/Impact and a Leap. It can be used to move into or out of combat range. This move uses a separate bonus. When used in place of a Dodge or Parry, it means the character must roll over the attacker's Strike, and uses only the Air Roll bonuses. Success means avoiding the attack and moving out of combat range. Failure to beat the Strike means taking full damage, however the character still has a chance to Roll with Punch/Fall/Impact.)

Attack Moves: Grab, Handstand.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack.

Hand Attacks: Punch, Knife Hand, Palm Strike, Backhand.

Foot Attacks: Kick, Trip/Leg Hook, Snap Kick, Shin Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Roll/Knockdown, Body Flip/Throw, Combination Grab/Kick, Elbow, Knee.

Holds/Locks: Finger Lock, Wrist Lock, Elbow Lock, Choke/Strangulation.

Weapon Kata: W.P. Ninja-To, W.P. Tanto, W.P. Hanbo, W.P. Kusari Fundo, W.P. Shuriken.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select two (2) from the powers from the Arts of Invisibility. Select two (2) powers from Atemi or Martial Art Techniques.

Language: Japanese.

Other Skills: Acrobatics, Prowl, Climbing, Intelligence, Map Making, Ninja Psychological Warfare, Use Ninja Tools, W.P. Bokuto, W.P. Chikuto, W.P. Ninja Weapons.

Philosophical Training: Shugendo.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Goshinjutsu(4 Years), Kinzoku Shurikenjutsu (2 Years), Kashima Shin-Ryu (3 Years), and ZANJI Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Initiative, +1 to Maintain Balance, Critical Strike on a Natural 20.

2nd: +1 to Parry/Strike, +1 to Dodge, +1 to Parry.

3rd: +1 Attack per Melee, +1 to Initiative, +2 to Strike.

4th: +2 to Roll with Punch/Fall/Impact, +2 to Maintain Balance, +2 to Breakfall, +2 to Leap, +2 to Handspring, +2 to Air Roll.

5th: +1 to Strike with Ninja-To, Select One Martial Art Power from Arts of Invisibility, Atemi, or Martial Art Techniques.

6th: +1 Attack per Melee, +1 to Leap.

7th: +2 to Breakfall, Critical Strike on a Natural 19 or 20.

8th: +2 to Roll with Punch/Fall/Impact, +1 to Handspring.

9th: +1 Attack per Melee, +1 to Parry/Strike.

10th: Knockout/Stun on a Natural 20, Select One Martial Art Power from Arts of Invisibility, Atemi, or Martial Art Techniques.

11th: +1 to Leap, +1 to Roll with Punch/Fall/Impact.

12th: +1 to Hand Spring, +1 to Parry.

13th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact, Death Blow on a Natural 20.

14th: +1 to Air Roll, Select One Martial Art Power from Zenjorke.

15th: +1 to Initiative, +1 to Leap, gains W.P. Paired-Ninja-To.

WHY STUDY Koga Ninjutsu?

This form of Ninjutsu emphasizes stealth and cunning thought, perfect for espionage agents. Decent mystic abilities and fairly strong attacks with good escape moves round out this martial art.

Niten Ryu Kenjutsu (Exclusive)

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include P.S.: 10, P.P.: 12, and Spd.: 10.

Skill Cost: 12 Years.

Also called Hyoho Niten Ichi Ryu and Nito Ryu. Niten Ryu was founded in the first half of the 17th century by Miyamoto Musashi Fujiwara Genshin (1584-1645). Niten Ryu techniques are economical, without flashy or exaggerated movements. Targeting is precise, and the distance and timing is tight and without wasted movement. The bokuto used in Niten Ryu are thin and light, to allow proper one-handed control, and to prevent excessive tiring during extended practice holding the bokuto at shoulder level.

Costume: Keikogi and Hakama

Stance: When carrying both swords, they are held together in the left hand, the daito is held most left by the pinkie and the shoto with the other fingers in such a way that the shoto tsuka points up more than the daito tsuka. The left arm is held straight down, the swords are brought to the hip only when something happens, like a bow for example or when you're about to draw the sword. When the shoto is inserted in the belt (which it is before starting the nito set), the daito tsuka is higher. To draw, the right hand grasps the daito, the left hand takes the shoto from below and both are drawn together so as not to cut a hand off.

CHARACTER BONUSES

Add +2 to P.S.

Add +2 to P.P.

Add +2 to Spd.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Automatic Roll, Breakfall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Snap Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap, Body Flip/Throw, Knee, Elbow, Forearm.

Holds/Locks: None.

Weapon Kata (Pick two): W.P. Bokuto, W.P. Katana , W.P. Wakizashi, W.P. Daisho.

Modifiers to Attack: Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Automatically receives Iaijutsu. Select a total of two (2) Powers from among Body Hardening, Special Kata, or Martial Art Techniques.

Language: Japanese.

Cultural Skills: Calligraphy, Shodo, Meditation.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Itto Ryu Kenjutsu (4 Years), Kashima Shin Ryu (3 Years), Kashima Shinden Jikishinkage Ryu Kenjutsu (4 Years), Kinzoku Shurikenjutsu (2 Years), Kurama Ryu Kenjutsu (8 Years), Muso Jukiden Eishin Ryu Kenjutsu (8 Years), Suio Ryu Kenjutsu (6 Years), Tenshin Shoden Katori Shinto-ryu Kenjutsu (6 Years), or ZANJI Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st : +1 to Strike,+2 to Maintain Balance, Critical Strike from Behind.

2nd: +3 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge.

3rd: +1 Attack per Melee, Critical Strike on a Natural 19 or 20.

4th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

5th: +2 to Roll with Punch/Fall/Impact, +1 to Disarm.

6th: +1 Attack per Melee, Death Blow on a Natural 20.

7th: +1 Attack per Melee, +1 to Maintain Balance.

8th: +2 to Roll with Punch/Fall/Impact, +1 to Damage.

9th: +1 Attack per Melee, +1 to Parry/Dodge, +1 to Disarm.

10th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

11th: +1 Attack per Melee,+1 to Damage.

12th: +1 to Parry/Dodge, +1 to Strike.

13th: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

14th: Critical Strike on a Natural 18, 19, or 20.

15th: +1 Attack per Melee.

WHY STUDY Niten Ryu?

To learn the swordsmanship skills of one of the greatest swordsmen of all time is truly an honor.

Martial Art Styles O

Name	Game	Application	Country	Author
O Kage Te	N&S	Fiction	Japan	Mantisking
Olympic Fencing	N&S	Conversion	Worldwide	Flash Fire
Omnikage	N&S	Fiction	United States	Sinestus
Oni Chi Te	N&S	Fiction	Japan	Mantisking
Oolong Pai	N&S	Fiction	China	GigaDragon
Orcish Martial Arts Rough-Housing	PF	Fiction	NA	Mephisto
Owari Kan Ryu Sojutsu	N&S	Conversion	Japan	Kuseru

Number of Styles: 7



O Kage Te (Great Shadow Fist)

By Mantisking

Entrance Requirements: None

Skill Cost: 11 Years (Primary), 6 Years (Secondary)

Back in 1985, college student Colin Wilson was vacationing in Japan. Snatching a young boy named Toriyama Yuji from traffic led to a fateful meeting. Yuji's grandfather, Toriyama Ichiro, was the last living grandmaster of Koto Ryu Ninjutsu. To show his immense gratitude, Ichiro swore to teach Colin all that he knew. Sensing that this was the opportunity of a lifetime, Colin dropped out of college and moved to Japan to devote himself to the training. Many years later when his training was completed Colin returned to America. Slowly immersing himself back into a lifestyle he had left 15 years earlier, Colin opened a small dojo in his hometown of Chicago. Reading some of the many publications about martial arts soon led him to a plan. Drawing on his dormant lessons in marketing from his one year of business school, Colin began to hype his new creation - O Kage Te, the Great Shadow Fist.

O Kage Te is a refinement of Ninjutsu, made a little flashier and easier for the general public to understand. Groundwork is avoided and more kicks are used in combat. This style still holds to Ninjutsu's doctrine of ending fights quickly.

Schools of this style can be found in the greater Chicago area.

Costume: Black Gi, black Tabi, and a black full-face mask.

Stance: None

CHARACTER BONUSES

Add 1 to M.A.

Add 2 to P.S.

Add 2 to Spd.

Add 5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: Two (2)

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Backflip

Attack Moves: Cartwheel

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, *Combination Powerblock/Attack (Roll once for a Parry that does 1D4 damage, roll again for a Strike that does 1D4 damage.)*

Hand Attacks: Strike (Punch), Palm Strike, Power Punch

Foot Attacks: Kick Attack, Snap Kick, Trip/Leghook, Axe Kick, Reverse Turning Kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Deathblow, Leap Attack, Combination Grab/Kick, Combination Strike/Parry, Bodyflip/Throw

Holds/Locks: Arm Hold, Body Hold

Weapon Kata: (Pick one) W.P. Ninja-to, W.P. Tanto, W.P. Neko

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike From Behind, Knock-Out/Stun,

Knockout/Stun from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of four (4) Powers from among Arts of Invisibility, Body Hardening Exercises, and Martial Art Techniques.

Languages: Japanese

Physical: Acrobatics, Climbing, Prowl

Survival: Wilderness Survival

Weapon Proficiencies: W.P. Ninja-to, W.P. Tanto, W.P. Nekode, W.P. Shuriken, W.P. Manriki-gusari

Philosophical Training: None

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Jujutsu (3 Years), Kyokushinkai (5 Years), Lee Kwan Choo (5 Years), Sankukai (5 Years), Te (4 Years), Yu Sool (6 Years), ZANJI Shinjinken Ryu (5 Years)

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Maintain Balance, Critical Strike or Knockout/Stun from Behind

2nd: Deathblow on a Natural 20, Critical Strike on a Natural 19+

3rd: +1 Attack per Melee, +1 to Strike

4th: +1 to Damage, +1 to Roll with Punch/Fall/Impact, Select one (1) Martial Art Power from Arts of Invisibility, Body Hardening Exercises, or Martial Art Techniques

5th: +1 to Parry/Dodge, +1 to Backflip/Cartwheel

6th: +1 Attack per Melee, Critical Strike on a Natural 18+

7th: +1 to Strike, +1 to Roll with Punch/Fall/Impact, Knockout/Stun on a Natural 19+

8th: +1 to Damage, +1 to Leap (Add three feet to Leap distance)

9th: Select one (1) Martial Art Power from Arts of Invisibility, Body Hardening Exercises, or Martial Art Techniques

10th: +1 Attack per Melee, +1 to Backflip/Cartwheel, +1 to Roll with Punch/Fall/Impact

11th: +1 to Strike, Deathblow on a Natural 19+

12th: +1 to Damage, +1 to Bodyflip/Throw

13th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact, Select one (1) Martial Art Power from Arts of Invisibility, Body Hardening Exercises, or Martial Art Techniques

14th: +1 to Leap (Add three feet to Leap distance)

15th: +2 to Damage, +1 to Backflip/Cartwheel

Why Study O KAGE TE?

A powerful, and stealthy, martial art.

Olympic Fencing

By Flash Fire

Entrance Requirements: None, though a high PP and PE is preferred.

Skill Cost: 3 years (2 years if Secondary)

Olympic Fencing is not a martial art, but rather a combat based sport, and a loosely based one at that. This form focuses on three separate weapons, and on those weapons only. Unlike most real fighting forms, Fencing deals only with these weapons and gives absolutely no knowledge of any other form of attack. There is no kicking, no punching, no gouging, no body blocking, nothing. Its you, your sword, and your opponent. To the finish.

The first weapon is the foil. The exact origins of this weapon vary based on who you talk to, but most consider the foil the training version of the rapier. It is assumed that, originally, foil fencing was a far more realistic combat training system. Since then, it has slowly transformed itself into its current sport form. One fencer faces another on a horizontal strip. The weapon itself is a long, flexible rod, used theoretically as a stabbing weapon, with a small bell-shaped guard to protect the fingers. Points are scored by striking the torso of the opponent's body with the tip of the weapon. Several small rules prevent natural combat reactions (touching the ground with the hand, protecting the body with the arm, backing your opponent off with a good haymaker, and so on), and so the foil fencer never trains in these types of moves.

The second weapon, the sabre, is more energetic than the first. The sabre is essentially the same weapon as the foil, save that it has a theoretical cutting edge and a large, wrap-around bell guard to protect the hand. Its origins lie in the cavalry saber, a curved and edged weapon used by mounted troops to attack other mounted troops. Points with this weapon can be scored by thrusting or cutting against any part of the body above the waist, simulating the cavalryman's attempts to strike any part of the body that wasn't protected by the horse's flanks.

The third weapon is called the Epee. This is most likely the descendant of the training version of the small sword. Like the foil, it is long and a stabbing-only weapon. However, the weapon is heavier, stiffer, has a larger bell guard, and points can be scored against any part of the body. This weapon is the closest to real swordfighting, but still works on a horizontal strip, preventing sideways movement, and keeps many of the same rules as Foil Fencing.

A large number of fencers think that their training in foil, sabre, and epee will give them the ability to use a real sword. This is most certainly not true. Every weapon has its own handling characteristics and none of them match the speed and dexterity of Olympic Fencing weapons, even the ones they are based on. So, those who train with a Foil will be expecting a foil's speed and lightness of touch and will be rudely surprised by a rapier's weight and force. On the other hand, many of fencing's moves are vaguely similar to soft-style self-defense forms. A fencer will be able to figure out, especially if they take a self-defense course or two, how to block most attacks with the hands based off of their fencing moves. In the end, a fencer won't stand much of a chance in a stand up fight, but they won't be totally helpless.

Costume: White jacket, actually closer to a loose body suit, that either zippers in the back or along the off weapon side (can also use snaps, but they are rare). Lightly armored mask, a glove on the weapon hand (and

the off weapon hand if the character wants to look cool), tennis or special very light shoes, and (sometimes) white knickers.

Stance: Body turned at a 45 degree angle, off weapon hand held back and up for balance, weapon hand held between the character and his opponent.

Character Bonuses:

+1 to ME

+1 to PP

+2 to PE

Combat Skills:

Attacks Per Melee: Five

Escape Moves: None

Basic Defensive Moves: Parry, Automatic Parry, Dodge

Advanced Defenses: Maintain Balance

Hand Attacks: None

Foot Attacks: None

Special Attacks:

Feint (NEW!) The Feint is simply a fake attack. It is used to draw a parry or reaction out of the opponent. The exact method of attack the character fakes varies and can be any type of attack the character possesses. This is a Combination Move, used in conjunction with another attack. The character chooses what attack to fake and rolls to strike. On a roll of 5 (or equal to the opponent's AR) or greater, the false attack succeeds. The opponent can (and should) attempt to defend against the false attack. Whether they successfully defend against the fake attack or not, the attacker then moves into the second attack. The character is at +3 to strike with second attack and the defender must use an attack to defend against it (no Automatic Defenses).

Riposte (SPECIAL!) The Riposte is simply an attack made directly after a parry. Essentially a Combination Parry/Attack, the speed of which this is accomplished with a fencing weapon is remarkable, even more so than their more lethal cousin, the rapier. It takes one attack and can be done as many times in a melee round as the character wishes. Parry bonuses are halved, but the character is at +3 to strike on the Riposte and the defender must use an attack to defend against it.

Note: This move is only possible with a fencing weapon, thrusting rapier, small sword, or on a thrust from a cut-and-thrust sword.

Lunge (SPECIAL!) The Lunge is a fast attack used to close distance quickly. The Lunge basically is a standard attack that only works at Long Range and produces a Critical Strike.

Successful or unsuccessful, the Lunge requires a Maintain Balance roll of 5 or better to get back into a position

of being able to move. This recovery takes an additional attack, making a total of two required for the move. Attacks and parries can still be made while in the lunge position, but are both at -3 and moving is impossible.

Disengage (SPECIAL!) The disengage is a fast move that brings the weapon underneath the opponent's weapon to attack in the opposite line.

This is a defensive move that can only be done in response to an attack on the blade or weapon arm itself, such as an Arm Hold, Entangle, or direct damaging attack on the weapon. It uses the character's normal bonuses to parry, but grants the character +3 to strike on the following attack due to the speed and ease of the "parry," as well as the opponent being slightly off-balance after the failed attack. This is an Automatic move. This move can be combined with the Riposte, resulting in an additional +2 to strike.

Fleche (SPECIAL!) The Fleche is a surprise attack that starts out similar to a lunge, but the Fencer follows through with a full speed charge at his opponent. This attack must be made at the beginning of the melee and the attacker loses all ability to attack for the rest of the round, but can still dodge (at half normal bonuses) and parry.

The move closes distance rapidly, and regains that distance just as quickly as the fighter passes by the enemy. A failed Fleche results in the defender having to spend two actions closing the distance to the Fencer.

The end result is a Critical Strike. Should the defender know the Fleche is coming, they can use a Riposte or Combination Parry/Attack against it, to which the Fencer is at -4 to parry.

Binding the Blade (SPECIAL!) Binding the Blade is a defensive move made with the sword that traps the other person's arm or weapon in a position they can't attack from. Specifically, a Bind involves making contact with the opponent's weapon at two points along the blade/attacking surface. One contact is made with the blade, the other contact is made with the guard. This prevents the weapon from moving into a position it can attack from.

In Fencing, this move is mainly used to set up another move or test to see what the opponent's reaction to it is. Typical moves made after a Bind include the Glide, attempts at a disarm, or one could just hold the weapon there to see what the opponent will try to get out of it with. Any action made during the Bind is at +3 and the defender cannot use their bound arm or weapon to defend against it.

Escaping from a bind is fairly simple, just retreat or move your blade back and/or out. This leaves the defender able to parry with their weapon, but the defender loses initiative as he sets himself back up into an attacking or defensive posture.

There is a similar move to this one called the Envelopment. It begins with the same two-point-contact as the Bind. Rather than just move the weapon out of line, though, this move brings the weapon around in a circle. Basically, this move is used when you get a little overeager in your Binds or feel like having fun at the expense of your opponent. Supposedly, it can be used to disarm, but no respectable teacher will tell you how (most likely because their teachers never told them how).

Appel (SPECIAL!) The Appel is widely considered the most useless move in Fencing. It consists of rapping one's foot on the ground, usually twice, in an attempt to distract the opposing fencer. It has worked maybe two or three times in the whole history of fencing.

This method is a little more powerful than the real move, but this is an RPG. Both sides roll twenty-sided dice. The Fencer adds his IQ to his roll and the defender adds his ME to his roll. If the Defender loses, he/she is at -3 to defend against the Fencer's next move. If the Defender wins, the Fencer just wasted an attack.

Pressure/Glide (SPECIAL!) The Pressure and the Glide are two extremely similar moves. When using the Pressure, the Fencer simply applies pressure with his weapon against the weakest part of the opponent's blade. This serves little purpose, other than requiring the other combatant to spend an attack getting back into the attack position.

The Glide is roughly the same as the Pressure, except that the Fencer follows the move up by pushing his weapon down the opponent's blade and making an attack out of it. The defender is at -3 to parry this attack, given that the Fencer is already in a position to counter the Parry.

These moves only truly work against primarily thrusting weapons, such as foils, rapiers, and pikes. Use against cut weapons puts the Fencer at -5 to strike and parry with these moves.

Stop Thrust (SPECIAL!) The Stop Thrust is essentially a Combination Strike/Dodge combined with a Called Shot. The Fencer strikes with his/her weapon before the opponent can land an attack he/she has already begun. Naturally, this is very dangerous since the original attack most often lands as well. This is why most successful Stop Thrusts or Stop Attacks take the form of Called Shots to the attacking arm or (preferably) wrist, followed by a very fast retreat or other dodging maneuver.

To work, the Fencer must first be at Long Range. When the attacker makes his move, the Fencer rolls to Strike. The to-hit number is 12, regardless of whether the wrist or arm is targeted (training combined with surprise and the closeness of the target). If some other part of the body is targeted or the Fencer gets less than 12, the move turns into a Simultaneous Attack. Whether successful or not, the Fencer rolls to Dodge at no bonuses (Parry can be used, but it is not automatic and is at -3 and no bonuses). The move takes one attack.

Holds/Locks: None

Weapon Katas: WP: Foil (at fourth level), WP: Sabre, WP: Epee

Modifiers to Attacks: Critical Strike

Skills Included In Training:

Martial Art Powers: Wrist Hardening. Can be traded, one-for-one, for any Basic Skill Program, but not for another Body Hardening Exercise.

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Isshin-Ryu Karate (4 years), Pao Pat Mei (3 years), Sankukai Karate (6 Years), and Zanji Shinjinken-Ryu (5 years).

Level Advancement Bonuses:

1st: +1 to Maintain Balance, -2 to Disarm, +2 to Parry, Critical Strike

2nd: +2 to Strike, +1 to Binding the Blade

3rd: +1 Attack per Melee

4th: Select one Hand and Foot attack.

5th: +2 to Dodge, +1 to Maintain Balance

6th: Select one move from any Martial Art. Physical Moves only, no Powers or Chi-related attacks.

7th: +2 to Parry, +1 to Strike

8th: +1 Attack per Melee

9th: +2 to Disarm, Critical Strike on Natural 19-20

10th: Select one move from any Martial Art. Physical Moves only, no Powers or Chi-related attacks.

11th: +2 to Strike and Parry

12th: +1 Attack per Melee

13th: +1 to all Special Moves, Select one Martial Art Power from the list below.

14th: +1 to Dodge, +1 to Maintain Balance

15th: +1 Attack per melee, +1 to Parry, Critical Strike on Natural 18-20

Martial Art Power List

Any Body Hardening Exercise (excluding Chi Gung)

Any Special Kata (Weapon Katas can be chosen from any weapon)

One Life, One Shot, One Hit, One Kill (Martial Art Technique)

Iai Jutsu (Martial Art Technique)

Weapon Kata List

WP: Foil: The Foil is a thin, flexible metal needle about three feet long. It has a small circular guard that protects the front of the hand and not much else. By itself, it is only capable of thrusting attacks and does no damage (blunt at the end). One can cut the tip off and sharpen it, but the weapon is still too flexible to gain much penetration (1 SDC damage). A desperate attacker will have an easier time pommel or guard bashing than trying to use the weapon properly (1D4 damage). The Foils uses the bonuses from WP: Small Sword. They cost anywhere from \$25 to \$80, depending on where and when you buy them. A Foil Fencer provides an interesting take on the traditional duelist, though. Someone with WP: Foil can use a Rapier with it, but is at -3 to strike, parry, and dodge until they have had at least three weeks practice with it. Once they become used to the handling characteristics of the rapier, they are put in the awkward position of being trained to attack solely for the chest and Main Body. This makes them nearly incapable of fighting a duel to First Blood. Effectually, WP: Foil used with a Rapier (or Small Sword) provides a special case of Critical Strike on a Natural Roll of whatever their CS normally is minus six. This naturally makes them very effective killers with a rapier or small sword.

WP: Sabre: Sabres are slightly shorter than foils, though the blade is wider and has a different cross section. The guard is circular, covers a wider area than the foil, and wraps down to the pommel, providing something similar to the traditional cutlass/sabre/rapier guard. By itself, the sabre does no damage, though one could sharpen the edge and do 1D4 damage. Sabres usually cost slightly more than the Foil, ranging from \$30 to \$80 dollars. Uses WP: Large Sword bonuses

WP: Epee: The Epee is closer in design to the Foil than the Sabre. It, too, is a thrust-only weapon that does no real damage (unless sharpened), but has a heavier guard, a heavier blade, and a triangular cross-section. Uses WP: Large Sword Bonuses. Epees usually cost \$50 to \$100, depending on when are where they are bought and whether they are electric.

Why Study Olympic Fencing?

Because you've got a one hour empty block between 2:00 and 3:00 on Tuesdays and Thursdays, and have nothing better to do with your time.

Omnikage

By Sinestus

Omnikage is apparently the result of many forms coming together in one dojo. The style itself originate from a school in the United States which claims to have no master, yet claims to have no students either. The schools primary philosophy is that the concepts of student and master degrade the scholars, thus producing inequalities. Instead, everyone in attendance is referred to as an observer, and all are welcome to offer instruction or study under anyone offering training.

Omnikage is the current form taught. It focuses on the use of a flail style weapon used for striking, grappling and control techniques. Although the style works with any pole-and-chain style weapon, it is most effective with a weapon referred to as a 'grappling flail' (six foot pole, two foot chain, one foot pole/weight, deals 3D6 chain/2D6 staff). Students who have accepted this style often carry a collapsible version of the weapon (compresses to a 4 foot walking stick) which can be combat ready in two melee actions.

Requirements: P.P.: 12, P.S.: 10

Training: 12 years

Character Bonuses

+2 to P.P.

+1 to P.E.

+1 to P.S.

+5 Spd

+15 S.D.C.

Stance: Varies with student, usually derived from a Kempo or Kendo stance.

Outfit: Padded vest and loose pants (aikido style)

Combat Skills

Attacks per Melee: 3

Hand Attacks: strike/punch, backhand, elbow

Foot Attacks: kick, snap kick, backward sweep, axe kick,

Basic Defense Moves: parry, dodge, automatic parry

Advances Defense Moves: circular parry,

Holds/Locks: arm hold, leg hold, neck hold, wrist lock

Escape Techniques: roll, backflip

Modifiers to Attack: critical strike, knockout, disarm

Special Moves: cartwheel, *staff-cartwheel* (using pole, provides +2 damage, but -1 to strike, counts as cartwheel), backflip (defense only), *weapon hold* (using flail can perform arm/leg/neck holds, leaving the other hand free for striking, or leading into a critical or knockout throw)

Weapon Katas: Flail (SP: Use Whip WP Bonuses, but apply damage bonus to parry instead, +1D6 damage to throws using flail), Staff

Additional Skills: Plyometrics, Swimming

Martial Arts Powers: Select two from Body Hardening, and One from Martial Arts Techniques or Specialty Katas.

Special: When fighting an unarmed opponent (or someone with using a single weapon under three feet long) the Omnikage master receives a +2 to initiative, this is only applicable when fighting single opponents.

Level Advancement Bonuses

1st: Knockout on natural 20, Automatic KO on natural 19+ with throws +1 to strike and parry

2nd: +1 attack, Critical with throws 19+, +1 to entangle/hold

3rd: +1 to throw/backflip

4th: +2 to roll, Critical 18+

5th: +2 to disarm, +1 to dodge

6th: +1 to strike and hold/entangle

7th: +1 attack, select one power from Body Hardening or Martial Arts Techniques

8th: Automatic Critical or Knockout with throws on 17+

9th: +1 to hold/entangle and backflip

10th: +1 to roll and parry, +1 attack

11th: automatic arm hold, +1 to initiative

12th: +1 to disarm and throw

13th: Automatic throw, +1 attack

14th: +1 to strike and dodge

15th: +1 to hold/entangle and parry

Oni Chi Te (Demon Blood Fist)

By [Ray Bull](#)

Some martial historians believe that Oni Chi Te may have originated in the Kali worshiping cults of India. The first written mention of the style comes from the Meiji Restoration (1868-1872) when both sides of the conflict were searching for some way to overcome the other. Before that time this style was only mentioned in the hushed whispers of oral histories. The next time this style was put into written history was at the end of World War 2. The Japanese government was seeking a method of training soldiers to resist the coming invasion by the United States of America. Since then no trace of Oni Chi Te has been found. The few martial artists who know of this style also call it Kaiju Do, the Way of the Monster. If the character wishes to find a master of Oni Chi Te, he must journey to the wilds of Japan. Once there, he must seek out any rumors of goblins, evil things, or small villages living in fear. It is here that the master will be found, living in a cave away from the rest of Humanity. If the master is still somewhat human and the hopeful pupil can stand the sight of him then training will commence.

