

Martial Arts Mayhem, Part II

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Introduction

Martial Arts Mayhem is a supplement for the *d20 Modern™ Roleplaying Game* by Wizards of the Coast. There are three parts to the supplement.

- I. Feats: These new martial arts feats complement those found in the *d20 Modern Roleplaying Game*. They generally add to class bonus feat lists.
- II. Schools: Heroes who develop certain skills and learn certain feats may be students of particular martial arts schools. When they meet the requirements of a school, they gain its benefits.
- III. Secret Techniques: These are secret, powerful blows, grips, holds, and other techniques taught only to the most dedicated students. Their prerequisites and restrictions balance them against other feats, and characters learn them just like feats.

Using This Material

Unarmed combat feats like Brawl, Combat Martial Arts, and Defensive Martial Arts assume that heroes with the feats have some training and experience in hand-to-hand combat. Heroes who dedicate themselves to a particular style of unarmed fighting are assumed to have joined a school that teaches that style.

A martial arts school is a collection of abilities derived from feats and skills. The Deft Touch School, for instance, emphasizes knowledge of anatomy and precise strikes to pressure points. This supplement provides example schools while not claiming to duplicate any particular real world martial art.

Martial arts schools are not feats, nor are they prestige classes. When heroes meet the prerequisites for a school, they gain the school's benefit and may use it within the restrictions of the rules. Schools have several degrees of mastery, with more benefits for more dedicated students. Heroes may master as many schools as they wish, provided they meet all the prerequisites for each school.

Sifu Park, master of the 3rd Avenue Night School of Tae-Bo and Aerobics, offers suggestions for each school. Be wary, student, that while Sifu Park can show you the Way, only you can choose to walk it.

Rule 0

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

Schools

This is the second part of a martial arts supplement brought to you by The Game Mechanics, Inc. This supplement complements the material found in the *d20 Modern Roleplaying Game*, Chapter Three: Feats and Chapter Five: Combat. You can use this material alone, or with the other two parts of the supplement.

Note: Prerequisites marked with an asterisk (*) appear in [Martial Arts Mayhem, Part I](#).

The Deft Touch School

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

Deft Touch combat techniques use precise fingertip strikes to specific pressure points and nerve clusters. It is a gentle-looking art that relies on education and accuracy rather than brute strength.

1st Degree Mastery

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

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

2nd Degree Mastery

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

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

Losing Prerequisites

Schools work like feats: If you lose a prerequisite, you can't use the benefit of the school. Once you regain the prerequisite, you regain the benefits.

For example, if your hero was a 3rd Degree Master of Deft Touch and took enough ability score damage to lower her Wisdom below 13, she would lose the ability to use Stunning Fist, Nauseating Punch, Blinding Punch, Paralyzing Strike, and all the benefits of the Deft Touch school. When her Wisdom returned to 13, she would immediately be able to use Stunning Fist and the 1st Degree Mastery benefit again. When her Wisdom rose to 15, she would have full use of the school.

additional creature types when the increase occurs. This benefit applies to Paralyzing Strike when you learn it; and to the 3rd Degree Mastery benefit when you gain it.

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

3rd Degree Mastery

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

Benefits: You may make an unarmed melee attack to do 1d4 points of temporary Strength damage to your opponent for every 4 character levels you have (maximum 5d4). This counts as one of your stunning attacks. You can only use this benefit against creatures susceptible to your Stunning Fist attacks.

Sifu Park suggests, "Deft Touch is an excellent choice for students lacking great physical strength. Great strength does not increase the effect of the school's techniques, so heroes should be wary of slight, weak-looking opponents as they may be masters of Deft Touch."

The Drunken Fighting School

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

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

1st Degree Mastery

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

Benefits: As a move action, you may make a Bluff check to feint in combat (see the *d20 Modern Roleplaying Game*, Chapter Two: Skills, Bluff) or use the Drunken Stance feat.

2nd Degree Mastery

Prerequisites: Base attack bonus +6, 1st Degree

Mastery of Drunken Fighting, Mobility, Balance 6 ranks, Bluff 6 ranks, Tumble 6 ranks.

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

3rd Degree Mastery

Prerequisites: Base attack bonus +8, 2nd Degree Mastery of Drunken Fighting, Improvised Weapon Proficiency*, Balance 8 ranks, Bluff 8 ranks, Tumble 8 ranks.

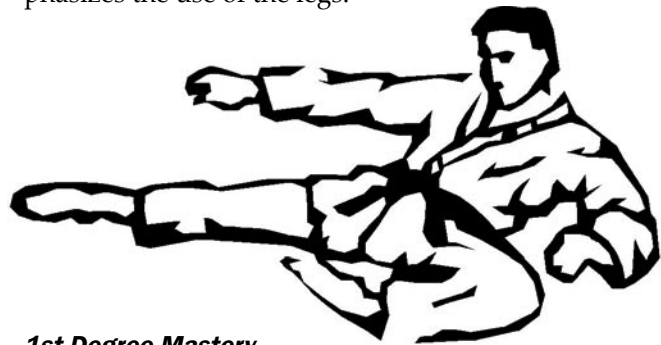
Benefits: You gain a +10 competence bonus to Balance and Tumble checks.

