

Shadowrun Martial Arts List

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What's new in version 1.1

I've added couple of unarmed martial arts, and armed martial arts with armed attack/defense techniques descriptions. Also some rules for armed martial arts.

Learning Martial Arts

To Learn Martial Arts you usually need to have a teacher, with some Martial Arts its quite easy (Aikido, Karate), with others its extremely difficult (some Kung Fu styles, Kailindo, Do), but it is always very difficult to find someone with skill rating above 10. It is possible however (if GM allows) to develop Martial Art above the rating 10 without master but the cost would be greater (GM decision).

Every Martial Art has a cost indicated next to its name [ex.: Aikido (x2/2.5/3)], it is the skill improvement cost (see p. 245 SR3).

For example, using SR3 rules, Aikido would cost:

Less than or equal to attribute rating	X2.5
Less than or equal to (2xattribute rating)	X3
More than (2xattribute rating)	x3.5

Each Martial Art is harder to learn than normal brawling, and that's why improvement cost is higher than normal. But Martial Arts are also a way better and the fellow with for example 8 rating in brawling don't stand a chance with character having 8 rating in Martial Art.

When creating your character Martial Arts cost more too. To calculate the starting cost use the following table:

Skill improvement cost (first number)	x1.5	x2	x2.5	x3
Less than or equal to attribute rating	x1	x1.5	x2	x2.5

More than attribute rating

x2 x2.5 x4 x5

>>>>>Master, why do I have to study all this stupid things, can't you just teach me how to fight?<<<<<<

- Blazer (16:36:11/12-01-2053)

Buying extra dice, special modifiers and abilities

All Martial Arts have extra dices, modifiers or special abilities. This additional bonuses have to be purchased by spending MA points. The character MA points are equal characters Martial Art rating.

The cost of each ability is given next to it [ex.: +1 Hand attack strength (1); this ability costs one point].

When it is possible buy the same bonus more than once the cost of next bonus is given after slash [ex.: +1 die (1/2/4/6), it means that first die cost one point, second additional two, third next four and fourth, six points, so to get +4 dice bonus you have to have 13 rating of Martial Art]

When next to a rule lack cost, it means that these rule apply always, (ex. standard damage code (M stun) or requirements).

Armed martial arts can often be used with more than one weapon. But actually beginner in Martial Art don't know how to use all these weapons. Only Masters do. That's why, for every level of your Martial Art skill you can chose one weapon you are familiar with from weapons list in this Martial Art (descriptions and statistics of all weapons are in **gear** section). So at skill level of 4 you can use 4 weapons and so on...

The Martial Art example

(Martial Art Name) (skill imp. Cost)

Attack (attack types): +1 die (1st dice cost/2nd dice cost); damage code

Defense (defense types): +1 die (1st dice cost); -1 TN (1st modiefier cost)

Special abilities:

- ability text (ability cost)

Martial Arts and defaulting

No Martial Art can be used from default, and you can't use Martial Art as default for another Martial Art nor any other skill unless special rules state different.

Using Martial Arts in play

When using Martial Arts in play, when Martial Art student wins initiative and attacks, he has to use one of his attack techniques, and when he wins he use damage of adequate attack.

Rig knows Karate Shotokan at rating 8 and has bonuses: Attack: +1 die; Defense +2 die; and one special ability "when blocking subtract one from attackers strength", he's quite good. He wins initiative and attacks his opponent with kick, he rolls 9 dices (8 dices skill +1 die bonus) plus some dices from combat pool, his opponent is in big trouble...

When the opponent attacks in his initiative, Martial Art student can only use defense techniques, if he wins he can chose attack and using its damage code and successes deal damage. Of course the chosen attack can't be the same as defense, like throw as defense and then throw. Here are some examples of defense and following attack: Block+all, Throw+Punch,Kick,Hold, Dodge+All, Hold+nothing (sorry Chummer, Hold is Hold). Other combinations are up to GM, just use common sense.

Somehow Rig's opponent survived his Kick, and now is trying to hit back, Rig chose to Block his attack rolling 10 dices (8 skill +2 bonus) and having 6 successes, Rig has blocked incoming attack and Kicked again, using Kick (Str)M damage code and 6 successes. Rig's opponent has to roll damage resistance test in spite of he was attacking, he gathered 2 successes what means that he is going down with Deadly damage.

Martial Arts Techniques

There are armed and unarmed martial arts, unarmed martial arts use unarmed techniques and armed martial arts use armed techniques. Sometimes it is possible to use some weapons with unarmed martial art skill and unarmed techniques with armed martial art skill, when this martial art rules say so.

Armed attack techniques:

- Thrust: this attack is very dangerous and painful, it is said that thrust attack is the one which kill, when opponent is hit add 2 to his knockdown test target number and subtract one from opponents armour, usable only with pointed weapons (sword, rapier etc.)

- Sweep, Slash: most typical attack for edged weapons, this attack is very powerful and skillful fighter can even cut off opponents extremity or head with it, add 1 to attacks strength, usable with edged weapons (sword, axe etc.)

- Bash, Smash: this technique can be used to crush opponents bones as well as to stun victim, add one to

opponents knockdown test target number and to attacks strength,
this attack is usable only with blunt weapons

Armed defense techniques:

- Dodge: just like in unarmed combat dodge's purpose is to get out of the way or range of incoming attack, unfortunately when using dodge against armed opponent modifiers for inferior reach apply, dodge can be used against all attacks
- Parry: this technique have in purpose to change the direction of incoming attack in order to neutralize it, usable against all types of attacks, but GM should add special modifiers when paring weapons potentially hard to parry like axe, halberd etc.

Unarmed attack techniques:

- Punch: this is hand attack, normally the damage done is (str)M, but many Martial Arts have special attacks allowing to do greater damage, reach of this attack is 0
- Kick: this is leg attack, normally the damage done is (str)M, but many Martial Arts have special attacks allowing to do greater damage, reach of this attack is 0
- Sweep: this is usually leg attack, low kick which purpose is to bring the opponent on the ground, it deals no damage unless special conditions occur but successful attack leaves enemy lying down, enemy need simple action to get up and till then have +2 modifier to attack and defense tests, against this attack cannot be used throw and hold, reach of this attack is 0
- Throw: This is an offensive action, in which attacker uses his own strength to throw his opponent, damage code of this attack is (1/2 opponent Body + 1/4 own Strength) M, attack leaves enemy lying down, enemy need simple action to get up and till then have +2 modifier to attack and defense tests, block cannot be used against this attack, reach of this attack is 0
- Hold: this is an action which have in purpose to immobile opponent, each two successes on attack test increase strength opponent is Held with (maximum is Martial Art skill rating), when after the successful Hold opponent want to get free he must make strength opposed test, if he wins, he breaks free, but if he lose every two successes increase strength opponent is Held with by one(maximum is Martial Art skill rating), Hold cannot be blocked, reach of this attack is 0

Unarmed defense techniques:

- Block: this technique is used to stop incoming attacks with hand or leg, it is impossible to block weapon attacks and attacks with strength is four times greater than defenders strength and body, Throw and Hold cannot be blocked
- Throw: when using throw as defense technique, character uses strength of his enemy with damage code (1/2 opponent Body + 1/4 enemy attack strength) M, attack leaves enemy lying down, enemy need simple action to get up and till then have +2 modifier to attack and defense tests, you can use throw against all attacks
- Dodge: this technique is very basic, its purpose is to get out of the way or range of incoming attack, dodge can be used against all attacks

Martial Arts

Aikido (x2.5/3/3.5)

Attack (Hold): used only after successful defense technique

Defense (Throw, Dodge): +1 die (1/2/3); -1TN(5)

Special abilities:

- Atemi Strike: this is the lethal punch learned only by the greatest masters (the minimum aikido rating 15 is required), its damage code is (Str-2) S Physical, it can only be used with Dodge and Throw as following attack (6)
- Students of aikido are skilled in throwing opponent using his own strength, that's why throw damage code is (1/2 opponent Body + 1/4 enemy attack strength + 1/4 aikido skill) M (2)
- Fighting against multiple opponents -1TN (2)
- Aikido can be used with Boken and Jo as default, +2TN

Description:

Aikido was founded in 1941 by Morihei Ueshiba and derived from older Aikijutsu. Aikido uses strength and momentum of the opponent's attacks to throw him off the balance. It teaches many throws, grabs and holds, but few punches (mainly so-called "atemi" - originally they were lethal strikes to opponent's vital points, but today they are used as light, distracting strikes). Aikido, beside teaching how to fight unarmed,

uses "jo"-long staff and "boken" - bamboo or wooden sword. This style has many analogies with "kenjutsu"- Japanese sword fencing style. Skilled "aikidoka"-this term means "one who trains aikido"-can take on several opponents, using their attacks against them, throwing one into another and so on. Aikidoka wears "hakama"-wide pants similar to split skirt and jacket similar to that worn by karatekas. In Sixth World, one of the most skilled aikidokas is Cedric Seth, also master of Karate Kyokushinkai and quite good Thai boxer.