An Oni Chi Te stylist will approach combat from stealth, seeking to surprise his opponent. If possible the Oni Chi Te stylist will lure his opponent into a specially prepared area, so as to gain a greater advantage over them.

Entrance Requirements: Evil alignments only

Skill Cost: 15 Years (Primary), 8 Years (Secondary)

Costume: Any clothes that can fit over their malformed body.

Stance: None

CHARACTER BONUSES

Add 3 to P.S.

Add 2 to P.P.

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Leap

Attack Moves: Leap

Basic Defense Moves: Dodge, parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Combination Power Block/Parry, Combination Parry/Attack

Hand Attacks: Strike (Punch), Claw Hand, Knife Hand, Single-Knuckle Fist, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick

Jumping Foot Attacks: Flying Jump Kick

Special Attacks: Elbow, Knee, One-Hand Choke, Deathblow, Body Flip/Throw, Leap Attack, Crush/Squeeze

Holds/Locks: Arm Hold, Wrist Lock

Weapon Katas: W.P. No-Dachi

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Knockout/Stun from Behind, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Body Hardening Exercises: Crushing Grip and Fujimi (Nerve

Hardening), and Demon Hunter Body Hardening Exercise: Control Revulsion.

Languages: Japanese

Cultural: Hojo-Jutsu, Spelunking, Mountaineering

Survival: Interrogation

Weapon: W.P. No-Dachi

Physical: Prowl

Philosophical Training: None

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Fong Ngan (4 Years), Kyokushinkai (5 Years), T'ang Su (4 Years)

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Strike, +to Roll with punch/Fall/Impact, +1 to Maintain Balance, Critical Strike on a Natural 20, Critical Strike or Knockout/Stun from Behind

Level 2: +1 Attack per Melee, +1 to Parry/Dodge

Level 3: +1 to Damage, +1 to Strike

Level 4: Critical Strike on a Natural 19+, Receive Demon Hunter Body Hardening Exercise: Ao Dah Jong

Level 5: +1 to Damage, +1 to Strike, +1 to Maintain Balance

Level 6: +1 Attack per Melee, Horror Factor: 5, +1 to Roll with Punch/Fall/Impact

Level 7: +1 to Damage, +1 to Parry/Dodge

Level 8: Deathblow on a Natural 20, Receive Demon Hunter Body Hardening Exercise: Feign Death/Coma/Unconsciousness

Level 9: Horror Factor: 8, +1 to Damage, -1 to M.E., -1 to M.A., -1 to P.B.

Level 10: +1 Attack per Melee, +1 to Parry, +1 to Maintain Balance

Level 11: +1 to Roll with Punch/Fall/Impact, +1 to Strike, +1 to Damage, -2 to M.E., -2 to M.A., -2 to P.B., Roll on Deformity Table [See Below]

Level 12: Horror Factor: 11, Receive Regeneration Power (Add 1d4 to P.E., Add 1d6+3 to H.P., Add 15 to S.D.C., +10% to save vs. Coma/Death, +2 to save vs. Poisons/Toxins, Character recovers 3 S.D.C. per 20 minutes, Character recovers 1 H.P. per 30 minutes, Character can "Superheal" 2d6 H.P. once per 24 hours, Character does not fatigue, Character only takes 3/4 damage from heat or cold, Drugs/Toxins/Poisons only have 2/3 normal effect, Character does not scar and bones heal 10 times faster), Roll on Deformity Table [See Below]

Level 13: +1 to Damage, +1 to Strike, -3 to M.E., -3 to M.A., -3 to P.B., Roll on Deformity Table [See Below]

Level 14: +1 Attack per Melee, +1 to Parry, Roll on Deformity Table [See Below]

Level 15: Multiply character's height by 1.5 and multiply character's weight by 2, Horror Factor: 14, +1 to Strike, +3 to Damage, -4 to M.E., -4 to M.A., -4 to P.B., 1/2 Existing Chi, Roll on Deformity Table [See Below] [Note: The minuses to M.E., M.A., and P.B. represent the character's descent into monsterhood. If M.E. falls to 0 then the character becomes unable to restrain his animalistic urges. If M.A. falls to 0 then the character can no longer relate to other humans. If P.B. falls below 0 then add that number (as a positive integer) to the character's Horror Factor.]

Deformity Table (Roll 1d20):

- 1.) Albino: Character has pink eyes and white hair/skin. Character takes 1d6 Damage per 5 minutes spent in direct sunlight. Character is blind after 2d4 minutes spent in bright sunlight.
- 2.) Poor Vision: All skills requiring the judgement of far distances are -25% (Can be the opposite.)
- 3.) One arm longer than the other: One of the character's arms is 3d4 inches longer than the other. Extraordinary P.S. in the long arm, -1 to P.P., -50% to lifting capacity when using both arms, -1 to P.B.
- 4.) Blind: -8 to all combat rolls (Strike, Parry, Dodge, Initiative)
- 5.) Strange Ears (Roll 1d100): 1-20 = Pointy, 20-40 = 2-3 times larger, 41-60 = Tinier (Quarter or dime sized), 61-80 = Alien Appearance (Bat's ears, reptilian, etc.), 81-00 = No Ears (Just two tiny bumps)

- 6.) Deaf: -6 to all combat rolls (Strike, Parry, Dodge, Initiative)
- 7.) Odd Skin Color (Roll 1d100): 1-10 = Yellow, 11-20 = Forest Green, 21-30 = Fire-Engine Red, 31-40 = Battleship Grey, 41-50 = Light Blue, 51-60 = Pure White, 61-70 = Dark Blue, 71-80 = Jet Black, 81-90 = Royal Purple, 91-00 = Orange
- 8.) Cloven Hooves: Add 1d6 to Kick Damage, Add 1 to H.F.
- 9.) Horn(s): Character now has 1d3 horns that are 2d4 inches long that do 1d3 Damage each
- 10.) Hunchback; Character has a large lump on upper back and a deformed upper spine. -6 to P.P., -4 to P.B., -50% to Carry/Lift Capacity
- 11.) Lamé: One of the character's legs is longer than the other. -50% to SPD., -2 to P.P., -2 to P.B.
- 12.) Odd Face (Roll 1d100): 1-18 = Skeletal Features (Maximum P.B. = 10), 19-36 = Angelic Features (Add 1d6+4 to P.B.), 37-54 = Animal Features (-1 to P.B.), 55-72 = Insect/Aquatic Features (-2 to P.B.), 73-82 = Mask-like Features (-2 to P.B.), 83-92 = Demonic Features (-1d4 to P.B.), 93-00 = No Facial Features (20/20 Ir/Uv vision, +2 to Initiative due to increased senses of hearing and smell, -50% to P.B.)
- 13.) Unusual Eyes (Roll 1d100): 1-13 = Very Small (1/2 normal size), 14-25 = Very Large (2x normal size), 26-38 = Solid Color (Fremen Eyes), 39-50 = Odd Color (Roll on Odd Skin Color Table), 51-63 Round (Completely Circular), 64-75 = Very Elliptical (Oval), 76-88 = Glowing (+1 to H.F.), 89-00 = No Eyes (Just two dots)
- 14.) Deformed Skeletal Structure: All the bones in the characters body are mishapen and are odd lengths. -4 to P.S./P.P./P.E./P.B./Spd., -20 to S.D.C.
- 15.) Extreme Body Hair: 1-20 = Very Bushy (Mr. Kotter), 21-40 = Very Hairy (3x Normal), 41-60 = Furry (6x Normal), 61-80 = Short Fur (1/2 inch), 81-00 = Fur (1d4 inches)
- 16.) Tail: Character has a tail that is 2d4 feet long that has 30% of her P.S.
- 17.) Forked Tongue: Add 1 to Horror Factor.
- 18.) Vulnerability: Character takes triple damage from a specific type of metal or wood
- 19.) Third Eye: Character possesses a 3rd eye. Add 2 to Horror Factor.
- 20.) Odd Skin (Roll 1d100): 1-31 = Scaly (+30 to S.D.C., -1 to P.B.), 32-62 = Lumpy (+30 to S.D.C., -2 to P.B.), 63-00 = No Body Hair at all

Why Study Oni Chi Te?

A strong style with many advantages that slowly descends into madness. Only those seeking great physical power will even consider taking this style.

Oolong Pai (Emperor Dragon Style)

By Gigadragon

Entrance Requirements: Honorable alignments only, no attribute requirements.

Skill Cost: 25 years, not available as a secondary(counts as two styles), exclusive.

The Emperor Dragon Style is a myth, and lost to antiquity, the records lost. There is only one master, an old Buddhist monk that lives in a hidden Tibetan temple. To study this style requires a complete knowledge of TCM(Traditional Chinese Medicine). The teaching is highly restricted and students must become a Buddhist monk to learn it(and they must find the master who is hidden at a secret temple). Once trained, the student is strictly forbidden to teach the style to others, until they become a master(which takes many years), and mastery is attained through the approval of the old monk(thus the student must travel back to the hidden temple before becoming a master). So even if level 15 is attained, the old monk may not decide the student can become a master(this is because mastery requires total enlightenment)!

A master will appear to move in slow motion, never hurried, and always seeming to anticipate the opponents attacks. Then, when the master has ascertained his opponents skill, he will become a whirling blur of motion, almost invisible to the naked eye!

Costume: Traditional Buddhist monk's robes; this includes a yellow or orange robe, shaven head, a red sash, and a beaded necklace or bracelet. Marks are also tattooed on the forehead, the more marks the higher the level of the monk. Remember, the style requires that the student become Buddhist(which means no meat or alcohol, not allowed to ride((one must walk everywhere)), not allowed sex, etc, plus the student MUST be male((women cannot be trained, sorry, girls aren't allowed inside the inner chambers of Tibetan Buddhist temples))! The style is mystical in nature, so if the student breaks the rules, all powers are lost! Furthermore, the student is NOT ALLOWED TO KILL unless absolutely necessary! Nor is the student allowed to use edged, or long-range weapons(including guns).

Stance: A relaxed, non violent, stance... feet slightly apart, knees slightly bent, chin tucked in, arms at the sides hanging loosely, and standing up straight with the hips slightly forward. This stance allows for optimum Chi flow.

Character Bonuses

Double normal Chi

Add 2 to M.E.

Add 4 to M.A.

Add +20 S.D.C.

Add 2 to P.P.

Combat Skills

Attacks per melee: 2

Escape Moves: Roll with impact, maintain balance, and back flip.

Basic Defense: Dodge, parry, auto parry.

Advanced Defense: Multiple Dodge, automatic dodge.

Hand Attacks: Punch, backhand, push open hand(same as the tai chi ability), and palm strike.

Kick Attacks: Stop kick/snap kick, kick attack, sweep/hook kick, and roundhouse kick.

Weapon Katas: None.

Modifiers to Attack: Pull punch and KO/stun, and leaping, flip, and jump attacks.

Advanced Attacks: The No Shadow Kick!*

Skills Included in Training

Martial Art Powers: Automatically gets the Dragon chi and Shiatsu powers. Also select one Zenjorike power. Powers cannot be traded.

Languages include Tibetan and Chinese(Cantonese or Mandarin).

Philosophy is Buddhism.

Physical skill of Gymnastics.

All **temple/monk** skills.

Level Advancement Bonuses

1st +3 to roll with impact, KO/Stun on a 19 or 20.

2nd +1 to flip, +2 to parry and dodge.

3rd +10 to Chi, +1 to strike, +1 to Maintain Balance.

4th +1 attack, and select one additional Chi Power or Zenjorike Power(Negative Chi Powers are NOT allowed).

5th +1 to roll with impact, +1 to parry/dodge.

6th +2 to flip and maintain balance.

7th +1 attack, +1 to strike, automatic KO/Stun from behind.

8th +10 to chi, select one Chi power or Zenjorike.

9th +1 to roll with impact, +1 to flip and maintain balance.

10th +1 to parry/dodge, +1 to strike, KO/Stun on 18, 19, or 20.

11th +1 attack, +2 to damage.

12th Select one chi or Zenjorike power.

13th +2 to maintain balance, flip, and roll with impact.

14th +1 to strike, parry and dodge.

15th Double existing chi!

Why Study Oolong Pai?

Its not the most powerful style, but it has the ultimate in chi powers. Also, its a mythical and highly exclusive style. The time invested in training and the restrictions on the character are small prices to pay compared to the power gained! All effort is placed on the development of positive chi, the sharpening of the mind, and the quest for spiritual enlightenment. Also, when one becomes a master, enlightenment soon follows(basically, the student becomes a Buddha)!

Secrets of Oolong Pai: The old monk is actually a Chiang Ku dragon(of course, no-one knows, its 'player knowledge')!

Rough-Housing

By Mephisto

Entrance Requirements: None

Skill Cost: 8 Years (6 Years as a Secondary; half the time for Trolls and Ogres)

This martial art serves to utilize the natural strength of orcs and to better control their fury and violent tendencies. Ogres, realizing that with training the orc masses could become a serious fighting force, began developing this fighting art. In fact, there are some rumors that tens of thousands of orcs in the Old Kingdom are training daily in this fighting style for the rumored invasion of the Western Empire. This martial art is also common in the Orcish Empire.

In combat, the practitioner of Rough-Housing will attempt to grab onto the opponent and either crush him where he stands or throw him to the ground then pick him up and throw him to the ground again. Not a lot of subtlety is involved; the idea is to outmuscle the person into oblivion. With a patient teacher, most orcs can latch onto the art in time and become surprisingly efficient and proficient with the fighting skills.

The training isn't purely physical either. Ogres are smart enough to know that orc's can be easily tricked and manipulated by magic-wielding foes. So a conditioning program is also in place so that the orcs don't buckle under pressure especially when facing terrible odds. This will come to a surprise to many foes of orcs who are used to seeing them turn tail and run when the tables are turned.

O.C.C. Note: An orc can learn this form by first upgrading to Hand to Hand: Martial Arts then exchanging one O.C.C. related skill to get Rough-Housing. The same applies to ogres. Trolls require exchanging two O.C.C. related skills. Other giants generally do not learn Rough-Housing. Note however that this martial art is limited to men of arms O.C.C.s and the Monk.

Stance: Legs wide and knees bent waiting for the person to commit an attack which the orc can grab onto to. Then they will rush in and attempt a grapple or a throw attack. Hands are usually kept high and near the head but always ready to commit to the grab attempt.

Costume: None

Character Bonuses

+2 to M.E.

+4 to P.S.

+3 to P.E.

+15 to S.D.C.

Combat Skills

Attacks Per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact

Basic Defenses: Dodge, Parry, Auto Parry

Advanced Defenses: Power Block/Parry, Combination Parry/Grab (Special! After a successful parry, the combatant will attempt to grab the opponent and maintain hold. The victim can try to

dodge the grab but requires giving up a melee action. On a successful grab the attacker can do a throw or a hold or attack with the other hand. The defender can still parry hand strikes but can't parry the Body Flip/Throw or a Crush/Squeeze).

Hand Attacks: Strike (Punch), Power Punch, Claw Hand

Foot Attacks: Kick Attack, Snap Kick

Special Attacks: Critical Body Flip/Throw, Auto Body Flip/Throw, Crush/Squeeze, Knee, Elbow

Holds/Locks: Automatic Body Hold, Automatic Arm Hold, Leg Hold

Weapon Skills: None

Special Katas: None

Modifiers to Attack: KO/Stun, Death Blow

Skills Included in Training

Martial Art Powers: Select Two from among Body Hardening and Martial Art Techniques

Physical Skills: Wrestling and one of choice, except not Acrobatics or Gymnastics

Training Skills: None.

Languages: None

Level Advancement Bonuses

1st Critical Strike Natural 20 or from behind, +2 to Body Flip/Throw

2nd +1 to damage, +2 Holds

3rd +2 to Parry and Dodge

4th +1 attack, +1 Body Flip/Throw, Select One Additional Martial Art Power

5th +1 strike, +1 Holds

6th +3 to Roll, +1 initiative

7th Critical Strike Natural 19 or 20, +1 Holds

8th +1 Attack, Select One Additional Martial Art Power

9th +2 Strike, +1 Body Flip/Throw

10th +2 to Parry and Dodge

11th +2 to Strike, +1 to Damage

12th Select One Additional Martial Art Power

13th +1 Attack, Critical Strike Natural 18-20, +2 Holds

14th +2 Body Flip/Throw, +1 Strike

15th Death Blow Natural 20

Why study Rough-Housing?

A martial art designed to inflict punishment with grappling and holding techniques. A good mix of martial art skills and combat techniques makes it a deadly fighting form in the right hands.

Owari Kan Ryu Sojutsu (Exclusive)

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include P.S.: 9, P.P.: 10, Spd.: 10.

Skill Cost: 11 Years.

The main spear system of Owari Kan Ryu was founded by Tsuda Gonnojo Nobuyuki, the second son of a retainer of the Owari clan. The essence of the kuda-yari of Owari Kan Ryu is in the technique of using the kuda to fully thrust out and instantly withdraw the spear with great control. Here, the secret principle, Engetsu ("Crescent Moon"), is a vital component. Normally, when thrusting with a spear, the shaft and point will go more or less in a straight line to the target. However, in thrusting the Kan Ryu kuda-yari, the kuda and shaft are manipulated in a manner that causes the spear point to enter the target while twirling in a circle with a diameter of about six inches. The twirling of the yari point creates an intense striking power and concentrated destructive force, resulting in a gaping wound. This is the secret principle of Engetsu that is behind the deadly effect of Kan Ryu sojutsu. Although the shiai training is predominantly done on a spear vs spear basis, other weapons are occasionally used as well. The most common is the sword, followed by the naginata and nagamaki. However, experience has shown that the most formidable weapon to oppose the spear is another spear. And here, the kuda-yari of Owari Kan Ryu has the decided advantage. The Owari Kan Ryu, though primarily a spear tradition, also contains elements of Shinkage Ryu swordsmanship.

Costume: Oyoroi (lamellar) or better full suits of armor.

Stance: The right foot is placed back and the left foot forward pointing in the same direction as the spear is held, with the weight on the balls of the feet, about shoulder width apart. The left hand grips the spear loosely at a comfortable distance, the right hand is held near the hip gripping the spear more tightly.

CHARACTER BONUSES

Add +2 to P.S.

Add +1 to P.P.

Add +1 to P.E.

Add +2 to Spd.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Combination Parry/Attack, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Combination Strike/Parry.

Holds/Locks: None.

Weapon Kata: W.P. Kuda-Yari, W.P. Katana , W.P. Naginata, W.P. Nagamaki.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of three (3) Powers from among Body Hardening, Special Kata, or Martial Art Techniques.

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Hozo-in Sojutsu (3 Years), Jikishinkage Ryu (2 Years), Kashima Shin Ryu (3 Years), Tendo Ryu Naginatajutsu (7 Years), or ZANJI Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +2 to Damage, Critical Strike from Behind.

2nd: +2 to Roll with Punch/Fall/Impact, +1 to Disarm.

3rd: +1 Attack per Melee.

4th: Death Blow on a Natural 20.

5th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

6th: +1 Attack per Melee, Critical Strike on a Natural 19 or 20.

7th: +1 Disarm,+2 to Damage.

8th: +1 to Disarm, Knockout/Stun on Natural 18, 19, or 20.

9th: +1 Attack per Melee, +1 to Parry/Dodge,

10th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

11th: +2 to Damage.

12th: +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact.

13th: +1 to Parry/Dodge, +1 to Strike.

14th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

15th: Critical Strike on a Natural 18, 19, or 20.

WHY STUDY Owari Kan Ryu Sojutsu?

The mastery of a wild and unpredictable spear technique has long been sought. Why get in close when you've got a longer attack range than any other spearman and you're more than a match for a sword wielding maniac. If your spear breaks you can always fallback on the sword since you handle that pretty well too.

Martial Art Styles P

Name	Game	Application	Country	Author
Pankration	N&S	Conversion	Greece	Kuseru
Pankration	N&S	Conversion	Greece	Lee Casebolt
Panzer Kunst	Rifts	Fiction	NA	RMHOWA01@ulkyvm.louisville.edu
Path of the Mind	Rifts	Fiction	NA	danzig138
Pax Reget	N&S	Fiction	Unknown	Phenom
Pentjak Silat	N&S	Conversion	Indonesia	Billy Bardo
Pentjak Silat	N&S	Conversion	Indonesia	Kuseru
Pigua Zhang	N&S	Conversion	China	Hibik
Primordial	AtB	Fiction	NA	Grimtooth X
Pro Wrestling	N&S	Conversion	United States	Xaowolf
Pro Wrestling	N&S	Conversion	United States	danzig138
Professional Wrestling	N&S	Conversion	United States	NightFlyer
Professional Wrestling	N&S	Conversion	United States	Stephen P. Dragoo
Psu-Doe Fu	N&S	Humor	United States	GeronimoGM

Number of Styles: 14



PANKRATION

By Kuseru

Entrance Requirements.

Skill Cost:

Over 2000 years ago, the ancient Greeks had developed a savage martial art called Pankration First introduced at the Olympic Games in 648 B.C., Pankration became the most popular and demanding of all athletic events. Only biting and gouging were prohibited, anything else went, although the Spartans allowed these in their local athletic competitions.

Kicking is an essential part of Pankration, especially groin and stomach kicks, and powerful leg sweeps meant to knock an opponent off his feet. Kicks above the belt were used sparingly, with blows aimed to the head or face only when an opponent was on the ground and unable to block or catch the attacker's foot.

Pankration bouts were extremely brutal and life-threatening. Masters were skilled grapplers and who applied an effective number of knockdowns, chokes, and joint locks. Strangulation was most feared during combat, as it was the leading cause of death in matches.

Costume: No clothes or a simple loincloth and sandals.

Stance: None.

CHARACTER BONUSES

Add +2 to P.S.

Add +2 to P.E.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Auto Parry.

Advanced Defenses: Break fall.

Hand Attacks: Punch, Uppercut, Power Punch, Backhand.

Foot Attacks: Kick, Snap Kick, Trip/Leg Hook, Roundhouse Kick, Drop Kick.

Special Attacks: Critical, KO/Stun, Body Flip/Throw, Body Block/Tackle, Auto Flip/Throw, Critical Flip/Throw, Elbow, Knee, Choke, Pin/Incapacitate, Crush/Squeeze, Combination Grab/Kick.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Auto Hold, Finger Lock, Wrist Lock, Elbow Lock, Auto Lock, Leg Lock.

Weapon Katas: None.

Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select two powers from Atemi Abilities, Body Hardening or the Tamashiwara Martial Art Technique.

Language: Greek.

Physical Skills: Boxing and Wrestling.

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll, +1 to Strike, Critical on 20, Critical Flip/Throw on a 20.

2nd: +3 to Maintain Balance, +2 to Body Flip/Throw (2D6 Damage).

3rd: +1 to Parry, Select one power from Atemi Abilities or Body Hardening.

4th: +2 to Damage, +1 to Choke.

5th: +1 Attack, KO/Stun on an 18, 19, or 20.

6th: +2 to Roll, Critical on a 19 or 20, Critical Flip/Throw on a 19 or 20.

7th: +1 to Maintain Balance, +1 to Body Flip/Throw.

8th: +1 Attack, +1 to Choke.

9th: +1 to Parry, Select one power from Atemi Abilities or Body Hardening.

10th: +2 to Punch.

11th: +1 to Maintain Balance, +1 to Body Flip/Throw.

12th: +1 to Roll, +1 to Parry.

13th: +1 Attack, +1 to Choke.

14th: Select one power from Atemi Abilities or Body Hardening.

15th: +1 to Maintain Balance, +1 to Body Flip/Throw, Critical Body Flip/Throw on an 18, 19, or 20.

WHY STUDY PANKRATION?

Powerful strikes and lethal grappling skills make Pankration a good martial art. While weak on mental skills, Atemi more than makes up these deficiencies. Not great against multiple attackers but whoever gets attacked is going to get hurt (or worse).

Pankration (Exclusive)

By [Lee Casebolt](#)

Meaning "total victory" or "all-powers" (auth. note - from context, I would translate it to "complete style", but my area is martial arts, not languages), the Pankration was the third combat sport to be added to the original Olympics. The other two, boxing and wrestling, were brought back with the modern Games, but Pankration would not re-emerge as a major event until the mid 1990s.

As the name implies, Pankration is a complete fighting event, with biting and eye gouging the only fouls; all other tactics were legal, and even those rules were not enforced as strictly as they might have been. Victory was achieved by knocking an opponent unconscious or forcing his surrender. Death was by no means an impediment to victory - the most famous story of pankration tells how a fighter locked in a choke hold forced his opponent to surrender with an ankle lock, only to die from the choke as his victory was announced. Modern competitions are rugged affairs, but somewhat more closely regulated.

Technically, the Pankration encompassed kicking, punching, and throwing techniques while standing, and a variety of joint locks and chokes while prone. In form, it is not very different from Japanese jujutsu, or certain Chinese styles. Training consists of many of the same exercises used in Oriental arts - shadowboxing/forms practice, sparring, and body strengthening exercises. As primarily a sportive form, formal Pankration training is not particularly concerned with weapons work, multiple opponents, or "internal power" development.

Classical Pankration training is not available in modern times, but forms similar enough in function to be considered identical are becoming more and more available in the US (primarily the West Coast), Canada, and Japan.

Entrance Requirements: P.S. and P.E. of 12.

Skill Cost: 8 years

Costume: Classical Pankration was practiced in the nude, as were most Greek sports. Modern equivalents may wear any costume.

Stance: Generally similar to a boxer's stance. Like the costume, the stance will vary with the preference of the fighter.

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.P.

Add 2 to P.E.

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Automatic Roll, Breakfall, Combination Parry/Attack

Hand Attacks: Strike (Punch), Palm Strike, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Tripping/Leg Hooks

Special Attacks: Body Flip/Throw, Critical Flip/Throw, Choke, Neck Hold/Choke, Crush/Squeeze, Knee,

Elbow, Death Blow

Holds/Locks: Arm Hold, Body Hold, Leg Hold, Neck Hold, Elbow Lock, **Ankle Lock** (Special! Treat as Wrist Lock, applied to the ankle. Takes both hands), **Knee Lock** (Special! Treat as Elbow Lock, applied to the knee)

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Critical Strike, Knock-Out/Stun, Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select two (2) from Body Hardening Exercises or Special Katas (Chi Katas not allowed). If desired, any number of Powers may be traded, one for one, for Basic Skill Programs (excluding Physical program).

Languages: (Classical) Greek; (Modern) English or Japanese

Philosophical Training: (Classical) Stoicism (auth. note - Stoism?) or Hedonism; (Modern) None

If this is your primary form, then the following other forms can be learned in a shorter time: Jujutsu (3 years), Ch'in Na (3 years), or T'ang Su (4 years).

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Roll with Punch/Fall/Impact, +2 to Maintain Balance, +1 to Parry/Dodge

Level 2: +1 to Strike, +1 to Body Flip/Throw

Level 3: +1 to Parry/Dodge, +1 to Damage, Critical Strike from behind

Level 4: +1 Attack per Melee, Critical Strike on Natural 18, 19, or 20

Level 5: +2 to Roll with Punch/Fall/Impact, Knock-Out/Stun on Natural 20

Level 6: Select one (1) additional Martial Arts Power from Body Hardening Exercises or Special Katas

Level 7: +1 to Strike, +1 to Body Flip/Throw, +1d6 damage to Body Flip/Throw

Level 8: +1 Attack per Melee, +1 to Parry/Dodge

Level 9: +2 to Roll with Punch/Fall/Impact, +1 to Damage

Level 10: +2 to Maintain Balance

Level 11: +1 Attack per Melee, Select one (1) additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter) or Special Katas

Level 12: +1 to Parry/Dodge, +1 to Strike

Level 13: +2 to Roll with Punch/Fall/Impact, +1 to Damage

Level 14: +1 Attack per Melee, Knock-Out/Stun on Natural 20

Level 15: Select one (1) additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter) or Special Katas, Death Blow on Natural 20

Why Study PANKRATION?

