

## Martial Arts

Powers are a incredible advantage in the field but never underestimate the prowess of a highly skilled physical combatant. Martial artist in all cultures have achieved astounding feats with nothing more than willpower and finely honed skills.

Martial Arts are a special type of specialized skill that will give a character a little more edge in hand to hand and melee combat. The skill is purchased like any other specialty with a few requirements;

The character **MUST** have a brawl or melee skill at least 4D. No novice can hope to achieve the effects that a seasoned professional can.

There are usually a few different techniques under each martial art. A characters ability to learn and used these are dictated by the level of his skill. For every level of total skill a character has he may choose an additional technique from the list under his chosen martial art (round up).

**Example: Jean Dubious has 6 dice in brawl with a +3D specialization in Savate martial arts giving him a total of 9 Dice. Jean may choose all the listed skills under his chosen martial art. If his skill was a total of 6D he could only choose 3 of the techniques.**

Different arts and style will attribute different advantages to the character. A person trained in the arts of Boxing will have a much more impressive punch than the Judo master, but on the other hand he will be at a loss when its time to grapples or throws. Most martial arts master are well versed in several techniques and art forms to take advantage of the different strengths. Each specialization is taken separately.

There are a few different maneuvers exclusive to the martial artist. These attack forms receive a bonus to either their execution or damage. The character receives a bonus of +1 per two dice they have in the skill, remember that for every three points the plus turns into a full die. In all cases always round up.

**Example: Jean Dubious has 6 dice in brawl with a +3D specialization in Savate martial arts giving him a total of 9 Dice. Jean could kick with a bonus to his damage of +1D+1. If he were dodging he would receive a bonus of 3D.**

Each art give the character a different bonus to certain types of maneuvers or actions while in combat. The types of maneuvers are listed below.

Hand Strike/Punch	A strike with the fist or open palm	The character receives a bonus to damage equal to his martial arts bonus or may take the bonus to the attack roll to hit, characters choice.
Kick	a more powerful attack but les stable maneuver than the punch	The character receives a bonus to damage equal to his martial arts bonus.
Dodge/Block/Parry	A defensive action used to stop or altogether avoid an	A block of Parry will negate damage equal to the

	incoming melee or brawling attack.	character's martial arts bonus. NOTE: Blocks and parries cannot be used to negate the damage from a ranged attack such as bullets or energy blast, for that you DODGE.
Disarm/Grapple/Hold/Throw	A maneuver used to wrestle and hold or hurl an opponent to the ground causing damage.	The maneuver can also be used to knock or wrest a weapon from an opponents hands. The character receives a bonus to his chance to grapple equal to his martial arts bonus or damage from the throw equal to half his martial arts bonus.
Sweep/Takedown/Trip	The ability to take an opponent to the mat and in some cases cause him damage doing so.	The character receives a bonus to his chance to grapple equal to his martial arts bonus or damage from the throw equal to half his martial arts bonus. Opponents that fall to the ground must spend one action getting to their feet. Opponents prone on the ground are easier to attack with kick attacks and grapple attacks.

### The Styles

Not all martial arts are created equally. Some styles focus on offensive power over defense ability. Some offer greater striking strength at the expense of any ability to grapple.

The listing below gives a generalized and cinematic overview of the martial arts styles. A listing with a Plus symbol (+) mean that the character receives a bonus when using this maneuver. A Negative sign (-) mean that the character's martial art ability doesn't have access to this technique.

NOTE: The styles presented here are not exact or detail representations of the martial arts form. The styles and bonus listed here are to simulate a cinematic form of play; they are not meant to model the style exactly.

Akido
Aikido emphasizes evasion and circular/spiral redirection of an attacker's

aggressive force into throws, pins and immobilizations as a primary strategy rather than punches and kicks.	
Hand Strike/Punch	+
Kick	+
Dodge/Block/Parry	+
Grapple/Hold/Throw	-
Sweep/Takedown/Trip	+
<b>Special Technique</b>	
<p><b>Swarm of kissing Butterflies</b>  By using a flurry of hand attacks the attacker distracts the opponent from the real danger of a take down maneuver or arm pin. Opponents must win a contest of their Perception versus the Attackers brawl skill or receive a penalty -1 for every die the attacker has in his skill to any defensive roll to escape the grapple or takedown.</p> <p><b>Sidestep Dodge</b>  The artist uses his opponent's momentum against him. When an opponents' attacks the artist his attack is quickly sidestepped. The opponent is thrown to the ground using his own active force. The martial artist adds his Coordination attribute to his defensive roll when using this maneuver. When the opponent misses (he must miss in order to use this technique) the artist may roll his brawl+Akido dices versus his opponents dodge. If the artist is successful his opponent is send hurling to the ground.</p>	

<b>Boxing</b>	
<p>Boxing focuses primarily use of the hands and upper body as an offensive weapon. Although footwork is taught in boxing legs are never used offensively. Boxing forces primarily on hand strikes and block. Since boxing is so narrowly focused the strike are incredibly effective.</p>	
Hand Strike/Punch	+
Kick	-
Dodge/Block/Parry	+