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Bojutsu (x2/2.5/3)

Attack (Bash, Smash): +1 die (2/4)

Defense (Parry, Dodge): +1 die (2/3/Parry only: 4); Parry only: -1 TN (5)

Special abilities:

- this martial art uses only staff, Bo
- attack power +1 (3)
- great blow: increase damage power and level by one and target number by two (4)
- stunning blow: this is a blow targeting temple with the ending of the Bo, it requires a lot of skill but it'll send almost anyone on the ground unconscious, increase target number by one, damage done is (str+3) D stun, damage can never become physical when using this ability, this ability can be purchased only with Bojutsu minimum rating of 10 (6)

Description:

This is Japanese martial art, it teaches fighting with a staff called Bo. This martial art concentrates on attacks as well as on defense, it is common technique for its practitioners to wait and parry incoming attack and then fast counterattack so opponent don't have time to defend himself. To study real Bojutsu one must go to Japan.

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Boxing (x2/2.5/3)

Attack (Punch): +1 die (1/3/5); -1TN (6); M stun; S stun (3)

Defense (Block, Dodge): +1 die (1/2)

Special abilities:

- Block in Boxing can be used only against punches
- Opponents Knockdown target number: +1 (1/2/3/4)
- subtract 1 from opponents attacks strength when blocking (1/2/3/4)

Description:

This unarmed fighting style concentrates exclusively on punches. Until 1865 boxers were fighting usually with bare hands and fights were illegal. Then Marquis of Queensberry created a set of rules, that are almost the same as contemporary boxing rules (padded gloves, rounds etc.). Boxing teaches also punch ducking and punch blocking, but is almost useless against other attacks.

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Capoeira (x2/2.5/3)

Attack (Kick, Sweep): +1 die (2/3); M stun

Defense (Dodge): +1 die (2/3/4)

Special abilities:

- required skills: dance minimum 3; acrobatics: capoeira cannot be raised above two times acrobatics skill
- every round opponent must make surprise test, if he's surpassed he receives +1 TN modifier for all attacks against character during this round, if he's not surprised, nothing happens (4)
- knife fighting: character can fight with knife using Capoeira (4)

Description:

Capoeira is a Brazilian martial art developed by slaves brought to South America from Africa. It grew out of dance. Fighters wanted to look like they were 'dancing' so they could avoid being punished if they were caught fighting. This style retains the affinity to music and dance today. It is typically practiced to musical accompaniment. Capoeira uses almost no hand techniques, but relies instead on kicks and acrobatics. Some "capoeiristas" incorporated knife-fighting techniques into their repertoire.

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Carromeleg (x2.5/3/3.5)

Attack (Punch, Kick): +1 die (2/3/Kick only: 4); M stun

Defense (Block, Dodge): +1 die (2/3/Dodge only: 4); Dodge only: -1TN(5)

Special abilities:

- required attribute: quickness minimum 6
- Disarm: every time character attacks or counterattacks he can chose to in addition to normal punch or kick disarm opponent, the normal attack or defense test have then additional +2TN modifier and if its successful the opponent is disarmed, this attack cannot be combined with any other special abilities (4)
- Stun: every time character attacks or counterattacks he can chose to in addition to normal punch or kick stun opponent, the normal attack or defense test have then additional +2TN modifier and if its successful the opponent is stunned for next combat phase and have +2TN for all tests, this attack cannot be combined with any other special abilities (4)
- Evade: if character dodges and chooses not to counterattack he receives no penalties for multiple opponents (2)
- Quick attack: this is very fast and hard to block attack, but it have little strength, opponent receives +1TN to defense technique and damage level is (Str-2) L stun (4)

Description by Fetch:

The Elven martial art; it emphasizes speed over strength. It is a very rare martial art to see on the streets, only the elves of the Tir should know it! The elves gained their inspiration from nature and how it compensated for its own weaknesses, and exploited others.

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Cedric-Ryu (x3/3.5/4)

Attack (Punch, Kick, only combined with defense technique: Hold): +1 die (2/3/kick only:4); -1TN(5); M stun; S stun (3)

Defense (Throw, Dodge): +1 die (2/3); -1TN(5)

Special abilities:

- this Martial Art is extremely difficult to learn and only people incredibly flexible can learn it, required attributes body, strength and quickness of 4
- killing punch: hit with open hand in eyes or neck, +2 TN, D Physical (3)
- attack strength +1 (1)
- special throw: damage code is (1/2 opponent Body+1/4 enemy attack strength+1/4 Cedric-Ryu) M (2)
- multiple opponents combat -1TN (2)
- disarm: this ability works like defense technique but in order to use it character have to delay his action and use it when his opponent attacks, no negative weapon range modifiers apply, character can use defense bonuses (base TN=4), and combine it with another defense technique (yup, he can disarm, throw and punch) (3)

Description:

This style was founded around year 2078 by Cedric Seth, famous martial artist and physical adept. Cedric is exceptionally skilled aikidoka, master Kyokushinkai karate, Muay Thai and melee weapons expert. Cedric-ryu combines these three combat styles into lethal unarmed combat system. Powerful, high kicks come from Kyokushinkai and low vicious knee strikes from Muay Thai, hand techniques are mainly based on Thai Boxing punches and all 'soft' techniques (throws, grabs, holds) came from Aikido. An integral part of Cedric-ryu training is learning how to defend against armed opponent (this includes opponent with firearm). This style teaches disarming, sudden, unexpected attacks and stunning opponents. Today, it is taught only to Seth's two students Deborah and Timothy.

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Commando Training (x2.5/3/3.5)

Attack (Punch, Kick, Sweep, Throw, Hold): +1 die (2/3/4); M stun; S stun (3)

Defense (Block, Throw, Dodge): +1 die (2/Block and Throw: 4)

Special abilities:

- required body and strength of 4
- +1 attack strength (1)
- neck breaker: it must be declared before Hold technique, character makes hold attack at +1TN, after successful hold, character can declare that he is breaking opponents neck, he must make normal strength opposed test, if he gathers three successes on this test he kills his opponent (6)
- soldiers are skilled fighting in armour that's why they can carry heavy armour limiting its negative effects; increase Quickness by 2 only for purpose of determining the combat pool loss because of heavy armour (1/3)
- killing strikes: this technique is very hard to learn (minimum Commando Training rating is required, for lv.1 rating 4; lv.2 rating 8; lv.3 rating 12), it is series of methods of killing with bare hands, and have three

levels: 1) +2 TN, (Str) M Physical, 2)+1 TN, (Str) S Physical, 3) (Str) D Physical (4/5/6)

Description:

This Martial Art was created for purpose of training special forces troops in hand to hand combat. It consist most deadly and nasty techniques of all other Martial Arts and combines them in incredibly effective Killing Art. This Martial Art doesn't look to graceful or impressive and it doesn't concentrate on dodging incoming attacks, it rather specializes in doing most damage with quick and brutal kicks and punches stunning or killing opponents.

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Coppo (x2.5/3/3.5)

Attack (Punch): +1 die (2/3/4); -1TN(5); M stun; S stun (3)

Defense (Dodge): +1 die (2/4)

Special abilities:

- character can deal physical damage with his hand to hand attacks (4)
- character can use Coppo rating like strength during attack, this power can be purchased after the skill rating of 10 (5)

Description by Fetch:

Coppo is a rather vicious martial art that specializes in studying the weak points in the human anatomy and exploiting those with bone-crunching strikes. A hit from a Coppo expert is likely to snap the bone cleanly without much force being applied.

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Cyber-Do (x3/3.5/4)

Attack (Punch, Slash, Thrust): +1 die (2/3/4), -1TN (5), M Stun, S Stun (3)

Defense (Parry, Block, Dodge): +1 die (2/6)

Special abilities:

- this style can be used with cyber weapons: spurs, razors, hand blades etc.
- subtract 1 from opponents attacks power when blocking or paring (1/3)
- attack power +1 (1/2/3/4)
- hard block: when blocking unarmed opponents attack, character deals (opponents Str) M Stun damage but must make damage resistance test against (1/2 opponents Str) M Stun. If he wins conflict he deals damage for block, and eventually attack (but he must divide successes between two hits because he is counterattacking), but if lose, he must make damage resistance test twice. (2)

Description:

This "martial art" was created in year 2043 by great martial artist J. Lion who lost his own arms and had implanted a pair of cyberarms. This fighting style uses advantages of cyber implants, their strength, hardness and endurance. Cyber weapons can be used with this style too, some of them are: spurs, razors, hand blades. This is very brutal martial art, attacks have great strength and accuracy.