Sifu Park respectfully suggests, "Drunken Fighting is a good choice for heroes with strong personalities. A high charisma, combined with the required dexterity and intelligence, makes for a powerful Drunken Fighter."

The Northern Leg School

The Northern Leg School developed on open, undulating plains where the people were accustomed to walking and riding horses over great distances. Their strong legs became their main weapons of attack and defense.

Northern Leg combat techniques involve constant movement, often leaping vertically or horizontally. They combine low and high kicks, and depend on an excellent sense of balance. Northern Leg does teach punches and arm blocks, but emphasizes the use of the legs.



1st Degree Mastery

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

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

2nd Degree Mastery

Prerequisites: Base attack bonus +4, 1st Degree Mastery of Northern Leg, Improved Combat Martial Arts, No-Shadow Kick*, Balance 8 ranks, Jump 8 ranks, Tumble 8 ranks.

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

3rd Degree Mastery

Prerequisites: Base attack bonus +8, 2nd Degree Mastery of Northern Leg, Advanced Combat Martial Arts, Endurance, Run.

Benefit: When you make a successful charge attack, you do +1 point of damage per 5-feet of your charge, up to a maximum of +8 points of damage. This is in addition to the normal +2 damage bonus for charging.

Sifu Park is required by honor to point out, "Northern Leg is a powerful school both for its strong attacks and for the mobility attained by its masters. After all, one cannot attack opponents that one cannot reach."

Professional Wrestling

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

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

1st Degree Mastery

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

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

2nd Degree Mastery

Prerequisites: Base attack bonus +6, 1st Degree Mastery of Professional Wrestling, Frightful Presence, Improved Feint, Renown, Intimidate 6 ranks, Perform (Act) 6 ranks.

Benefits: Designate an opponent against which you could make a charge attack. Make a normal Jump check as part of a charge action; if the result indicates you could jump to the designated opponent, you can make a grapple check against

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

3rd Degree Mastery

Prerequisites: Base attack bonus +8, 2nd Degree Mastery of Professional Wrestling, Defensive Martial Arts, Combat Throw, Improved Combat Throw, Intimidate 8 ranks, Perform (Act) 8 ranks.

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

The Southern Fist School

The Southern Fist School developed in terrain cross-cut by a huge network of waterways, along which the people traditionally lived. Rowing and poling themselves around they developed great strength in the arms and thus used the fist as their main martial weapon.

Southern Fist combat techniques vary from short punches to sweeping blows and circular blocks. They rely on circular hip movements to develop power for the blows and to evade incoming attacks. Southern Fist does teach kicks and leg blocks, but emphasizes the use of hands and arms.

1st Degree Mastery

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

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

2nd Degree Mastery

Prerequisites: Base attack bonus +4, 1st Degree Mastery of Southern Fist, Improved Combat Martial Arts, Hands without Shadow*.

Benefits: If an opponent attacks you in melee while you are fighting defensively or using the total defense action (See the *d20 Modern Roleplaying Game*, Chapter Five: Combat, Fighting Defensively and Total Defense), you can immediately make

†Second Wind is a class talent of the Tough Hero.

an unarmed melee attack against that opponent. Both attacks occur simultaneously so you and the opponent both suffer damage and any other effects. You gain no benefit against an opponent that does not attack you. This counts against your total number of attacks of opportunity for the round, and you cannot use this ability if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

3rd Degree Mastery

Prerequisites: Base attack bonus +9, 2nd Degree Mastery of Southern Fist, Advanced Combat Martial Arts, Dodge, Agile Riposte.

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

It would do irreparable damage to Sifu Park's karma if he did not point out, "Masters of Southern Fist are at their most dangerous in tight spaces and fighting many opponents. They lack the mobility of their Northern Leg cousins, but make up for it with powerful close-combat techniques."

The Sticky Hands School

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

Sticky Hands combat techniques combine short punches, low kicks, and circular blocks. They use subtle hip movements to develop attacking power and to redirect the opponent's attacks.

1st Degree Mastery

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

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

2nd Degree Mastery

Prerequisites: Base attack bonus +6, 1st Degree Mastery of Sticky Hands, Combat Expertise, Improved Disarm, Improved Trip.

Benefits: As a free action, you may make a grapple attempt against an opponent no more than one size category larger than you. If you succeed, during the next round, you may interpose the opponent you grabbed between you and an incoming attack. The interposed character counts as three-quarters cover. An attack that misses you because it hits the cover damages the interposed character (See the *d20Modern Roleplaying Game*, Chapter Five: Combat, Striking the Cover Instead of a Missed Target). You may only do this once per round. This counts as one of your attacks of opportunity for the round, and you cannot use this ability if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed). On following rounds, you may attempt to pin the grappled opponent as a free action. If you succeed, you may continue using the opponent as a shield. If you fail, the opponent is no longer grappled.

3rd Degree Mastery

Prerequisites: Str 15, base attack bonus +8, 2nd Degree Mastery of Sticky Hands, Advanced Combat Martial Arts, Combat Throw, Improved Combat Throw.

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

Sifu Park suggests, "While Sticky Hands appears to be a gentle, defensive art, its masters are capable of inflicting just as much pain and damage as those of other schools. Many law-enforcement officers practice Sticky Hands because it enhances their ability to take prisoners."

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