Much like Jujutsu, it's designed to get the job done. A complete unarmed combat style comfortable at any range of combat. Weaknesses are a lack of weapons and internal training; an intense toughening program and variety of offensive options are strengths.

(Hand to Hand: Martial Arts) Pentjak Silat

By [Billy Bardo](#)

Pentjak Silat is a Malaysian (Balinese I think) martial art similar to Tai-jutsu but with a heavy emphasis on the use of blade weapons.

The following techniques are known at first level: Maintain Balance, Back Flip, Body Block/Tackle, BodyFlip/Throw, Arm Hold, Leg Hold, Neck Hold, Drop Kick, Knee attack, Elbow strike, Paired Weapons, Disarming, and Auto-parry.

Katas: Knife and Sword

Katas may be substituted one for one, for any of the following:

Staff Kata (Kuntao)

Spear Kata (a favorite weapon is the Parang, similar to the Berdiche)

Tjambuk (a form of honor combat with whips and chains where each combatant takes turns striking at the other, only marks to the face count towards a win)

Choose one discipline from among Body-Hardening

Starting attacks: 2

Bonuses: +2MA,+1PS, +1PE, +1PP, +4 to speed.

Level Advancement Bonuses

Level 1: +2attacks, snap kick,Knife hand, +2 to Roll, +2 to Initiative, +1 parry, +2 dodge, +2 pull punch.

Level 2: +1 strike, cartwheel, Pull punch (with bladed weapons)

Level 3: +1 attack, palm strike, Chi-Gung (body-hardening)

Level 4: leap attack, axe kick, +2 strike on flip and cartwheel

Level 5: tripping leg hooks, backward sweep kick, +2 damage

Level 6: +1 attack, Roundhouse kick, combination grab/slash, Tamashiwara (art of breaking)

Level 7: Critical strike 18-20, critical strike from rear 18-20, death blow on 20

Level 8: +1 to initiative, +1 strike and parry, +1 roll, +1 maintain balance

Level 9: Death blow! (called)

Level 10: +1 attack, +2 pull punch

Level 11: Prisa Saki Silat (kata with combat pincers, see Compendium of Weapons, Armour, and Castles©), combination grab/tear

Level 12: +1 Initiative, +2 roll

Level 13: +2 damage, +1 disarm

Level 14: Jump kick, +2 to flip and cartwheel, +2 damage

Level 15: +1 attack

Why study Pentjak Silat?

It is among the most offensive and 'dirty' martial arts available. This form is into heavy damage and in rude ways. Some unique weapon styles can also be found here. However, Pentjak Silat has almost no defensive maneuvers and while several opponants could be man-handled, the cost to the Pentjak Silat artist could be high.

Pigua Zhang- Chop Hanging Palm

By Hibik

"When Baji is added to Pigua, heroes will sigh knowing they are no match against it."

-Old Martial Art proverb

Pigua Zhang was mentioned in *"A New Essay of Wushu Arts"* during the Ming Dynasty, under the name Armor Wearing Boxing, due to the usefulness of the style for armored soldiers. Later in the Qing Dynasty, some considered Pigua an art related to Tongbei Quan (Through the Back Boxing).

Like Baji (Eight Extremes) Boxing, Pigua can be traced back to a man named Wu Zhong, who lived during the Qing Dynasty in Hebei province's Cang County. Wu Zhong had learned Baji and Pigua, as well as the Art of the Spear, from a pair of Taoist monks. He later taught the combined form of Baji and Pigua to his daughter, Wu Rong. Wu Rong, who taught both styles to her husband in Luotong Village, for some reason divided the styles. The styles remained separate in lineage until very recently.

Pigua is a very open and circular style. The Waist (containing the lower Dantien) is the center of movement for the rest of the body. The art consists of long armed opening and closing movements, which extend out from the body, enabling an artist to react to danger at any moment. Palm strikes are the primary hand attack of the form, consisting of either attacking with the front of the palm (known as Pi, or Chopping), or the back of the hand, (Gua, or Hanging). Pi and Gua strikes are alternated in a continuous cycle. Holding wide, deep stances, a Pigua artist will react to an attack with circular palm movements. Movements are complementary, with soft movements followed up by swift and fast movements. Where Baji focuses on elbow strikes, Pigua concentrates on straight arms for forearm strikes. Also, like Baji, Pigua employs extensive use of Jing (Scared) power from the Waist and Back, which enable the seemingly soft long arm movements to deliver explosive amounts of power.

Training for Pigua is available in Central China, Hong Kong, and Taiwan. Pigua is often available along with Baji.

NOTE: Pigua Zhang and Baji Quan are two very complementary styles. Baji's straight forward, powerful, short handed strikes are contrasted by Pigua's soft, circular, long arm palm techniques. While they fit perfectly as paired arts, it is still unknown why the lineages of Baji and Pigua split away from each other hundreds of years ago.

Entrance Requirements: PP of 10 or higher.

Skill Cost: 14 Years (7 Years as a Secondary)

Costume: Standard Kung Fu outfit.

Stance: A deep stance with arms away from the body.

CHARACTER BONUSES

Add 10 to Chi

Add 2 to M.E.

Add 2 to P.P.

COMBAT SKILLS

Attacks Per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Breakfall, and Maintain Balance.

Attack Moves: None.

Basic Defense Moves: Dodge, Parry, and Automatic Parry.

Advanced Defenses: Circular Parry.

Hand Attacks: Backhand, Palm, Rotary Palm Strike (as per Bagua) and Lau (as per Mantis Style).

Basic Foot Attacks: Kick, Backward Sweep, and Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Combination Parry/Strike, Deathblow, and Forearm.

Holds/Locks: None

Weapon Katas (Select Two): WP Dao (Broadsword), WP Jian (Straight Sword), WP Gun (Staff), WP San Jie Gun (3 Sectional Staff), and/or WP Qiang (Spear).

Modifiers to Attack: Pull Punch, KO/Stun, Critical Strike, and Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select TWO (2) from among Chi Mastery, Martial Art Techniques, or Specialty Katas (including Chi Katas). If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs.

Languages: Chinese (Mandarin, Cantonese or Taiwanese)

Philosophical Training: Islam or Taoism (choose one).

If this is your primary martial art form, then the following other forms can be learned in shorter time: Bagua Zhang (6 Years), Choy Li Fut (4 Years), Baji Quan (5 Years), and Taiji Quan (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +2 to Parry, and Critical Strike from Rear.

2nd: +1 to Dodge and Strike.

3rd: +1 to Parry, +1 to Damage.

4th: Select One from Chi Mastery, Martial Art Techniques, or Specialty Katas (including Chi Katas).

5th: Double Existing Chi, +1 to Circular Attacks (Lau and Rotary Palm Strike).

6th: +1 to Parry and Dodge, +1 to Roll with Punch/Fall/Impact.

7th: +2 to Roll with Punch/Fall/Impact.

8th: Critical Strike on a Natural 19-20.

9th: +1 to Strike, +2 to Damage.

10th: Select One from Chi Mastery (including Advanced), Martial Art Techniques, or Specialty Katas (including Chi Katas).

11th: Double Existing Chi, +1 to Parry and Dodge.

12th: Select a Xian Chi.

13th: +1 to Maintain Balance, +1 to Roll with Punch/Fall/Impact.

14th: Select One from Chi Mastery (including Advanced), Martial Art Techniques, or Specialty Katas (including Chi Katas).

15th: +1 Attacks per melee, Deathblow on a Natural 20.

Why Study Pigua Zhang?

A beautiful, intricate, sophisticated style. Pigua's soft long arm movements are combined with powerful internal energy which is delivered in powerful strikes through use of Jing. Pigua is also the long range counterpart of Bajiquan.

(Hand to Hand) Pro Wrestlin

By the Xaowolf

This skill is learned from the Wrestlars. In order to learn this skill the P.C. must have a high P.S. or P.P. (17+).

Bonuses: +1 to P.S. or P.P., +2D6 S.D.C., gains W.P. Blunt.

Description of moves:

The Clothse Line: The art of extending one's arm into the face and neck of an on coming opponent. Damage is 1D6 sdc and opponent is knocked down.

The Suplex: This is where the wrestler hoists the opponent into the air and bring him to the ground behind him. It deals 1D6+3 sdc and opponent is knocked down. (that is a simple description, but any type of suplex can be used from the german to a belly to belly suplex)

Finishing Moves: This is like a death blow, only it involves some kind of throw or hit. Each wrestler has a different move(for ideas, watch the WWF). Other than than, standard death blow rules apply.

Level Advancement Bonuses

Level 1: Starts with 2 attacks, -1 to hit(hey their trainer don't need to actually hit, so it is reflected in the skill), body block/tackle

Level 2: +1 attack a melee, +1 to initiative, +2 save vs H.F., The Clothes Line

Level 3: Karate style kick 2D6 sdc

Level 4: Drop Kick does 2D6+3 counts as 2 attacks, +2 damage

Level 5: +2 attack when using chairs or other blunt instruments, auto dodge

Level 6: Disarm, suplex, +1 roll with punch/fall

Level 7: +1 hit/auto dodge/horror factor

Level 8: +1 attack a meelee, +2damage

Level 9: +2 disarm, +1 roll with punch/fall/suplex

Level 10: Finishing Move on natural 18-20

Level 11: +1 initiative/ auto dodge/ horror factor

Level 12: +1 attack a melee

Level 13: +1 P.S. or P.P.

Level 14: +2 drop kick/suplex/clothes line

Level 15: Critical Strike on natural 17-20

Professional Wrestling

By [danzig138](#)

This is a big money maker, and while everybody knows that the matches are staged, some of the moves and physical training can be useful in real-world engagements. And besides, it's a big money maker.

Entrance Requirements: None

Skill Cost: 2 years

Costume:???

Stance:???

CHARACTER BONUSES

Add 1 to P.S.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defense Moves: Dodge, Parry

Advanced Defenses: Multiple Dodge

Hand Attacks: Strike (Punch), Palm Strike, Knife Hand

Basic Foot Attacks: Kick Attack, Drop Kick , plus any two kick attacks

Special Attacks: Body Block/Tackle, Body Flip/Throw, Crush/Squeeze, Elbow, Knee, **Pile Driver** (Special! Pick the opponent up and drop him on his head. Uses 3 attacks. Inflicts 2D6 damage, and Knock-out for 1D4 melee rounds), **Clothesline** (Special! From Long or Combat range, inflicts 1D6 damage, and knock the target down. Can be dodged, but not parried. Get a short start and hit the opponent around the throat with your arm), **Splash** (Special! When the opponent is prone, jump on him. Uses 3 attacks, and inflicts 1D6 damage per 100 lbs. of weight).

Holds/Locks: Arm Hold, Body Hold, **Sleeper Hold** (Special! Inflicts no damage, but the victim must roll under his P.E. with a cumulative -1 penalty per melee round or pass out for 1D8 melee rounds)

Modifiers to Attacks: Pull Punch, Knock-out/Stun

Multiple Attackers: 2

Preferred Range: Grappling

SKILLS INCLUDED IN TRAINING

Physical: Body Building

LEVEL ADVANCEMENT BONUSES

Level 1: +2 Body Block/Tackle, +1 roll with punch/fall/impact

Level 2: +1 strike

Level 3: +1 dodge, +1 crush/squeeze

Level 4: +1 attack per melee, +1 maintain balance

Level 5: +1 damage

Level 6: +2 roll with punch/fall/impact

Level 7: +3 maintain balance

Level 8: +1 clothesline

Level 9: +1 dodge

Level 10: +2 drop kick

Level 11: +1 attack per melee

Level 12: +1 parry

Level 13: +2 strike

Level 14: +2 splash

Level 15: +1 strike, +2 dodge

Why Study Pro. Wrestling?

Well, it's a big money maker, and some of the moves can be damaging in a street fight.

Professional Wrestling

By [Night Flyer](#)

"Sport" made popular by television starting in the 1950s. Even though an admitted fake, if any of these moves were made in real competition they would be devastating! Professional wrestling has its origins in carnivals that traveled the countryside from before the turn of the century. The actual wrestling tends to incorporate a mixture of mat wrestling, brawling, martial arts, gymnastics and method acting. Contrary to popular belief, the athletics involved are not "fake", even though the outcome is predetermined. Only the best wrestlers can pull off devastating-looking moves without causing some sort of pain to the opponent.

Entrance Requirements: No Alignment restrictions. Minimum Attributes are P.S.: 9, P.P.: 11, M.A.:10

Skill Cost: 6 Years (4 as secondary)

Costume: There is no set costume, the gaudier the better. The costumes are usually made from Spandex.

Stance: Usually legs bent and arms out, pacing around the opponent until an opening is found.

CHARACTER BONUSES

Add +2 to P.S.

Add +2 to P.E.

Add +20 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact,

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Combination Parry/Attack, Automatic Roll, Power Block/Parry, Breakfall, Automatic Body Flip/Throw

Hand Attacks: Strike (punch), Power Punch, Double Fist Punch

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks

Jumping Foot Attacks: Jump Kick

Special Attacks: Knee, Forearm, Body Block/Tackle, Choke, Crush/Squeeze

Holds/Locks: Wrist Lock, Elbow Lock, Arm Hold, Leg Hold, Body Hold, Neck Hold

Weapon Katas: W.P. Club (usually in the form of a folding chair)

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Behind, Pin

SKILLS INCLUDED IN TRAINING

Physical: Body Building, Gymnastics

Weapons: WP Club

LEVEL ADVANCEMENT BONUSES

Level 1: +2 Parry, +1 to Maintain Balance, + 1 on Holds

Level 2: +2 Strike, +2 Roll with Punch/Fall/Impact

Level 3: Knock-out/Stun on Natural 19, or 20, +2 Dodge

Level 4: +1 attack per melee, +1 Strike, Pin on Natural 20

Level 5: +1 Maintain Balance, +2 on Holds

Level 6: +1 attack per melee, +2 Dodge

Level 7: +2 Roll with Punch/Fall/Impact, +1 Strike

Level 8: +2 Damage, +1 on Holds, +1 Parry

Level 9: +1 attack per melee, +1 Maintain Balance, +1 Breakfall

Level 10: +2 Dodge, +1 Strike, Pin on Natural 18,19 & 20

Level 11: +1 Parry, +1 Roll with Punch/Fall/Impact

Level 12: +1 attack per melee, +1 on Holds, +1 Breakfall

Level 13: +2 Damage, +1 Maintain Balance

Level 14: +1 Parry/Dodge, +1 Breakfall

Level 15: Knock-out/Stun on Natural 18, 19, or 20

Psu-Doe Fu

By GeronimoGM

Entrance Requirements: Must have seen Enter the Dragon a minimum of 300 times.

Skill Cost: ? Years (Primary), ? Years (Secondary) However long it takes.

Background/History: This martial art, if you want to call it that, is what happens when some-one has never had a martial arts class but as watched too many Bruce Lee films.

It has been practiced in many forms all over the world. It is an effective art as long as no actual combat is involved.

Costume: Any

Stance: Always a very off-balance and clumsy imitation of Bruce Lee

Character Bonuses

Add +4 to M.A.

Subtract -3 from I.Q.

Combat Skills

Attacks per Melee: 1

Escape Moves: run away 10% to speed when running away.

Attack Moves: very clumsy punch, bad form kick.

Basic Defense Moves: curl up into a ball, cry like a baby.

Advanced Defense Moves: Begging for mercy and profuse apologies.

Hand Attacks: Girly-man punch, Psu-Doe Chop.

Foot Attacks: Stomp to the toes(followed by running away)

Jumping Foot Attacks: jumping kick to the groin(followed by running away)

Special Attacks: hitting while their back is turned (followed by running away).

Holds/Locks: Hugging their knees (followed by begging for mercy OR profuse apologies)

Weapon Kata: can Spin nunchaku overhead, almost without causing too much damage to self (50/50 chance)

Modifiers to Attacks: Automatic +7 Pull Punch, -5 Critical Strike, -1 Critical Strike From Behind, -3 Knock-Out/Stun, +2 Stun from Behind(followed by running away)

Skills Included in Training

Martial Art Powers: Able to talk trash and fake out people with no training +3 to roll for intimidation.

Languages: Can pronounce any Chinese food from the menu.

Cultural: Knows where China is.

Physical: God at sitting in front of a TV

Survival: None

Temple: none

Weapon Proficiencies: none

Philosophical Training: Saw Enter the Dragon 300 times, and can quote it word for word.

Level Advancement Bonuses

1st: +1 to run away

2nd: +3 to fake out non-trained fighters with squeaks and howls in the fashion of Bruce Lee.

3rd: Cry at will and beg for Mercy.(40% chance that the enemy will just laugh and let him live

after a few punches)

4th: Faint and play dead.(25% chance of success)

5th: +4% to Run Away

6th: Automatic success on hugging knees for the purpose of groveling.

7th: Effective Automatic tears and begging for mercy (+15% chance that enemy will just laugh and rough him up a bit)

8th: +20% Run Away, +10% Play Dead

9th: +1 to hit from behind

10th: +5% to begging for Mercy Skill

11th: +2 to strike for the Jumping kick to the groin.

12th: negative penalty to strike reduced by 2

13th: +1 attack, +10% to Play Dead

14th: +10% to begging for mercy skill

15th: Automatic success to run Away, +15% to Beg for Mercy

Why Study Psu-Doe Fu?

It's pretty easy to do.

Martial Art Styles Q

Name	Game	Application	Country	Author
Qingping Jian	N&S	Conversion	China	Hibik
Quick Hand Karate	N&S	Fiction	Unkown	Adam Reeve#
Quick Foot Karate	N&S	Fiction	Japan	Bungtwweed

Number of Styles: 3



Qingping Jian-Green Water Lily Sword (EXCLUSIVE)

By Hibik

"If you are a nobleman of strong stature, then you must have Qingping Jian."

-Chen Lin, on Qingping Jian.>

Qingping Jian is one of the oldest of the Chinese Swordsmanship styles. While information on its early years is sparse, historical references date back to as far as the Eastern Han Dynasty (25-220 AD). The name Qingping Jian was coined by a practitioner named Chen Lin, whose quote above suggests Qingping Jian was a style of importance amongst the nobility.

It was during the 18th Century, by a Taoist monk named Pan Jen (whose Taoist name was Yuan Gui), that Qingping Jian was arranged and established into a formal set of swordplay routines. Pan Jen spent years meditating on Long Hu Shan (Dragon and Tiger Mountain), and travelling China exchanging martial techniques, eventually accumulating a profound knowledge of sword fighting. After years of experimentation and study, he eventually compiled all of his knowledge into six routines, which still exist today.

Qingping Jian contains a lot of techniques common to other systems of Taoist swordsmanship, including *Dian* (Point), *Beng* (Drop), *Ci* (Stab), *Yun* (Circle), *Mo* (Press), *Gua* (Parry), *Tiao* (Upward Slice), *Liao* (Glide Up), *Ti* (Raise), *Jie* (Intercept), *Pi* (Split), *Lan* (Obstruct), *La* (Pull Back), and *Chan* (Spiral). Some elements that make Qingping Jian different, however, include arrangement of its routines, and its particularly strong emphasis on footwork. Attacks are often followed by a short, evasive step in the opposite direction. It's also common for actions to have the sword, body, and legs all going in different directions. It's also common for a technique to involve, for example, circular sword motions, horizontal body coiling, and vertical jumping movements.

This complex combination of techniques takes a considerable amount of time to master, which is done by learning the six routines. The first routine teaches the basics of the system, while the other five focus on complex, more demanding techniques that take many years to master. Each form contains over 60 movements, for a grand total of 365, typically with a four syllable name (Old Man Plucks Plum, for example). In addition, some attention goes to the building of internal energy. A Sword is a relatively light weapon, and in order to deflect heavier weapons such as a pole arm or axe, internal energy must be developed as well.

Qingping Jian is a difficult art to find, even today. It remains rather esoteric, with training available in the US or Taiwan.

Entrance Requirements: PP of 12 or higher.

Skill Cost: 15 Years (7 Years as a Secondary)

Costume: Standard Kung Fu outfit.

Stance: Relaxed side stance, with Jian (Chinese Straight Sword) in dominant hand, the other hand holding a two-finger salute.

CHARACTER BONUSES

Add 10 to Chi

Add 3 to M.A.

Add 2 to P.P.

COMBAT SKILLS

Attacks Per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Leap, and Maintain Balance.

Attack Moves: Leap.

Basic Defense Moves: Dodge, Parry, and Automatic Parry.

Advanced Defenses: Circular Parry, Multiple Dodge, Disarm, and Old Man Plucks Plum (*SPECIAL!* A combination Dodge and Strike where the artist leans back to evade a high to mid attack while at the same time slashing or kicking the opponent. Uses up one action, and can be used once per melee.)

Hand Attacks: Punch, Knife Hand, and Palm Strike.

Basic Foot Attacks: Kick and Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Deathblow, Leap Attack, Combination Parry/Slash, and Fan Flutters in Breeze (*SPECIAL!* A one legged sword thrust, where the artist lurches forward slightly as he thrusts a long range opponent before he has a chance to get into combat range. In game terms, this allows the artist to attack an opponent with no chance of an attack in return, EXCEPT by a long-range weapon (such as a staff, polearm, or bow), leap attack, or jump kick. After using Fan Flutters in Breeze, the artist can step closer and attack normally (as can the opponent), or move away, which means the opponent must spend an action to get back into range. This only works on empty handed or short weapon holding opponents, and only if the artist gets the initiative.)

Holds/Locks: None

Weapon Katas: W.P. Jian.

Modifiers to Attack: Pull Punch, KO/Stun, Critical Strike, and Critical Strike from Rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Automatically Receives Martial Art Technique: Sword Chi. Select a total of TWO (2) from Chi Mastery, Specialty Katas (including Chi Katas), or Martial Art Techniques. If desired, any of these can be changed for Basic Skill Programs.

Languages: Chinese (most commonly Mandarin, Cantonese or Taiwanese)

Cultural: Artistic Calligraphy, and Wei Qi (Go).

Physical: Gymnastics.

Philosophical Training: Taoism.

Technical: Chinese Classical Studies.

If this is your primary martial art form, then the following other forms can be learned in shorter time: Gui Long (4 Years), Eighteen Weapons Kung Fu (3 Years) and Zanji Shinjinken-Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: + 2 to Strike, +2 to Roll with Punch/Fall/Impact.

2nd: +2 to Parry and Dodge.

3rd: +2 to Leap and Maintain Balance, +1 Initiative.

4th: +1 Attacks per Melee, +2 to Disarm.

5th: Select an Ability from Chi Mastery, Specialty Katas (including Chi Katas), or Martial Art Techniques.

6th: Double Existing Chi.

7th: +1 to Parry and Dodge, +1 to Roll with Punch/Fall/Impact.

8th: +1 to Leap and Disarm, +1 Initiative.

9th: +1 Attack Per Melee.

10th: Select an Ability from Chi Mastery, Specialty Katas (including Chi Katas), and Martial Art Techniques.

11th: Critical Strike on a Natural 19-20.

12th: +1 Attacks per Melee.

13th: Deathblow on a Natural 20.

14th: Double Existing Chi.

15th: Select a Zenjorike..

Why Study Qingping Jian?

One of the most ancient, beautiful, and graceful styles of Chinese Swordsmanship. Qingping Jian contains some of the most advanced swordsmanship techniques of any Taoist sword system. With its strong swordsmanship and attention to internal training (with the building of chi), Qingping Jian's only major flaw is its reliance on a weapon, although the evasive ability of a Qingping Jian artist, whether armed or unarmed, is legendary.

Quick Hand Karate

By [Adam Reeve](#)

Exclusive to Servants of Light.

Starting Attacks per Melee: 3

Combat Skills: combination parry/attack, disarm, power punch, palm strike, backhand, knife hand, **knife hand knockout** (automatically KO's a joint-locked opponent for 2D4 rounds, otherwise requires a save vs. poison), backward sweep, snap kick, leap attack, automatic flip/throw, automatic finger lock, automatic wrist lock, automatic elbow lock.

Character Bonuses: +10 Chi, +2 M.E., +2 P.S., +10 S.D.C.

Martial Art Powers: 1 Chi mastery power and 1 body hardening exercise.

LEVEL ADVANCEMENT BONUSES

Level 1: +2 Roll with Punch/Fall/Impact, +2 strike, critical 19-20 or behind

Level 2: +2 flip/throw, +1 attack

Level 3: +1 Chi mastery or body hardening exercise

Level 4: Knock-Out/Stun on 19-20, +2 parry/dodge

Level 5: Critical attack on 18-20

Level 6: Double existing Chi

Level 7: Death Blow on 20

Level 8: +1 Chi mastery or body hardening exercise

Level 9: +1 attack

Level 10: Tamashiwara

Level 11: KO on 18-20, +2 strike

Level 12: Double existing Chi

Level 13: +1 Chi mastery or body hardening exercise

Level 14: +1 Zenjorike power

Level 15: +1 Attack, Death Blow on 19-20

Quick Foot Karate

By Bungtweed

Entrance Requirements: No Alignment restrictions, P.P.; 12

Skill Cost: 12 Years (7 Years as a Secondary Martial Art Form)

Quick Foot Karate was created around 1700. Though many dismiss this form because they believe that focusing on using mostly kicks slows down your combat speed and impedes on your chances of victory or defense. However, this is wrong. A Quick Foot master can move his feet like no body's business. He can parry and attack with only his feet as well as most other quick martial art forms. Though since its creation around 1700, it has come to incorporate one or two hand strikes. In its most traditional form Quick Foot Karate still excludes hand strikes though. Once a fighter gets into the Quick Foot position he will not use his hands at all, no matter what. Fighters who like to show off will often, before fighting have someone tie their hands behind their back, and still kick the other guys butt. It's really an amazing martial art form, but still a difficult one for most to master. Quick Foot originated in Japan. The only schools for it are found in South Korea (1) and Japan (4).

Costume: Standard Karate Gi. Sometimes the top is red instead of white, instructors always wear white pants with a dark purple top, a black belt with two gold stripes on each belt end, and have a patch of the Japanese flag sewn into the right arm, some instructors sew their own country's flag onto their left arm. (though the schools are in Asian, a couple teachers are not Asian)

Stance: Normal fighting stance (Not quick foot position) is exactly like Tae Kwon Do.

Character Bonuses

Add 1 to P.S.

Add 3 to P.P.

Add 4 to Spd

Add 10 to S.D.C.

Combat Skills

Attacks per Melee: 4

Escape Moves: Roll w/ Punch, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Auto parry

Advanced Defensive Moves: Multiple Dodge, Breakfall

Hand Attacks: Strike (Punch), Knife Hand

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Backward Sweep, Reverse Turning Kick (Combo Dodge/kick), Drop Kick (Combo fall/dodge/kick), Wheel Kick, Crescent Kick, Axe Kick, Tripping/Leg Hooks

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turning Kick

Special Attacks: Death Blow, Leap Attack

Weapon Katas: None

Modifiers to Attack: Pull Punch, KO/Stun, Critical Strike, Critical Strike from Rear

Special Katas:

Quick Foot Stance: Character stands almost at attention, legs are slightly apart and one is slightly behind the other, the hands are clasped together behind the fighters back. When in this stance ONLY the following kick attacks may be used; Kick Attack, Snap Kick, Crescent Kick,

Axe Kick. Fighter gets Automatic Dodge once using this, but loses automatic parry, as they can only parry with their feet. +2 Parry, +3 Dodge, +3 Strike with Kick Attack, & +3 Damage on Kick Attacks, also, they receive no bonus to Roll w/ Punch. Once in Quick Foot stance, a fighter will not usually advance unless they have to, stillness is a key part of the stance.