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Do (x3/x3.5/4)

Attack (Punch, Kick, Throw): +1 die (1/2/4/6), -1TN(5), M Stun, M Physical (5)

Defense (Block, Dodge): +1 die (2/4/6)

Special abilities:

- Every time when anyone use throw technique on Do master he can add half of his Do skill to resistance damage test, if he resist all the damage it means that he've landed on his feet and receives no penalties for being thrown (1)
- masters of Do have archived to control their body and thus can even displace their bones, add 1/2 of Do skill to any Escape Artist skill test (3)
- attack strength +1 (2/4)
- simulate death: Do master can simulate his death almost perfectly, any test trying to detect if he is alive are made with +1/2 Do TN modifier; this ability can only by purchased with minimum Do rating of 15 (4)

Description:

"Do" means way, the students of Do believe that whole life is their way and they should follow it. Very often Do practitioners have their Code, and they always try to act according to it. Do is very primal Martial Art, it's attacks are very powerful and accurate. There are two styles of Do internal and external, the practitioners of Internal Do concentrate on accuracy of their attacks while external style on power of the attack. Do students devote many time to mind and body exercises and some of the reach such a perfection that they can displace their bones or like some of the greatest Do masters can simulate their death.

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Escrima (Arnis, Kali) (x2.5/3/3.5)

Attack (Thrust, Slash, Bash): +1 die (2/4)

Defense (Parry, Dodge): +1 die (2/4)

Special abilities:

- this style uses following weapons: Chako, Yoyo, Buntot page, Sibat, Tabat Maliit, Bangkaw, Saber, Daggers, Knives, Balisong
- after character learn how to use all weapons, he can start learning unarmed techniques (after reaching skill rating 10): Attack techniques: Punch, Kick (3); and after purchasing techniques character can purchase attack bonuses: +1 die (2/3/4)
- attack power +1, usable only with weapons (2/3)
- initiative in melee combat (either with or without weapon) +1 (3/4)

Description:

Philippines martial arts are named Arnis de mano, which means combat using several types of melee weapons. Unarmed combat techniques are secondary in importance. Ago, it's been called Kali, nowadays the most often name is Escrima, which means simply 'combat'. Escrima divides, according to Philippine's, into three substyles: North, South and middle Philippines styles. Training begins by learning how to fight with weapons, later without them. This is opposite to all other unarmed Martial Arts styles incorporating weapon fighting techniques, which teach first unarmed techniques, later with weapons. Kali uses mainly so called Philippines sticks, but also many others: Chako, Yoyo, Buntot page, Sibat, Tabat Maliit, Bangkaw, Saber, Daggers, Knives, Balisong.

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Fencing

Fencing is an art of sword-fighting developed in Europe during Renaissance period. It uses long, light swords (like foils, rapiers and epees) and sometimes daggers. Some fencing styles also teach fighting with heavier stuff like sabers or cutlasses. There are many schools of fencing, here are four examples:

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French Schools (x2.5/3/3.5)

Attack (Thrust): +1 die (2/4)

Defense (Parry, Dodge): +1 die (2/3/4); -1 TN (6)

Special abilities:

- usable with rapier and sword (only with light ones)
- riposte: fencer can delay his action instead of attacking, wait for incoming opponents attack, parry it, and quickly respond; if fencer successfully parries attack, he resign from his counterattack and uses delayed action to attack, opponent have then +1 TN to his defense technique (4)
- light slash: this is quick but very feeble attack, opponent have +1 TN to defense technique but damage code is (standard weapon power) L physical, damage can't in this way exceed L physical, can only be used as attack technique (3)
- fighting against multiple opponents -1 TN (2)

Description:

It emphasizes on parrying and then counterattacking. French stylists often fight defensively, waiting for opponent's strike.

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Italian Schools (x2.5/3/3.5)

Attack (Thrust): +1 die (2/3)

Defense (Parry): +1 die (2/3)

Special abilities:

- usable with rapier, sword (only with light ones) and dagger or cloak as second weapon
- light slash: this is quick but very feeble attack, opponent have +1 TN to defense technique but damage code is (standard weapon power) L physical, damage can't in this way exceed L physical, can only be used as attack technique (3)
- two weapon combat: when using main gauche as second weapon fencer have only +1 TN instead of standard +2 for using second weapon (4)
- attack power +1 (2)
- initiative in armed combat (with fencing only) +1 (2/4)
- tricks: with the use of cloak (it can be jacket or something similar) fencer can gain superiority in fight,

make a surprise test, if fencer loses, nothing happens, if he wins, he can either decrease his or increase opponents combat test target number for his next attack or defense (6)

Description:

It is more aggressive, emphasizes speed of attack. It often uses cloak or dagger as second 'weapon'.

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Scottish Schools (x2.5/3/3.5)

Attack (Thrust, Slash): +1 die (2/3/4); -1 TN (5)

Defense (Parry): +1 die (2/4)

Special abilities:

- usable with claymore sabers
- attack power +1 (2/4)
- initiative in armed combat (with fencing only) +1 (2/3)

Description:

This school uses Claymore sabers, emphasizes speed, agility and forceful blows.

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Spanish Schools (x2.5/3/3.5)

Attack (Thrust): +1 die (2/3/4); -1 TN (6)

Defense (Parry): +1 die (2/3)

Special abilities:

- usable with sword (only with light ones), rapier, epee or similar, and main-gauche (long dagger) as second weapon
- two weapon combat: when using main gauche as second weapon fencer have only +1 TN instead of standard +2 for using second weapon (4)
- initiative in armed combat (with fencing only) +1 (2)
- riposte: fencer can delay his action instead of attacking, wait for incoming opponents attack, parry it, and quickly respond; if fencer successfully parries attack, he resign from his counterattack and uses delayed action to attack, opponent have then +1 TN to his defense technique (4)

Description:

It is probably most known fencing school. It uses main weapon (rapier, epee or similar) and main-gauche - long dagger customized to parrying as second weapon.

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Hapkido (x2/2.5/3)

Attack (Punch, Kick, Hold): +1 die (2/3/Kick only: 4); M stun

Defense (Dodge, Throw): +1 die (2/3)

Special abilities:

- Fighting against multiple opponents -1TN (2)
- Quick attack: this is very fast and hard to block attack, but it have little strength, opponent receives +1TN to defense technique and damage level is (Str-2) L stun (4)
- character can stun his opponent using hold technique: after 3 combat phases of holding opponent is stunned and unconscious (3)
- character receives +1 to reaction only for purposes of determining initiative (2/3/4)

Description:

Hapkido means "Way of coordinated power". It originated in early 20th Century. This style is practical, designed for actual combat use. Hapkido synthesizes techniques from other styles like Hwarang-Do, Aikido or Jujutsu attempting to teach the best aspects of 'soft' and 'hard' styles alike. It uses more kicks than punches, just like most Korean styles. Usually Hapkidoka will try to end combat quickly with fast preventive attack.

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Ho-Tien-Hi (x2/2.5/3)

Attack (Punch, Kick): +1 die (2/4); M stun

Defense (Block, Dodge): +1 die (2/3/4)

Special abilities:

- when punching Ho-Tien-Hi student can increase own attack strength by spending one complex action by 2 (max +4), and can dodge during the time of generating blows strength but can't attack (2)
- when blocking Ho-Tien-Hi student can decrease opponents attack strength by spending one complex action by 2 (max -4), and can dodge during the time of generating block energy but can't attack (2)

Description:

Ho-Tien-Hi is very soft martial art, all attack and defense techniques relay on the inner energy of the practitioner. Students of this martial art can either cumulate this energy to deprive incoming attack of strength or use this energy to increase own attack power.

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Iaijutsu by Gury modified by James (3/3.5/4)

Attack (Slash): +1 die (2/2/4); -1TN (5)

Defense (Parry): no bonus

Special abilities:

- this style is usable with Katana only
- initiative in melee combat with katana or when drawing katana +1 (1/2/3/4/5/6)
- attack's Power +1 (2/3)
- reduce modifier for fighting in hard conditions by 1 (1/3)
- character can make quick draw test with katana, for purposes of this test increase reaction by 1 (4/3/2)

Description:

This martial art teaches lightning sword drawing, making a slash and sheathing the weapon with one smooth move. Iaijutsu teaches also drawing sword in hard or uncommon conditions. The key to victory is speed and surprise. In confrontation with master of Iaijutsu no one stand a chance, just no one is so fast to draw a sword.

