MARTIAL ARTS

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MARTIAL ARTS PROFICIENCY COSTS

Description	Weapon proficiency slot cost
Initial cost of learning martial arts style	2
Cost per manoeuvre	1
Cost per manoeuvre, if the manoeuvre is not taught by the martial arts style (this will also require finding a willing tutor.)	2
Attack improvement: attack rate improves by 1 attack per 2 rounds, +1 point of additional attack damage, -1 bonus to AC.	1
Per weapon skill restricted to fighters only, if approved of by style.	1
Per weapon skill restricted to fighters only, if not approved of by style (this will also require finding a willing tutor.)	2

Notes:

Each style has a base attack rate, a base attack damage, a base armour class, a principal attack, a style type, and a number of special manoeuvres which users of the style can learn. Each manoeuvre is listed by number as well as name, so that styles can easily list all the manoeuvres available to that style. Lower numbered manoeuvres must be learnt before high numbered manoeuvres, eg. if a style has the Kick 1 and Kick 3 manoeuvres, the practitioner must learn Kick 1 before he can learn Kick 3.

Attack bonuses:

Users of hard styles may use their Strength bonuses for TH and damage rolls for all attacks. Users of soft styles may use their Dexterity bonuses for TH and damage rolls for all attacks. Users of hard/soft styles may use either their Strength bonuses or their Dexterity bonuses, and their choice must be made when the character first learns the martial arts style.

MARTIAL ARTS MANOEUVRES

Mental and Physical Training			These manoeuvres are gained by the character in the course of his training, and reflect his control over mind and body. They can be learned by practitioners of any style.
	1	Meditation	The character learns to relax his mind while still conscious, going into a trance-like state. This state is similar to sleep, except that the character has a +2 bonus against surprise (as compared to being fully asleep), and can be fully rested in two-thirds of the time needed with proper sleep.
	2	All-around Sight	The character is more attuned to his immediate surroundings, and is able to keep track of opponents on all sides of him, provided they are not invisible. Thus the character can never be struck from behind nor suffer rear-attack penalties. This manoeuvre is constantly in effect.
	3	Mental Resistance	The mental exercises of the character have strengthened his will, and he receives a +2 bonus to all saves vs mental attacks (similar to the Wisdom bonus). This manoeuvre is always in effect.
	4	Blind Fighting	This is the same as the non-weapon proficiency Blind Fighting. If the character has that, he is considered to have this one too.
	5	Ironskin	Rigorous physical training has toughened the character's muscles and skin to the point where he can harden them like iron. His armour class is improved by 2 when wearing no other armour, and providing he is aware of the attack.
	5	Flowing Water	As an alternative to Ironskin, the character can learn a series of movements which help in the evasion of blows, giving him a bonus of 2 to his armour class, provided he is wearing no armour, and is aware of the attack.

Kick			The Kick manoeuvres use the power of the leg to deliver strikes.
	1	Backward Kick	The character kicks directly backward or over the head, and does not need to turn and face the attacker.
	2	Circle Kick	The character builds up power by spinning in a complete circle before landing the kick. On a successful hit, the character causes double damage. On an unsuccessful hit, he loses his next attack.
	3	Flying Kick	The character leaps high into the air and delivers a kick at head height. The attack requires a 5' run-up. On a successful hit, the character causes triple damage. On an unsuccessful hit, he falls to the ground, and must spend a round getting to his feet.

Strike			The Strike manoeuvres use the hand or fist to deliver blows.
	1	Iron Fist	Through various toughening exercises, the character has hardened his hands so much that they feel like steel. On a successful blow, the character will do 1-10 points of damage, if the primary body part is the hand. If not, he can do 1-10 points on one attack during the round.
	2	Crushing Blow	The character is able to shatter or break hard objects with a blow of his hand, including wood, ceramics and masonry, but not metal. He can break up to ½" of wood or ¼" of brittle stone per level, modified by the shape, hardness and age of the object. If used against a living target, the character causes normal damage plus 1 point per level. Crushing blow requires great concentration and is the only action a character can take during the round. It requires a normal TH roll (DM determines AC of target). If the TH roll misses when striking a hard object, the character takes normal attack damage, and his hand is unusable for 24 hours.
	3	Eagle Claw	Through physical exercise and concentration, the character can summon immense crushing strength into his hand. On a successful TH roll he can shatter objects (snap spear shafts, crush stones, etc.), crush metal objects, and cause 3d10 points of damage on an attack. This requires great concentration, and is the only action a character can take during the round.