Skills Included in Training

Martial Art Powers: Select a total of two powers from Body Hardening Exercises, Martial Art Techniques and Special Katas (No Weapon Katas). Automatically receives Chagi (Kick Practice) If desired any number of powers can be traded one for one for any basic skill program (excluding Physical) (Chagi can NOT be traded)

Languages: Korean or Japanese

Philosophical Training: Zen

If this is your primary martial art form then the following other forms can be learned in a shorter time. Jujutsu (4 Years), Zangi Shinjinken (5 Years), Taiko (6 years), or Lee Kwan Choo (5 Years)

Level Advancement Bonuses

1st +2 Maintain Balance, +1 Strike Kick, +1 Damage Kick, Critical Strike from Rear, Death Blow on 20

2nd +2 Roll w/ Punch, +2 Parry/Dodge

3rd +1 Attack per Melee, +1 Strike

4th +1 Damage, Critical Strike on Natural 18, 19, 20

5th +2 Maintain Balance, +2 Strike Kick

6th +2 Roll w/ Punch, +2 Damage Kick

7th +1 Attack per Melee

8th +1 Parry/Dodge, KO/Stun on Natural 18, 19, or 20

9th +1 Attack per Melee, +2 Maintain Balance

10th +2 Roll w/ Punch, Select one Additional Martial Art Power from Techniques, Body Hardening, or Special Katas

11th +2 Strike, +2 Damage

12th +1 Parry/Dodge, Death Blow on 18, 19, or 20

13th +1 Attack Per Melee, +1 Maintain Balance

14th +1 Roll w/ Punch, +2 Damage, +1 Strike Kick

15th Select one Additional Martial Art Power from Techniques, Body Hardening, or Special Katas

Why study Quick Foot Karate?

Quick Foot is partly about impressing with lightning quick feet and leg movements, but it is also about the belief that one does not need the easy use of his hands to fight and be quick. Though over the years it has adopted hands strikes to be used in combat Quick Foot still teaches that the feet are the soul of a battle, the movement, the power, and the beauty.

Martial Art Styles R

Name	Game	Application	Country	Author
Red Sash	N&S	Fiction	China	Sinestus
Rex-fi-Do	PF	Fiction	NA	Sinestus

Number of Styles: 2



Red Sash Kung Fu (Exclusive)

By Sinestus

Inspired by old Bruce Lee movies, and my on going obsession with Tekken 3, I have decided to compose Forrest Law's martial art.

As far as most can tell, this is a Wing Chun/Tai Chi derivative style, which boasts having no set forms, but incredible fighting potential. Although the master will always radiate confidence in his abilities, combat is generally avoided when possible. The primary philosophy of Red Sash is to move like water, with flexibility and speed, but also the ability to crush anything in its way. Thus the parries of the technique have an apparently soft affect, causing the attacker to continue movement with their strike, while the attacks are quick and deadly.

As for training, there are only a select few teachers throughout the world, and they will only teach the complete style to students who show incredible promise.

Entrance Requirements: none.

Training: 20 years, Costs two Martial Arts slots

Character Bonuses

+5 Chi

+2 P.S.

+2 P.P.

+3 P.E.

+10 S.D.C.

Stance: Rent a Bruce Lee movie, or play Law on Tekken 3

Combat Skills

Attacks per Melee: Three to start.

Hand Attacks: palm strike, strike (Punch), backhand, double-knuckle fist, power punch, One-Inch Punch (an incredible quick strike which a palm strike is stopped before striking the opponent, and a moment later resumed as a power punch. Can only be performed once per melee, and requires a successful strike of natural 12 or better. Damage is 1D10 + P.S. bonus).

Foot Attacks: snap kick, axe kick, crescent kick,

Triple Kick (three successive snap kicks, opponent can attempt to parry or dodge, but can only use automatic moves against the first kick. Costs two actions, and can only be performed once per melee. Damage is 1D6+1+P.S. bonus per successful kick. Roll strike for each kick)

Jumping Foot Attacks: Flying jump kick, back flip, Drop Kick

Basic Defense Moves: dodge, automatic parry, parry

Advanced Defense Moves: combination parry/strike, back flip, multiple dodge, combination Parry/Attack

Escape Techniques: roll with impact, break fall, maintain balance.

Modifiers to Attack: pull punch. Knockout, and Critical Strike.

Weapon Katas: WP: Nunchaku, WP. Blunt.

Special Moves: Triple Kick, One-Inch Punch. (See Above).

Grab Strike (one hand parry/grabs the opponent's attacking limb, while the other strikes the ribs or head. Can only be performed once per melee, requires two successful rolls, parry and strike, and sacrifices the options of automatic parry and other special moves for the rest of the melee. Adds +2 to damage with hand strike)

Skills: Gymnastics, swimming, meditation

Martial Arts Techniques: Select three from Body Hardening, Martial Arts Techniques, or Chi Mastery.

Level Advancement Bonuses

1st: +2 to parry, dodge, and strike, Critical on Natural 20

2nd: +2 to Roll, +1 attack and damage

3rd: +1 to Maintain Balance and Break fall, +2 to back flip

4th: Critical Strike on natural 18+, select one power from Body Hardening, Specialty Katas, or Martial Arts Techniques

5th: +1 attack, parry, and dodge, Knockout on 19+,

6th: +2 to roll, parry, and dodge. +1 to strike with special moves

7th: +2 to break fall and back flip, select one Chi Mastery or Martial Arts Technique

8th: +1 attack. +3 to damage

9th: Double Chi, +2 to Maintain balance, +1 to strike

10th: +2 parry and dodge, +1 to roll, Select one Zenjorike Power

11th: +1 attack, back flip, and break fall

12th: +2 to damage and roll, Death Blow on natural 20

13th: Select one power from any category

14th: Double Chi, Critical on 17+, Knockout on 18+

15th: +1 attack, strike, parry, dodge, and back flip.

Rex-fi-Do

By Sinestus

Well, I've basically mad at least one martial art for each of the primary races (the optional player races at least), except changelings and wolfen. Changelings I'll do next, so here's the wolfen style...

And yes, I will refer to the Battle of the Ridge once again...Although a fairly common style, taught to all withing the Black Tree Clan, credit for its perfection is given to Fidelus the White. Fidelus was one of the leading wolfen generals who partook in the Battle of the Ridge, leading the attacking forces into the dwarven territory, and although his forces were defeated, legends still circulate about the ghost-like wolfen who struck with the power of the gods.

Fidelus was forced to escape that battle, and now travels with his clan in the north. All prospective students are accepted, provided they are of a canine race. Sometimes non-canine students are admitted; however, the training requires full contact fighting (thus non-canines are often.... devoured... during the training) and only exceptional fighters remain.

Requirements: (60% are wolfen, 35% are Kankoran/Coyles, the rest are a mixed group). P.S.: 16, P.P.: 12, P.E.: 12

Training: 8 years

Character Bonuses

+2 to P.S.

+1 to P.P.

+2D4 Spd

+1D6 H.P.

Stance: Crouched, often pacing on all fours or in a three-point stance.

Outfit: One to two weapon harnesses/belts, and a kilt-like outfit or loose pants.

Combat Skills

Attacks per Melee: 2

Hand Attacks: knife hand/claw strike (+1D6 damage to claws), Power Punch (+1D10 damage), Duo-Claw (cannot automatic parry, double damage), parry/swipe (half strike bonus, 1D4+ damage).

Foot Attacks: backward sweep, tripping leg hook, flip/kick (rolls towards target with one leg extended to strike, can dodge one opponent to kick another in one action, but cannot be used as a dodge/kick on one opponent. full bonuses, deals +3D6 damage, only kick that melee), axe kick, roundhouse kick

Basic Defense Moves: parry, dodge (no auto-parry until third level)

Advances Defense Moves: auto-roll (can roll with all attacks during the melee), auto-dodge, multiple dodge

Holds/Locks: see special moves

Escape Techniques: roll/auto-roll, maintain balance

Modifiers to Attack: critical, critical from behind

Special Moves:

Bite Bonus - Biting strikes gain one-quarter the Wolfen's normal P.S. bonus. (At level six they gain half the P.S. bonus). If the wolfen has Anticipation, they may bite with it, gaining +1 to their roll the first time it is used against an opponent.

Clamp - a biting move, where the wolfen maintains the hold as long as possible, while in this hold, the wolfen's hand and feet are free for parrying and knife-hands, but dodging is not possible without an excessive P.S. (must be able to lift 150% the victim's weight to drag them around, but they get +3 to break the hold) or letting go. The bite deals normal damage, but dragging a victim deals 1D6 per dodge. If the wolfen successfully targets a joint or similar this acts as a hold (until fifth level, then as a lock to limbs, hold to neck/body). Neck holding can act as a choke, dealing 2D4 to H.P. each melee action.

Pounce - body block/tackle forced on the arms. +3 to strike, deals damage as a Dual-Claw Strike, but only aimed at main body. Success can pin on natural 16+ (+1 to pin for every 20 lbs the wolfen has on the victim). Uses Leap and Body block/tackle bonus. Takes two actions.

Shred - Gained at third level, requires a successful pounce. Wolfen rakes victim with hind legs, can target main body or legs (but a miss on the legs, 12 or less, misses completely) Deals 3D6 per leg (claw bonus already included). Victims are -4 to parry, (only -2 to parry/dodge if legs targeted).

Leg tackle - Gained at seventh level. Only applicable against creatures the same size or larger than the wolfen. Allows a powerful strike to the legs (total 4D6 + P.S. damage, half to each leg), which knocks the target down, but leaves the wolfen standing on all fours. Use tackle/leap bonuses.

Weapon Katas: none

Additional Skills: running, swimming.

Martial Arts Powers: Select one from Martial Arts Techniques or Body Hardening (Except for Awareness or Chi Gung), and one power from Specialty Katas.

Special Stance (automatic): If not within grappling range at the beginning of the melee, will instinctively drop to all fours. In this stance can only throw one kick each melee, but gains +2 to Pouncing and Biting attacks, +2 to roll and dodge and +4 to Maintain balance. Parrying breaks the stance, as does weapon use.

Level Advancement Bonuses

1st: +1 to strike, +2 to roll

2nd: Critical from behind, +2 to dodge/auto dodge

3rd: Auto-Parry, +1 attack, +1 (4 feet) to Leap

4th: +1 to strike, select one power from Body Hardening or Martial Arts Techniques

5th: +1 to dodge/auto dodge, Critical 19+

6th: +1 to strike, Critical from behind

7th: +1 attack, +1 roll

8th: Gain parry/pounce option. +1 (4 feet) to Leap

9th: +1 to parry, +1 to roll, Critical 18+

10th: +1 to damage, +1 to dodge (but not auto dodge)

11th: +1 to roll, +1 attack

12th: gain Leap Attack, +1 (4 feet) to Leap

13th: +1 to strike and parry

14th: +1 attack, select one power from Body Hardening or Specialty Katas

15th: +1 to dodge/auto dodge

Special Bonus: Such wolfen pride themselves on their battle scars, and thus will aggravate wounds to make them increase the wolfen's aura of power. For every four points of PB lost because of battle, the wolfen gains +1 to HF/AF (Awe Factor: 7+ used when dealing with wolfen and other monster races.)

Martial Art Styles S

Name	Game	Application	Country	Author
S.E.A.L.	N&S	Conversion	United States	Jeff Nielsen
Sabot	N&S	Conversion	France	Sinestus
Sagara Ryu Karate	N&S	Fiction	Japan	Daimyo Shi
Sambo	N&S	Conversion	Russia	Lee Casebolt
San Lo Protectorate	Rifts	Fiction	NA	Joseph64@juno.com
San Shaou Chinese Kickboxing	N&S	Conversion	China	Flash Fighter
Saotome Ryu Karate	N&S	Fiction	Japan	Daimyo Shi
Saotome School of Anything Goes	N&S	Fiction	Japan	Marcus Johnson
Sasanuma Ryu Suiejutsu	N&S	Conversion	Japan	Kuseru
Savage	Rifts	Fiction	NA	Ron Barry#
Savate-Boxe Francaise	N&S	Conversion	France	danzig138
Savate-Boxe Francaise	N&S	Conversion	France	Lee Casebolt
Scholar's Dueling	PF	Fiction	NA	Flash Fire
Serpent Style Kempo	N&S	Fiction	China	Sinestus
Shankari	Any	Fiction	NA	Sinestus
Shaolin Kung Fu	Any	Quickie	China	Kuseru
Shft Slim's Survival Technique	PF	Fiction	NA	Sinestus
Shi-dango	N&S	Fiction	Unkown	Sinestus
Shi Ge Hau	N&S	Conversion	Tibet	Mantisking
Shinden Ryu Suiejutsu	N&S	Conversion	Japan	Kuseru
Shindo Jinen Ryu	N&S	Conversion	Japan	Kuseru
Shinmuso Hayashizaki Ryu	N&S	Conversion	Japan	Kuseru
Shintaido Bojutsu	N&S	Conversion	Okinawa	Ronin
Shinto Muso Ryu Jojutsu	N&S	Conversion	Japan	Kuseru
Shito-Ryu Karate	N&S	Conversion	Japan	Kuseru
Shoden Dragon Style Fighting	N&S	Fiction	Unkown	Sinestus
Shorei Ryu Karate	N&S	Conversion	Japan	Kuseru
Shorin-Ryu Karate	N&S	Conversion	Japan	Kuseru
Shorinji-Ryu Karate	N&S	Conversion	Japan	Kuseru
Shotokan Karate	N&S	Conversion	Japan	Mantisking
Shotokan Karate	N&S	Conversion	Japan	Kuseru
Shotokan Karate	N&S	Conversion	Japan	Harold Nichols

Shotokan Ryu Karate	N&S	Fiction	Japan	Daimyo Shi
Shuai Chiao	N&S	Conversion	China	Todd Sterrett#
Shurikendo	N&S	Fiction	Japan	Lee Casebolt
Silver Cannon Fist	N&S	Fiction	China	GigaDragon
Smokefighting	N&S	Humor	Unknown	Sinestus
Sneaky Bastard	N&S	Fiction	Worldwide	Cubist
Space Commando Zero Gravity	Any	Revision	NA	Kuseru
Special Forces Training	N&S	Conversion	United States	danzig138
Squirrel Form Karate	N&S	Fiction	Japan	The Ineffible GM
Street Fighting	N&S	Conversion	Worldwide	Brett Hegr
Street Fighting	N&S	Conversion	Worldwide	Flash Fire
Street Fighting	N&S	Conversion	Worldwide	Ron Barry
Sturm Faust	N&S	Fiction	Germany	Mantisking
Suifu Ryu Suiejutsu	N&S	Conversion	Japan	Kuseru
Sui Sarariman Ken	N&S	Humor	Japan	Mantisking w/Kuseru
Suio Ryu Kenjutsu	N&S	Conversion	Japan	Kuseru
Sumo	N&S	Revision	Japan	Kuseru
Super Wrestling	N&S	Conversion	United States	Mike Best w/Giffin Mills
Swashbuckling Form	N&S/PF	Fiction	Worldwide	Flash Fire
Systema	N&S	Conversion	Russia	BocephusKhan

Number of Styles: 52



Hand to Hand: Seal

By [Jeff Nielsen](#)

The following techniques are known at first level: Break Fall, Disarm, Body Block/Tackle, Roll with Punch/Fall/Impact, Pull Punch, Body Flip (1d6), Punch (1d4), Elbow/Forearm (1d6), Kick Attack (2d4), Snap Kick (1d6), Knee (1d6), and the usual strike, parry, and dodge.

Bonuses: +4d6 S.D.C., +1d4 P.S., +2 P.E. and P.P., and + 2d4 Spd.

LEVEL ADVANCEMENT BONUSES

Level 1: 3 attacks per melee round to start, Critical Strike from behind

Level 2: +2 to strike, +3 to parry and dodge, Karate Kick (2d6), Karate Punch (2d4)

Level 3: +1 attack, Drop Kick, Knife Hand (2d4), Back Hand (1d6)

Level 4: +1 initiative, +1 Disarm and Break Fall, Roundhouse Kick (3d6), Palm Strike (2d4), +1d6 S.D.C.

Level 5: Power Punch, Backward Sweep, Tripping Leg Hook, +1 Disarm and Break Fall

Level 6: +1 attack, +1 to strike, Arm Hold, Leg Hold, Body Hold, and Neck Hold

Level 7: Wheel Kick (2d6), Leap Attack, +1 Disarm and Break Fall, +1d6 S.D.C.

Level 8: Critical Strike 18-20, Paired Weapons

Level 9: +1 attack, Power Kick, +1 to parry and dodge

Level 10: Jump Kick (6d6), +1 to strike, Disarm and Break Fall

Level 11: +1 initiative, Critical Strike from behind (triple damage!)

Level 12: +1 attack, Knock-Out/Stun 17-20

Level 13: Death Blow!, +2d6 S.D.C.

Level 14: +2 to strike, parry, dodge, Disarm and Break Fall.

Level 15: +1 Attack, +3d6 S.D.C.

Sabot

By Sinestus

While digging through my old D&D archives, I discovered a monk my brother had created a while ago, Jaques, who was a 'foot fighting' specialist and used the style Sabot. Unfortunately, the list of abilities was rather vague, and the best I could tell was it was a softer form of Kick Boxing, enhanced with a few holds. Either way, the character was rather interesting, thus I've decided to put the style up...

Entrance Requirements: P.S.: 10, P.P.: 11, and P.E.: 12

Skill Cost: 4 years

Outfit: loose pants and shirt.

Character Bonuses

+2 to P.S.

+1 to P.P.

+1 to P.E.

Stance: Similar to Kickboxing, the fighter faces the opponent slightly askew, standing tall on the balls of the feet. Both hands are kept at chest level, about half the arm's length from the body. forward hand is always open, the other in a fist.

Combat Skills

Attacks per Melee: 3

Escape Moves: Roll with impact, maintain balance, counter-grip (roll as per breaking holds, on success can enact a hold on opponent in the same action)

Basic Defensive Moves: Dodge, Parry, automatic parry,

Advanced Defenses: automatic hold, body flip/throw

Hand Attacks: Punch, backhand, power punch

Basic Foot Attacks: Kick Attack, Tripping/Leg Hook, Snap Kick, Roundhouse Kick, Crescent Kick, Backward Sweep.

Jumping Foot Attacks: none, (gains later)

Special Moves: Knee, drop kick, turning kick

Holds/Locks: Arm hold, leg hold, wrist lock, automatic wrist hold

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Critical Strike, Knock-out/Stun.

Additional Skills: Boxing, running, Language: French

Martial Arts Abilities: Select two abilities from Body Hardening or Specialty Katas

Level Advancement Bonuses

Note: Where there are Roll bonuses, also consider those 'pull punch' bonuses

1st: Automatic wrist lock, +1 to dodge and parry, knockout on natural 17+

2nd: +1 to strike, +3 to roll

3rd: +1 to parry, dodge, counter-grip and maintain balance

4th: +1 attack, gains Jump Kick, and select one power from Atemi or Body Hardening

5th: +1 to strike, +1 to holds and locks (including automatic)

6th: +2 to damage, +1 to initiative and maintain balance

7th: +1 to roll, parry, dodge, and throw

8th: Critical on 18+, knockout on 16+

9th: +1 attack, gains Scissors Kick (see Smigs Capoeira), select one Body Hardening or specialty Kata

10th: +2 to throws, +1 to strike

11th: +1 to damage, Critical or Knockout Flip/throw on natural 20

12th: +1 to maintain balance, counter-grip, and parry

13th: +1 attack, +1 to dodge and roll,

14th: gains automatic Flip/throw, and automatic holds (all)

15th: select two chi mastery, martial arts techniques, body hardening or specialty katas (May select Kick Boxing's Lightning Kata)

Why Study Sabot?

Because you can't study kick boxing but still wanna be a kick boxer.

Sagara Ryu Karate

By Himura_Battosai

Entrance Requirements: Honorable Alignment

Skill Cost: 9 years (5 As a secondary Martial Art)

The Creator of Sagara Ryu Karate was Sagara Sanosuke, a friend of Himura Kenshin. This form was created by combining a number of techniques from a number of sources by Sanosuke after being befriended by Kenshin. Sanosuke open a Dojo as part of settling down and so he stopped mooching of Karou. He decided to train those who did not have some one to protect them to protect themselves. The school maintains a strong belief in protecting the weak, and no member of the school would ever run if someone could not protect themselves. The school also has a strong rivalry with Kyokushinkai Ryu karate because of that's school's similarity with Sagara and because the Sagara school came First.

Costume: Standard Karate Gi with Red head band and optional cloth wrapping for hands and feet.

Stance: legs shoulder with apart, Right arm out at chest level in a block, left pulled back and chest height.

CHARACTER BONUSES

Add 5 to Chi

Add 2 to P.S.

Add 1 to P.E.

Add 25 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/impact

Basic Defense: Dodge, Parry, Automatic Parry

Advanced Defenses: multiple dodge, Circular parry, Power Block, Break fall

Hand Attacks: Strike (punch), Knife Hand, Double Knuckle Fist, Power punch

Basic Foot Attacks: kick Attack, Snap kick, Axe kick, Crescent kick, Roundhouse kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap attack, Combination Grab/Kick

Weapon Katas: none

Modifiers to Attacks: Pull punch, Knock out/Stun, Critical Strike, Critical Strike from behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Automatically receives Martial Art technique Tamashiwara and Stubborn Ox (special Body Hardening) Stubborn Ox allows the Martial Artist to withstand incredible amounts of damage. It cost 10 Chi to activate and it lasts for ten rounds. While active the martial Artist is IMMUNE TO DEATH BLOW instead they do damage as a critical strike. The Martial Artist also gets 50 S.D.C. while the power is active. After being reduced to 0 H.P. while under the affects of this power the martial Artist can save vs. pain (base 10 this martial Art form only) to remain upright and continue to fight. If still below 0 H.P. at the end of this powers effect treat as if the Martial Artist was a 0 H.P. for the purposed of save vs. Coma/death. Also select one other martial art power from Body hardening (including Demon hunter), Martial Art Techniques or Special katas. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: none

Physical Skills Swimming

Philosophical Training: Shinto and Bushido

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: Zanj Shinjinken Ryu (5 years), Taido (6 Years), Te (3 years), Kuno Ryu (4 years) or Kamiya Kashin Ryu (4 years)

LEVEL ADVANCEMENT BONUSES

1st + 2 Roll with punch/fall/impact, + 2 damage, Critical Strike from behind, knock out/Stun from behind

2nd + 1 Attack per melee, + 2 Strike

3rd + 1 Dodge/parry, + 2 Damage

4th + 1 Attack per melee, Knock out/stun 19-20, critical Strike 19-20.

5th + 2 Strike, + 1 dodge/parry, select one other martial art power from Body hardening (including Demon hunter), Martial Art Techniques or Special katas.

6th + 1 Attack per melee, + 2 damage, + 2 Break fall

7th + 1 dodge/parry, critical Strike 18-20

8th + 1 Attack per melee, + 1 Strike

9th + 2 Roll with Punch/fall/impact, select one other martial art power from Body hardening (including Demon hunter), Martial Art Techniques or Special katas.

10th + 1 Attack per Melee, double existing Chi.

11th + 1 Dodge/Parry, Critical Strike 17-20

12th + 3 damage, + 2 break fall

13th + 2 damage, Death blow 19-20, knock out/Stun 18-20

14th +1 attack per melee, select one other martial art power from Body hardening (including Demon hunter), Martial Art Techniques or Special katas.

15th + 1 strike, + 1 Dodge/parry, Select one zenjorike power.

WHY STUDY Sagara Ryu Karate?

Hard and fast are the two words associated with this form. Breaking boards and cinder block is intimidating. Also the ability to outlast one's opponent is very effective. It is a very hard and effective art form with ability to dish out and take incredible amounts of damage. Students of this form are often called the mountains that do not move. Nothing is as intimating as seeing someone shrug off a blow that should have killed him or her. It is very weak in the internal arts and suffers from such attacks.

These are all a little short on background, sorry, but I will include a few notes with each. As usual, this is to the best of my knowledge; actual practitioners of this or any other style feel free to tell me how wrong I am.

SAMBO
by
Lee Casebolt

Sambo (alt. SAMBO or Sombo) is the official hand to hand training of the Russian (and formerly Soviet) military. Developed in the 20s, it is a synthesis of judo and various Russian wrestling traditions. The emphasis in sambo is on grappling generally, and on throwing an opponent on their head, finishing with leg locking/breaking techniques specifically, in keeping with its military origin. Sambo is mandatory in the Russian military, and is beginning to spread as a judo-like sport in the US and Europe.

CHARACTER BONUSES

Add 1 to PS
Add 1 to PP
Add 2 to PE
Add 10 to SDC

COMBAT SKILLS

Attacks per Melee: 2
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defensive Moves: Parry, Dodge, Automatic Parry
Advanced Defenses: Disarm, Breakfall
Hand Attacks: Strike (punch), Palm Strike
Basic Foot Attacks: Snap Kick, Tripping/Leg Hooks
Special Attacks: Choke, Body Block/Tackle, Body Flip/Throw, Elbow, Neck Hold/Choke
Holds/Locks: Arm Hold, Leg Hold, Elbow Lock, Ankle Lock (SPECIAL! Performed similarly to a Leg Hold, but treated as a Wrist Lock for escape purposes), Knee Lock (SPECIAL! Performed similarly to a Leg Hold, but treated as an Elbow Lock for escape purposes)
Weapon Katas: None

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Receives the Kansetsu-Waza, Grasping Hand Atemi Ability automatically. In addition, select two from Body Hardening Exercises, either of which may be exchanged for a basic skill program (excluding physical).
Languages: Russian

LEVEL ADVANCEMENT BONUSES

1 - +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance, +1 to Strike
2 - +1 to Parry/Dodge, +2 to Damage, Critical Strike or Knock-Out/Stun from Behind
3 - +1 to Body Flip/Throw (does 2d6 damage, instead of the usual 1d6), +1 to Maintain Balance
4 - Add one (1) additional Martial Arts Power from Body Hardening Exercises (including Demon

Hunter) or Martial Arts Techniques

5 - +2 to Roll with Punch/Fall/Impact, +2 to Damage

6 - +1 to Disarm, +1 to Parry/Dodge

7 - +1 Attack per Melee, Critical Strike on Natural 18, 19, or 20

8 - +1 to Body Flip/Throw, +2 to Roll with Punch/Fall/Impact

9 - Add one (1) Additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter), or Martial Arts Techniques, +1 to Damage

10 - +1 Attack per Melee, +1 to Disarm

11 - +1 to Maintain Balance, +1 to Strike

12 - +1 to Parry/Dodge, +1 to Body Flip/Throw (Does 4d6 damage!!)

13 - +2 to Maintain Balance

14 - +1 to Strike, +1 to Damage

15 - Select one (1) Additional Martial Arts power from Body Hardening Exercises (including Demon Hunter) or Martial Arts Techniques.

