

# **MARTIAL ARTS<sup>20</sup>**

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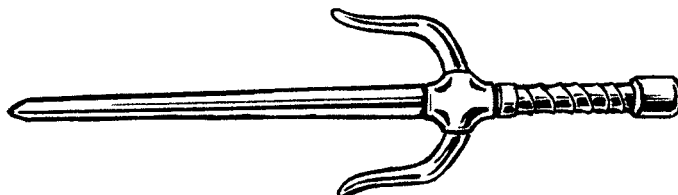
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# MARTIAL ARTS MAYHEM AND MYSTERY TO THE 20<sup>TH</sup> POWER!



Welcome to *Martial Arts*<sup>20</sup>, the first full-length sourcebook for *Modern*<sup>20</sup>! This sourcebook expands the range of options for melee combat, both armed and unarmed. Inside you will find martial arts styles modeled on fighting techniques in the real world, a plethora of new weapons, new techniques for using those weapons effectively and even new masterwork qualities.

To top it off, we've included two campaign models to let you get to the adventuring right away: Hong Kong Knights, which puts the PCs in the middle of a gang war for control of the Hong Kong docks, and the Hanmei, which introduces a martial arts tournament for the players to test their skills.



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## CHAPTER I: CHARACTERS

This section provides new options for characters, including new occupations and new feats. Many of these feats are modeled on fighting styles found in the real world and serve both as a method of combat and a way to individualize your character.

### NEW OCCUPATIONS

These two new occupations represent characters who make their living through combat, whether armed or unarmed.

#### MARTIAL ARTS MASTER

You make your living from your martial arts prowess, whether in demonstrations or more contact-oriented competitions.

**Professional Skills:** Acrobatics, Athletics, Unarmed

**Improved Feats:** *All-Out Attack*: +1.5 attack per -1 Defense (rounded down), *Attack Focus (Unarmed)*: +2 to attack rolls, *Combat Martial Arts*: +1 damage bonus with

unarmed attacks, *Dodge Focus*: +1.5 bonus for each time you take this feat (rounded down)

#### WEAPON MASTER

You make your living by your skill with a weapon. Though somewhat old-fashioned, this occupation has no shortage of employers seeking specialized skills.

**Professional Skills:** Influence, Perception, Weapons

**Improved Feats:** *Accurate Attack*: +1.5 attack bonus per -1 damage, *Armed Defense*: +2 Weapons skill for purposes of this feat, *Attack Focus (any non-firearm weapon)*: +2 to attack rolls, *Improved Disarm*: the DC of the free disarm check is Unarmed or Weapons +5

### GENERAL FEATS

These two feats provide a way to counter specific fighting styles.

#### KNOW YOUR ENEMY

##### General

By studying a certain style you have learned its weaknesses and can exploit them in combat.

**Effect:** When you select this feat, choose a specific Martial Arts or Weapon style. You gain a +2 bonus on attack, damage or Defense when fighting an opponent using that style in combat. You may change which category gains the bonus from this feat each round.

**Note:** A fighting style cannot be easily "turned off". If a practitioner has a Martial Arts style and is fighting unarmed, or a Weapon style and is fighting with that weapon, a character with this feat gains the effects of it.

#### KNOWLEDGE IS POWER

##### General

You have studied a specific style to an even greater degree.

**Prerequisite:** BAB 9+, Know Your Enemy (same style)

**Effect:** Anytime a practitioner of the chosen style attacks you and misses, you may immediately make a free attack against that target once per round.





## MARTIAL ARTS STYLES

The heart of *Martial Arts*<sup>20</sup>, this section introduces real world fighting styles for characters to learn. Each style is a feat, and must be selected as normal. Style feats are a little different from standard feats, in that the benefits style feats provide grow over time. As a character's Unarmed or Weapons skills increase, she will unlock new abilities, in the form of maneuvers (which provide immediate benefits in combat) and improved feats (like the improved feats granted by Occupation, style-granted improved feats must be selected normally to provide a benefit).

