MARTIAL ARTS PLUG-IN

MARTIAL ARTS

Martial Arts. Kung Fu kicks, Karate chops—or, at the most esoteric and powerful levels, Ki strikes that slam an opponent with the force of the master's sheer will. As a Martial Artist, you have had training in a specialized Martial Art, allowing you to use Martial Arts techniques, as well as perhaps building your own Martial Arts style of combat with new techniques if your GM (and campaign) permits.

HOW COMMON ARE MARTIAL ARTS IN YOUR CAMPAIGN?

Don't just assume everyone in your game is a Streetfighting, Mortal-Buttkickin' Ninja Teenager. Remember, up until the 1960's, almost no one in Western culture knew anything about Martial Arts; there were few schools and what few there were didn't often admit non- Asians. By the mid 80's, Martial Arts schools (thanks to guys like Bruce Lee) were pretty much everywhere. Yet over in the far East, there were lit-erally thousands of martial arts schools, sub-schools and styles.

Campaign Style	Cost Multiplier
• Martial Arts Are Very Rare	x3
• Martial Arts Are Uncommon	x2
• Martial Arts Are Common	x1
• Chinese Action Theatre	x½

The Martial Arts Multiplier Dial (above) reflects this by allowing you to set the cost of buying Martial Arts in your campaign; you can make them cheap or expensive, depending on the setting and availability. Here are a few guidelines:

- *Very Rare*: Settings like the Old West, Victorian England, Pre- Industrial Europe.
- *Uncommon*: Settings like Post WW II America, Victorian Far Eastern Colonial settings (Hong Kong, India, Singapore, Macao, Shanghai, Manila), or in any place where Martial Arts are restricted by ethnicity, culture, military or religious reasons.
- *Common*: Today's Western cultures; all Asian cultures throughout time, most science fiction settings, or in any setting where Martial Arts training is commercially available to everyone.
- *Chinese Action Theatre*: Everyone not only has martial arts, but everyone is a would-be kung-fu master. Examples would be any Chinese action flick styled campaign, any samurai film-styled setting and most animé campaigns.

To determine the OP cost to buy Martial Arts training, simply multiply the overall cost of the training (next page) by the multiplier for your campaign setting. Example: buying Karate has a base cost of 12 in a Martial-Arts common culture (like 1990s California). However, in a Martial Arts Uncommon setting (like 1870s Tokyo, where few schools will teach non-Japanese), the price would double to 24.

PICK A SCHOOL

Once you establish your campaign's Martial Arts level, the next thing is to pick what kind of schools of Martial Arts will be available. The list below are of the most common types of martial arts studied today:

Aikido: This is a Japanese art founded in 1942 by Morihei Uehiba and derived from the earlier Aikijutsu. It stresses discipline and a non-violent attitude. The art, as practiced in combat, concentrates on bal-ance, rhythm and use of an opponent's force against himself. It large-ly involves redirecting an opponent's energies, especially in throws and takedown maneuvers.

Karate: Karate was developed from the same ancient traditions that led to the development of Kung Fu. By the fifth century AD, on the Okinawa Islands, a weaponless combat style called te("hand") had developed. Later, when the teachings of the Shaolin Temple in China were carried to Okinawa, some of the Shaolin techniques were infused with the te art. Karate is much like Kung Fu, but has fewer techniques.

Judo: This Japanese art grew out of the integration of the weapons techniques of katori shinto ryu and grappling techniques during the 15th century. The usual Judo technique involves bearing an opponent to the ground and then pinning him there or rendering him uncon-scious. The art utilizes hip throws, shoulder and neck locks, and a sacrifice body drop.

Wrestling: Wrestling, as a martial art, dates back into prehistory. In history, famous examples of wrestling arts include the wrestling prac-ticed in Greece, China, and India from their earliest recorded histories. Wrestling continues today as a popular collegiate and professional sport.The version here can be defined as either realistic wrestling or the showier style of TV's "pro" wrestling.