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Jujutsu (x2/2.5/3)

Attack (Sweep, Hold, Throw): +1 die (2/3/Hold and Sweep: 4); -1TN but only Hold (5)

Defense (Block, Throw, Dodge): +1 die (2/3)

Special abilities:

- Masters of this Martial Art can hold their opponents so hard that they can't move, after successful hold attack victim must make successful opposed Willpower or Body test against opponents Ju Jitsu or Strength (whichever is grater) (2)
- Escaping Hold -1 TN, +1 die (1)
- Negative modifier for fighting on the ground is lowered by one (1/2)

Description:

Jujutsu is a Japanese fighting style originated about 1,200 years ago. It uses many throws, grabs, holds and teaches how to fight on the ground. Many of its techniques are very dangerous, especially those that target joints. The main tactic is to force opponent to the ground and finish him.

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Judo (x2/2.5/3)

Attack (Throw, Sweep, Hold): +1 die (2/2/ Throw, Sweep: 4);

Defense (Dodge, Throw): +1 die (2/3)

Special abilities:

- judokas learn to fall safely, they receive -1 damage strength when thrown (1)
- Students of judo are skilled in throwing opponent by throwing them off the balance, that's why throw damage code is (1/2 opponent Body + 1/4 own strength + 1/4 judo skill) M (2)

Description:

Judo is a Japan martial art founded and developed by Jigoro Kano. It is based on ancient and more aggressive "Jujutsu". This style involves many throws, grabs and holds but no kicks or punches. First, student learns how to fall safely, secondly how to maintain balance and at the same time throw his opponent off the balance. Judo is very effective self-defense art yet the most popular martial art sport.

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Kailindo (x2.5/3/3.5)

Attack (Punch): +1 die (2/3/4); L physical; M physical (3)

Defense (Dodge): +1 die (3)

Special abilities:

- to perform all attacks character need claws
- required attribute: body, strength and quickness of 4
- attack strength +1 (1/3)
- ram attack: add 1/2 characters body to opponents knockdown test (2)
- cripple extremity: with powerful swing character can cripple opponents arm or leg by tearing his sinews;

+2TN (Str+2)L; if the damage level reaches serious the extremity is crippled and cannot be used (the damage level cannot exceed serious I this way) (4)

- throat attack: +1TN D physical, can be purchased only after skill rating 10 (6)

Description:

This martial art was created by one of the shapeshifters and until now known only to them, mainly because its highly specialized and for normal metahuman (without cybernetic enchantments) almost unusable. This martial art uses as advantage their greater strength, quickness, toughness and of course their claws. It is very brutal because shapeshifters strength and his claws are together incredibly dangerous and usually his attack leaves opponent bleeding on the ground if not crippled or dead.

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Kaitsu (x2/2.5/3)

Attack (Punch, Kick, Throw): +1 die (2/3/4); M stun; S stun (4)

Defense (Dodge): +1 die (2/3)

Special abilities:

- character can add 1/2 of his Kairsu skill to reaction when making surprise test (2)

- all Willpower based morale tests in combat have -2TN modifier (1)

Description:

Kaitsu is a martial art derived from Zen Buddhism group known as Kai Lao. Their philosophy concludes that thanks to the cosmic balance the Kai Lao followers are invincible. That's why they are almost never surprised and incredibly brave. Their attacks are known to be simple and accurate.

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Kalaripayit (x3/x3.5/4)

Attack (Punch, Hold, Weapon attack): +1 die (2/3/Punch only: 4); Punch only: -1TN (5); M stun

Defense (Dodge, Block): +1 die (2/3)

Special abilities:

- Stick fighting (3); this ability can be purchased after the rating 5

- Fighting with other weapons: Staff (2), Knife (2), Sword (2), this ability can be purchased after the rating 8

- knowledge of 108 vital points of human body, after successful hit opponent have +1 TN for his next combat phase, this ability can be purchased after the rating 11, required skill: Anatomy 6 (3)

- Killing punch: (Str-2) D physical; this ability can be purchased after the rating 14, required skill:

Anatomy 10 (6)

Description:

Kalaripayit (it means 'battlefield practices') is a southern India martial art. There are several regional substyles. Kalaripayit fighters train in four levels: Verumkai: unarmed fighting; Kolthari: fighting with stick; Angathari: fighting with other weapons; Marmadi: knowledge of 108 vital point of human body and how to use them to hurt or heal.

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Karate

Karate (meaning 'empty hands' or 'Chinese hands') is a popular martial art that originated in Okinawa in the 5th century AD. It developed mainly after Japanese invaders forbade the Okinawans to carry weapons. It uses punches and kicks, but no grabs nor throws. Karatekas often learn Kobujutsu, an Okinawian armed fighting style. Karate is divided into many substyles and schools. There are a few most known:

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Goju-ryu (x2/2.5/3)

Attack (Punch, Kick): +1 die (2/3/4); M stun; S stun (3)

Defense (Block, Dodge): +1 die (2/Block only: 4)

Special abilities:

- required minimum body of 4

- subtract 1 from opponents attacks strength when blocking (1)

- add one die to damage resistance test in hand to hand combat, minimum 5 body required (2)

Description:

It is Chojun Miyagi who is considered founder of Goju-ryu. It means 'hard-soft style'. It emphasizes receiving blows with minimalizing their effects (special breath control and muscle tension techniques).

This style concentrates on 'real-life' combat, when sometimes it is better to withstand blow and respond with stronger and more effective one. It emphasizes stamina, willpower and pain resistance.

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Kyokushinkai (x2/2.5/3)

Attack (Punch, Kick): +1 die (2/3/Kick only: 4); M stun ; Kick only: S stun (3)

Defense (Block, Dodge): +1 die (2/3)

Special abilities:

- required minimum body and strength of 4
- Tameschiwari: half the barrier rating up to Karate rating (1)
- +1 Kick attack strength (1)

Description:

"Kyokushin" means 'The Truth coming from South', "kai" - 'organization, group'. This style is based mainly on Goju-ryu with some elements from Korean martial art styles. It was founded by Korean martial artist Young-I-choi who came to Japan and changed his name to Masutatsu Oyama. It is very demanding style that concentrates on toughness, strength and general fitness. Kyokushinkai is especially known for its high, dynamic and strong kicks.

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Shito-ryu (x1.5/2/2.5)

Attack (Punch, Kick, Sweep): +1 die (2/3); L stun; M stun (3)

Defense (Block, Dodge): +1 die (2/3)

Special abilities:

- Character acts as he had highest initiative score in case of Initiative Ties, when two characters have the same or similar ability continue resolving the tie as normal adding 1/2 Shito-ryu to reaction (1)
- When fighting in hand to hand combat, without any things held in hands and with armour which impact+ballistic score not greater than 1/2 Shito-ryu rating character have +2 to initiative (2/6)
- Deflecting Block: when blocking add 1/2 dices from Attack Bonus (3)

Description:

This style was founded by Kenwa Mabuni. It is more specialized than Shotokan and is obviously adapted to requirements of modern sport fights, where agility and speed is more important than strength and stamina. Hard block lose in importance and are replaced by 'half-blocks' which only deflect blows instead of stopping it.

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Shotokan (x2/2.5/3)

Attack (Punch, Kick, Sweep): +1 die (2/3/Punch only: 4); M stun

Defense (Block, Dodge): +1 die (2/3/Block only: 4)

Special abilities:

- subtract 1 from opponents attacks strength when blocking (1)
- Hard block: The adepts of this Art are known to have very hard blocks, when using this ability against unarmed opponents adept deals (1/2 opponents Str or 1/3 Shotokan rating) M Stun damage but must make damage resistance test against (1/2 opponents Str) M Stun. If he wins conflict he deals damage for block, and eventually attack (but he must divide successes between two hits), but if lose, he must make damage resistance test twice. (1)

Description:

It is most traditional Karate style that has been found by Gichin Funakoshi. It uses many blocks (Funakoshi was famous for his incredibly hard blocks, so painful that almost no one wanted to fight with him) and low, wide positions.

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Wado-ryu (x2/2.5/3)

Attack (Punch, Kick, Sweep): +1 die (2/3); M stun

Defense (Dodge, Throw): +1 die (2/3/4)

Special abilities:

- character knows tricks which help him to overcome opponents, roll surprise test, against surprised opponents character have -1TN for this attack only, after either successful or unsuccessful trick anyone seen it rolls intelligence against TN=5, if he gathers any successes next time this trick will be used on him he will have -2 TN on surprise test, it is possible to buy this ability more than once for different tricks (2)
- when character uses throw as defense technique his damage code is (1/2 opponents Body+1/4 Wado-ryu)

M (2)

Description:

This Karate style was founded by Funakoshi's student Hironori Otsuka. In 1939 he was allowed by his master to open new school, and he named his new style "wado-ryu" ("wa" means harmony, "do" means way and "ryu" means school). Otsuka postulated that "iron block" rule was obsolete. Instead bone-breaking force he uses wits and agility. This style is more 'soft' than traditional Shotokan and uses more subtlety than direct force. It uses some throw-similar techniques.