WHY STUDY SAMBO? 'Cause you like throwing people on their heads and breaking their legs. DUH!!
:)

Lee Casebolt

"Do unto others...And enjoy it!" - Brian Pillman

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Hand to Hand: San Lo Protectorate

By Joseph64@juno.com

Developed early in the histories of the San Lo the Protectorate was often the one Protector and Lawman of an entire tribe. Living in such harsh conditions as the San Lo had (the constant wars, and the power of the people themselves). There was a need for a devastatingly powerful figurehead within the community, someone who could protect as well as ensure order among the ranks of the San Lo. After many many forms were presented to the elders of the San Lo there was but one picked through ritualistic combat and chosen to be the form which these leaders would use.

And so was the birth of the Protectorate and their fighting form. There is rumored to be a clan of HUMANS with an even more devastating form whom even the Protectorate revere as mighty warriors - though these clans have never been seen nor documented by any governmental agency within the Megaverse.

LEVEL ADVANCEMENT BONUSSES

Level 1: +3 attacks per melee, +40 I.S.P., +1 vs Mind control and Illusions

Level 2: +1 parry and dodge

Level 3: +1D6 bonus to damage done by all psionics possessed by the protectorate

Level 4: Automatic K.O. on a natural 20, +1 attack

Level 5: +1 parry and dodge, +1 vs mind control and illusions

Level 6: +1 attack, +20 I.S.P.

Level 7: autoparry, critical hit on a 18, 19, 20

Level 8: paired weapons, +1D6 bonus to damage done by all psionics possessed by the protectorate

Level 9: death blow on a natural 20, +20 I.S.P.

Level 10: +1 attack, +20 I.S.P.

Level 11: +1D6 bonus to damage done by all psionics possessed by the protectorate

Level 12: +3 pull roll with punch/fall/impact

Level 13: +1 attack, +20 I.S.P.

Level 14: automatic deathblow on a natural 20, automatic K.O. on a 18, or 19

Level 15: *Wind of Devastation*, +1 attack, + 20 I.S.P.

Wind of Devastation: Doubles the characters attacks for one melee providing that they are all psionic and the only maneuvers in the preceding round are ALL defensive in nature.

SAN SHAOU- CHINESE KICKBOXING

By [Flash Fighter](#)

San Shaou Chinese Kickboxing is a modern martial art developed in the mid to late 20th Century in the United States. At the time, all the martial arts tournaments focused on Karate, Tae Kwon Do, and Muay Thai Kickboxing. All the Chinese Martial Arts were being ignored in competition. If a practitioner of a Chinese Martial Art wanted to compete, he would have to compete in one of these divisions. Then San Shaou was developed. A group of Kung Fu masters developed San Shaou exclusively for Chinese Martial Art practitioners, so that they may have a division that they may compete in. Over the years, it became possible for a person to study San Shaou without learning a Chinese Martial Art (I have studied San Shaou, but I had to learn the Choy Li Fut Style first). San Shaou has borrowed moves from different styles of Kung Fu, for use in a tournament environment. Some of the ways that San Shaou differs from other kickboxing styles (American Kickboxing and Muay Thai) is that San Shaou allows throws, tosses, and tripping maneuvers in tournament fighting.

Entrance Requirements: None, but a high P.S. would be helpful.

Skill Cost: 3 years

Stance: Boxing Stance

Costume: Baggy Kung Fu pants, a black or white tank top with the school's logo, and a colored sash (does not denote rank, it also identifies the character's school)

CHARACTER BONUSES

Add 2 to P.S.

Add 2 to P.P.

Add 3 to P.E.

Add 1 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Automatic Dodge, Combo Parry/Attack

Hand Attacks: Strike (Punch), Power Punch, Hook Punch, Uppercut.

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Crescent Kick, Shin Kick (Same as Muay Thai maneuver), Tripping Leg Hook

Jumping Foot Attacks: None

Special Attacks: Death Blow, Elbow, Forearm, Knee, Body Flip/ Throw, Critical Body Flip/ Throw, Reverse Turning Kick

Weapon Katas: None

Modifiers to Attacks : Pull Punch, K.O./ Stun, Critical Strike, Critical Strike from Behind

Special Katas: Lightning Form (Same as Muay Thai)

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: 2 from Body Hardening or Martial Arts Techniques

Languages: Chinese

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Strike, +2 to Parry, +2 to Dodge

Level 2: +2 to Maintain Balance, +2 to Body Flip/ Throw

Level 3: +3 to Roll, +2 to Pull Punch

Level 4: +1 Attack per Melee, Critical Strike on a Natural 19 or 20

Level 5: Choose 1 Martial Art Power from Body Hardening or Martial Arts Techniques

Level 6: +2 to Strike, +3 to Roll

Level 7: +2 to Parry, +2 to Dodge, +1 to Pull Punch

Level 8: +1 Attack per Melee, +1 to Body Flip/ Throw

Level 9: Choose 1 Martial Art Power from Body Hardening or Martial Arts Techniques

Level 10: Critical Strike on a Natural 18, 19, or 20

Level 11: +2 to Strike, +2 to Parry, +1 to Dodge

Level 12: +2 to Roll, +3 to Pull

Level 13: +1 Attack per Melee, +2 to Maintain Balance

Level 14: +1 to Body Flip/Throw, Critical Body Flip/ Throw on a Natural 18, 19, or 20

Level 15: Choose 1 Martial Art Power from Body Hardening or Martial Arts Techniques

Why Study SAN SHAOU CHINESE KICKBOXING?

It is one of the best rounded tournament styles there is. It is useful inside the ring as well as outside. It is also a nice supplementary style for any Kung Fu practitioner.

Saotome Ryu KARATE

By Himura_Battosai

Entrance Requirements: None

Skill Cost: 8 years (5 as a secondary)

Saotome Ryu Karate is a style of karate heavily influenced by jujitsu as well as other forms from karate. It is an attractive form continual borrowing from other forms it encounters.

Costume: Standard Karate Gi

Stance: Flexible a master will assume a stance that reflects his opponents whatever the stance a master will look relaxed.

CHARACTER BONUSES

Add 2 to M.E.

Add 2 to P.P.

Add 15 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with punch/fall/impact, maintain Balance

Basic Defense: Dodge, Parry, Automatic Parry

Advanced Defenses: Automatic dodge, Multiple dodge, Circular parry

Hand Attacks: Strike (punch), knife hand, Fore-knuckle, palm Strike.

Basic Foot Attacks: Kick Attack, snap kick, crescent Kick, , ax Kick, Leg Hook/trip, Backward Sweep

Jumping Foot Attacks: Jump Kick, Flying jump Kick

Special Attacks: Death Blow, leap attack, body flip/throw, Critical Blow Flip/Throw

Weapon Katas: none

Modifiers to Attacks: Pull Punch, knock out/stun, Critical Strike, Knock out/stun from behind, Critical Strike from behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Three from body hardening (including demon hunter from mystic China), Atemi, or Martial art techniques. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: Go

Physical Skills Acrobatics

Philosophical Training: Bushido

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: Jujutsu (4 years), Kyokushinkai, Mishima Ryu (4 years), Te (3 years), Tendo Ryu (3 years)

LEVEL ADVANCEMENT BONUSES

1st + 2 Roll with punch/fall/impact, + 1 strike, + 2 maintain Balance, Knock out/stun from behind, Critical Strike From behind.

2nd + 1 dodge/parry, + 1 attack per melee

3rd + 1 flip/throw, + 1 maintain balance

4th + 1 strike, knock out/Stun 19 - 20

5th + 1 attack per melee, Critical Strike 19 - 20

6th + 1 dodge/parry, add one additional martial art power from Atemi, body hardening, Martial art Techniques

7th + 1 attack per melee, + 1 Strike, + 2 Maintain Balance

8th + 1 leap, + 1 dodge/parry, death Blow 20

9th + 2 roll with punch/fall/impact, + 1 Flip/throw

10th + 2 leap, +1 Attack per Melee

11th + 1 strike, add one additional martial art power from Atemi, body hardening, Martial art Techniques

12th + 1 parry/dodge, Critical 18 - 20

13th + 1 leap, + 1 flip/throw, +1 Strike, + 1Attack per melee

14th + 1 damage, + 2roll with punch/fall/impact + 2 maintain Balance

15th + 1 Parry/dodge, + 1 Strike, + 1 Attack per melee, add one additional martial art power from Atemi, body hardening, Martial art Techniques

WHY STUDY Saotome Ryu Karate?

It has almost a little bit of everything a well rounded art from. has difficulty with the well rounded art from. Has difficulty with the more Mystical aspect of other forms.

Hand to Hand: (Saotome School of) Anything Goes Martial Arts

By [Marcus Johnson](#)

Initial Bonuses: +1D6 x10 S.D.C., +4 to P.S., P.P., and P.E., +15 to SPD, +150 ISP

Level 1: 4 attacks per melee, +1 to initiative, +2 to strike, +3 to parry and dodge

Level 2: +2 to maintain balance and roll with punch or fall, +3 to damage

Level 3: Critical Strike on unmodified 18, 19, or 20, +1D4 to PP and SPD, +25 ISP

Level 4: +2 attacks per melee, +2 to strike, parry, and dodge, +1D6 to HP

Level 5: Paired weapons, midair attacks, +2D6 to SDC, +1D4 to PS

Level 6: +4 to damage, +1 to dodge, +50 ISP

Level 7: +4 to roll with punch and maintain balance, automatic dodge

Level 8: +1 attack per melee, Knockout on unmodified 18, 19, or 20

Level 9: +2 to initiative, +1D10 to SDC, +1D4 to PP, +25 ISP

Level 10: +2 to damage

Level 11: Death Blow on natural 20

Level 12: +1 attack per melee, +1D4 to PE and PS, +55 ISP

Level 13: +2 to parry and dodge

Level 14: automatic parry, create on techniques, +4D6 to SDC, SPD, and PS

Level 15: +5 attacks per melee, aging slows down to 1/3 normal rate, Now the master!, Attacks do MDC.

Becomes MDC creature. Add Hit Points and SDC together for total, +300 ISP

Abilities of Trainees: Followers of the Saotome School are able to withstand massive amounts of damage and recover faster than normal. They are also able to use techniques created by the masters of the school or their own. Each technique costs ISP(convert to Chi if in Ninjas and Super spies and MDC is converted back to SDC but is x10).

Masters Techniques: The following is a list of attacks known to the masters. They are taught to students worthy of learning the techniques. Usually the character is 3rd level before learning the any techniques.

Personal Training

Description: Increases healing of SDC, Hit Points, and ISP

Level 1 technique

Recovery: Recovers SDC, ISP, and Hit Points 3 times faster

Yoiko-no-taiso Step 1

Description: Steals energy from the target

Level 3 technique

Damage: None, steals all of targets ISP, SDC, and reduces Hit points to 1. Player using this gains all the ISP from target but not the SDC or Hit Points. Loses the gained ISP in 5 melees

Cost: 125 ISP per use

Penalties: Character must eat and drink 4 times normal because metabolism is increase 4X.

Breaking Point

Description: One touch destructive power by using 1 finger
Level 4 technique
Damage: None to anything living, can destroy 800lbs of rock
Cost: 75 ISP per use

Chestnuts Roasting on an Open Fire

Description: Speeds up fist and kick attacks
Level 4 technique
Damage: 1D6 x10 SDC
Cost: 50 ISP per use

Hiru Shotan Han a.k.a. Dragon Punch

Description: A giant energy punch in the shape of a dragon
Level 5 technique
Damage: 2D6 x10 SDC to opponent, no effect on non organic objects
Cost: 200 ISP per use

Shi Chi Hokodan

Description: Energy Beam from the character focused by the hands
Level 5 technique
Damage: 1D6 x10 SDC
Cost: 100 ISP per use

Power Chi

Description: Channels ISP to get 1 extra attack per melee
Level 8 technique
Cost: 75 ISP per 1 attack; can only get 3 extra per melee

Hand to Hand: Savage

By Ron Barry

This style of hand to hand is used by primitive characters, unskilled D-bees and other animalistic types who are unable to receive (or understand) formal combat training. It involves all out, life or death fighting. Because of the lack of formal training involved, this skill only goes up to level 5, with one additional bonus at level seven.

LEVEL ADVANCEMENT BONUSSES

Level 1: +2 additional attacks per melee. +2 to strike

Level 2: +3 damage to all attacks, with or without a weapon.

Level 3: +3 to parry, dodge, roll with punch, fall or impact

Level 4: +1 additional attack per melee

Level 5: Critical hit on a natural roll of 18, 19 or 20.

Level 7: +1 additional attack per melee

Savate-Boxe Française

By [danzig138](#)

Savate-Boxe Française is a French martial art that began its development in Marseilles during the 17th century (although its origins could be traced back to Ancient Greece and Pankration). It is the synthesis of a form known as Chausson Marseillais, which was a kick-based style of brawling, and Savate, which relied on low-kicks and open-handed slaps, and the addition of English Boxing techniques. In the 1800's, a savateur named Charles Lecour battled an English boxer. Lecour won the bout (the boxer could not stand up to the repeated kicks to his legs), but his face was severely beaten. He realized that the punching techniques of this boxing would be an excellent addition to Savate, forming a complete style.

Later on, another savateur added fencing-like skills, utilizing the cane, to the style.

Today, Savate is a sport in France, much like Boxing in the U.S.A., although it is still taught as a martial art in various places over the world. The rank of a savateur is indicated by an inch-wide colored band around the wrist of the savate glove. The ranks from lowest to highest are: purple , blue, green, red, white, yellow, bronze, silver and gold.

Entrance Requirements: P.P. 12, P.E. 12

Costume: None

Stance: Feet about shoulder's width apart, knees bent slightly, weight shifting from foot-to-foot. The hands are held at either hip/waist level, or up about chest level, similar to a boxer's.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +1 to P.E.

Add +4 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance, Leap

Attack Moves: Somersault, Leap

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Automatic Roll, Breakfall

Hand Attacks: Strike (Punch), Uppercut (1D8 damage), Hook Punch (1D6+1 damage), Backfist, Jab (1D4 damage with no bonus, but is -3 to be parried or dodged)

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Wheel Kick, Tripping/Leg Hook, Reverse Turn Kick, Drop Kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack, Knee

Weapon Katas: W.P. Cane (Blunt)

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from Rear

Preferred Range: Long to Combat

(NOTE ON THE COMBAT SKILLS: The techniques listed are those used in sports competitions. Additional techniques can be learned for streetfighting. This costs the character additional skills. In an Education-based

system, like HU, or NSS, the character must give up one Skill Program or 5 Secondary skills. In an O.C.C. based system, like Rifts, it costs three Related Skills.)

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Chagi (Kick Practice), Falling Technique

Language: French

Physical: Gymnastics

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Strike, Maintain Balance, Leap (+4 feet)

Level 2: +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact

Level 3: +1 Attack per Melee, +1 to Maintain Balance

Level 4: Critical Strike on Natural 19-20, Knock-Out/Stun on Natural 20

Level 5: +1 to Strike, +2 to Maintain Balance

Level 6: +1 to Parry/Dodge, +2 to Leap (+4 feet)

Level 7: +1 to Roll with Punch/Fall/Impact, Knock-Out/Stun on Natural 19-20

Level 8: +1 Attack per Melee, +1 to Somersault

Level 9: Select one additional Martial Art Power from Martial Art Techniques or Specialty Katas

Level 10: +1 to Parry/Dodge, Critical Strike on Natural 18-20

Level 11: +1 to Maintain Balance/Roll with Punch/Fall/Impact

Level 12: +1 to Strike, Knock-Out/Stun on Natural 18-20

Level 13: +1 Attack per Melee, Death Blow on Natural 20

Level 14: +2 to Dodge, +1 to Damage

Level 15: +1 to Parry/Maintain Balance

Why Study Savate-Boxe Française ?

It is a fine combination of long-range kicking attacks and short-range hand attacks. It is lacking in internal, mystical training.

Savate-Boxe Française Street Techniques

Hand Attacks (Add the following): Fingertip Strike (used to attack the eyes and other soft, fleshy areas)

Basic Foot Attacks: *Coupe Direct* (SPECIAL! This is a kick to the groin. Requires a strike roll of 13 or better. Inflicts 1D6 damage, and the opponent must save versus pain or lose initiative and two attacks), Axe Kick,

Low Kick (SPECIAL! This is a kick delivered to the opponent's shin. Inflicts 1D8 damage, and there is a damage x 3% chance that it will break a bone in the victim's leg).

Special Attacks: Knee, Elbow, Forearm

A little French kickboxing. Oh, and in case anyone wonders, I was kind of in a "screw the Orient" briefly over the summer, hence the Western martial arts.

SAVATE-BOXE FRANCAISE

by
Moi :)

CHARACTER BONUSES

Add 1 to PS
Add 1 to PP
Add 2 to PE
Add 2 to Spd
Add 15 to SDC

COMBAT SKILLS

Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defensive Moves: Parry, Dodge, Automatic Parry
Advanced Defenses: Automatic Roll, Combination Parry/Attack
Hand Attacks: Strike (punch), Palm Strike, Uppercut (SPECIAL! Does 1d8 damage), Hook (SPECIAL! Does 1d8 damage)
Basic Foot Attacks: Kick Attack, Snap Kick, Tripping/Leg Hooks, Roundhouse Kick, Reverse Turning Kick (Combination Dodge/Kick)
Jumping Foot Attacks: Jump Kick
Special Attacks: Combination Strike/Parry, Leap Attack
Weapon Katas: WP Blunt--Cane

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from among Body Hardening Exercises and/or Special Katas
Languages: French

LEVEL ADVANCEMENT BONUSES

1 - +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance, Critical Strike from Behind
2 - +1 Attack per Melee, +1 to Strike
3 - Knock-Out/Stun on Natural 19 or 20, +1 to Damage
4 - +2 to Parry/Dodge, Critical Strike on Natural 18, 19, or 20
5 - +2 to Maintain Balance, +2 to Damage
6 - Select one (1) Additional Martial Arts Power from Body Hardening Exercises or Special Katas
7 - +1 Attack per Melee
8 - +2 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge
9 - +1 Attack per Melee
10 - +1 to Maintain Balance, Select one (1) Additional Martial Arts Power from Body Hardening Exercises or Special Katas

- 11 - +1 to Damage, +1 to Strike
- 12 - +1 to Parry/Dodge, +1 to Roll with Punch/Fall/Impact
- 13 - +1 Attack per Melee, +1 to Maintain Balance
- 14 - +1 to Roll with Punch/Fall/Impact, +1 to Damage
- 15 - Select one (1) Additional Martial Arts Power from Body Hardening Exercises or Special Katas

WHY STUDY SAVATE-BOXE FRANCAISE? Aristocratic gentility and back-alley brutality in one package. Not terribly different from a typical karate style, but a solid art with good moves and some rudimentary weapons training.

Lee Casebolt

"Do unto others...And enjoy it!" - Brian Pillman

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Scholar's Dueling Martial Art Form

By Flash Fire

"And is he a man to encounter Tybalt?"

"Why, what is Tybalt?"

"More than Prince of Cats, I can tell you. O, he is the courageous captain of compliments. He fights as you sing prick-song, keeps time, distance, and proportion; rests me his minim rest, one, two, and the third in your bosom: the very butcher of a silk button. A duelist, a duelist!"

- Mercutio and Benvolio, "Romeo and Juliet" Act II Scene IV

Entrance Requirements: IQ of 10 or higher

Skill Cost: 5 Skills

Timiro Kingdom, the second oldest human kingdom of the world, has taken a turn towards the decadent. Much like France during the Renaissance, nobles duel over the most inconsequential matters, court has turned towards affairs of state and the heart, and the wealthy rest on their laurels. The bane of success, complacency, has begun to hit Timiro with a vengeance.

The upside of this is the success and flourishing of scholarship. With families stuck with several children each and no wars to get them killed in, Timiro family heads have taken the civilized approach: send 'em to college. A new generation of scholars and well-to do lay around campuses with nothing to do. So what's the spawn of a warrior kingdom to do with education? Use it to kill people.

As colleges spread, so do the powers of reason and science. Scholars take up their swords and look at the conditions they must fight in. Most often, they find that they are forced to brawl in city streets or, more preferably, back alleys (no sense in publicizing glorified murder) behind taverns and in shady sections of town. These conditions make it difficult to swing a two-handed great sword, or even the average long sword. A lighter, more thrust-oriented weapon is better suited to these locales, as are short swords and cutlasses. These weapons were found to provide better control, negating many of the bonuses of wearing heavy armor as skilled swordsmen slipped through the chinks (besides which, few college students can afford full plate mail and its uncomfortable to boot). Legwork became more important than forceful arm strikes. Timing and distance were found to mean the difference between life and death.

Psychological effects also differed in combat between two scholars than it did between two soldiers on the battlefield.

Where a soldier simply advances towards their goal, killing only those that stand in their way, killing and maiming is the goal of dueling. Timiro's tradition of honor and chivalry carried through, though it is most often used to find a reason to fight rather than promote kind and charitable behavior. These, combined with the scholar's tendency towards calm and rational thought, has raised a generation of what 20th century Earthlings would call sociopathic killers. The detached and methodic planned death of one's peers would be considered a typical day's behavior. This contrasts with an unspoken rule of sharing information among duelists. A duelist will share with his opponent (or his seconds if the match had been to the death) what the loser did wrong, in order that the art would be better as a whole.

The Scholar Duelist will approach a fight in a calm and composed manner. They treat fighting with the seriousness and respect that it deserves, and not with the hot-blooded flashiness of the average Errol Flynn movie. They will hold back, preferring to feel out the opponent until they feel they have a good enough knowledge of their opponent's moves before moving in for the kill.

Costume: Street clothes of the locale the character lives in, but the preferred outfit will be loose, allowing for full movement of the legs, crotch, and shoulders. A suit of mail or some other form of armor effective against thrust attacks is also popular.

Stance: Sword between the Duelist and his opponent, with the off-weapon hand held forward to help with parrying (often holding a dagger). Weight is on the balls of the feet and slightly forward, off-weapon side leg forward, back foot at a 45-degree angle.

Additional Skills and Bonuses:

WP: SWORD The character gains WP: Sword automatically. If the character has it already, the character gains an additional level of experience in it. In addition to that, the character gets a base bonus of +1 to Strike, Parry, and Throw with the weapon.

+1 to save vs Horror Factor at levels 3, 6, 9, 12, and 15.

+1 to M.E.

+1 to P.P.

+1D6 to Spd.

Basic Attacks:

Hand Strikes: Average Human Punch (1D4), Backhand Strike (1D6)

Foot Strikes: Average Human Kick (2D4), Knee (1D6)

Body Moves: Body Block/Tackle (1D4 plus Knockdown)

Holds: None

Miscellaneous Moves: Entangle, Disarm

Special Attacks:

Time Thrust (Special!) The Time Thrust is an attack, usually to the wrist, made as an opponent prepares to attack. This move takes one action and is done in place of a Parry.

The Duelist rolls to Strike (using Time Thrust bonuses rather than Strike). If the Duelist gets equal to or higher than the attacker, the Fencer's weapon lands first and interrupts the other, meaning no damage is done to the Duelist. If the attacker gets higher, standard Simultaneous Attack rules apply. The attacker can try to defend against the move, but they must spend an attack to do so and have no bonus to parry, due to the suddenness and surprise of the move.

Base Time Thrust bonus is equal to one-fourth of the character's IQ (round up, maximum of 7) plus the character's PP bonus and any bonuses from the weapon itself. This move can only be used once per melee

round.

Lunge (Special!) The Lunge is a fast attack used to close distance quickly. The front foot is thrown towards the opponent, carrying the body and the weapon towards him. The Lunge basically is a standard attack with a weapon that produces a Critical Strike.

Successful or unsuccessful, the Lunge requires a Maintain Balance roll of 5 or better to get back into a position of being able to move. This recovery takes an additional attack, making a total of two required for the move. Attacks and parries can still be made while in the lunge position, but are both at -3 and moving is impossible.

Inquartata (Special!) Called the three point lunge in modern fencing, this move consists of throwing the rear leg back and dropping the whole body under an incoming attack. The non-weapon hand is placed flat on the ground to aid in balance. The weapon is thrust outward into the attack, one that the defender will have to struggle to defend against.

The Duelist rolls first to Dodge, with PP bonuses only applicable. Then, they roll to Strike, once again with PP bonuses only added in (one can add bonuses from Dwarven/Kobald weapons as well). The opponent must use an attack to defend against this move, as Automatic Parry won't work. In addition, the character is at +3 to Maintain Balance after a successful Dodge roll, regardless of the Strike Roll, until they rise back into the guard position.

This move takes only one attack, but can only be used once per melee round.

Paired Weapons: Off-Weapon Hand (Special!) When the character is using a one-handed weapon, the opposing hand can be used to assist in parrying. This works effectively like Paired Weapons with the fighter capable of parrying two attacks at once or parrying and striking simultaneously.

This move is not recommended for obvious reasons of how much it hurts the hand. The character's off-weapon hand will take 1D4 damage (or equal to the weapon's normal damage, whichever is lower) for every time this move is used. Use of mail or sturdy leather gauntlets can negate this, though.

Level Advancement Bonuses:

1st: Two Attacks per Melee to Start, +1 to Strike, +2 to Parry/Dodge

2nd: +1 to Time Thrust, +1 to Roll with Punch/Fall/Impact, +1 to Initiative

3rd: Paired Weapons and WP: Knife

4th: +1 Attack Per Melee

5th: Critical Strike on Natural 18-20, Critical Strike from Behind (triple damage)

6th: +2 to Strike, +2 to Parry

7th: Kick Attacks: Karate Style Kick (2D6) and Snap Kick (1D6)

8th: +1 Attack per Melee

9th: WP: Net/Cloak and WP: Shield

10th: Death Blow on Natural 20

11th: +1 to Time Thrust

12th: +1 to Initiative, +2 to Parry/Dodge

13th: Leap Attack

14th: +1 Attack Per Melee

15th: Critical Strike on Natural 17 through 20

Why Study Scholar's Dueling?

Because it is meant to get the job done in the best and most efficient manner possible. This mindset appeals to those with a practical and analytical turn of mind, making it a favorite of architects, scientists, and scholars.

Why Not Study Scholar's Dueling?

Most of the form's abilities and strikes depend on having a weapon. Lack of a proper weapon will hinder the character dramatically. It's also meant for use against single opponents in relatively tight quarters. Battlefield uses are somewhat more limited.

Serpent Style Kempo (EXCLUSIVE)

By Sinestus

A derivative of Snake Style Kung Fu, designed to be more physically aggressive, like its predecessor, Serpent primarily utilizes the One Finger Attack combined with Negative Chi Strike. Those with Snake Style may select the Negative Chi Strike as one of their Zenjorike Powers. (An alternative to this combination is: Combining Hard Chi with the one finger strike, when powered with negative Chi, GM's may declare this does damage direct to H.P..)

Requirements: I.Q.: 10, M.E.: 12, P.P.: 12, P.S.: 7, Must be dishonorable.

Training: 20 years

Bonuses: +10 Chi, +4 to M.E., +2 to M.A., +2 to P.P.

Stance: Same as Snake Style

Outfit: As per Snake Style without the long finger nails, masters may be identified (20% chance by other martial artists) by the brand of a snake on each of their palms running down the middle finger.

Combat Skills

Attacks per Melee: 2

Hand Attacks: One-finger-tip attack, palm strike, knife hand

Foot Attacks: tripping leg hook, snap kick, kick attack

Basic Defense Moves: parry, dodge, automatic parry

Advances Defense Moves: combo parry/attack, multiple dodge

Holds/Locks: none

Escape Techniques: roll

Modifiers to Attack: knockout/stun, critical strike

Special Moves: paralysis attack (vital points) - but can only be used once each minute.