Street Fighting: This a generic martial art practiced by many super-heroes and Hollywood Tough Guys. It can be used to simulate some-one who learned to fight on the streets. Can't Find Something You

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Like?

CAN'T FIND SOMETHING YOU LIKE?

Get creative! You can either rename an existing school to make it sound more interesting, or even build your own using the various techniques listed on the next page (each technique costs 1.5 points). Example: Chas wants to build a futuristic fighting form called MoK-To, based on the planet Aldebaran. He builds it using Martial Block, Martial Dodge, Nerve Strike, and Ki Strike; his total cost is 6 Option Points. His GM further rules that since MoK-To is restrict-ed to only the Shadow Monks of Aldebaran, Chas must either adventure there to convince the monks to teach him, or spend the multiplier for Uncommon (x2) raising the overall cost to 12 points.

FIST OF THE— WHAT?

In animé, video games and some martial arts films, martial arts also include incredible feats of levitation, energy blasts and mind control. These are better simulated by using the Powersand Mental Powersplug-in's of Fuzion to create powers which are then grouped and purchased (on a point basis) like regular Martial Arts training.

WHAT DO I GET FOR THE POINTS?

In addition to the techniques of their schools (you can take more than one), all characters with Martial Artists abilities may increase the power of their attacks by taking the option of EXTRA DAMAGE. This allows the character to do more damage with martial arts maneu-vers than his Strength might otherwise indicate. Each level of Extra Damage purchased adds +1D6 damage or +1 STR to the effect of the maneuver, as appropriate. Extra Damage Costs 2 Option Points per level.

MARTIAL ARTIST ACTION SUMMARY & STYLE LIST

ACTIONS	NOTES	AIKIDO	KUNG FU	KARATE	JUDO	WRESTLE	ST-FIGHT
Basic Strike	Add 1D6 to your normal STR-based damage, +2 to DV	-	X	X	-	-	X
Breakfall	Take 1/2 normal falling damage, regain feet as a Free Action,	X	-	-	X	X	X
Defensive Strike	Strike. Adds +1 to AV, +3 to DV	X	-	-	-	-	X
Ki Strike	Ranged HTH attack at -2 AV. Damage as normal, or trade 1D6 for each successive m/yd of distance from target.	-	-	-	-	-	X
Killing Strike	Does killing damage at -2D6 to STR, -2 AV	-	X	X	-	-	-
M-Art Weapons	Trained in the use of all hand to hand martial arts weapons, (tonfa, nunchaku, sai)	-	X	-	-	-	-
Martial Block	Blocks all but bladed weapons, adds +2 to DV, AV	X	X	X	-	X	X
Martial Disarm	Disarm, with a +2 to STR during the maneuver.	X	X	X	X	-	-
Martial Dodge	Adds +5 to DV for dodging purposes that phase	X	X	X	-	-	X
Martial Escape	Adds +3 to STR for escape purposes	X	-	-	X	X	-
Martial Grab	Adds +2 to STR for purposes of the Grab	X	-	-	X	X	-
Martial Throw	+Target knocked prone, takes damage, must spend 1 Action to get back up again.	X	X	-	X	X	X
Nerve Strike	Does 2D6 damage, no Stun Defense; -2 to AV	-	X	-	-	-	-
Offensive Strike	Adds +2D6 to basic strike, at -2 REF, +1 DV.	-	-	X	-	-	X
Sacrifice Throw	Martial Throw, with +2 to AV, Target and Attacker both knocked prone.	-	-	-	X	X	-
	*Total Cost**	*16*	*16*	*12*	*12*	*12*	*16*

*Each maneuver costs 2 points. Total the number of maneuvers and multiply by 2 to find the cost of the package. Each Style (Karate etc...) Counts as a style. Yes a character can have multiple styles. If the styles have the same maneuver in them then subtract that maneuver from the final cost, but the player still needs to pay for the maneuver in the original style.