Movement			This method relies on the training of the character in the control and positioning of his body - posture, stances and reflexes.
	1	Feint	A feint is a trick where the character begins an attack in one direction and then changes to another direction. It requires one attack to execute, and requires a successful TH roll. If successful, the character's next attack is at +2.
	2	Prone Fighting	The character is able to fight effectively while on the ground. This manoeuvre is in constant effect. The character can perform no manoeuvre other than Instant Stand.
	3	Immovability	By careful positioning and learning to tense and relax certain muscles, the character can avoid being knocked, lifted, or thrown off his feet. The character gets a save vs paralysation. If successful, he stays where he is.
	4	Missile Deflection	Relying on reflexes, the character can avoid non-magical missile attacks (including magical arrows/bolts). The character must be aware of the attack. On a successful save vs paralysation, the character has avoided or deflected the missile.
	5	Leap	The character is able to perform extraordinary feats of springing and leaping by channelling his inner powers. From a standing start, he can spring 4' up and 3' forward plus 1' per level, and can automatically flip in mid-air to change his facing. From a running start, he can spring 8' up and 10' forward, plus 1' per level, but this requires at least a 10' run-up. Each leap counts as one attack, and the character must make a successful save vs paralysation to land safely, otherwise he falls to the ground on landing (possibly taking damage).
	6	Speed	The character has developed lightning-fast reflexes and powerful muscles by concentrating and learning control. He is allowed twice the normal number of melee attacks and double his normal combat movement rate for up to 5 rounds, once per day. After this time, the character must rest for 2-8 rounds, defending only (no spells/psionics), and moving at only half normal rate.
	7	Slow Resistance	Having developed his body and disciplined his mind, the character is immune to the effects of Slow.

Push			Pushing is a soft form of combat, primarily protective. It relies on a character's understanding of the forces of motion, turning an opponent's force against him, deflecting his attack, and knocking him backward. This art requires mental discipline, but very little strength.
	1	Concentrated Push	The character focuses his inner energy into his hands, giving him great results even from a gentle push. It requires a normal attack roll. If this hits, the victim is pushed back 1' per level. If he is pushed back more than 3', he must save vs paralysation to stay on his feet. If he hits a solid object, he takes damage as if he had fallen that distance. If the attack misses, the character has a +2 penalty to his AC for the remainder of the round.
	2	Sticking Touch	By lightly placing his hand on an opponent, the character can follow the opponent's every move. A normal TH roll must be made (causing no damage). To break the touch, the opponent must move in a way or at a speed beyond the character's abilities. While in contact, the character has +2 on all TH rolls against the opponent, and his AC vs the opponent improves by 2.
	3	One Finger	The character learns to use his inner force so as to be able to use Concentrated Push at a distance of 1' per level from the opponent. One Finger requires great concentration and is the only action that may be attempted during the round. A normal TH roll is required; if successful, the opponent is affected as if hit by Concentrated Push; if unsuccessful, there is no adverse effect.

Lock			Locking is the art of gripping an opponent in such a way that prevents him from acting, or to choke off breathing and blood flow.
	1	Choke Hold	On a successful hit, the character maintains his hold on the target (and can make no other attacks) until the end of the following round, when the victim falls unconscious and remains so for 1-3 rounds. The victim can escape by making a successful TH roll at -2, attempting once per available attack.
	2	Locking Block	On a successful hit, the character has trapped his opponent's weapon, arm or leg in a scissors-lock, and it cannot be used to make attacks. The opponent can escape by making a successful TH roll and expending an attack. If successful, the character can make attacks with the feet at +4 while the opponent is held. When unsuccessfully used against a weapon, the character takes normal damage from the weapon.
	3	Incapacitator	By gripping the opponent and twisting the joints, the character can render one finger, arm or leg useless for 24 hours. The victim may make a saving throw vs paralysation to avoid the effects. The appropriate limb is rendered useless if the saving throw fails.
	4	Immobiliser	With one hand the character can grip and hold an opponent in a way that prevents him from taking any action. Immobilised characters may escape by making a successful TH roll at -6 and spending one round to do it. The victim is unable to attack or defend. The character can still make attacks with his free hand or legs. If unsuccessful, the character has a -4 modifier on his next attack.

Throw			Throwing gives the character manoeuvres which are designed to throw opponents using the body, or to recover from throws himself.
	1	Fall	This is the first manoeuvre a student of this style will learn. He learns to fall and roll, absorbing the impact of the fall. Once learned, the character takes ½ damage from any falls where he can roll.
	2	Instant Stand	The character learns how to get to his feet quickly, either by rolling and standing, or by jumping. This will allow him to get to his feet in the time required for one attack, instead of the normal 1 round.
	3	Hurl	This throw relies mainly on strength. The character makes a normal TH roll (modified by Strength, not Dexterity) to pick up his opponent and throw him to the ground 1d4 feet away. The victim takes double normal damage. If the character fails his TH roll, he loses all remaining attacks for the round, and automatically loses initiative for the next round.
	4	Great Throw	Using leverage and the opponent's momentum, the character is able to throw his victim a great distance. A normal TH roll is made. If the target is stationary, the character can throw him 1' per level, and if he is charging, can throw him 6' plus 1' per level. The victim suffers triple normal damage. If the character misses his TH roll, the opponent has countered, and the character is thrown off his feet, automatically losing initiative the next round.