There are also many other styles and schools of Karate, for example: Isshin-ryu, Kenpo, Shorin-ryu, Shukokai, Sanku-kai.

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Kenjutsu (x2/2.5/3)

Attack (Thrust, Slash): +1 die (2/3/4) ; -1TN (6)

Defense (Dodge, Parry): +1 die (2/4)

Special abilities:

- this martial art is usable with the following weapons: Katana, Wakizashi, No-daichi
- attack power +1 (3/4)
- initiative in melee combat +1 (4)
- disarm: resolve attack as normal, if attacker loses, nothing happens, if attacker wins, opponent has to make opposed strength or martial art test using attackers Kenjutsu as target number. Again if attacker loses, nothing happens, but, if Kenjutsuka win, opponent, is disarmed and his weapon flies away d6 meters in direction chosen by him (4)
- two weapon combat: when fighting with two weapons (katana and wakizashi only) negate +1 for using second weapon (4/6)

Description:

Kenjutsu is a Japanese sword fighting martial art, it can be used with katana (samurai sword), wakizashi (short sword carried as second sword) or no-daichi (large two handed sword). Kenjutsu have many substyles and schools, some of them prefer quickness other strength of the blow. The style of the greatest master of Kenjutsu, Miyamoto Musashi, prefers fighting with two weapons, katana in one hand and wakizashi in the other.

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Kendo (x2/2.5/x3)

Attack (Thrust and Slash): +1 die (2/4); -1TN (6)

Defense (Parry): +1 die (2/4)

Special abilities:

- this Martial Art is usable with: shinai and bokken
- character can use Katana as default with +2 TN
- initiative in melee combat +1 (3)
- attack power +1 (3)

Description:

Kendo was created to prevent wounds and contusions during practice fights by replacing sharp sword with bamboo *shinai*, or wooden *boken*. In kendo during practice fights combatants use also wooden armour to protect them from powerful blows.

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Kick-Boxing (x2/2.5/3)

Attack (Punch, Kick, Sweep): +1 die (2/3/4); M stun

Defense (Block, Dodge): +1 die (2/4)

Special abilities:

- Quick Kick/Punch: this is very fast and hard to block attack, but it have little strength, opponent receives +1TN to defense technique and damage level is (Str-2) L stun (4)
- Deflecting Block: when blocking add 1/2 dices from Attack Bonus (4)

Description:

Kick-Boxing is a fighting sport. It combines all kinds of kicks, sweeps and punches dealt in very fast series of blows. Like in many other fighting sports in Kick-Boxing more important than strength is quickness and agility.

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Kobujutsu (x2.5/3/3.5)

Attack (Thrust, Slash, Bash): +1 die (2/3/ Bash only: 4)

Defense (Parry, Dodge): +1 die (2/Parry only: 4)

Special abilities:

- this style can be used with following weapons: bo, jo, sai, kama, nunchaku, tonfa, tekko (brass knuckles), hoe, suruchin (short, weighted rope), eiku (boat oar)

- attack power +1 (2)

- initiative in armed combat +1 (3)

- add one die to damage resistance test in melee combat, minimum 5 body required (4)

Description:

This martial art descend from Okinawa and is often taught with karate. Kobojuetsu uses many various weapons: bo, jo, sai, kama, nunchaku, tonfa, tekko (brass knuckles), hoe, suruchin (short, weighted rope), eiku (boat oar).

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Kung Fu

Word "Kung Fu" is used to describe all of styles of Chinese unarmed combat which incorporate armed fighting techniques. Sole unarmed fighting techniques are named "quan fa". Kung Fu divides in many styles, substyles and schools, but there exists one consistent and widely accepted division - into 'external' ("wai jia") and 'internal' ("nei jia") styles.

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Nei Jia (internal styles)

Internal styles are often described as 'soft' styles because they use evasions, dodges and agility instead of physical force, stamina and pain resistance of 'external' styles. They greatly use "qiqong" - Chinese breath control techniques. There exists three main internal styles:

Taiji quan (Fist of the Great Peak) (x2.5/3/3.5)

Attack (Punch): +1 die (3); M stun

Defense (Dodge): +1 die (2/3/4); -1TN (5)

Special abilities:

- this style is so "soft" that often after dodge attacker can lose his stability, if character successfully dodges incoming Punch or Kick, and chooses not to counterstrike, the opponent must make quickness or martial art test against characters Kung Fu or Reaction (whichever is greater), if opponent gathers more successes than character on his dodge test, nothing happens, in other way he receives +1TN to all actions until end of his next combat phase (2)

- fighting against many opponents -1TN (2)

Description:

This is the most known internal style and the most 'soft'. This means it rarely uses fast and strong moves. It uses many hand techniques, emphasizes waist motions which are followed by other body parts then by hands. This style incorporates many breath control techniques.

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Xingyi quan or Hsing I (Heart and Mind) (x2.5/3/3.5)

Attack (Punch, Hold): +1 die (3); M stun

Defense (Dodge, Block): +1 die (2/3/Block only: 4); Block only: -1TN (5)

Special abilities:

- special combination of block and attack which character uses increases the strength of counterattack by +1 (1/3)

- block - strike maneuvers: if character wishes he can after successful block and counterstrike keep holding opponent but must allocate some block successes to holding and follow normal hold rules (2)

Description:

Students learning Hsing I begin from exercise called "Wu Xing" (five methods): series of block-strike maneuvers. After that they learn twelve animal-based forms (Dragon, Horse, Tiger, Monkey, Leopard, Hawk, Bear, Snake, Turtle, Chicken and others). Typical Hsing I attack is to block an opponent's strike, grab the arm or leg he attacked with and strike him (usually with the hand).

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Bagua Zhang or Bagua Pai (Hand of Eight Trigrams) (x2.5/3/3.5)

Attack (Punch): +1 die (2/4); M stun

Defense (Dodge, Block): +1 die (2/3/5), Dodge only: -1TN

Special abilities:

- thanks to special attack techniques character have +1 attack strength (2)
- when blocking subtract 1 from opponents attack strength (2)
- constant motion often gives character initiative in combat +1 initiative in hand to hand combat (2)

Description:

Bagua Zhang is a highly circular art emphasizing footwork and constant motion. In this style waist motions are very important and strikes are always with palms rather than fists. In Bagua Zhang all motions are circular in opposite to Taiji quan and Hsing I which prefer straight ones.

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Wai Jia (external styles)

Those styles are characterized by forceful, intensive training methods and very offensive fighting techniques. There are many muscle and string developing exercises, heavy weapon forms and a lot of feet and hands hardening methods. Here are some external styles:

Ving Tsun Kuen (Fist of Beautiful Spring) (x2.5/3/3.5)

Attack (Punch, Kick): +1 die (2/3/Punch only: 4); M stun; S stun (4)

Defense (Block, Dodge): +1 die (2/3); Block only: -1TN (4)

Special abilities:

- attack strength +1 (2)
- character is very hard to overturn, he receives -1TN whenever he is defending against Throws and Sweeps (2)

Description:

This style's practitioners stand high and with their body's center closed. Ving Tsun Kuen use many hand techniques because it prefers close range combat. Kicks are employed to the belt level only.

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Huo Long pai (Burning Dragon Style) (x2.5/3/3.5)

Attack (Punch, Kick, Sweep): +1 die (2/3/4); M stun

Defense (Block, Dodge): +1 die (2/3)

Special abilities:

- fast footwork gives character initiative in combat; +1 initiative in hand to hand combat (2/4)
- finger strike: -1 impact armour (1/2)
- using the opponents strength after punch or kick and combination of dodge and Sweep character can send opponent on the ground doing damage with code of (1/2 attack strength +1/4 opponents body +1/4 skill) M

Description:

This style's main technique is fast footwork along with torso and hip turns. It is very important to use your opponent's strength properly and to control breath. Its most characteristic strike is with two fingers pointed straight forward.

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Jian pai (Sword Style) (x2.5/3/3.5)

Attack (Punch): +1 die (2/3/4); M stun

Defense (Dodge, Block): +1 die (2/4)

Special abilities:

- attack strength +1 (2)
- the cutting hand: attack damage is M Physical but usable only as attack technique (5)

Description:

Its name has derived from characteristic sword-like hand shapes. It mainly uses sudden and unexpected attacks.