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MARTIAL ARTS MANEUVERS

- **Basic Strike**: The character has been trained in how to deliver an attack with greater force than a normal punch. They add 1D6 to their normal STR-based damage, +2 to DV.
- **Breakfall**: The character has been trained how to fall without hurting himself, and can roll to his feet from most falls.
- **Defensive Strike**: This attack is more of a probe than a full-out attack. It can represent a jab, a quick strike, or any other attack where the attacker is more concerned about defending himself than really dam-aging his opponent. Adds +1 to REF, +3 to DV.
- **Ki Strike**: With the proper training, and proper strength of will, some characters can make hand-to-hand attacks at range. As it is difficult to project your ki over a great distance, the damage of this attack decreases with distance.
- **Killing Strike**: This attacks allows the char-acter to do killing damage attacks without using a weapon. A Killing Strike can be strik-ing a limb to break it, a throat or kidney punch, the classic "karate chop," or any other appropriate type of blow.
- **Martial Weapons**: The character is trained in the use of martial arts weapons, and can use these weapons with his martial arts Actions.
- **Martial Block**: This is a trained block. A character with this maneuver is very good at blocking melee attacks. Adds +2 to DV, AV
- **Martial Disarm**: The character has been trained to knock weapons (and other objects) out of his foes' hands. A disarm will only affect items that are held with one hand; two-handed objects must be grabbed away. +2 to STR during the maneuver.
- **Martial Dodge**: You've practiced getting out of the way of attacks. This dodge will work against ranged as well as melee attacks. Adds +5 to DV for dodging purposes that phase
- **Martial Escape**: You've been taught how to get out of even the strongest grab or hold, adding +3 to your STR for escape purposes
- **Martial Grab**: The character has been trained on how to grab and hold his foes.
- **Martial Throw**: Instead of striking, a character with the Martial Artist Talent may declare he is throwing his opponent. The attacker makes a normal attack. If it is successful, he throws the target to the ground and does his normal Strength Damage. After being thrown, the defend-er is prone, and must act after the attacker next round regard-less of their Initiative rolls. A thrown target may not use his Athletics skill to automatically roll to his feet; he must spend one action instead.
- **Nerve Strike**: This is a strike targeted at the vulnerable nerve clusters of the human body. As such, the target does not get his SD ver-sus this attack. Since a good deal of accu-racy is needed to land these blows, the attacker must spend at least one round aiming at his target before using this attack. Does 2D6 damage, at -2 to AV
- **Offensive Strike**: This is an all-out attempt to mangle your target. An Offensive Strike cov-ers a flying kick, a full-out haymaker punch, or any other full out style attack. Adds +2D6 to basic strike, at -2 AV, +1 DV.
- **Sacrifice Throw**: This maneuver represents any move where the attacker falls to take down his opponent. It can be a judo throw, a sliding takedown, a football tackle, or any other move where both the attacker and his target end up on the ground. Martial Throw, with +2 to AV, Target and Attacker both knocked prone. If this attack missed, the attacker is on the ground at the feet of his oppo-nent anyway. Not a good place to be.

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Combat Actions (AKA Maneuvers)

Basic Actions	Cost	AV	DV	Effect
Attack-1	0	+0	+0	Strike, shoot, kick at -1 penalty, +1D damage
*Grab-1	0	-2	-3	Grab something. Both are at -3 Defense
*Move Thru-1	0	-2	+0	Full Combat Move at HTH attack
*Throw-1	0	+0	+0	-4 for unblanced objects
Other Actions-1	0	+0	+0	Reloading, changing weapons, mounting up
*Abort-0	0	+0	+0	Interrupt opponent's turn to use DEF action
*Aim-1	0	+1	+0	Add +1 per phase to attack, up to +3 total
*Block-1	0	+0	+0	Stop any 1 attack w/successful roll
*Dive for Cover-1	0	+0	+0	Dodge Area Attack at +2 Diff per each m/yd
*Evade/Dodge-1	0	+0	+3	Makes you harder to hit but you can't attack
*Get Up-1	0	+0	+0	Get up from being knocked down
*Recover-1	0	+0	-5	Get Stun back equal to REC score
*Walk-0	0	+0	+0	Move up to full Combat Move (MOVE x1), can't be used with other maneuvers
*Run-1	0	+0	+0	Move up to full Combat Move (MOVE x2)
*Sprint-1	0	+0	+0	Move (MOVE x3) up to full NCM at ½ DEF, 0 REF
*Wait-1	0	+0	+0	Wait for chance to act or act later