**Martial Arts styles:** The most basic form of martial arts training, Martial Arts styles are generally taught at organized schools or clubs according to a standardized curriculum. Martial Arts styles grant five maneuvers/improved feats at Unarmed ranks 4, 8, 12, 16 and 20. Martial Arts styles are subject to the Know Your Enemy feat as normal.

**Adaptable styles:** These styles are either learned through experience (as opposed to following a set curriculum) or from a school that actively encourage the student to choose his own path. Adaptable styles have some advantages and some disadvantages over regular Martial Arts styles.

The most serious disadvantage of an adaptable style is that this type of style receives fewer maneuvers/improved feats than a standard style: three at Unarmed ranks 6, 12 and 20.

The main advantage of an adaptable style is that when the student is eligible for a new maneuver or improved feat, he may select any maneuver or improved feat from *any* martial arts style, so long as he has the required number of ranks to learn it. For example, at Unarmed rank 6, a student of an adaptable style could learn any maneuver that required 4 ranks from any style. Then when he received his second maneuver at Unarmed rank 12, he could learn any maneuver that required Unarmed ranks 4, 8 or 12 (meaning he could learn another rank 4 maneuver if desired). At Unarmed rank 20, the student can learn any maneuver (since all style maneuvers require 20 or fewer ranks in the Unarmed skill).

A secondary benefit of an adaptable style is that the student is immune to the Know Your Enemy feat. His style is too widely varied for the student to key on any tendencies and learn his weaknesses. This is why martial arts luminaries like Bruce Lee preached the benefits of adaptable styles.

### WHAT IF I HAVE AN IMPROVED FEAT FROM TWO DIFFERENT SOURCES?

It is possible that a character might have two different improved versions of the same feat. In this case, the player may choose which version of the feat he uses. He can't have a feat "improved" in multiple ways unless otherwise stated. A Kajukenbo master with the Assassin occupation is scary enough. Spread those improved feats out a little!

**Combination styles:** Many martial arts are heavily influenced by two or more styles. If a style is listed as a combination style, you may choose the ability or improved feat from any of its component styles as your Unarmed skill progresses. For example, a character with Animal-



Imitating Chuan Fa could choose the ability from Shao-Lin Kung Fu at Unarmed rank 4, the improved feat from Monkey at Unarmed rank 8 and so on.

Some styles are a combination of more than two styles, which works as described above, except the player may select from more than two styles when eligible for a new maneuver or improved feat.

While the ability to choose maneuvers from multiple styles is a distinct advantage, combination styles come with one serious drawback as well: if an opponent knows the Know Your Enemy feat for *any* of the component styles, he gains its benefits when fighting the student of a combination style.

For example, if a character with Know Your Enemy (Tiger) fought a student of Hung Gar he would gain the benefits of that feat.

**Weapon styles:** What Martial Arts styles are to unarmed fighting, Weapon styles are to armed combat: mystical and/or practical techniques designed to increase effectiveness with a chosen weapon. Weapon styles grant five maneuvers/improved feats at Weapon ranks 4, 8, 12, 16 and 20. Weapon style-granted maneuvers and improved feats only work if the character is armed with an appropriate weapon. Weapon styles are subject to the Know Your Enemy feat as normal.

**Designing your own styles:** Previous iterations of these martial arts rules for d20 Modern featured a mathematical formula for designing your own styles. This is no longer needed in *Martial Arts*<sup>20</sup>, since there are fewer feat-based maneuvers and more things that used to be part of martial arts styles (modifying attack rolls with Wisdom) have now become feats. Still, there are some guidelines to creating your own styles:

-- At Unarmed (or Weapon) ranks 4 and 12, each martial arts style grants a maneuver, a special ability that modifies a standard unarmed attack. Often these abilities require a perk or Action Point to function. Many of these are seen in multiple martial arts styles and include such classic maneuvers as the Head Butt and the Jab.

-- At Unarmed (or Weapon) ranks 8, 16 and 20 a martial arts style grants an improved feat, similar to the improved feats seen in *Modern*<sup>20</sup> Occupations (though more likely to be combat oriented).