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She quan (Snake Fist Syle) (x2.5/3/3.5)

Attack (Punch): +1 die (2/3/4); M stun

Defense (Block, Dodge): +1 die (2/3/Block only:4)

Special abilities:

- attack strength +1 (2)
- snake like attacks do damage L physical but usable only as attack technique (4)

Description:

This style is based on snake-like motions. Fighter's one hand is shaped like snake's head. It uses techniques both strong and agile, just like snakes are.

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Zui pai (Drunken Fist Style) (x2.5/3/3.5)

Attack (Punch): +1 die (2/3); M stun

Defense (Block, Dodge): +1 die (2/3/Dodge only: 4);

Special abilities:

- because the drunken style is so unexpected: opponent must every round do Intelligence or Reaction opposed test against characters martial art, for every two characters successes opponent receives +1TN to this round hand to hand tests, if opponent wins test, nothing happens (4)

- fall damage strength -1 (2)

Description:

Its moves imitate drunken moves so they seem illogical and ineffective. There are many groundballs and surprising, unexpected attacks. This style uses mainly hand attacks.

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Hou quan or Tai Shing Bagua (Monkey Style) (x2.5/3/3.5)

Attack (Punch): +1 die (2/4); M stun

Defense (Dodge): +1 die (2/3/4); -1TN (6)

Special abilities:

- required skill: acrobatics, martial art can't be raised above two times acrobatics

- with series of jumps character can dodge almost every attack, if character chooses not to counterattack he receives +1 die and -1TN (5)

- getting free from Hold -1 TN (1/3)

- +1 initiative in hand to hand combat (2)

Description:

This fighting style specializes in long strikes with straight and reversed fist. Moves are very fast, often on toes. There are many jumps, evasions, acrobatics and crouching.

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Mi Zhong quan or Yen Ching quan (Labyrinth Style) (x2.5/3/3.5)

Attack (Punch, Kick, Sweep): +1 die (2/3/4); M stun

Defense (Dodge): +1 die (2/3/4)

Special abilities:

- surprise attack: make a surprise test if opponent is surprised character receives -1TN to next attack (4)

- attack strength +1 (2)

Description:

It bases on sudden, confusing moves and unexpected attacks. The most known master of this style was Huo Yuanjia, he was never defeated, he is supposed to have been poisoned by Japanese ninja in 1909 after winning over several Japanese martial artists coming to fight him.

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Shi He quan (White Crane Style from south Shaolin) (x2.5/3/3.5)

Attack (Punch): +1 die (2/3/4); -1TN; M stun

Defense (Dodge): +1 die (2/3)

Special abilities:

- attack strength +1 (2/4)

- quick punch: this is very fast and hard to block attack, but it have little strength, opponent receives +1TN to defense technique and damage level is (Str-2) L (3)

Description:

This fighting style uses almost exclusively hand strikes. It uses high postures. There are five hand techniques related to five Taoist elements.

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Shaolin quan (Shaolin Style, north) (x2.5/3/3.5)

Attack (Kick, Sweep): +1 die (2/3/4); M stun; S stun (4)

Defense (Dodge): +1 die (2/4)

Special abilities:

- attack strength +1 (1/3)

- kick attacks count as they had reach 1, but only if opponent have reach 0, this ability cannot be used with counterattack (5)

- string kick: character can kick two separate targets in one attack if the targets are away one from another not more than 3m, make a attack test against each opponent separately with +1TN modifier dividing

combat pool between two attacks; this ability can be used only as attack technique (3)

Description:

This style uses primarily kicks because, according to its masters, legs are more useful and dangerous 'cause they have greater reach than hands. There are many flying kick techniques. The basis are forceful and fast attacks, with circular motions powered strength instead of muscle powered strength.

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Hung Gar or Hung Chia pia (Style of Hung Family) (x3/3.5/4)

Attack (Punch, Kick, Sweep): +1 die (2/3/4); -1TN (5); M stun

Defense (Dodge, Block): +1 die (2/3/block only: 4)

Special abilities:

- fighting in hard conditions (like narrow spaces or slidy surfaces), negative modifier is reduced by 1 (1/3)
- character can use vertical surfaces like walls, columns to rebound from them and thus increase attack strength and surprise opponent: make surprise test, if opponent have lost he receives +1TN to defense against this attack, damage code: (Str+2) S stun

Description:

This style was created by Hung Hay kwun who transformed Tiger Style from Shaolin. At first it used high positions and was effective in tight city quarters. It gradually evolved, positions were lowered, there were introduced longer reach techniques. It was an influence of Hung Hay kwun's wife, who knew White Crane Style. Later there were added techniques from Dragon and Snake Styles. Hung Gar is the hardest from Kung Fu styles.

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Choy Lee Fut or Tsai Li Fut (x2.5/3/3.5)

Attack (Punch, Kick): +1 die (2/3/4); M stun; S stun (3)

Defense (Dodge): +1 die (2/4)

Special abilities:

- attack strength +1 (1)
- strong kick: +1TN, (str+2) M Physical (4)
- quick kick: this is very fast and hard to block attack, but it have little strength, opponent receives +1TN to defense technique and damage level is (Str-2) L (3)

Description:

This is one of the most popular Kung Fu styles. It was founded by Guangdong Chan Heung. Its name comes from names of two Guangdong masters: Lee Yan san and Choy Foot. Choy Lee Fut is highly aggressive style, basing on confusing leg movements and circular, whipping techniques.

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Pak Mei (White Eyebrow) (x2/2.5/3)

Attack (Punch, Kick): +1 die (2/3/4); M stun

Defense (Dodge, Block): +1 die (2/3)

Special abilities:

- attack strength +1 (2)
- when blocking subtract 1 from opponents attack strength (2)

Description:

It was founded by one of Five Elders from Shaolin monastery named Pak Mei. This style is between external and internal styles. Its techniques look similar to Karate techniques.

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Tang Lang pai (Praying Mantis Style) (x2.5/3/3.5)

Attack (Punch): +1 die (2/3/4); -1TN (5); M stun

Defense (Dodge, Block): +1 die (2/3/Block only: 4)

Special abilities:

- after two successful punches (one after another) character can start hitting opponent with incredibly fast and almost ublocable series of blows: -1TN (str-2) L stun and can continue striking until one of them won't be successful, then to begin new series of blows new two punches must be delivered (2)
- deadly elbow strike: +1TN (Str+1) M physical (5)

Description:

Mantis is one of the most inspiring insects, from which their names derive many of the Kung Fu styles. Mantis Style was created in 17th century by Wong Long. Masters of this style more or less emphasize kicks, but all of them base on specific hand techniques. The most famous are numerous elbow strikes.

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Tao (x2/2.5/3)

Attack (Punch, Kick): +1 die (2/3/4); M stun

Defense (Block, Dodge): +1 die (2/3)

Special abilities:

- attack strength +1 (2)

- quick attack: this is very fast and hard to block attack, but it have little strength, opponent receives +1TN to defense technique and damage level is (Str-2) L stun (4)

Description:

It was founded by Chan Tao at the beginning of 20th century. Its most famous form (a kind of exercise similar to "kata" in Karate) is "zui ba xian" which means 'eight drunken immortals'. Positions are very important in this style.

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Chin Na (x2.5/3/3.5)

Attack (Punch, Hold): +1 die (2/3/4); M stun

Defense (Dodge): +1 die (2/4)

Special abilities:

- required skill: this martial art can't be increased above two times Chinese traditional healing skill

- character can stun his opponent using hold technique: after 3 combat phases of holding opponent is stunned and unconscious (3)

- knowing the vital points of human body allows character to deliver very painful strikes, after successful hit opponent have +1 TN for his next combat phase (4)

Description:

This style emphasizes grabs, locks and attacks to vital points.

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Kyujutsu/Kyudo (x2.5/3/3.5)

Japanese Bow: +1 die (2/3/4); -1TN (5)

Ordinary bow: +1 die (2/4)

Special abilities:

- reduce negative modifier for called shot by 1 (2/4)

- reduce negative modifier for blind fire by 1 (2/3/4/5)

- character can make quick draw test with arrows, for purposes of this test increase reaction by 1 (3/2/2)

Description:

Kyujutsu is an ancient art of Japanese combat bow shooting. Nowadays very few people know it. To find a master the one must look for him in Japan (probably for a long, long time). The purpose of training is to draw an arrow, and shoot with one smooth move. From Kyujutsu arose more contemporary Kyudo, it is more popular but rather seen as the way of meditation and relaxation than combat usable skill.