Weapon Katas: none

Additional Skills: Language: Chinese, Geomancy, Calligraphy

Martial Arts Powers: Select Two powers from Arts of Invisibility or Chi Mastery

Level Advancement Bonuses

1st: +2 roll, +1 strike, Critical from behind

2nd: +2 parry/dodge, +1 to initiative

3rd: Gain Negative Chi Strike, +1 attack

4th: Double Existing Chi, Critical 19+

5th: +2 to strike, Knockout from behind

6th: +1 attack, +1 to initiative

7th: Select one power from Arts of Invisibility or Chi Mastery

8th: +1 parry/dodge, Gain Dim Mak Attack

9th: Double Chi, Critical on 18+

10th: +1 attack, +1 to roll,

11th: Select one Zenjorike Power

12th: +1 attack, +1 parry/dodge/roll

13th: Select one power from Arts of Invisibility or Chi Mastery

14th: +1 parry/dodge, Gain Deathblow Attack

15th: +1 to roll, +1 to strike.

Special Martial Arts Power:

Negative Chi Strike: (available to any martial art offering the one-finger-tip attack and Zenjorike powers, must be selected as Zenjorike power). Upkeep of one action/melee, to a maximum of melees equal to level (thus three melees for a third level master...).

When activated, this can be the only Chi based power, or martial arts power used during the melee, this will even negate Dragon Chi and similar powers. Activating the power costs 2 actions, and must be the master's first two actions of the melee (being struck or dodging will disrupt activation). Once active, the martial artist will be able to put up to his level in Negative Chi into each One-Finger-Tip Attack used that melee (amount must be designated before the strike, martial artist must be charged with negative Chi before activating the power to be useful). The Chi is expended even if the strike is unsuccessful. If successful, the physical strike does no damage; however, the sudden blast of negative Chi is fairly powerful and draining. Every three points of Chi invested in the attack deals 1D4 points of damage directly to Hit Points. Only Multiples of three can be invested in the attack. Any attack dealing maximum damage (4, 8, 12, 16... respective to # of dice) will require the victim to Save vs. Pain or loose 1 melee action, this only applies to Non-Chi Masters.

The attack cannot be done from a distance, as a death blow, nor with the Dim Mak; however it can target specific limbs (arm, head, etc... damage appropriately). If a limb is reduced to 0 H.P., treat as through broken. If the victim rolls with impact or break falls they suffer no damage. Chi masters will recognize this power on a successful perception roll.

Shankari

By Sinestus

Shankari is the Hand to Hand: Commando equivalent of the Never. It is designed to work with the powers of the warrior to provide the most effective kill. Unlike many other martial arts, Shankari is developed with combating inhuman opponents, thus the master learns to compensate for unexpected capabilities when they arise. All of Shankari's holds and flips will work against any creature, even if it the creature has tentacles or is as much as three times the size of the fighter.

Requirements: P.S.: 14, P.P.: 12 (Takes five skill slots)

Training: 8 years,

Character Bonuses

+2 P.S.

+1 to P.P.

+20 S.D.C.

Stance: Varies with teacher. The most common stance is a full on or totally sideways positioning, feet parallel about shoulder width apart, hands overlapped across stomach.

Outfit: Anything, generally loose aikido style outfit overlaid with a hooded cloak

Combat Skills

Attacks per Melee: Two to start

Hand Attacks: strike (punch), palm strike, knife hand.

Foot Attacks: Kick (2D4), sweep, backward sweep, crescent kick, snap kick.

Basic Defense Moves: automatic parry, parry, dodge,

Advances Defense Moves: automatic holds, automatic flip throw, circular parry

Holds/Locks: arm Hold, Leg Hold, wrist lock, automatic arm hold.

Escape Techniques: breakfall, maintain balance,

Modifiers to Attack: Critical Strike, Death Blow, Knockout

Special Moves: effective against inhuman opponents.

Weapon Katas: as per O.C.C., starting skills Ancient WP only. Others can be added, but cost one additional skill slot.

Additional Skills: Prowl, Lore: Demons/Monsters, Running

Martial Arts Powers: select one Martial Art Technique or Body Hardening Exercise

Level Advancement Bonuses

1st: +2 breakfall/Maintain Balance, Critical on Natural 19, +1 to holds and throws

2nd: +1 to parry and dodge, automatic arm hold

3rd: Knock out from Behind

4th: Automatic Throw, +1 to strike

5th: +1 attack, +1 to parry/dodge/breakfall

6th: +1 maintain balance, +1 to holds/throws

7th: Select two powers from Specialty Katas, Martial Arts Techniques, or Body Hardening. Critical on Natural 17+

8th: Death Blow on natural 20, Knockout on natural 19+

9th: +1 attack, +1 to holds/throws/breakfall

10th: +1 to strike, parry, and dodge

11th: +1 maintain balance, Death Blow

12th: Automatic Dodge at +2

13th: +1 to throws and holds

14th: Knockout on 18+

15th: +1 attack, select one power from Chi Mastery or Body Hardening

Shifty Slim's Way of Survival

By Sinestus

Yeah, yeah... you saw it coming.... effectively Hand to Hand Changeling...No one quite knows where this one came from, but apparently it's only truly powerful to shape shifting races. Although it lacks in martial arts powers, one's natural abilities usually make up for it.

Requirements: Changelings only. P.P.: 10, P.E.: 7

Training: 20 years

Character Bonuses

+2 to P.P.

+2 to P.E.

+10 S.D.C.

Stance: Varies, usually to fit whatever race is being mimicked.

Outfit: Whatever...

Combat Skills

Attacks per Melee: 2

Hand Attacks: strike/punch, knife hand, backhand, palm strike, elbow

Foot Attacks: knee, snap kick, kick, crescent kick, drop kick (fall/dodge/kick), turning kick (dodge/kick)

Basic Defense Moves: parry, auto-parry, dodge

Advances Defense Moves: multiple dodge, roll, backflip

Holds/Locks: finger lock, wrist lock

Escape Techniques: Roll, Slip-away (use dodge bonus to escape locks/holds without penalty by reforming/shrinking).

Modifiers to Attack: critical, critical from behind, deathblow, deathblow from behind, knockout, knockout from behind.

Special Moves: head butt, paralysis attack (vital points)

Stretching Attack - Attack seems to strike short, then extends at the last second, only deals half damage, but is +2 to strike. Can be done twice per melee.

Shifting Dodge - not quite an auto dodge, but once per melee gains a +2 to dodge by altering form to move out of the way.

Weighted Strike - Additional mass is distributed to the attacking limb, once per melee can gain +2 to damage. Replaces a stretching strike.

Weapon Katas: none

Additional Skills: running, forced march

Martial Arts Powers: select one (1) from Atemi.

Level Advancement Bonuses

1st: +2 to dodge and roll

- 2nd:** Critical from behind, knockout on 19+
- 3rd:** +1 to strike, +2 to parry
- 4th:** +1 to backflip and lock, Critical 19+
- 5th:** +1 attack, +1 to dodge
- 6th:** Knockout from behind, +1 to strike
- 7th:** +1 to parry and roll
- 8th:** gain parry/strike option, Deathblow from behind
- 9th:** +1 dodge and backflip
- 10th:** gain automatic wrist lock, +1 to locks
- 11th:** +1 attack, Deathblow on 20
- 12th:** +1 strike/parry/dodge
- 13th:** Critical on 18+, Knockout 18+
- 14th:** Select one power from Atemi or Arts of Invisibility
- 15th:** Critical can be called once per melee.

Shi-dango

By Sinestus

Designed around the use of small firearms in close quarters, Shi-dango is one of the few styles to actually incorporate modern weapons in its techniques. Shi-dango is specifically designed to work with compact revolvers (as they can often withstand more abuse), but can be used with just about any compact firearm (in a Rifts environment small laser pistols can also be used). Standard training is done with a silenced, .38 snub-nosed revolver, or silenced Glock 32. (And often 'sandbag' rounds are used instead of normal ammunition, [reduce damage by one die, but lowers KO by one).

Note: usually under 15 feet is Point Blank, firearms deal damage and a half.

Requirements: P.P.: 12, P.E.: 10, generally honorable. (Cannot be enhanced with boxing or kickboxing.)

Training: 6 years.

Character Bonuses

+1 to I.Q.

+2 to P.P.

+2 to P.E.

Stance: Varies, generally facing the opponent sidelong, one hand on primary pistol, but not drawn.

Outfit: Something loose and comfortable, usually with two to four concealed pistols.

Combat Skills

Attacks per Melee: 2

Hand Attacks: strike/punch, knife hand, backhand, palm strike. Pistol Whip deals 1d8 damage.

Foot Attacks: tripping leg hook, backward sweep, snap kick, kick

Basic Defense Moves: automatic parry, parry, dodge, roll.

Advances Defense Moves: breakfall, multiple dodge.

Holds/Locks: wrist hold, arm hold, leg hold, neck hold, wrist lock.

Escape Techniques: roll, breakfall.

Modifiers to Attack: knockout, critical.

Special Moves:

Point and Shoot - a quick jab with the pistol, followed by a shot. Deals 1D6 damage for jab, double damage for shot (one roll)

Pistol Whip Knockout - similar to the Aikido knockout, deals 1D6 damage, and if successfully done from behind or to someone in a hold, knocks out for 1D4 minutes.

Short Range Burst - can fire a quick six shot burst (fanning the hammer on revolvers). -1 to strike, deals normal damage for each shot (roll strike for each shot). Not available until sixth level. Takes two actions, uses both hands, only possible with revolvers. and cannot be done in grappling range.

Defensive Shot - used with anticipation. Only does normal damage, and hits main body. Only +3 to strike. Not available until sixth level. cannot be done in grappling range.

Natural KOs and Criticals DO carry over for pistol when used as blunt and when shot at close range.

Weapon Katas: WP: Blunt/pistol (as in using the pistol as a blunt weapon)

Additional Skills: Anticipation, WP: Pistol/Revolver

.....(NOTE: This training does NOT use paired pistols, nor can the martial artist have the WP: Pistols - Paired option.)

Martial Arts Powers:

QuickDraw Initiative - draw/shoot. +1 for every 3 points of P.P. above 15. +1 every 3 levels.

Sharpshooting Pistol - can use P.P. Bonus when shooting under 15 feet+1 feet/level. Can roll/shoot without penalty.

Level Advancement Bonuses

1st: +1 to strike, hold, and parry.

2nd: Knockout on natural 19+, Critical on natural 18+

3rd: +1 to damage (not when shooting), +1 attack

4th: +2 to parry, +1 to roll.

5th: Gain Zanshin Circle, +2 to dodge.

6th: +1 to holds/locks and breakfall.

7th: +1 to dodge, Critical 17+

8th: +1 to strike, +1 attack.

9th: Automatic Wrist Lock option with parries.

10th: +1 to parry, dodge, and roll

11th: +1 to damage, KO on natural 18+

12th: Triple Damage with shooting under 20 feet (instead of the usual Damage and a half.)

13th: +1 attack, +1 to initiative

14th: gains Parry/Strike or Auto Dodge option.

15th: +2 to parry and hold.

Shi Ge Hau (Lion's Roar Kung Fu)

By [Ray Bull](#)

The story of this martial art begins in a secluded monastery upon a mountaintop in Tibet. The Buddhist sect that inhabited this monastery was dedicated to the destruction of evil by the use of mysticism. It was determined by the Dalai Lama that it was necessary to develop a superior martial art to combat evil on the earthly plane. So it came to pass that a special group of warrior monks ascended to this monastery. They combined their knowledge to develop what they considered the ultimate martial art. The leader ascended to the highest peak overlooking the land, pointed one finger to the heavens and one finger to the earth. He yelled and proclaimed to the world that this ultimate style will be known as Shi Ge Hau, the lion's roar.

Entrance Requirements: Character must be of a Good alignment.

Skill Cost: 15 years

Costume: a travelling monk's robes

CHARACTER BONUSES

Add 10 to Chi

Add 3 to P.P.

Add 3 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Leap

Basic Defense Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: Circular Parry, Multiple Dodge, Parry/Attack

Hand Attacks: Strike(Punch), Palm Strike, Claw Hand, Fingertip Attack, Uppercut, Single-Knuckle Fist, Double-Knuckle Fist, Overhead Strike (-4 to Strike, 1D10 Damage)

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Crescent Kick, Trip/Leghook , Sweep Kick, Reverse Turning Kick

Jumping Foot Attacks: Flying Reverse Turning Kick

Special Attacks: Elbow, Knee, Forearm, Death Blow, Paralysis Attack, Bodyflip/Throw, Critical Bodyflip/Throw

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: You may select a total of 4 powers from among Atemi Abilities, Body Hardening Exercises(including Demon Hunter), and Martial Art Techniques.

Languages: Tibetan

Cultural: Cooking

Physical: Body Building Survival: Demon & Devil Lore, Fasting Philosophical Training: Buddhism

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Fong Ngan(4 years), Mien Ch'uan(3 years), Shaolin(5 years), Xing Chiao(4 years), Lee Kwan Choo(4 years), Bok Pai(4 years), Choi Li Fut(3 Years)

LEVEL ADVANCEMENT BONUSES

Level 1: Critical Strike or Knockout/Stun on a Natural 20, +1 to Roll with Punch/Fall/Impact

Level 2: +1 to Strike, +1 to Parry/Dodge

Level 3: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

Level 4: +2 to Damage, Gain 1 martial Art Power from Atemi Abilities, Body Hardening Exercises (including Demon Hunter), or Martial Art Techniques

Level 5: Critical Strike on a Natural 19+, +1 to Roll with Punch/Fall/Impact

Level 6: +1 to Strike, +1 to Parry/Dodge

Level 7: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

Level 8: Knockout/Stun on a natural 19+, Gain 1 Martial Art Power from Atemi Abilities, Body Hardening Exercises (including Demon Hunter), or Martial Art Techniques

Level 9: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact

Level 10: Critical Strike on a Natural 18+, Double Existing Chi

Level 11: +1 Attack per Melee, +2 to Damage

Level 12: +1 to Strike, +1 to Parry/Dodge

Level 13: +1 Attack per Melee, Gain 1 Martial Art Power from Atemi Abilities, Body Hardening Exercises (including Demon Hunter), or Martial Art Techniques

Level 14: +1 to Strike, +2 to Damage

Level 15: Knockout/Stun on a Natural 18+, Gain Zenjorike: Discorporate

Why Study SHI GE HAU?

A very strong style, favored by the more aggressive of the religious orders, Shi Ge Hau is only lacking in weapon skills and mystic abilities.

Shindo Jinen Ryu

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include M.E.: 10 and P.E.: 10.

Skill Cost: 16 Years (8 Years as a Secondary Martial Art Style).

Shindo Jinen Ryu was founded by Yasuhiro Konishi as a combination of Jujutsu, Kendo, and Te. Konishi believed that if you walk a morally correct path in this life, then you are naturally following the divine way. If you train in karate in a natural way and master your body, you will expand your knowledge and experience, and establish a solid foundation for naturally living a morally correct life. And so his style, on the recommendation of Morihei Ueshiba (the founder of Aikido), came to be Shindo Jinen-Ryu Karate-Jutsu ("godly, natural style, complete empty-handed way").

Costume: Karate Gi

Stance: Legs should width apart, feet at right angles, body at a 45 degree angle to opponent. The left hand pulled back tightly to the waist, the right hand held loosely at the level of the stomach. The hands left in a natural curl with the palms down.

CHARACTER BONUSES

Add +2 to P.S.

Add +10 to S.D.C.

Add +5 to Chi

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Breakfall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap, Body Block/Tackle, Body Flip/Throw.

Holds/Locks: None.

Weapon Kata: None.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of three (3) Powers from among Body Hardening, Special Kata, or Martial Art Techniques.

Language: Japanese.

Other Skills: First Aid, Athletics.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Jujutsu (3 Years), Te (3 Years), Tenshin Shoden Katori Shinto-ryu Kenjutsu (6

Years), or Zanji Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +3 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, Critical Strike from Behind.

2nd: +1 to Body Flip/Throw (2D6 damage).

3rd: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

4th: +1 Attack per Melee, Knockout/Stun on a Natural 18, 19, or 20.

5th: +2 to Roll with Punch/Fall/Impact,+2 to Maintain Balance.

6th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

7th: +1 Body Flip/Throw, Death Blow on a Natural 20.

8th: +1 Attack per Melee, +1 to Damage.

9th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

10th: +1 to Parry/Dodge, +1 to Disarm.

11th: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

12th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

13th: +1 Attack per Melee,+1 to Damage.

14th: +1 to Parry/Dodge, +1 to Strike.

15th: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.

WHY STUDY Shindo Jinen Ryu?

Not a strong martial art, Shindo Jinen Ryu does provide a good solid repertoire and a lot of martial art powers are available.

SHINTAIDO BOJUTSU

By SeonJin108

Entrance Requirements Character must be of an Honorable alignment and committed to a Zen doctrine. Attribute requirements are IQ 10 and MA 8.

Skill Cost 10 years (8 as a Secondary Martial Art Form)

Shintaido Bojutsu is a new system of staff combat somewhat related to the martial art of Taicho. It is a modern outgrowth of traditional Okinawan staff fighting methods which incorporates modern motion mechanics and physics alongside traditional Zen teaching and meditation. All of its movements are based on the three principles of fire, wind, and water.

A Shintaido Bojutsu master has spent years learning to become one with his bo, not unlike the manner the swordsmen of Gai Long become one with their swords. The bo is seen as an extension of the master's Chi, allowing him to channel any of his Chi abilities through his bo. A master will react to any attack with a quick series of strikes with his bo, and will intercept attacks and respond with a take down and finishing technique.

There are relatively few schools of Shintaido around the world, and for truly advanced teaching, you must go to Okinawa.

Costume A white tunic, white pants, white wrist and ankle guards, and white tabi (soft, split-toed boots, similar to those worn by ninja).

Stance A side horse stance, with the bo held in a guard position, the rear hand one hands-breadth from the end of the staff, the other in the middle of the staff. The front tip of the bo is at eye level.

CHARACTER BONUSES

Add 10 to Chi

Add 3 to MA

Add 1 to PS

Add 1 PP

Add 5 to Spd

COMBAT SKILLS

Attacks per Melee 2

Escape Moves Maintain Balance, Roll with Punch/Fall/Impact

Basic Defensive Moves Automatic Parry, Dodge, Parry

Advanced Defensives Automatic Roll, Breakfall, Circular Parry, Combination Parry/Attack, Disarm, Multiple Dodge, Power Block/Parry

Hand Attacks Palm Strike, Power Punch, Punch

Basic Foots Attacks Backward Sweep (Special! Performed with staff!), Tripping/Leg Hooks (Special! Performed with staff!)

Special Attacks Automatic Flip/Throw (Special! Performed with staff!), Combination Grab/Staff Bash, Combination Grab/Knee, Combination Strike/Parry, Critical Flip/Throw (Special! Performed with staff!), Death Blow, Knee, Paralysis Attack

Weapon Kata Bo Staff, taken at 4th level skill proficiency

Modifiers to Attacks Critical Strike, Critical Strike from Rear, Knock-Out/Stun, Pull Punch

SKILLS INCLUDED IN TRAINING

Martial Art Powers Select a total of two (2) Powers from among Chi Mastery and Special Kata (including Chi Kata). Also, select one Zenjorike Power. If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Shintaido Chi Kata

Hi no kata The Fire Kata: The bo wielder focuses his Chi into the bo, making it feel as if it were on fire to all others who touch it. Adds +2 to damage on all strikes with the bo. If a strike is successful, the target must roll to save vs. pain. If he fails, he loses initiative for the next three rounds and is -2 to all rolls.

Kaze no kata The Wind Kata: The bo wielder focuses his Chi into his bo to use it to defend against Chi attacks. The bo acts as a lightning rod, and can be used as a successful blocking tool in Chi combat. The character rolls to block the incoming Chi attack with a bonus of +2 to block Chi attacks. If successful, the bo neutralizes any incoming Negative Chi attacks. This requires the wielder to invest half of his Chi into the bo at the beginning of the melee round. Note, this kata provides no protection against physical attacks, and blocking the Chi attacks does not use up any melee actions.

Mizu no kata The Water Kata: The bo wielder focuses his Chi into his bo to give him the ability to block multiple incoming attacks from any and all directions. It is purely defensive and cannot be used to strike. Any attack made on the character in the Kaze no kata will result in an automatically circular or multiple parry with a +2 bonus to parry, and an automatic multiple dodge with a +2 bonus as well. All normal bonuses which the characters may already possess are also added. In addition, the character can intercept, knock away or deflect any airborne object from any direction with his bo.

Languages Japanese (Okinawan dialect)

Physical Gymnastics

Philosophical Training Zen Buddhism

Temple Training Meditation

If this is your primary martial art form, then the following other forms can be learned in a shorter time: Aikido (8 years), Isshin-Ryu Karate (5 years), Jujutsu (5 years), Kyokushinkai Karate (4 years), Sankukai Karate (7 years), and ZANJI Shinjinken-Ryu (5 years).

LEVEL ADVANCEMENT BONUSES

1st +3 to Strike with Bo, Critical Strike from Behind

2nd +1 to Strike

3rd Double Existing Chi

4th +1 to Parry with Bo, Knock-Out/Stun on Natural 19 or 20

5th Select one Additional Martial Art Power from Chi Mastery or Special Kata

6th +1 to Parry/Dodge

7th +1 Attack per Melee, +1 to Parry with Bo

8th Double Existing Chi

9th Add one Zenjorike Power, +1 to Strike with Bo

10th +1 to Parry/Dodge

11th Select one Additional Martial Art Power from Chi Mastery or Special Kata

12th Add one Zenjorike Power, +1 to Parry with Bo

13th Double Existing Chi, +1 to Strike with Bo

14th +1 to Parry/Dodge

15th Select one Additional Martial Art Power from Chi Mastery or Special Kata

Why study SHINTAIDO BOJUTSU?

A powerful martial art that has the single disadvantage of being dependent on a weapon for effective combat. But then, there's almost always some sort of big stick lying around when you need one.

Shinto Muso Ryu Jojutsu (Exclusive)

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include P.S.: 12, P.P.: 10.

Skill Cost: 17 Years.

If we can believe the legends--and there are more legends than facts concerning these two martial artists--the only person to beat Miyamoto Musashi in a duel was someone as outlandish and eccentric as he was. And to top it off, he did it with a wooden stick. In so doing, Muso Gonnosuke Katsuyoshi gave birth to a martial arts system that would elevate the humble wooden staff to one of the preeminent weapons of the bugei of Japan.

Gonnosuke studied the Tenshin Shoden Katori Shinto-ryu, Kashima Jikishinkage-ryu, learning its secret method called the "ichi no tachi". According to legends, Gonnosuke thereupon engaged in various duels throughout Japan to test his skills, never losing any of them until he met Miyamoto Musashi. The Tenshin Shoden Katori Shinto-ryu had bojutsu methods using the rokushaku bo (six-foot staff), as did the Sekiguchi-ryu, Bokuden-ryu and Takeuchi-ryu (or, as it is alternatively called, Take-no-uchi-ryu). If we follow the lineage line charted in the Bugei Ryuha Daijiten, then Gonnosuke was a student of a teacher of the Tenshin Shoden Katori Shinto-ryu, which is why his style, the Shinto Muso (or Shindo Muso) -ryu contains the appellation Shinto (Way of the Gods).

Gonnosuke lost the first duel. Mortified, he withdrew to Homangu, part of the Kamado Shinto shrine atop Mount Homan, in Chikuzen province, (present-day Dazaifu, Fukuoka Prefecture) Kyushu. For 37 days he meditated and performed rites of austerity. On the last night, while praying in front of an altar, he collapsed and had a divine vision. The cryptic vision compelled Gonnosuke to whittle a short staff about four shaku, two sun and one bu in length (128 cm.). This was longer than the standard tachi long sword of that period, which was three shaku, two sun and one bu, but shorter than the long rokushaku bo. By taking advantage of the short staff's ability to shift rapidly in the hands of a skilled artist, Gonnosuke was able to beat Musashi in a second duel. It is unclear how Gonnosuke did that, but the use of the jo in present-day Shinto Muso-ryu practice might give us a hint. If a jo is blocked by a juji-dome, it is an easy matter to quickly flip the jo out of the block and in the same motion strike a kyusho (weak point) on the swordsman's body. Gonnosuke also created a system of five secret methods (hiden gyo-i) that incorporated all the techniques of his new jo style. Gonnosuke managed to defeat Musashi without causing him great harm. Gonnosuke became martial arts instructor to the Kuroda clan, located in northern Kyushu. Muso Gonnosuke, profoundly changed by his encounter with Musashi and by the divine vision atop Mount Homan, had created a preeminent staff art, the Shinto (or Shindo) Muso-ryu jojutsu. The Heavenly Way of Muso's staff.

Special Note! Isshin Ryu Kusarigamajutsu and Shinto Muso Ryu Jojutsu are unique in that they are designed to work together. When a character has both, then all the attacks per melee, bonuses, abilities, and powers of Shinto Muso Ryu Jojutsu are used in wielding weapons,

weapon proficiencies, and weapon kata of Isshin Ryu Kusarigamajutsu. Any martial art powers and abilities from Isshin Ryu Kusarigamajutsu are used with Shinto Muso Ryu Jojutsu.

Costume: Karate Gi

Stance: Facing opponent with one foot forward and the other back, arms about half an arm length out from the body, gripping the Jo with either hand.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack, Breakfall, Disarm.

Hand Attacks: Punch, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Snap Kick.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Leap, Body Flip/Throw, Choke, Elbow, Forearm, Combination Strike/Parry.

Holds/Locks: None.

Weapon Kata: W.P. Bokken, W.P. Jo staff, W.P. Bo staff.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Automatically receives Zanshin. Select a total of two (2) Powers from Special Kata or Martial Art Techniques.

Language: Japanese.

Cultural Skills: Meditation.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Isshin Ryu Kusarigamajutsu (4 Years), Jikishinkage Ryu (2 Years), Kashima Shin Ryu (3 Years), Tenshin Shoden Katori Shinto-ryu Kenjutsu (6 Years), or ZANJI Shinjinken Ryu (4 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Strike, +1 to Dodge, +1 to Roll with Punch/Fall/Impact, Critical Strike from Behind.

2nd: +2 to Parry, +1 to Maintain Balance.

3rd: Select One (1) additional martial art power from Special Kata or Martial Art Techniques.

4th: +1 to Strike, +1 Attack per Melee.

5th: Critical Strike on a Natural 18, 19, or 20.

6th: +1 to Roll with Punch/Fall/Impact, Death Blow on a Natural 20.

7th: Select One (1) additional martial art power from Special Kata or Martial Art Techniques.

8th: +1 Attack per Melee, +1 to Parry

9th: +1 to Maintain Balance.

10th: +1 Attack per Melee, +2 to Parry.

11th: Select One (1) additional martial art power from Special Kata or Martial Art Techniques.

12th: +1 to Roll with Punch/Fall/Impact, +1 to Strike.

13th: +1 Attack per Melee.

14th: +2 to Dodge, Knockout/Stun on a Natural 19 or 20.

15th: +1 Attack per Melee, Add One (1) Zenjorike Power.

WHY STUDY Shinto Muso Ryu?

Muso Gonnosuke was able to defeat the renowned Musashi with the staff, what could you do with it?

Shito-Ryu Karate

By Kuseru

Entrance Requirements: None.