Vital Area			The Vital Area method is much like strike in that it relies on the blow for effect, but concentrates on striking at the weak points on an opponent. The Vital Area method requires a knowledge of anatomy and can only be used against humanoid opponents.
	1	Pain Touch	By pressing his finger against specific points on the body, the character can cause great pain in his victim. It requires a normal TH roll, and may not be effective against certain types of armour. If hit, the victim feels like he is on fire, and suffers -2 TH and +2 to AC for 1-3 rounds.
	2	Stunning Touch	With a light slap of his fingers in the correct place, the character can stun and daze his opponent. This is treated as a normal attack. If the victim fails a save vs paralysation, he is stunned for 1-4 rounds, unable to take any action.
	3	Paralysing Touch	By placing pressure on specific nerve junctions, the character can paralyse his victim. This is treated as a normal attack. If the victim fails a save vs paralysation, he is unable to move for 1-6 turns.
	4	Distance Death	The character learns this by trying to extend his power from his finger so as to affect them without touching them. When mastered, the character can apply the effects of Pain, Stunning, or Paralysing at a distance of 1' per level, or can do extra damage on a normal attack at this range. If used, no other action can be taken during the round. If Pain is selected, the victim gets no saving throw; if Stunning, he saves at -2; Paralysing is normal. If Distance Death is used as a normal attack, the victim takes triple damage.

SAMPLE MARTIAL ARTS STYLES

Name	No. of attacks	Base Damage	Base AC	Principal attack and type	Special manoeuvres	Weapons
Aikido	1/1	1-4	6	Body, soft	Mental 1,3 Move 3 Lock 1,2,3,4 Throw 1,2,3,4	
Boxing	2/1	1-8	7	Hand, hard	Mental 2,5 Strike 1 Move 1,6	None
Escrima	2/1	1-8	5	Body, hard/soft	Mental 2,3,4 Kick 1 Move 2,6 Push 2 Lock 1,2,3,4 Throw 1,3	Short sword Dagger Jo stick
Hwarang-do	2/1	1-6	7	None, hard/soft	Mental 1,2,4 Kick 2 Strike 1 Push 1,2 Lock 1,2,3 Throw 1,3 Vital area 1,2,3	None
Jujitsu	2/1	1-6	7	Hand, soft	Mental 1,2,3 Move 1,3 Throw 1,2,3,4 Vital area 1,2	None
Karate	3/1	1-6	8	Hand, hard	Mental 1 Kick 2 Strike 1,2,3 Movement 1	None
Kobu-jitsu	2/1	Weapon +4	8	Weapon, hard	Mental 1	Staff, Sai
Kung-fu	2/1	1-6	6	Hand, hard	Mental 5 Kick 3 Strike 1,2 Move 4 Lock 1,2,3	None
Ninjitsu	2/1	1-8	7	Hand, soft	Mental 2,4 Strike 1 Move 2,5 Lock 3 Throw 1,3 Vital area 1,2	None
Pankration, classical	2/1	1-6	7	Hand or body, hard	Strike 1 Move 1,3 Throw 3,4	None
Pankration, freestyle	2/1	1-8	8	None, hard	Kick 2,3 Strike 1 Move 2 Lock 1,3 Throw 3 Vital area 1,2	None

Pentjak-silat	2/1	1-8	6	Hand and foot, hard/soft	Mental 4 Kick 2 Move 1,2,5 Lock 1 Throw 1,2,3,4	Scimitar Whip
Savate	2/1	1-8	8	Foot, hard	Kick 1,2,3	None
Shotokan	2/1	1-8	8	Hand, hard	Mental 1 Kick 2 Strike 1,2,3 Movement 1,3	None
Sumai	2/1	1-6	7	Body or hand, hard	Mental 1,5 Strike 1,2 Movement 3 Push 1,2 Throw 1,3,4	None
Tae Kwon Do	1/1	1-8	8	Foot, hard	Kick 1,2,3 Strike 1 Move 5 Throw 4	None
Thai Kick Boxing	2/1	1-8	7	Hand and Foot, hard	Kick 1,2,3 Strike 1 Move 1	None
White Crane	1/1	1-6	5	Hand or foot, soft	Mental 1 Kick 2 Strike 1 Move 6 Vital area 1,2,3,4	None
Wing chun	2/1	1-6	6	Hand, hard/soft	Mental 1 Strike 1,2,3 Move 6 Lock 2	Dagger Staff
Wrestling	1/1	1-4	6	Body, hard/soft	Move 2,3 Lock 1,3,4 Throw 3,4 Vital area 1	None