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Muay Thai (x2/2.5/3)

Attack (Punch, Kick): +1 die (2/4); M stun; S stun (3)

Defense (Block): +1 die (2/4)

Special abilities:

- killing punch: hit with open hand in eyes or neck, +2 TN, D Physical (4)

- +1 attack strength (1/3)

Description:

Muay Thai is also known as Thai Boxing. It is brutal and fast Martial Art, which involves many close-in strikes with fists, knees, elbows and feet. It uses no grabs or throws. In Thailand it is extremely popular sport. Each match is proceed by short ritual dance known as Ram Muay, in which fighters pay tribute to their masters and schools.

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Naginata-do (2.5/3/3.5)

Attack (Slash, Thrust): +1 die (2/4/6); -1TN (6)

Defense (Parry, Dodge): +1 die (2/4)

Special abilities

- this style exclusively uses naginata

- attack's power +1 (2/3)

- great blow: increase attack damage power by two, damage level by one and target number by two (4)
- vigorous slash: with this attack character can slash two or three opponents at the time, divide the skill and combat pool dices between opponents and add 1/3 skill for two opponents (rounded down) or 1/4 (rounded down) for three opponents to dice pool destined for each opponent (3)

Description:

This martial art style teaches fighting with Japanese halberd *naginata*. Nowadays it is almost forgotten, but if you get in a way of troll who happen to know it, you're dead chummer.

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Ninjutsu (x2.5/3/3.5)

Attack (Punch, Kick, Sweep, Weapon attack: see below): +1 die (2/3); M Stun

Defense (Dodge): +1 die (2/3)

Special abilities:

- Required skills: stealth 5; throwing 4; athletics 4; disguise 3; making poisons 3
- Ninjutsu can be used with various types of weapons, but each type of weapon must be paid separately: Katana (2); Wakizashi (2); Tanto (2); Nunchaku (2); Kagi (2), Tarinch (2)
- because ninjutsu teaches how to use Katana, Wakizashi, Tanto, Nunchaku, Kagi and Tarinch these weapons can be used as default, +2 TN
- Because students Ninjas are skilled assassins when a ninja successfully surprises an opponent he receives special modifier -1TN to next attack (2)
- Ninjas are skilled in stealth, they receive -1 TN to all stealth tests (3)

Description:

Ninjutsu is something more than only a martial art, it is actually a learning program which includes besides fighting techniques, skills like stealth, athletics, art of disguise, making and using poisons and many others. Ninjas are trained from very early age in small clans, training takes many years and is extremely difficult. Ninjas are usually hired for assassinations, thefts and sabotages.

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Sambo (x2/2.5/3)

Attack (Punch, Kick, Throw, Hold): +1 die (2/3/4); Hold only: -1 TN (4); M stun; S stun (3)

Defense (Dodge): +1 die (2)

Special abilities:

- disable: special kick which goal is to disable opponent by breaking one of his legs, +1 TN, Damage Code (Str) M physical, if damage code reaches S then opponent's leg is broken (5)
- special throw damage: (1/2 opponent Body + 1/2 own Strength) M (3)

Description by Fetch:

Sambo is the former Soviet Army's own Martial Arts. This is a hybrid of wrestling, jiu-jitsu, judo, aikido, karate and just plain nastiness. The goal of sambo (a Russian acronym meaning "Self-Defense Without Weapons") is to lift an opponent and throw him to the ground. Then, submission locks are inflicted on shoulders, elbows and legs. Strangle-holds are not a part of sambo, because (as they say in Russia), "If you strangle an enemy you remove one soldier from the field, but if you break his leg you remove three - the victim plus two people to carry him away."

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Savate (x2.5/3/3.5)

Attack (Punch, Kick, Sweep): +1 die (2/3/ Kick, Sweep :4); Kick, Sweep: -1TN (5); M stun;

Defense (Dodge): +1 die (2/4)

Special abilities:

- quick kick: this is very fast and hard to block attack, but it has little strength, opponent receives +1TN to defense technique and damage level is (Str-2) L stun (4)
- kick attack strength +1 (2/4)
- sweep dodge: -1 TN when dodging sweep (2)

Description:

Savate or 'la boxe francaise' is said to be developed in Marseilles in 17th century out of a crude kick-brawling used by sailors. One century later, some maneuvers from English were added creating the martial art we know today. Despite opinion that Savate bases only on kicks, "savateurs" or "savateuses" learn also to punch and dodge, just like boxers. Savate fighters are known as 'savateurs' (or 'savateuses' if females).

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Sidon-Ryu (x2/2.5/3)

Attack (Punch, Kick): +1 die (2/3); M stun; S stun (4)

Defense (Dodge): +1 die (2/3/4)

Special abilities:

- disarm: this ability works like defense technique but in order to use it character have to delay his action and use it when his opponent attacks, no negative weapon range modifiers apply, character can use defense bonuses (base TN=4), and combine it with another defense technique (yup, he can disarm, throw and punch) (3)

- reach: character receives no negative modifiers for inferior reach: negate +1 TN for 1 reach difference (2/4)

- attack strength +1 (2)

Description:

Sidon-Ryu was founded by master Sidon in year 2023. It is designed for use against an armed opponent, and makes use of the unarmed combatant's inferior reach. It was designed with the unarmed combatant facing armed foes in mind. It is vicious and brutal, often combining elbow and fist strikes to batter the opponent.

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Silat Melayu (Malay Silat)

Silat is, among Aikido, probably the most graceful martial art style. One not knowing (s)he watches Silat exercises might think it is a kind of oriental dance. It divides into many substyles, systems and schools.

Here are a few:

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Silat Minangkabau (x2/2.5/3)

Attack (Punch, Kick, Sweep): +1 die (2/3/kick only: 4); M stun

Defense (Dodge): +1 die (2/3);

Special abilities:

- required skill: dance minimum 3; required attribute: quickness minimum 3

- special sweep: because silat student usually kicks low, he can deal damage while doing sweep: damage code is (str-2) M, but until character actually do any damage the sweep won't be successful (3)

- fast kicks: character can blow very fast two powerful kicks one after another, +1 TN, (Strx1.5) M (2)

- kris fighting (3)

Description:

This style emphasizes low positions. Its specialty are kicks delivered at lower-body parts.

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Silat Sendeng (x2.5/3/3.5)

Attack (Punch, Kick): +1 die (3/4); M stun

Defense (Dodge): +1 die (2/3/4); -1TN (5)

Special abilities:

- required skill: dance minimum 3; required attribute: quickness minimum 5

- character knows tricks which help him to overcome opponents, roll surprise test, against surprised opponents character have -1TN for this attack only, after either successful or unsuccessful trick anyone seen it rolls intelligence against TN=6, if he gathers any successes next time this trick will be used on him he will have -2 TN on surprise test, it is possible to buy this ability more than once for different tricks (3)

- freeing from Hold -1TN (1)

- kris fighting (3)

Description:

It is supposed this style was based on monkey's moves. It requires much agility and dexterity from practitioners. There are many techniques used to deceive an opponent.

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Silat Patani (x2.5/3/3.5)

Attack (Punch, Kick): +1 die (3); M stun

Defense (Dodge, Throw): +1 die (2/3/4); -1TN (5)

Special abilities:

- required skill: dance minimum 3; required attribute: quickness minimum 4

- students of Silat are skilled in throwing opponent using his own strength, that's why throw damage code is (1/2 opponent Body + 1/4 enemy attack strength + 1/4 silat skill) M (2)

- if silat student delays action and then successfully dodges incoming attack he can throw two attacks as

counterattack against the opponent, deal damage separately using successes from dodge (2)

- kris fighting (3)

Description:

This style emphasizes high positions, slow and flowing techniques. It uses many throws and holds. Usually, stylist waits for opponent's attack and then counterattacks fast.

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Silat Jawa (x2.5/3/3.5)

Attack (Punch, Kick): +1 die (2/3); M stun

Defense (Block, Dodge): +1 die (2/3/block only: 4); block only: -1TN (4)

Special abilities:

- required skill: dance minimum 3; required attribute: quickness minimum 4

- Hard block: The adepts of this art are known to have very hard blocks, they can break opponents bone only blocking his attack, when using this ability against unarmed opponents adept deals (opponents Str or 1/2 Silat rating) M Stun damage but must make damage resistance test against (1/2 opponents Str) M Stun. If he wins conflict he deals damage for block, and eventually attack (but he must divide successes between two hits), but if lose, he must make damage resistance test twice. (2)

- attack strength +1 (2)

- kris fighting (3)

Description:

Sialt Jawa probably came from southern Malay Peninsula. It uses, contrary to other Malay styles, many punches and kicks. It is also probably the 'hardest' from Silat substyles.