Skill Cost: 10 Years (5 Years as a Secondary Martial Art Style).

Shito-ryu, along with goju-ryu, wado-ryu and shotokan, is one of the four major karate systems of Japan proper (the Japanese islands excluding Okinawa). It was founded by Kenwa Mabuni (1899-1952), who, like most of karate's old masters, was descended from Okinawa's so-called warrior (bushi) class or aristocracy. Technically, the karate of most shito-ryu factions looks pretty much the same. Not surprisingly, there are minor differences in the kata between the various groups, mostly due to the proclivities of their founders. Regardless, all shito-ryu looks a lot like shorin-ryu in application. A long, linear style, even its goju-ryu-type kata (those derived from Higashionna) are performed in a lighter, more angular and rangy fashion than they are in schools derived from naha-te alone. Shito-ryu is much like shotokan in that it relies heavily on the reverse punch and front kick. The style also seems to place a strong emphasis on sparring. In so doing, shito-ryu stresses speed, and fighting is generally initiated from a higher, more upright stance than shotokan employs. On the other hand, because the style has so many kata, a great deal of time is spent perfecting any one of its 40 to 60 forms. Shito-ryu has never forsaken its Okinawan roots when it comes to kobujutsu (weapons arts). While Mabuni trained under weapons experts such as Arakaki, many of today's shito-ryu teachers learned most of their kobujutsu from Shinken Taira, the man responsible for popularizing kobujutsu during a time when interest in this peculiarly Okinawan art was at its lowest. It seems that Shito-ryu schools were the most receptive to Taira's art. Both the younger and elder Sakagami, Demura, Hayashi, Kuniba and Kanei Mabuni all trained with Taira at one time or another.

Costume: Karate Gi.

Stance: "*Shiko-dachi*" (straddle stance) is a stance similar to that the sumo wrestlers assume when they face off with each other before they put their knuckles to the ground. Feet spread approximately two shoulder-widths apart, toes pointed outward at 45°. Weight distributed evenly over both legs. Knees bent deeply and pulled back as far as possible. Torso erect. Lower legs/shins approximately vertical.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.E.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Automatic Roll, Breakfall, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap, Body Flip/Throw.

Holds/Locks: None.

Weapon Kata (Pick two): W.P. Bo staff, W.P. Sai, W.P. Nunchaku, W.P. Tonfa.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of Two (2) Powers from among Body Hardening, Special Kata, or Martial Art Techniques.

Language: Japanese.

Cultural Skills (pick two): Calligraphy, Haiku, Ikebana, Bonsen or Ukio-E.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Kyokushinkai Karate (4 Years), Shorinji Ryu Karate (6 Years), Shotokan Karate (5 Years), or Wado Ryu Karate (5 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Roll with Punch/Fall/Impact, +1 to Strike.

2nd: +1 Attack per Melee, +1 to Maintain Balance, Critical Strike from Behind.

3rd: +1 to Damage, Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

4th: +2 to Roll with Punch/Fall/Impact.

5th: +1 Attack per Melee, Knockout/Stun on a Natural 20.

6th: +1 to Parry/Dodge, Critical Strike on a Natural 19 or 20.

7th: Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

8th: +1 Attack per Melee, +1 to Disarm.

9th: +1 to Roll with Punch/Fall/Impact, +2 to Damage.

10th: +1 to Parry/Dodge.

11th: +1 Attack per Melee, Death Blow on a Natural 20.

12th: +1 to Strike, +1 to Leap.

13th: +1 to Roll with Punch/Fall/Impact, Select One (1) Martial Art Power from Body Hardening, Special Kata, or Martial Art Techniques.

14th: +1 Attack per Melee, +1 to Parry/Dodge.

15th: +2 to Damage, Critical Strike on a Natural 18, 19, or 20.

WHY STUDY Shito Ryu?

A decent martial art form with decent weapon skills.

Shoden Dragon Style Fighting

By Sinestus

Shoden is a fairly obscure form specializing in the use of flexible swords. Unlike its kempo counterparts, the Shoden blade only looks sturdy. To a normal swordsman, the Shoden blade is a nightmare come to life. Generally less than two inches wide at the hilt, and tapering down to a point at five to six feet in length, these blades are forged almost paper thin, and just as light. Because of the blade's inherent flexibility, it is sheathed in leather, wrapped around the body, only a true student of Shoden can draw it from this position without hurting themselves. In combat, the Shoden blade moves like a great, steel serpent. Despite the long cutting edge, a true master used the weapon's flexibility to make penetrating strikes with the tip of the blade. Unfortunately, the blade's design leaves a major flaw, the blade will often break in combat unless handled by a true master (any parry roll, modified, under a seven will cause the blade to break, reducing it to a short sword), thus many students learn to use the broken shaft as a weapon in an emergency.

In gaming terms, the Shoden blade deals 3D6+2 damage slashing (broken or not), and 2D4+2 damage with any of its piercing attacks. The extreme thinness of the blade makes it a superior armor piercing weapon (only when undamaged) and a master with "Breaking Technique" can use it to shatter opponent's weapons or cut clear through armor.

Requirements: P.P.: 14 , I.Q.: 10, P.S.: 10, Spd: 13 most are service or honorable alignments.

Training: 10 years

Character Bonuses

+2 to P.P.

+10 S.D.C.

+10 Chi

Stance: Turned towards opponent, relaxed. Front hand is open at waist or chest level, back hand at the middle of the back, holding the sword so it curves over opposite shoulder.

Outfit: Loose cotton robes, over loose pants. Often the robes are opened to accentuate the flowing techniques of Shoden.

Combat Skills

Attacks per Melee: 2

Hand Attacks: strike/punch, knife hand, back hand, finger tip strike

Foot Attacks: snap kick, crescent kick, wheel kick, kick attack

Basic Defense Moves: parry, automatic parry, dodge

Advances Defense Moves: circular parry, parry/strike

Holds/Locks: arm hold, arm lock, wrist lock

Escape Techniques: roll.

Modifiers to Attack: Critical from behind

Special Moves: (**Note:** Only one method can be used each melee)

Water Dragon striking method - using the curling nature of the blade, the Shoden master bypasses the opponents defenses by allowing them to parry, and wrapping the blade to strike from behind. This can be done only against opponents with weapons of shorter length, and the

opponent must parry (which they usually do), if the parry is successful, use a flat roll to strike (successful on a roll of 10+), the blade whips around to deal 3D6+ damage, and the opponent cannot react (roll with impact) unless they have automatic roll). If the opponent does not parry, the flat of the blade strikes for 2D4+2+ damage.

Fire Dagon method - the primary technique of Shoden, utilizing the blades flexibility, the master can counterstrike (flat roll) and disarm (normal bonus) in a single action, but only when on the defense. To be successful disarm, the modified roll must beat the opponents strike (effectively parrying if the disarm fails) and the modified disarm roll must be 17+. This can only be attempted once per melee.

Wind Dragon method - a spinning technique with two uses, either acts as a circular parry for the entire melee, or can be used to chain three attacks on a single opponent. If the attack is used, the master can only parry attacks from their target, others will automatically land, ending the technique, but each parry is followed immediately by a strike (flat roll, but opponent cannot dodge, and is flat roll to parry without paired weapons) for slashing damage.

Weapon Katas: WP: Shoden Sword, Short Swords (WP sword bonuses for both)

Additional Skills: Acrobatics, Swimming

Martial Arts Powers: Select three from Martial Arts Techniques, Specialty Katas (non-weapon), or Chi Mastery

Level Advancement Bonuses

1st: +1 to parry, +2 to strike

2nd: critical from behind, +2 to disarm

3rd: +2 to roll, +3 to dodge

4th: +1 to holds/locks, gain Karumi-Jutsu Zenjorike

5th: +1 attack, +1 to strike and parry

6th: Select one power from Chi Mastery or Martial Arts Techniques

7th: Critical on 19+, +1 to roll

8th: +2 to parry, +1 to strike

9th: +1 attack, +1 to holds/locks

10th: gain backflip attack, +2 to disarm

11th: Select one power from Chi Mastery, Martial Arts Techniques or Body Hardening

12th: +2 to dodge and roll,

13th: +2 to parry, +1 attack

14th: +1 to strike, Critical on 18+

15th: Select one power from Body Hardening or Zenjorike Powers

Shorei Ryu Karate

By Kuseru

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include M.E.: 9, P.S.: 8, and P.E.: 12.

Skill Cost: 8 Years (6 Years as Secondary Martial Art Style).

A Buddhist monk came to an understanding of natural law which gave him a perfect method of defense and escape. He believed that true self-defense involved no body-contact. His methods postured him toward opponents in such a way as to make subsequent attacks continue to put the attacker further and further at a disadvantage. Using his illuminated strategies, the monk could make the attacker undo his own Attack per Melee, and this could be done in a way that allowed for both to remain uninjured. The octagon would be used as a symbol for a method of movement in which jumping to particular angles based on timing and combative-distancing allowed strategies to be employed which confused and off-balanced the opponent. Reforming his opponents to become contributing members of society was his main goal. He and succeeding generations of his family members developed the art of Shorei Ryu as we know it today with all of this in mind. The monk chose this name for his art to reflect its spirit and its origins. Shorei Ryu bujutsu was a separate area of Ryu which was studied only by the Sohei. The sohei were warrior monks whose job it was to protect the temple and its territory as well as to fight in wars supported by the temple. They typically wore normal monks' robes during peace time and carried a short staff known as a jo. During war time, they would wear armor under their robes, and ninja-like masks covering their faces. Their primary weapons during battle were naginata and tachi. The sohei of Ryu were skilled in escaping arts, which were explained earlier; controlling arts, which are similar to, but older than, jujitsu or aikido; as well as destructive arts, which are similar to, but older than, karate. manipulatory arts, which are widely studied early in the training of Ryu students, involve folding arts such as throws, joint-locks, holds and pins, and chokes. They also include non-fatal strikes to the limbs of the attacker during his rotation. All weaponry is taught such that it can be used to manipulate and control an attacker, or escape from an attacker without causing him harm, as well as in ways which will damage or kill an attacker. controlling strikes involves shocking the opponent with substantially debilitating strikes to areas which control the rotation of the body, such as the head, shoulders, hips, and legs. striking arts. Although Onna striking weapons and even the strikes themselves are soft and weak, the impact is tremendous to the opponent in his contorted position, and capable of crushing his spine and breaking his neck, back, and leg with one "soft" blow. All strikes are actually male then, in essence, to the opponent Kobudo training although containing traditional Japanese weaponry such as the katana, wakizashi and tachi, naginata , yari , tanto, bo, jo, tanjo, and yubibo, is not limited to or by these things.

Special Note! Kobujutsu is a style designed to work with many forms of Karate (particularly Goju-Ryu, Shorin-Ryu, Uechi Ryu, Isshin-Ryu, Gensei Ryu, Chito Ryu, Shorei Ryu, and Te, but not Shotokan, Wado Ryu, Shorinji-Ryu, Kyokushin, Shito Ryu, or Taido). When a character has one of the listed Karate styles and Kobujutsu, then all the attacks per melee, bonuses, abilities, and powers of that form of Karate are used in wielding weapons, weapon proficiencies, and

weapon kata of Kobujutus. Any martial art powers and abilities from Kobujutsu are used with that style of Karate.

Costume: Monks robes with or without Chain mail and a mask.

Stance: Feet at a comfortable distance apart (more or less around shoulder width), hands held at sides, possibly gripping weapon.

CHARACTER BONUSES

Add +1 to P.E.

Add +1 to M.E.

Add +5 to Chi

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Circular Parry, Disarm.

Hand Attacks: Punch, Knife Hand, Palm Strike, Fingertip Attack, Backhand, Rotary Palm Strike.

Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Sweep Kick.

Jumping Foot Attacks: None.

Special Attacks: Body Flip/Throw, Forearm, Paralysis Attack.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock.

Weapon Kata (Pick three): W.P. Bo staff, W.P. Jo staff, W.P. Katana , W.P. Naginata, W.P. Wakizashi, W.P. Tachi, W.P. Tanbo Stick, W.P. Tanto.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from Body Hardening or Special Kata.

Language: Japanese.

Cultural Skills: First Aid, Meditation, Athletics.

Weapon Proficiencies: W.P. Bo staff, W.P. Jo staff, W.P. Katana, W.P. Naginata, W.P. Wakizashi, W.P. Tachi, W.P. Tanbo Stick, W.P. Tanto.

Philosophical Training: Buddhism.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Chito Ryu Karate (4 Years), Gensei Ryu Karate (3 Years), Goju-Ryu Karate (3 Years), Isshin-Ryu Karate (4 Years), Kobujutsu (2 Years), Kyokushinkai Karate (4 Years), Shito Ryu Karate (3 Years), Shorin-Ryu Karate (5 Years), Shorinji-Ryu Karate (6 Years), Shotokan Karate (5 Years), Te (3 Years), Tendo Ryu Naginatajutsu (7 Years), Uechi Ryu Karate (6 Years), or Wado Ryu Karate (5 Years),

LEVEL ADVANCEMENT BONUSES

1st: +2 to Parry/Dodge, +1 to Strike, +1 to Pull Punch.

2nd: +1 to Disarm, Critical Strike from Behind.

3rd: Select One (1) Martial Art Power from Chi Mastery, Body Hardening or Special Kata.

4th: +1 Attack per Melee, Knockout/Stun on a Natural 19 or 20.

5th: +1 to Strike, +1 to Pull Punch.

6th: +1 to Parry/Dodge.

7th: Select One (1) Martial Art Power from Chi Mastery, Body Hardening or Special Kata.

8th: +1 Disarm, Knockout/Stun on a Natural 17, 18, 19, or 20.

9th: +1 Attack per Melee,+1 to Body Flip/Throw (2D6 damage),

10th: Double existing Chi.

11th: Select One (1) Martial Art Power from Chi Mastery, Body Hardening or Special Kata.

12th: +1 to Parry/Dodge, +1 to Pull Punch.

13th: +1 to Disarm.

14th: +1 Attack per Melee, Knockout/Stun on a Natural 16, 17, 18, 19, or 20.

15th: Select One (1) Martial Art Power from Chi Mastery, Body Hardening or Special Kata.

WHY STUDY Shorei Ryu?

A good martial art for police and other people forced to restrain rather than damage their foes.

Weapons use is a plus. Chi Mastery at higher level balances Shorei Ryu's spiritual side as well.

Shorin Ryu Karate

By Kuseru

Entrance Requirements: Minimum Attributes include P.P.: 12, and Spd.: 10.

Skill Cost: 10 Years (7 Years as a Secondary Martial Art Style).

Shorin Ryu Karate is a collection of subdivisions of the Te offshoot, Shuri-Te. Shorin Ryu can be subdivided into the following schools: Kobayashi-Ryu (founded by Chosin Chibana), Matsubayashi-Ryu (founded by Shoshin Nagamine), Shobayashi-Ryu (founded by Chotoku Kyan) and Matsumura orthodox (founded by Hohan Soken). Shorin Ryu is a natural flow, devoid of unbalanced stances or unnatural breathing patterns. It has unique patterns of coiling and of relaxing power, allowing easier concentration of force and the attainment of speedy actions. To best develop the skills involved in the art of the single, deadly blow, training is targeted at tightly bound bales of straw. Nor is the art limited to passive modes of defense: the ability to release an effective counterattack in defense is a crucial element, summarized as "Offense is an effective form of Defense."

Special Note! Kobujutsu is a style designed to work with many forms of Karate (particularly Goju-Ryu, Shorin-Ryu, Uechi Ryu, Isshin-Ryu, Gensei Ryu, Chito Ryu, Shorei Ryu, and Te, but not Shotokan, Wado Ryu, Shorinji-Ryu, Kyokushin, Shito Ryu, or Taïdo). When a character has one of the listed Karate styles and Kobujutsu, then all the attacks per melee, bonuses, abilities, and powers of that form of Karate are used in wielding weapons, weapon proficiencies, and weapon kata of Kobujutsu. Any martial art powers and abilities from Kobujutsu are used with that style of Karate.

Costume: Karate gi.

Stance: Shizentai-Dachi; Natural stance

CHARACTER BONUSES

Add +1 to M.E.

Add +2 to P.S.

Add +1 to P.P.

Add +1 to P.E.

Add +10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Automatic Roll, Breakfall.

Hand Attacks: Fore-Knuckle Punch, Punch, Knife Hand, Palm Strike, Backhand.

Foot Attacks: Kick, Backward Sweep, Roundhouse Kick, Snap Kick.

Jumping Foot Attacks: Flying Jump Kick.

Special Attacks: Death Blow.

Holds/Locks: None.

Weapon Kata: None.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from Body Hardening Exercises or Special Kata.

Other Skills: None.

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Chito Ryu Karate (4 Years), Gensei Ryu Karate (3 Years), Goju-Ryu Karate (3 Years), Isshin-Ryu Karate (4 Years), Kobujutsu (2 Years), Shorei Ryu Karate (4 Years), Taido (6 Years), Te (3 Years), or Uechi Ryu Karate (6 Years).

LEVEL ADVANCEMENT BONUSES

1st: +3 to Roll with Punch/Fall/Impact, +2 to Strike, Critical Strike on a Natural 19 or 20, Critical Strike from Behind.

2nd: +1 to Back Flip/Leap, +1 to Parry/Dodge.

3rd: +1 Attack Per Melee.

4th: Select One (1) additional Martial Art Power from Body Hardening Exercises or Special Kata.

5th: +1 to Roll with Punch/Fall/Impact, +1 to Damage.

6th: +1 to Strike, Knockout/Stun on a Natural 18, 19, or 20.

7th: +1 Attack Per Melee, Death Blow on a Natural 19 or 20.

8th: +1 to Back Flip/Leap, Select One (1) additional Martial Art Power from Body Hardening Exercises or Special Kata.

9th: +1 to Roll with Punch/Fall/Impact.

10th: +1 Attack Per Melee.

11th: Select One (1) additional Martial Art Power from Body Hardening Exercises or Special Kata.

12th: Critical Strike on a Natural 18, 19, or 20.

13th: +1 to Back Flip/Leap, +1 to Damage.

14th: +1 to Roll with Punch/Fall/Impact, +1 to Strike.

15th: +1 Attack Per Melee, Select One (1) additional Martial Art Power from Body Hardening Exercises or Special Kata.

WHY STUDY Shorin Ryu Karate?

A fairly strong style of straight forward hand to hand combat.

Shorinji Ryu Karate

By Kuseru

Entrance Requirements: Minimum Attributes include P.P.: 12, and Spd.: 10.

Skill Cost: 12 Years (8 Years as a Secondary Martial Art Style).

Shorinji is the Japanese version of "Shaolin-tzu" Shorinji Ryu owe their origins to students of Chotoku Kyan Shorinji is different from other karate styles because its basic premise is to first evade the enemy's attack. Shorinji stylists try to avoid any direct countering blocks and instead, like some Chinese practitioners evade, counterstrike, and apply a submission technique such as a joint lock or throw. A shorinji practitioner's most common defense is getting out of the way of an oncoming Attack per Melee, rather than stopping it with forceful power blocks. After that he may follow with a counter blow that leads to a submission technique such as a choke or pressure point manipulation.

Shorinji evasion is done either by moving the body away from the attack or, like aikido, redirecting the enemy's blows by using kicks or punches as if they were blocks.

Costume: Karate gi.

Stance: Yoi dachi; Stand with arms to your sides, fists clenched, and feet about a shoulder apart. The stance is also called Hachichi dachi.

CHARACTER BONUSES

Add +1 to P.S.

Add +1 to P.P.

Add +2 to P.E.

Add +2 to Spd.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Automatic Roll, Breakfall.

Hand Attacks: Punch, Knife Hand, Hammer fist, Backhand.

Foot Attacks: Kick, Backward Sweep, Snap Kick, Roundhouse Kick, Crescent Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Elbow, Knee, Body Flip/Throw.

Holds/Locks: Joint Lock.

Weapon Kata: None.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of two (2) Powers from Body Hardening or Special Kata.

Other Skills: None.

Language: Japanese.

Philosophical Training: Zen.

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Kyokushin Karate (4 Years), Shito Ryu Karate (3 Years), Shotokan Karate (5 Years), or Wado Ryu Karate (5 Years).

LEVEL ADVANCEMENT BONUSES

1st: +2 to Parry/Dodge, +1 to Strike, +1 to Pull Punch.

2nd: +1 to Disarm, Critical Strike from Behind.

3rd: Select One (1) Martial Art Power from Chi Mastery, Body Hardening or Special Kata.

4th: +1 Attack per Melee, Knockout/Stun on a Natural 19 or 20.

5th: +1 to Strike, +1 to Pull Punch.

6th: +1 to Parry/Dodge.

7th: Select One (1) Martial Art Power from Chi Mastery, Body Hardening or Special Kata.

8th: +1 Disarm, Knockout/Stun on a Natural 17, 18, 19, or 20.

9th: +1 Attack per Melee,+1 to Body Flip/Throw (2D6 damage).

10th: Double existing Chi.

11th: Select One (1) Martial Art Power from Chi Mastery, Body Hardening or Special Kata.

12th: +1 to Parry/Dodge, +1 to Pull Punch.

13th: +1 to Disarm.

14th: +1 Attack per Melee, Knockout/Stun on a Natural 16, 17, 18, 19, or 20.

15th: Select One (1) Martial Art Power from Chi Mastery, Body Hardening or Special Kata.

WHY STUDY Shorinji Ryu Karate?

You really wanted to learn Shaolin, but were hampered by it not being 'cool' enough for the Japanese.

Shotokan Karate

By [Ray Bull](#)

Shotokan Karate stylists practice the basics of the style over and over again. The katas of Shotokan can be intricate, but the followers of this style tend to rely on simple moves rather than flashy ones. This reliance on the basics does not make them less dangerous, but more, as they react with well practised speed.

Entrance Requirements: None

Skill Cost: 10 years (Primary), 5 years (Secondary)

Costume: Standard Karate Gi

Stance: Body turned side on to opponent, legs set twice shoulder width and bent parallel to the floor at the knees.

CHARACTER BONUSES

Add 5 to Chi

Add 1 to M.E.

Add 2 to P.S.

Add 1 to P.E.

Add 1 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 4

Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry, Automatic Parry

Advanced Defense Moves: Multiple Dodge, Combination Power Block/Parry, Combination Parry/Attack

Hand Attacks: Strike(Punch), Knife Hand, Back Hand, Power Punch, Double -Fist Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Backward Sweep, Trip/Leg Hook, Reverse Turning Kick

Jumping Foot Attacks: Jump Kick, Flying Jump Kick

Special Attacks: Leap Attack, Knee, Elbow, Deathblow, Combination Strike/Parry

Weapon Katas: W.P. Staff, W.P. Sai (paired)

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind, Knockout/Stun from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Automatically receive Body Hardening Exercise: Sangeiko/Shochu Geiko. You may select a total of one (1) Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas.

Languages: Japanese

Philosophical Training: Bushido

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Kyokushinkai (5 years), T'ang Su (3 years), Te (4 years)

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Roll with Punch/Fall/Impact, +1 to Parry, +2 to Damage, Critical Strike on a Natural 20, Critical Strike or Knockout/Stun from Behind

Level 2: +1 to Strike, +1 to Maintain Balance

Level 3: +1 Attack per Melee, +1 to Damage, Deathblow on a Natural 20

Level 4: +1 to Parry, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas

Level 5: +1 to Damage, Critical Strike on a Natural 19+

Level 6: +1 Attack per Melee, +1 to Maintain Balance, Knockout/Stun on a Natural 20

Level 7: +1 to Parry/Dodge, Add one (1) level to one (1) Weapon Kata

Level 8: +1 to Strike, +1 to Damage, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas

Level 9: +1 Attack per Melee, Critical Strike on a Natural 18+

Level 10: +1 to Parry/Dodge, +1 to Maintain Balance

Level 11: +1 to Damage, Knockout/Stun on a Natural 19+

Level 12: +1 Attack per Melee, Select one (1) Martial Arts Power from Chi Skills, Martial Arts Techniques, or Special Katas

Level 13: +1 to Parry/Dodge, +1 to Damage, Deathblow on a Natural 19+

Level 14: +1 to Strike, +1 to Maintain Balance

Level 15: +1 Attack per Melee, +2 to Damage, Double Existing Chi

Why Study Shotokan Karate?

A solid, simple martial art that is devastating in combat.

Shotokan Karate

By Kuseru

Entrance Requirements: No Attribute or Alignment Restrictions.

Skill Cost: 12 Years (7 Years as a Secondary Martial Art Style).

The word Shotokan is composed of three kanji characters in Japanese. The *sho* character is taken from the word *matsu* which means pine tree. *To* is the character for waves. Pine Waves is supposed to mean "the sound that pine trees make when the wind blows through their needles." Some people also translate this to mean the waves that pine trees seem to make visually when bending in the wind. The founder of the style, Funakoshi Gichin, signed his works of calligraphy with the pen name *Shoto*. That is where the first part of the name of this type of karate came from. The word *kan* means building. Together, Shotokan refers to the building in which Funakoshi taught karate.

Shotokan is recognizable by its linear, direct punching, blocking, and kicking from low stances. Shotokan emphasizes correct posture, correct joint alignment, and formality of basic technique above all else.

Costume: Karate gi.

Stance: Side stance with one leg forward, the other slightly back, about shoulder width apart, knees slightly bent. One hand is outstretched at eye level, the other is a hands's width in front of the stomach, both hands are held open with the fingers close together.

CHARACTER BONUSES

Add +5 to Chi

Add +2 to P.S.

Add +1 to P.E.

Add +5 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Power Block/Parry.

Hand Attacks: Punch, Spear Hand, Fore-Knuckle Fist, Power Punch, Backhand, Knife Hand, Ridge Hand, One Finger Strike, Power Punch.

Foot Attacks: Trip/Leg Hook, Kick, Snap Kick, Roundhouse Kick, Crescent Kick, Axe Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Body Flip/Throw, Death Blow, Elbow, Knee.

Holds/Locks: None.

Weapon Kata: None.

Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of One (1) Power from among Body Hardening, or Special

Kata.

Language: Japanese.

Philosophical Training: Zen

If this is your Primary Martial Art Style then the following other styles can be learned in a shorter time: Chito Ryu Karate (4 Years), Kyokushinkai Karate (4 Years), Shito Ryu Karate (3 Years), Shorei Ryu Karate (4 Years), Shorinji Ryu Karate (6 Years), or Wado Ryu Karate (5 Years).

LEVEL ADVANCEMENT BONUSES

1st: +1 to Roll with Punch/Fall/Impact, +2 to Damage, Critical Strike on a Natural 20.

2nd: +1 Attack per Melee, +1 to Parry Dodge.

3rd: +1 to Strike, Critical Strike from Behind.

4th: +1 Attack per Melee, Knockout/Stun on a Natural 19 or 20.

5th: Select One (1) Martial Art Power from Body Harding or Special Kata.

6th: +1 to Parry/Dodge, Critical Strike on a Natural 19 or 20.

7th: +2 to Damage, +1 to Strike.

8th: +1 to Roll with Punch/Fall/Impact.

9th: Select One (1) Martial Art Power from Body Harding or Special Kata.

10th: +1 Attack Per Melee.

11th: +1 to Strike, Critical Strike on a Natural 18, 19, or 20.

12th: +1 to Roll with Punch/Fall/Impact, Death Blow on a Natural 20.

13th: +2 to Damage, +1 to Strike.

14th: Select One (1) Martial Art Power from Body Harding or Special Kata.

15th: +1 Attack Per Melee.

WHY STUDY Shotokan Karate?