Beyond these guidelines, the rest of creating a new martial arts style is up to you and your game master. Using the many styles found in these rules as a guide, you should be able to create a variant martial arts style in no time!

## AIKIDO

### Martial Arts Style

Aikido's founder, Morihei Ueshiba (1883-1969), was affectionately called O Sensei (Great Teacher) by the teachers and students who follow his teachings. Ueshiba trained extensively in martial arts as a youth, mastering Jujutsu, Kenjutsu (Sword Fighting), and Sojitsu (Spear Fighting), and was an instructor at Japanese military academies. Ueshiba claimed Aikido came to him in a vision in 1925 when he was 42 years old. Using this new style, Ueshiba defeated a military officer in a duel, without hurting him, by evading his blows until he dropped unconscious from exhaustion.

Aikido means Blending (Ai) Energy (Ki) Way (Do), thus, Aikido means The Way of Blending Force. Instead of resisting blows and possibly taking injury, the defender blends with the force of an attack, allowing it to harmlessly pass him by. Others translate Aikido as The Way of Harmony.

*"Those who seek competition are making a grave mistake. To smash, injure or destroy is the worst sin a human being can commit. The real way of a warrior is to prevent slaughter—it is the art of peace, the power of love."* —Morihei Ueshiba, 1942.

**Prerequisite:** Defensive Martial Arts

### Style Maneuvers

Unarmed 4 ranks: +2 Defense when using the Reactive Stance perk

Unarmed 8 ranks: Defensive Attack: +1.5 Defense per –1 attack penalty, rounded down (+1 Defense for –1 attack, +3 Defense for –2 attack and so forth).

Unarmed 12 ranks: If an opponent attacks and misses you while you are using the Reactive Stance perk, you may make a free Trip attempt against that attacker

Unarmed 16 ranks: Poise: your Wisdom modifier is considered +2 higher for purposes of this feat.

Unarmed 20 ranks: Contemplative Master: your Wisdom modifier is considered +2 higher for purposes of this feat.

## ANIMAL-IMITATING CHUAN FA

### Combination Style

Since the earliest days of the Shao-Lin temple the monks imitated the fighting styles of animals, studying them closely to discover new ways to move and fight.

**Prerequisite:** One of the following: Combat Martial Arts, Defensive Martial Arts, Improved Grab

### Style Maneuvers

Animal-Imitating Chuan Fa is a combination style of Shao-Lin Kung Fu and any one animal style, chosen when this feat is selected. Each time you are eligible for a new

martial arts maneuver or improved feat, you may choose between the two styles.

## ARNIS

(Escrima or Kali)  
Weapon Style

Arnis was developed by the settlers of the Philippine Islands, many of them from China, India, Indonesia, and Southwest Asia. When the Spanish invaded the islands, they dubbed the fierce stick-fighting style of the natives “Escrima,” which means “skirmish.” After conquering the island, the Spanish outlawed the style, and it was forced underground. The style was preserved through dances and mock battles, in which the natives played the role of Spaniards, wearing the “arnes,” or medieval armor. These plays used the same footwork as Escrima and kept the techniques alive.

Remy Amador Presas, who incorporated empty-hand techniques, such as kicks and throws, into the style to make it more rounded, and who blended more than 7,000 regional styles into one national style, is considered the founder of Modern Arnis. This updated style also has a mystical side—dubbed “The Flow” by Presas himself—which encourages each student to tailor the style to his body and natural movements rather than conform himself to the style. Arnis stylists refer to their greatest practitioners as “Grand Masters.”

**Prerequisite:** Attack Focus (Club)

### Style Maneuvers

Weapons 4 ranks: While using the Two-Weapon Fighting perk your attack penalties are reduced by 2.

Weapons 8 ranks: Attack Focus (Club): +2 to attack rolls

Weapons 12 ranks: Body Blow: On a successful attack to your opponent’s stomach or chest, your opponent must make a Fortitude save equal to your attack roll +10 or be flat-footed for the next 1-4 rounds. If you are using the injury rules, this is in addition to any effects from a stomach or chest hit due to injuries.