There are of course many other Silat styles, but there are too numerous to describe them here. It is very important to notice that every Silat practitioner learns to fight with "kris" - a dagger with wavy blade, rumored to possess many magical powers.

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Silat Pentjak (Indonesian Silat) (x2/2.5/3)

Attack (Punch, Kick, Hold): +1 die (2/3/5); M stun

Defense (Block, Dodge): +1 die (2/3)

Special abilities:

- special called hit in neck or groin area, +1 TN, (Str+2) S stun (2)

- fighting in hard conditions (like narrow spaces or slidy surfaces), negative modifier is reduced by 1 (2/4)

- kris fighting (3)

Description:

Pentjak Silat is a fighting art originated in Sumatra. It has many styles (around 150). this is very diverse fighting art but its styles are one thing in common: they teach how to fight on slippery, treacherous ground because of conditions being common in Indonesia. Pentjak Silat teaches many weapons, but most prominent is immortal "kris".

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Street Fighting (x1.5/2/2.5)

Attack (Punch, Kick, Sweep, Hold): +1 die (2/4); M stun

Defense (Dodge, Block): +1 die (2/4)

Special abilities:

- to learn this "martial art" no teacher is needed

- fighting in hard conditions (like narrow spaces or slidy surfaces), negative modifier is reduced by 1 (3)

- character knows tricks which help him to overcome opponents, roll surprise test, against surprised opponents character have -1TN for this attack only (6)

- character can try to achieve superiority in hand to hand combat, if he wins instead for dealing damage he can increase his opponent's target number in combat tests for next combat phase by 1 for 2 successes achieved on combat test (max +3) (6)

- called "shoot" (in hand to hand combat only) +2TN (3)

- other technique: by closely studying special ability from other martial art character can learn it, this power can be purchased only after archiving Street Fighting minimum rating 10 (cost is calculated by GM depending on abilities difficulty, but shouldn't be cheaper than twice original cost)

Description:

This is generic unarmed fighting style. It includes all crude brawling maneuvers and dirty fighting tricks. Some "styles" include special attacks "borrowed" from other martial arts. It can be 'taught' only by

experience and rather on the streets. And yes you don't need a teacher. There are so many different styles of street fighting as people on the streets, so its not possible to describe them all.

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Sumo (x2/2.5/3)

Attack (Punch, Throw, Hold): +1 die (2/4); M stun; S stun (1)

Defense (Dodge): +1 die (3/6)

Special abilities:

- required attribute: minimum body of 5
- ram attack: add characters body to opponents knockdowns test (2)
- free from hold, add +1 die when trying to free from hold (1/3)
- attack strength +1 (2)

Description:

Sumo is a Japanese wrestling. Wrestlers are very big and powerful. The fight is getting place in a dirt ring dohyo, and the purpose of the fight is to get opponent out of the ring. This style uses some punches but mainly throws, holds and of course ram attacks.

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Tae Kwon Do (x2/2.5/3)

Attack (Punch, Kick, Sweep): +1 die (2/3/Kick and Sweep: 4); M stun; Kick only: S stun (4)

Defense (Block, Dodge): +1 die (2/4)

Special abilities:

- quick kick: this is very fast and hard to block attack, but it have little strength, opponent receives +1TN to defense technique and damage level is (Str-2) L stun (4)
- character can use sweep as defense technique (2)

Description:

This Korean martial art originated approximately the seventh century AD. Tae Kwon Do means 'Thw Way of Kicking and Punching'. It's extremely popular sport as well as martial art. Like many of Korean styles, it emphasizes kicks over punches.

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Tai Chi (x2/2.5/3)

Attack (Punch, Kick): +1 die (2/3); M stun

Defense (Dodge, Block): +1 die (2/3)

Special abilities:

- character can add 1/4 of his skill to body when resisting poisons, toxins and diseases (2)
- character can add 1/4 of his skill to body when resisting effects of falling (2)
- character can add 1/4 of his skill to body when rolling damage resistance test inhand to hand combat, this ability can be purchased after skill rating of 10 (5)

Description:

Tai Chi is seen as training program and often is considered not useful to real fighting. But taught properly can be very effective in hand to hand combat. This martial art is very popular in China. Many exercises is devoted to breath and body control.

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Tai-Jutsu (x2.5/3/3.5)

Attack (Punch, Kick, Sweep): +1 die (2/3/4); M Stun

Defense (Block, Dodge): +1 die (2/4)

Special abilities:

- Special killing techniques allow students of Tai-Jutsu to quickly eliminate their surprised opponents, if he successfully surprises opponent in hand to hand combat damage code is (Str+1) S stun, and in weapon combat +1 to weapon str. (2)
- Because students of Tai-Jutsu are skilled assassins when he successfully surprise an opponent he receives additional modifier -1TN, +1 die to next attack (2)

Description by Fetch:

Tai-Jutsu is the art of assassination. Sometimes referred to as the Warriors of the Night, they carry an arsenal of tricks and techniques designed for infiltration, penetration, assassination and terror. Tai-Jutsu masters always attempt to finish their fights as quickly as possible. That can mean a devastating attack with bare hands or weapons, or just the throwing of shuriken to cover an escape. Remember that Tai-Jutsu masters only care about the mission, killing is unimportant unless it becomes absolutely necessary.

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Te (x2.5/3/3.5)

Attack (Punch, Kick, Sweep): +1 die (2/4); -1TN(4); M stun

Defense (Dodge): +1 die (2/4)

Special abilities:

- attack strength +1 (2/3)
- weapon fighting: Knife (2), Tonfa (2)

Description by Bird Man:

This is a Martial Art from the islands of Okinawa in southern Japan. It is also known as "Ryukyu (Okinawan) Karate".

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THAMOC (The Art of Modern Conflict) (x2/2.5/3)

Attack (Punch, Kick, Hold): +1 die (2/3/Hold only: 4); M stun

Defense (Dodge): +1 die (2/3)

Special abilities:

- hand to hand and weapon combat initiative +1 (2/4)
- THAMOC can be used with Clubs (3)
- Opponents Knockdown target number in hand to hand and weapon combat: +1 (1/2/3)

Description by Bird Man:

THAMOC is a Martial Art developed by Lone Star. Its set of skills incorporates an economy of motion. THAMOC masters always take the direct, utilitarian attack. The art is designed to incapacitate (not kill) the opponent in the shortest amount of time, with the least amount of collateral damage.

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Unnamed (x3/x3.5/4)

Attack (Punch): +1 die (1/3/4/5); -1TN (5) M stun

Defense (Dodge): +1 die (1/2/3/4); -1TN (5)

Special abilities:

- this skill requires minimum willpower rating of 5, Philosophy skill, and cannot be increased above two times Philosophy Rating
- the followers of unnamed Martial Art never use any weapons
- opponents don't have modifier for friends in melee, note that character still have negative modifier for many opponents (3)
- opponents don't have modifier for longer reach, note that character still have negative modifier for inferior reach (3)
- Quick Punch: can be used only as Attack technique, (Str+1)L Physical (4)
- in hand to hand combat character have +1 reaction for purposes of determining initiative (2/3/4)

Description:

The founder of this Martial Art was know to be a traveler and philosopher in Japan during 4th century AD he never told anyone his name, and never called his Martial Art. His philosophy was that human body can do everything but mind don't allows it, if one free his mind, he will be able to do everything. He had never founded his own Dojo, nor any of his students did, he taught numerous students during his travels. His Students never called this Martial Art too. Students of this Martial Art don't take part in tournaments, and use it only when necessary, they never tell anyone (except their students, and other followers) what kind of Martial Art they use. This Martial Art is very fast and unpredictable, usually if anyone see it in action it is for the first and last time. Finally it is more than just Martial Art, its the way of life.

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Wrestling (x2/2.5/3)

Attack (Punch, Throw, Hold): +1 die (2/4); M stun

Defense (Block, Dodge): +1 die (2/4)

Special abilities:

- escaping Hold -1 TN (1)
- Special Throw Damage: (1/2 opponents Body + 1/2 own Strength) (2)

Description:

This is actually a sport not a martial art. The purpose of combatants is to get opponent outside the ring. It uses many holds and throws.

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Yari-jutsu (2/2.5/3)

Attack (Slash, Thrust): +1 die (2/4/ Thrust only 6); Thrust only: -1TN (6)

Defense (Parry, Dodge): +1 die (4)

Special abilities:

- it uses yari exclusively
- attack power +1 (2)
- initiative in melee combat +1 (3)
- reduce the called "shot" modifier in armed combat only by 1 (2/3)

Description:

This is Japanese spear martial art. Nowadays nearly no one can teach it. To find a master one must go to Japan and there look for teacher.