The Shotokan view is that purity of raw technique is most important. The idea behind this is that one elegant technique will finish off the opponent quickly and efficiently. In situations where there are multiple opponents, such an ability is believed essential because there may not be time to throw more than one technique per opponent, and grappling and getting tangled up with your adversary when two others are also trying to harm you is probably unwise. Therefore, each karate technique is maximized at the expense of learning more complicated defenses in Shotokan training.

Shotokan Karate

By [Harold Nichols](#)

"We fight not for wealth or power, but for the fight itself. What care I for trophies? The thrill of victory and the thought of my next opponent are enough."

-A Shotokan Practioner (SF:TSG)

"I have taught you the secrets of Shotokan Karate, and you have become adequate warriors. You are now carriers of the kiving art of Shotokan Karate - for all martial arts are living arts; they grow and change and conform to the needs of each generation of Sensei and disciple. As with all living things, some generations can be stronger or weaker than their ancestors. You must ensure that the living art of Shotokan never becomesweak. For our style to live on, you must one day share its secrets with others as I have shared them with you. First, however, you must prove yourselves fit to carry on my name and the style of Shotokan. Go into the world to test your knowledge by fire and blood. Should you survive long enough for your own beards to gray with age, then you will know that your Shotokan Karate is strong; then you will know that you are worthy to teach the art. But if you should fall from the path, do not disgrace me by teaching your weak version of the art. Better that the style of Shotokan Karate should die than become a tree that appears great for its age but is rotten and weak inside."

-Gouken, to his students Ken & Ryu (SF:TSG)

China History

Although the ancient origins of karate are extremely vague, we do know that about 1400 years ago while teaching at the Shaolin Temple in China, Daruma Daishi used techniques developed into fighting forms known as Shaolin Boxing.

Okinawa

In the 16th Century, Shaolin Boxing found its way to Okinawa from China. It combined with native Okinawan techniques to develop into several Okinawan styles.

Japan - Master Funakoshi

In 1922, having mastered two major styles in Okinawa, Master Gichin Funakoshi, then President of the Okinawa association of the Spirit of Martial Arts, was chosen to demonstrate karate at the first National Athletic Exhibition in Tokyo. This led to the introduction of the ancient martial art to the rest of Japan. At the urging of friends and officials, he remained in Tokyo to teach.

U.S.A. - Tsutomu Ohshima

Tsutomu Ohshima was one of Master Funakoshi's last direct pupils (1948 - 1953) studying under him while attending Waseda University in Tokyo, Japan. In 1955, Mr. Ohshima came to the United States and was the first man to teach Karate in this country. That same year he organized the Southern California Karate Association, which has grown over the years to become a nationwide organization, Shotokan Karate of America.

Entrance Requirements: Characters must be of an Honorable alignment. Attribute requirements are I.Q.: 12 and M.E.: 10.

Skill Cost: 10 Years (7 Years as a Secondary Martial Art Form)

Costume: Standard Karate outfit

Stance: Feet shoulder's width apart, forward foot pointed ahead and to the outside rear foot point out and to the front, knees bent. Forward arm is held bent at a 90 degree angle with hand open similar to a knife-hand strike, and the rear hand in a fist against the waist.

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.E.

Add 1 to P.P.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Automatic Dodge, Power Block/Parry (does damage!), Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch), Fore-Knuckle Fist, Backhand, Palm Strike, Double-Palm Strike, Duo-Fist Strike.

Basic Foot Attacks: Kick, Snap Kick, Roundhouse Kick, Wheel Kick, Crescent Kick, Axe Kick, Backward Sweep, Tripping/Leg Hook, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick).

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turning Kick.

Special Attacks: Death Blow, Leap Attack, Combination Grab/Kick, ***Butjappo Chagi*** (Special! One opponent is grabbed and another is kick simultaneously. Only takes one melee action, but requires two successful Strike Rolls. Does 1D6 damage to the opponent grabbed and 2D6 damage to the opponent kicked).

Holds/Locks: Arm Hold, Wrist Lock, Elbow Lock.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of three (3) powers from Body Hardening, Zenjorike, and Specialty Katas (Note: Weapons Katas not allowed). If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Japanese

Physical: Gymnastics

Philosophical Training: Bushido

If this is your Primary Martial Arts Form then the following other forms can be learned in a shorter time. Jujutsu (3 Years), Tae Kwon Do Karate (4 Years), or Taido (5 Years).

LEVEL ADVANCEMENT BONUSES

Level 1: +1 to Maintain Balance, Critical Strike from Behind, Death Blow on a roll of Natural 19 or 20

Level 2: +2 to Roll with Punch/Fall/Impact, +2 to Damage

Level 3: +1 Attack per Melee

Level 4: +2 to Parry/Dodge, Critical Strike on Natural 17, 18, 19 or 20

Level 5: +1 to Maintain Balance, +1 to Strike

Level 6: +1 to Roll with Punch/Fall/Impact, +2 to Damage

Level 7: +1 Attack per Melee

Level 8: +1 to Parry/Dodge, Knock-Out/Stun on Natural 18 or better

Level 9: +1 Attack per Melee, +1 to Maintain Balance

Level 10: +1 to Roll with Punch/Fall/Impact, Select Two (2) Additional Martial Arts Powers from Body Hardening, Special Katas, and Zenjorike.

Level 11: +1 to Strike, +2 to Damage

Level 12: +2 to Parry/Dodge, Death Blow on roll of Natural 18, 19 or 20

Level 13: +1 Attack per Melee, +1 to Maintain Balance

Level 14: +1 to Roll with Punch/Fall/Impact, +2 to Damage

Level 15: Select One (1) Additional Martial Arts Power from Body Hardening, Special Katas, and Zenjorike.

Shotokan Ryu KARATE (exclusive)

By Himura_Battosai

Entrance Requirements: Strongly favored by those of honorable alignments.

Skill Cost: Ten Years (6 as a secondary art form)

A Japanese form of Karate descended from Shao Lin Kang Fu. It is not a wide spread form but has gain in popularity because of the actions of Ryu and Ken. Students typically display a strong sense of honor and self-worth. The Dragon punch has become marks this karate form as unique. All most all students of this art are trained in Nippon (Japan), But some masters have started schools in the West Coast of North America.

Costume: Standard Karate Gi some times without sleeve.

Stance: Facing sideways with knees bent, left arm facing opponent chest level, right pulled back to waist. Both hands clenched into fists.

CHARACTER BONUSES

Add 15 To Chi

Add 2 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 3

Escape Moves: Roll With Punch/fall/impact, Maintain balance

Basic Defense: Dodge, parry, Automatic Parry

Advanced Defenses: Multiple dodge, Circular Parry, break fall.

Hand Attacks: Strike (punch), Power punch, upper cut (1D8 damage), Dragon Punch (special) A leaping upper cut. It is a Critical Strike

Basic Foot Attacks: kick attack, snap kick, crescent kick, Axe Kick, Reverse Turning kick, Backward Sweep, leg hook,

Jumping Foot Attacks: Jump Kick, Flying reverse turning Kick

Special Attacks: Death Blow, leap Attack, Body Flip/throw, back roll throw (special) Dodge/throw artist drops to the floor [roll for dodge] and then grabs opponent and throws him behind doing 2D6 damage.

Weapon Katas: None

Modifiers to Attacks: pull punch, Knock out/Stun, Critical Strike, Critical strike from behind

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select 3 powers from body Hardening, Chi mastery, or Martial art Techniques. Powers may be exchanged for basic skill programs (excluding physical) on a one-for-one basis, as desired.

Language: Japanese

Cultural Skills: (choose one) Calligraphy, Haiku, Go

Philosophical Training: Bushido or Zen

If this is your primary martial arts form, the following styles may be learned in a shorter period of time: Te (3 years), Shao Lin (5 years), Tae Kwan Do (3 years), Kyokushinkai Karate (4 Years)

LEVEL ADVANCEMENT BONUSES

1st + 1 Roll with punch/fall/impact, + 2 strike, Critical Strike from behind, knock out from behind.

2nd + 1 Attack per Melee, +1 Parry/Dodge

3rd + 1 roll with punch/fall/impact, + 1 Strike, + 1 leap

4th + 1 Attack per melee, knockout/stun 19-20, death blow 19-20

5th + 1 parry/dodge, +1 damage + 2 Maintain balance, choose one additional power from body Hardening, Chi mastery, or Martial art Techniques.

6th+ 1 Attack per Melee, + 2 Strike, + 1 damage

7th +1 leap, + 2 parry/dodge, critical Strike 18-20

8th + 1 attack, + 1 roll with punch/fall/impact, + 2 maintain balance

9th + 1 to strike, choose one additional power from body Hardening, Chi mastery, or Martial art Techniques.

10th + 1 Attack per melee, + 1 Roll with punch/fall/impact

11th +2 damage, choose one additional power from body Hardening, Chi mastery, or Martial art Techniques.

12th + 1 parry/dodge, + 1 leap, + 1 Strike, Double Chi

13th +1 roll with punch/fall/impact, Death Blow18-20

14th + 1 Attack per melee, + 1 parry/dodge +1 leap

15th + 2 strike, add one Zenjorike power

WHY STUDY Shotokan Ryu?

It is considered one of the coolest martial art forms right now. It is aggressive and well rounded form with few disadvantages.

Shuai Chiao

By [Todd Sterrett](#)

Shuai Chiao is one of the most ancient martial arts. The first Emperor of China was said to be skilled in its practice. The earliest form of this art was practiced by the Mongolians and northern Chinese and involved contest of skill and danger. Two warriors would stand in a circle with large horns either strapped to their head or on some sort of helm. They would then try to gorge the other or throw their opponent to the ground. Today the horns are gone, but the art still has a strong sporting element in addition to its value as a combat form.

There are many styles of Shuai Chiao, but the most prominent are Tientsin, Peking, and BaoDin. Tientsin style uses the arms in a swinging motion to test the opponent and to feel when there is a chance to apply a holding technique. The movements in Peking style are smaller, emphasizing the hold position and keeping the opponent's hands at a distance. The tight-fitting uniform in Peking Shuai Chiao also makes getting a firm hold more difficult. The third style is the BaoDin style of Shuai Chiao, also known as kuai Chico (fast wrestling). It is the most famous of the three principal styles and most widely practiced world wide. BaoDin style is distinguished by its larger movements and the speed and power of its techniques. As soon as contact is made during a Shuai Chiao match the BaoDin warrior immediately tries to use a technique rather than tentatively grasping and testing the opponent.

Shuai Chiao schools can be found in many major US cities, Hong Kong, China, and Mongolia. Shuai Chiao is thought to be the mother art of such styles as Jujitsu and Sumo.

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 11 Years (6 Years as a Secondary Martial Art Form)

Costume: Varies. Can range from informal sweats and a tee-shirt to traditional kung fu uniforms to modified Judo Gi's.

Stance: Slightly slouched, feet at a right angle. Facing is slightly off center and the lead arm is slightly extended palm up.

CHARACTER BONUSES

Add 2 to P.S.

Add 2 to P.E.

Add 2 to P.P.

Add 10 to S.D.C.

COMBAT SKILLS

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.

Basic Defense Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Automatic Roll, Combo Parry/Attack, Disarm.

Hand Attacks: Strike (Punch), Palm Strike, Knife Hand, Claw, Fingertip.

Basic Foot Attacks: Kick, Snap Kick, Backward Sweep, Tripping/Leg Hook.

Jumping Foot Attacks: None.

Special Attacks: Death Blow, Leap Attack, Combination Grab/Kick, Body Filp/Throw, Knee, Forearm, Elbow.

Holds/Locks: Arm Hold, Body Hold, Leg Hold, Neck Hold, Combination Hold/Strike.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear, Critical Body

Flip/Throw.

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Select a total of three (3) powers from among Body Hardening (Note: Demon Hunter Body Hardening are not available at first level) or Specialty Katas (Note: Weapons Katas are allowed, but Chi Kata are not). If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Chinese or Mongolian

Physical: Gymnastics, Wrestling

Philosophical Training: Buddhism

If this is your Primary Martial Arts Form then the following other forms can be learned in a shorter time. Ch'a Ch'uan Kung Fu (5 Years), Ch'in-Na (4 Years), Jujutsu (3 Years), and Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

Level 1: +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 Damage, Critical Strike on a Natural 20.

Level 2: +1 Strike, +1 Maintain Balance, Critical Strike from rear.

Level 3: +1 Attack per Melee, +1 Body Flip/Throw (does 2D6 damage)

Level 4: Select (1) Martial Art Power from Atemi, Body Hardening (no Demon Hunter), or Special Kata (no Chi Kata), +1 to Roll with Punch/Fall/Impact, KO/Stun on a natural 19 or 20.

Level 5: +1 Parry/Dodge, +1 Damage

Level 6: +1 Disarm, Death Blow on a Natural 20.

Level 7: Select (1) Martial Art Power from Atemi, Body Hardening (Including Demon Hunter), or Special Kata (no Chi Kata), +1 Maintain Balance

Level 8: +1 Attack per Melee, +1 Roll with Punch/Fall/Impact

Level 9: +1 Leap (add 4 feet), +1 Damage

Level 10: +1 Strike, +1 Parry/Dodge

Level 11: Select (1) Martial Art Power from Atemi, Body Hardening (Including Demon Hunter), or Special Kata (no Chi Kata), +1 Body Flip/Throw.

Level 12: +1 Attack per Melee, +1 to Maintain Balance

Level 13: +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 18, 19, or 20.

Level 14: Select (1) Martial Art Power from Atemi, Body Hardening (Including Demon Hunter), or Special Kata (Including Chi Kata), +1 to Damage

Level 15: +1 Attack per Melee, +1 Roll with Punch/Fall/Impact.

Why Study Shuai Chiao?

A versatile and practical art. Shuai Chiao is usefully in a wide variety of situations. It is most effective against a single attacker, but a fighter trained in this art can handle multiple attackers. Each shuai-chiao technique bears the internal composition of yin-yang; that is, a twofold element. The opponent may find his head and upper torso being slammed into the ground while his feet are swept out from under him. The opponent might find his leg captured or grabbed simultaneous with a strike to his throat.

A little something I whipped up in response to Jim's request. I like it, he liked it. You *will* like it. :)

SHURIKENDO

by
Lee Casebolt

ENTRANCE REQUIREMENTS: None, other than a student must be (or once have been) a member of the Order of Fafnir.

The Order of Fafnir, as a millenia-old martial order dedicated to hunting supernatural creatures, has had a plethora of master martial artists within its ranks. Each had their own unique skills and methods; their own edge against the beasts they faced. Unfortunately, each style had flaws, and every approach was inadequate in its own way. Most of these weaknesses revolved around one consistent problem - all the various martial arts were designed to fight humans, not superhumans. The Order's warriors were well aware that the techniques that worked so well against even the strongest human opponent frequently failed against a vampire, Were, or Nightbane. Something new was needed.

This in mind, the Clans which form the Order convened a meeting of their most skilled and experienced warriors for the purpose of devising a method of combat specifically for battle with the supernatural. Months of argument and debate over techniques and methods followed, until finally a set of guiding principles was agreed upon. The system must be weapon-based, all agreed. Who, after all, wished to fight a demon hand-to-hand? However, it must be flexible enough to work with a variety of weapons, and even, in dire emergency, in the absence of weapons. Defense would be a top priority, and that defense should be based upon movement and avoidance, rather than hard blocks and parries. At the same time, the movements must be those practical even while in heavy armor - the intricate, acrobatic movements many favored were abandoned for this system. Finally, attention must be paid to the internal, not merely the external. No human could hope to face a vampire on equal terms physically; he (or she) must develop more esoteric skills, as well.

Once these guiding principles were set down, the true work began - selecting techniques and methods to follow. From Japanese *kenjitsu* to Italian rapier fencing, from the Filipino art of *kali* to Zulu stick fighting techniques, all the various methods which the Order members knew were dissected for examination. That which fit was adopted; the rest was discarded. The resulting mish-mash was slowly refined, with new methods being developed to replace older techniques that were found lacking. After over ten years of work, the Wyrms were satisfied with the result, which they named Shurikendo - The Way of the Secret Sword.

Despite the name, students of Shurikendo are taught the use of a variety of weapons, as well as unarmed skills, all under a unified principle of combat. First and foremost, a Shurikendo practitioner seeks distance; being in the grasp of a Were or vampire is death, but at sword's length one has a fighting chance. In Shurikendo, one avoids an attack completely, rather than meeting it with a blocking weapon, and responds almost instantly with attacks to vital areas. Movements are subtle and precise, so an opponent's attack may miss by mere millimeters, or glance harmlessly off of armor. Weapon work is varied, with attacks from all angles.

COSTUME: No official costume; warriors are often armored for battle, with details varying by personal and/or Clan preference.

STANCE: Varies with the weapon being used, but tends towards a small, fencer-like stance, with the body at nearly a 90 degree angle from the opponent, and the weapon held in one of a variety of offensive positions.

CHARACTER BONUSES:

Add 10 to CHI

Add 2 to ME

Add 2 to PP

Add 1 to PE

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Automatic Roll, Automatic Dodge, Multiple Dodge, Breakfall, Disarm

Hand Attacks: Strike (punch), Palm Strike

Basic Foot Attacks: Snap Kick, Kick Attack, Tripping/Leg Hooks, Push Kick (SPECIAL! Does 1d4 damage, and opponent is forced out of combat range. Opponent also loses initiative. A successful Roll with Punch/Fall/Impact results in no damage, but the victim is still forced back.)

Special Attacks: Death Blow, Elbow, Knee, Body Flip/Throw, Floor Lunge (SPECIAL! A Combination Dodge/Strike with a weapon, where the character dives low to avoid an attack, while simultaneously counterattacking with a handheld weapon. No bonuses to Strike or Dodge, but no automatic defenses {ie, automatic parry, automatic dodge} may be used against this attack - all defenses use up one melee attack/action), Critical Flip/Throw

Holds/Locks: Body Hold

Weapon Katas: W.P. Sword, plus one other W.P. of choice

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from behind

SKILLS INCLUDED IN TRAINING:

Martial Arts Abilities and Powers: Select two from Body Hardening Exercises (including Demon Hunter), Martial Arts Techniques (including Advanced), and/or Special Katas (including Chi Katas).

Language: None

Technical: Lore: Demons and Monsters, Lore: Vampires

Philosophical Training: None

LEVEL ADVANCEMENT BONUSES:

1st: +2 to Roll with Punch/Fall/Impact, +2 to Dodge, Critical Strike from behind

2nd: +1 to Strike, Critical Strike on Natural 19 or 20

3rd: +1 to Parry/Dodge, +1 to Body Flip/Throw

4th: Select one additional ability from Body Hardening Exercises (including Demon Hunter), Martial Arts Techniques (including Advanced), or Special Katas (including Chi Katas)

5th: +1 to Initiative, +2 to Damage

6th: +1 to Breakfall, +2 to Disarm

7th: Add one attack per melee round, +1 to Maintain Balance

8th: Death Blow on Natural 19 or 20

9th: Critical Strike on Natural 17, 18, 19, or 20, +1 to Strike

10th: Select one additional ability from Body Hardening Exercises (including Demon Hunter), Martial Arts Techniques (including Advanced), or Special Katas (including Chi Katas)

11th: Add one attack per melee

12th: +1 to Strike, +1 to Parry/Dodge

13th: +2 to Roll with Punch/Fall/Impact, +2 to Breakfall

14th: Double existing chi

15th: Add one *Zenjoriki* power

WHY STUDY SHURIKENDO? To fight supernatural evil. No art is as uniquely suited to one-on-one combat with vampires, demons, and werewolves as Shurikendo. It offers a mix of weapons and internal skills, but is somewhat weaker than other arts in unarmed combat.

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Welcome

Internet Antics

I have been around the internet for quite some time and thought I would share some of the wonderful things people say to one another in a chat room *rolling eyes*. Chatting is fun, but some people take it waaaaaay too seriously. I have learned much since I first turned on the power button of my computer, (gawd I love my HTML *hehehehe*). So this is for YOU, the visitor to use or peruse as you see fit..and learn that there are many types of people surfing around here! Some nice..and some NOT SO NICE..*LOL* ~ I hope you enjoy your stay, and maybe get some laughs, but most of all have fun because this is meant to amuse and not harm a soul ~
wink

I go by the name of [Silky](#) while chatting here on the great World Wide Web, at the [Chathouse](#) and usually in the [The Ladies Room](#)

Wavs

Warning! ~ Some of these wavs may be offensive..please listen with caution

Handles

Those oh so smooth lines you just love!

Sweet Essence

~Savor IT!~

It's Delicate

...ohhh what an art...

Comp Cons

For those who want to be safe!..*lol*

Politically Correct?

Ways to tell someone...they are ~ ...

Golf?

...Now THESE are lessons...

Submit One

Have you seen a HANDLE or "COME ON" line?..please tell me about it..*w*

How To...

treat YOURS...

Tags

Tags that I made..you need one??

Friends

Go awww...take a lookie
You know you wanna see what they look like!..*pimp*

Songs

Various songs and code to add to your own page

Html Help

Having probs with HTML?

WhoMe



Silky

"..We have sooooo much in common.."

...*efg*...

...*Grope*...

Go awwwww.. Sign IT!



Take A Peek!



I use a font called BernhardFashion BT, throughout my site,
If you wish to see some things as they were meant to be seen,
You may download it [Here](#)

Just Unzip and place it in your fonts
folder in Windows.

00020119



~...Wavs...~

STFU for 10 seconds

Is it possible for you to shut the F up for 10 seconds

2 sexy

song...Too Sexy

3 steps

You would need three promotions to get to be an AH

BS artist

OH! A BS artist

Asking You

I don't remember asking you a GD thing!

Pardon my French

Pardon my French
But you're an AH

Pissed Off

I'm so pissed at you that I could rip your T off and Staple them to your ankles

Bananas

This guy couldn't get layed in a monkey WH with a bag of bananas!

One More ?

You ask me one more question and I'm going to beat the S outta you

Be-Blunt

Butt Out

You have nothing to contribute to this so stay theF*** out!

I'm In Control

Oh I'm in control, cause right now I would like to ring your f'ing neck but I'm not going to

I wouldn't If I were YOU!

DON'T F*** WITH ME
FELLAS!

Take Off Dress

song!

Egotist

YOU are the most egotistical self deluded person that I have ever met

Vibrator

Well, I'd rather get **** by a vibrator than your....anyday

On My Forehead?

Excuse me, but do I have "F" me written on my forehead?

Get Lost

Get Lost you maggots!

BRAINS???

Might I suggest that from this moment the rest of this discourse is conducted by those with brains LARGER than a

Imbecile

Oh,he's an imbecile probably from birth, the man's a complete idiot

Insults

various insults

Kick Crap Outta Ya!

listen to me you, when i catch you I'm gonna rip your eyes out and shove them down your pants, so you can see me kick the crap outta you

Phonics Master

You obviously have a wonderful economy with words..I look forward to your next syllable..with great eagerness!

You Really ARE!

You really are aAH

RUDE

You are interrupting my conversation..and that's rude...so get the F outta here

Outside with Ya!

Why don't you run outside and jerk yourself a soda

Stupidest

This could very well be the stupidest person on the face of the earth!

Whip ME!

If I may be so blunt
who gives a s***

ouch~just watching

My a** hurts just
watching this

Badboy

hmmm baby...whatta
badboy you are

BIKER

Who ya calling jerk...etc..

BadGirl

I'm a bad girl...
moan..*whip snap*

wow ~ so SMALL

That has got to be the
smallest thing I have
seen in my whole life

grape!

Handcuffs

You sound like a nasty little
boy who needs to be handcuffed...
whoooooo...snap of whip
don't worry I won't hurt you
WHOOOOOO

Hotter

YOU got me hotter
than Georgia asphalt

They're Showing!

*yer b**** are showing*

FreeTime

You got too much free
.... time on your hands

Have IT

HEY SHUDDUP!..
yeah we're trying to have
.....over here

teeny voice..help me I
can't...*whip
snapping*...*MOAN*...

Who ARE YOU

Who the "F" are you to tell me
what to do

Who's Who

these guys are in the who's who of
AH'S

Happy to SEE me

Is that your mouse you're holding
or are you just excited to see me

In My LAP

Tonight I'm going to lapdance
every midget in the house

Admirer

Well whaddaya know I got an
admiweah

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Martial Art Styles T

Name	Game	Application	Country	Author
Tae Kwon Do	Any	Quickie	Korea	Kuseru
Taizu Quan	N&S	Conversion	China	Hibik
Tan Tui	N&S	Conversion	China	Hibik
Tarken De'irth	PF	Fiction	NA	Sinestus
Tai Chi	Any	Quickie	China	Kuseru
Tatsumi Ryu	N&S	Conversion	Japan	Kuseru
Tendo Ryu Naginatajutsu	N&S	Conversion	Japan	Kuseru
Tendo Ryu Karate	N&S	Fiction	Japan	Daimyo Shi
Tengu-Jutsu	N&S	Fiction	Japan	Mantisking
Tenshin Shoden Katori Shinto-ryu Kenjutsu	N&S	Conversion	Japan	Kuseru
Tetsu Jumoku Ryu	N&S	Fiction	Japan	Mantisking
The Art of the Bow	PF	Fiction	NA	Sinestus
The way of Defence	N&S	Fiction	Unkown	Sinestus
The Arte of Defence*	N&S	Conversion	Europe	Lee Casebolt
The Kuonji School of Okonomiyaki Chef	N&S	Fiction	Japan	Cutter Kinseeker
Three Winds	N&S	Fiction	Unkown	Sinestus
Tickle-Fu	N&S	Humor	Worldwide	Mantisking
Tieh-Min Pai	N&S	Fiction	China	GigaDragon
Titan Swordsmanship	PF	Fiction	NA	Mephisto
Tobu Tsuken Ryu Kenjutsu	N&S	Fiction	Japan	Mantisking
Triad	Rifts	Fiction	NA	Brett Hegr
Troll Natural Combat	PF	Fiction	NA	Mephisto
Tsang Chuna	N&S	Conversion	China (Tibet)	Mantisking
Tsou Sheng Kung Fu	N&S	Fiction	China	KnightFall
Twin Spheres Kung Fu	N&S	Fiction	China	Sinestus

Number of Styles: 25



Hand to Hand: Tae Kwon Do (Quickie version)

By Kuseru

NOTE: Does not get "two attacks for living"!

Tae Kwon Do "Way of hands and feet" is a striking martial art. Kicks and punches are combined efficiently for the best possible attack. A very kick oriented martial art.

Requirements: Three skill selections.

Attacks Per Melee: 2

Basic Moves and Special Techniques: Roll with Punch/Fall/Impact, Dodge, Parry, Auto Parry, Punch, Palm Strike, Kick, Snap Kick, Roundhouse Kick, Jump Kick, Backward Sweep, Reverse Turning Kick, Drop Kick, Knock-Out/Stun, Critical Strike.

Level Advancement Bonuses

1st: +2 to roll with punch/fall/impact and +2 to strike.

2nd: Two additional attacks per melee round.

3rd: Knife Hand or Backhand.

4th: +2 to parry and dodge.

5th: One additional attack per melee round.

6th: Leap Attack.

7th: One additional attack per melee round.

8th: +2 to roll with punch/fall/impact and +1 to strike.

9th: Knockout/stun on an unmodified roll of 18, 19 or 20.

10th: +2 to damage.

11th: One additional attack per melee round.

12th: Critical strike on an unmodified roll of 18, 19 or 20.

13th: One additional attack per melee round.

14th: Death Blow on a Natural 19 or 20.

15th: +2 to parry and dodge.