Grapple/Hold/Throw	-
Sweep/Takedown/Trip	-
Special Technique	
<p>Knock Out Blow The character may attempt to stun an opponent if he has more damage dice than the opponent has stamina dice. If the attack is successful the opponent must make a stamina roll versus the damage done or lose all his actions this round and the next.</p> <p>Wall of Sinew The boxer is adept at blocking most incoming hand-to-hand attacks. When he chooses to block an incoming hand-to-hand attack he reduces the damage by one point per die of skill he has in boxing.</p>	

Capoeira	
<p>Capoeira primarily attacks with kicks and sweeps. Some schools teach punches and hand strikes, but they are not as common, because this art was originally developed by handcuffed slaves fighting against their guards. Elbow strikes are commonly used in place of hand strikes. Capoeira also uses acrobatic and athletic movements to maneuver around the opponent.</p>	
Hand Strike/Punch	+
Kick	+
Dodge/Block/Parry	+
Grapple/Hold/Throw	-
Sweep/Takedown/Trip	+
Special Technique	
<p>Whirlwind Kick The attacker spins upside down on his hands and is able to kick multiple opponents with one action. Each additional person within range attacked raises the difficulty of the attack by 3.</p> <p>Negativas A series of ducks called 'Negativas', which literally means negations, are also a staple of a capoeirista's defensive vocabulary. This move allows the</p>	

defensive hero to quickly evade an attack and position themselves around the aggressor in order to lay up for an attack.

Judo	
Judo consists primarily of throws, armlocks, chokes and pins. Additional techniques, (striking) and various joint locks are found in judo. Judo is generally compared to wrestling but it retains its unique combat forms.	
Hand Strike/Punch	
Kick	-
Dodge/Block/Parry	+
Grapple/Hold/Throw	+
Sweep/Takedown/Trip	+
Special Technique	

Kung Fu	
Kung Fu refers to the hundreds of styles of martial arts in China, all of which are different. Kung Fu arts are usually considered striking styles, although not all styles use strikes. Grappling methods are generally not used.	
Hand Strike/Punch	+
Kick	+
Dodge/Block/Parry	+
Grapple/Hold/Throw	-
Sweep/Takedown/Trip	-
Special Technique	
<p><b>High Flying Kick</b>  The attacker can leap twice his normal movement in the air and attack his opponent. The attack is +5 difficulty but has the advantage of covering a large amount of distance in a short amount of time. If the attack is successful the opponent must make a Reflex roll with a difficulty equal to the damage done. If the Reflex roll is a failure then the opponent is knock to the ground and must spend an action to get to his feet.</p> <p><b>Open Palm Defense</b>  The Kung Fu artist is adept at blocking</p>	

any incoming attack with his hands. If he does nothing but blocks for a round the martial artist can use his defensive score against all attacks in a diameter in meters around him equal to his brawl+martial arts specialization dices. This is the only action the artist can perform while using this maneuver

### Melee Weapon

The styles represented by this martial arts form is varied. It can represent fencing, Naginata-do, Bojutsu, Kendo, Fencing, Kali, etc. These styles represent a martial arts form focusing on the use of melee weapon ranging from fencing foil, katana, quarterstaff, nunchakus, or combat fans.

Hand Strike/Punch	+
Kick	-
Dodge/Block/Parry	+
Grapple/Hold/Throw	-
Sweep/Takedown/Trip	+

### Special Technique

**Bleeding (blade melee weapon)**  
 The attacker can make a special attack to injure the opponent by targeting a major artery. If the attack is successful. The opponent must make a Stamina roll with a difficulty equal to the damage done. If the roll is a failure the opponent will bleed for rounds equal to the weapons damage die code, taking 1 point of damage for every die of damage the weapon does. Example: If the weapon normal does 2D of damage the opponent will take 2 point of damage for two rounds. This type of attack adds a +5 to the difficulty to hit.

**Daze (Blunt Weapons)**  
 The attacker can opt to take an additional +5 to his difficulty and try to daze his opponent. The opponent must make a successful stamina roll versus the amount of damage done. If the stamina roll is a failure then the opponent is dazed for

rounds equal to twice the weapons damage die code. While dazed the opponent suffers a penalty to all his rolls equal to the weapons damage die code.

#### Parry Riposte

The weapon master may attack immediately after defending an attack at no cost. The artist must first block the incoming attack but may make a riposte attack at no additional cost. The attack is not usually the strongest attack but the quickest and does only half normal damage.

#### Savate

Savate is a French martial art which uses both the hands and feet as weapons and contains elements of western boxing, grappling and graceful kicking techniques

Hand Strike/Punch	+
Kick	+
Dodge/Block/Parry	+
Grapple/Hold/Throw	-
Sweep/Takedown/Trip	-

#### Special Technique

##### Piston-Action kick

The Attack throws a flurry starting at the stomach and quickly rises using successive kicks to the chest and head to stun an opponent. If the attack is successful the opponent must make a stamina roll versus the damage done or loose an action this round and the next.