Weapons 16 ranks: Attack Specialization (Club): +3 damage

Weapons 20 ranks: Two-Weapon Defense: you gain the Defense bonus from your off-hand weapon even while using it to attack.

## BANSHAY

Weapon Style

Banshay is a Burmese weapon art specializing in the sword, although spear and staff are also taught by the style. Like many Burmese martial arts, both Chinese and Indian martial combat forms heavily influenced Banshay’s development. Banshay teaches the student never to unsheathe his weapon

unless absolutely necessary. Students of this style are taught to attempt to disarm an opponent and to use the sheathed blade unless a dire situation presents itself. Only then is the student to resort to live steel.

Note: The sword used by Banshay practitioners is lighter than a traditional longsword. Use the statistics for the machete found in the *Modern*<sup>20</sup> core rules to simulate the Banshay sword.

**Prerequisite:** Attack Focus (sword)

### Style Maneuvers

Weapons 4 ranks: +2 Defense when using the Reactive Stance perk

Weapons 8 ranks: Dodge Focus: +1.5 Defense bonus per feat, rounded down (+1 Defense for one feat, +3 Defense for two feats and so forth).

Weapons 12 ranks: If an opponent attacks and misses you while you are using the Reactive Stance perk, you may make a free Disarm attempt against that attacker

Weapons 16 ranks: Weapon Finesse (sword): your





Dexterity modifier is considered +2 higher for purposes of this feat.

Weapons 20 ranks: Attack Focus: +2 attack rolls

## BEAR

### Animal Style

You fight like the bear, using long strikes, fierce punches, and devastating grapples to defeat any opponent. This style is one of the Kung Fu animal forms, thought to have originated at the Shao Lin monastery.

**Prerequisite:** One of the following: Combat Martial Arts or Improved Grab

### Style Maneuvers

Unarmed 4 ranks: +2 damage bonus when using the Power Punch perk.

Unarmed 8 ranks: Attack Focus (unarmed): +2 to attack rolls

Unarmed 12 ranks: Bear Hug: While you have a target grappled, you can inflict Unarmed damage automatically every round until he escapes.

Unarmed 16 ranks: Attack Specialization (unarmed): +3 damage

Unarmed 20 ranks: Strength Training: +2 Strength

## BOAR

### Animal Style

You have trained to imitate the deadly, charging, close-in fighting style of the Boar.

**Prerequisite:** Combat Martial Arts

### Style Maneuvers

Unarmed 4 ranks: +4 damage bonus on charge attacks

Unarmed 8 ranks: Attack Focus (unarmed): +2 to attack rolls

Unarmed 12 ranks: Head Butt: once per encounter you may render an opponent flat-footed by striking him with your head when he least expects it. This ability renders targets with the Uncanny Dodge feat flat-footed as well.

You may use this ability additional times in an encounter by spending an Action Point.

This ability may be combined with the Crippling Strike, Critical Strike and Sneak Attack feats.

Unarmed 16 ranks: Move-By Attack: you may make multiple charge attacks along your line of movement. If all targets of this attack are in a straight line, you suffer no attack penalty. If you turn between attacks, you suffer a -5 penalty for each target after the first. You still may not move more than your normal movement rate (twice your move, or three times your move if you spend an action point).

Unarmed 20 ranks: Attack Specialization (unarmed): +3 damage

## BOXING

### Martial Arts Style

Boxing can be definitively traced to the Ancient Olympic games as far back as 688 BCE, although its origins are doubtless much older. As with wrestling, boxing appears to be an almost universal activity in the ancient world for both combat and sport. Modern competition boxing bears little resemblance to these ancient matches, in which no protective gear was worn, no time limit was imposed, no score was kept, and matches sometimes lasted over twelve hours, continuing until one combatant could no longer stand or fight. Boxing, in its modern form, dates back to