Adv Actions	Cost	AV	DV	Effect
Choke Hold-1	1	-4	+0	2d6 Killing attack
Disarm-1	1	na	na	Knock weapon from Oppont's hand
Draw & Attack-1	1	-3	+0	Draw & fire in one action at penalty
Entangle-1	1	+0	+0	Immobilize opponet, forcing him to Escape
Escape-1	1	+0	+0	Escape Entangles/Grabs in STR + Athletics roll
Haymaker-1	1	-3	+0	Go all out! +3 dice damage to regular attack
Move By-1	1	-2	+0	Full Combat Move and HTH attack
Sweep/Trip-1	1	+0	+0	Opponent falls, at -2 REF next phase

Martial Arts	Cost	AV	DV	Effect
Basic Strike-1	2	+1	+0	STR +2d6 Strike
Breakfall-1	2	na	-4	Take ½ normal falling damage, regain feet as a free action
Defensive Strike-1	4	+1	+3	STR Strike
Ki Strike-1	2	-2	+0	Ranged HTH attack, Normal damage, or -1d6 per m/yd distance from target
Killing Strike-1	3	-2	+0	2d6 Killing Damage
Martial Weapons-1	2	Varies	Varies	Trained to use all HTH martial arts weapons w/Martial Art Maneuvers
Martial Block-1	3	+2	+2	Block, Abort
Martial Disarm-1	3	-1	+1	Disarm, +2 to STR to Disarm roll
Martial Dodge-1	3	-	+5	Dodge/Evade, Affects all attacks, Abort
Martial Escape-1	3	+0	+0	+3 STR vs Grabs
Martial Grab-1	2	-1	-1	Grab, +2 STR for holding on
Martial Throw-1	2	+0	+1	STR +v/5, target falls
Nerve Strike-1	3	-1	+1	2d6 NND(1)
Offensive Strike-1	4	-2	+1	STR +4d6 Strike
Sacrifice Throw-1	2	+2	+1	STR Strike, you fall, target falls

Martial Arts	Cost	AV	DV	Effect
Choke Hold-1	4	-2	+0	*Grab, 2d6 NND(2)*
Crush-1	2	+0	+0	*STR +4d6 Crush, Must F-Grab*
Fast Strike-1	3	+2	+0	*STR +2d6 Strike*
Flying Tackle-1	2	+0	-1	*STR +v/5 Strike, you fall, target falls, F-Move*
Grappling Throw-1	2	+0	+2	*STR +2d6 Strike, Target Falls, F-Grab*
Killing throw-1	4	-2	+0	*2d6 Killing Damage, target falls*
Legsweep-1	2	+2	-1	*STR +1d6 Strike, target falls*
Martial Strike-1	3	+0	+2	*STR +2d6 Strike*
Passing Strike-1	4	+1	+0	*STR +v/5, F-Move*
Reversal-1	3	+1	+0	*STR +3 to Escape, Grab*
Root-1	3	+0	+0	*STR +3 to resist Shove, Block, Abort*
Sacrifice Disarm-1	4	+2	-2	*Disarm, +2 STR to Disarm roll*
Sacrifice Lunge-1	3	+2	-2	*STR +v/5, F-Move*
Sacrifice Strike-1	4	+1	-2	*STR +4d6 Strike*
Shove-1	3	+0	+0	*+3 STR to Shove*
Shove Takeaway-1	4	+0	+0	*Grab Weapon, +2 STR to Take weapon away*
Weapon Bind-1	3	+1	+0	*+2 STR, Bind*