##### Riposte Kick

The martial artist uses this maneuver to fight defensively by keeping a kick at the ready. When an attack is thrown at the artist he may quickly block it and throw a reprisal attack. The martial artist must first block the incoming attack but may throw the kick at no action cost. The kick does only half the normal damage but is good incentive to any opponent who strikes the Savante artist.

Shotokan Karate	
Karate tends to emphasize kicks, punches, blocks, strikes, evasions, throws, joint manipulations and a strong offense as a good defense. Karate techniques consist basically of hand and foot techniques.	
Hand Strike/Punch	+
Kick	+
Dodge/Block/Parry	+
Grapple/Hold/Throw	-
Sweep/Takedown/Trip	+
Special Technique	
<p>Dragon Punch The Attacker can hit his opponent with such force that he drives him back 1 meter for every three dice of skill. The opponent is treated in the same way as if he took knock back.</p> <p>Sundering Tree The martial artist kicks at a target's thigh with such force that it topples the opponent sending him sprawling to the ground. The Opponent must make a stamina roll versus the amount of damage done or fall prone to the ground.</p>	

Tae Kwon Do	
Tae Kwon Do training includes a comprehensive system of hand strikes and blocks, but generally does not emphasize grappling. In general Tae Kwon Do emphasizes kicks thrown from a mobile stance, using the leg's greater reach and power to disable the opponent from a distance.	
Hand Strike/Punch	+
Kick	+
Dodge/Block/Parry	+
Grapple/Hold/Throw	-
Sweep/Takedown/Trip	-
Special Technique	
<p>Axe Kick The martial artist raises his foot above the opponent's heads and brings his heel smashing down on either the head or the</p>	



collar bone of his opponent. The attack takes two actions to perform but does double damage.

Yu

The martial artist using the principles of water to redirect or deflect an opponent's incoming attack. The artist may add dice equal to his Coordination to his block.

### Thai Boxing

Sometimes called Muay Thai Boxing or Thai Kickboxing; Muay Thai differs from Western-style boxing most noticeably in its allowing the use of elbows, knees, feet, and certain holds and throws.

Hand Strike/Punch	+
Kick	+
Dodge/Block/Parry	+
Grapple/Hold/Throw	-
Sweep/Takedown/Trip	-

### Special Technique

#### Flying Knee Strike

The attacker jumps up or takes steps, springs up off one leg and in mid-air switches to the other knee to strike. The attack is difficult to execute (add +5 to the difficulty) but when it connects does 1D+2 additional points of damage.

#### Knee Strike

The attacker quickly grabs the back of the opponents' head and pulls it down toward an quickly approaching knee kick. The kick takes two actions to perform but when it lands it stuns the opponent for 2 rounds causing him to loose an action or those rounds.

#### Reed Form Defense

The sinewy body of the artists is able to soak up the massive amounts of damage thrown at it. When struck with a successful attack the artist may negate 1 point of damage per die he has in his brawl+ Muay Thai skill.

### Wrestling

One of the oldest martial arts, Wrestling is primarily a grappling, locking, and holding art form. The emphasis is on control of the opponent through arm/leg locks and submission holds.	
Hand Strike/Punch	-
Kick	-
Dodge/Block/Parry	+
Grapple/Hold/Throw	+
Sweep/Takedown/Trip	+
Special Technique	
<p><b>Power Suplex</b> The Attacker picks his opponent up off his feet and using a large portion of his or her own body weight to drive the opponent back down to the ground with force. The attacker must 1st make a successful grapple/hold in order to implement this maneuver. If the attack is successful the opponent must make a stamina roll versus the damage done or loose all his actions for rounds equal to half the attackers skill level in dice.</p> <p><b>Gift of Antaeus</b> The wrestler is almost impossible to take down grapple, or pin. When an attacker tries to take down, grapple, or pin a wrestler the wrestler may add a +1 to the difficulty for every die he has in brawl +wrestling. If grappled or pinned the wrestler may add that same bonus to his chance at breaking the hold.</p>	

### The Benefit of Multiple Styles

If multiple styles are taken that have identical bonus for a particular maneuver the character receives an additional +1 bonus.

Example: Jean Dubious has 6 dice in brawl with a +3D specialization in both Boxing and Savate martial arts giving him a total of 9 Dice. Since both have a Hand Strike/Punch Technique he would receive his normal bonus of 1D+1 plus an additional bonus of +1 giving him a total of 1D+2.

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#### Mystic Masters

There are quite a few martial arts stories and movies with master who posses astounding abilities beyond the realm of normal men. There powers are simulated using advantages,

and powers from the powers list. If a martial arts master can leap incredible distances then he has Super Jump. If he can shoot fire balls from his hands he has a Ranged Energy Attack power.

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