

## **SRIII Martial Arts Rules Version 4.0**

SRIII Martial Arts Rules

Improved , changed and edited

by Lots of People

Further editing

by Even more people

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### Unarmed Combat

With the advent of 3rd edition these rules work better than ever. Instead of having a concentration each of these skills replaces the old unarmed combat. So each of these martial arts counts as a general skill and each of the maneuvers still counts a specialization. Here's a rule of thumb for making a new martial art. One if there's one close to it just adapt it as you see fit. O.K. for a completely new art choose up to five regular maneuvers, six if the new martial art had no special maneuvers or bonuses. If the martial art has a special the limit for it's list of maneuver should not exceed five. If you devise a new art send to me at NightLif@one.net and if it passes muster I'll add to the ever growing list before you.

Example: Predator has three martial art forms: 5. He has three general skills in, Hapkido: 6, Kappo: 6, and Tae Kwon Do: 7. Hapkido allows him the moves: Takedown, Lock, Disable, and Total Disable. Tae Kwon Do allows him Strike, Kick, Jump Kick, Block and Spinning Jump Kick. While Kappo allows him Strike and Distract.

When attacking (or defending) in hand to hand combat, you must declare which technique you are using. The technique chosen determines the difficulty (see below for details), damage, reach and any special effects which might happen if the attack is successful. There are certain moves which can only be attempted by characters possessing the appropriate concentration. These are designated by asterixes on the lists and charts, and include such moves as the Tae Kwon Do Spinning Jump Kick, the Thai Boxing Jumping Knee Strike, and the Hapkido Total Disable. In addition, certain martial arts give you special bonuses if you have a concentration in that style. For example, characters with a rating in Aikido can face multiple opponents without a modifier and characters with Hard Kung Fu receive a bonus to damage. These special bonuses do not apply if the character doesn't have a concentration in the appropriate style.

Example: Predator attacks with a Spinning Jump Kick. This is a Tae Kwon Do move, so he can roll 7 dice (his rating in the Tae Kwon Do specialization). If he had instead attempted a Takedown, which is a Hapkido move, he would roll his Hapkido rating (which is a 6.) If Predator had tried a Knee Strike, which does not fall under any of his martial arts, he would only get to roll 5 dice, his base Unarmed Combat rating. He could not attempt a Jumping Knee Strike, since that move is restricted to characters with the skill Thai Boxing, and he doesn't have a concentration in that style.

Certain martial arts are defensive in nature. They are designated (Def only) in the description of the style. Unless the GM determines a special situation, the character can only counterattack with moves from that style.

## Martial Arts Techniques

### Block/Evade

This move can only be used when counterattacking. If the character gets more successes than the attacker, he has blocked or dodged out of the way. However, unlike a normal counterattack, no damage is done to the attacker. A character does not receive a reach modifier while blocking, even if his reach is greater than the opponent's. The exception to this rule is trolls, who may apply their natural reach modifier of -1. A character who uses martial arts to block or evade an armed attack receives a +2 target modifier.

Backhand \*\* ( Gm optional NightLife's comment Ummm... Maybe )

Same as a Strike but uses the back part of the hand. The Disadvantage is that it does less damage.

### Disable

A nerve-striking technique which causes the target to lose feeling in the affected body part (which can be an arm or a leg.) The power level of the attack is equal to the attacker's skill level, not his strength rating. If the damage is not resisted completely, the target cannot use the affected limb.

### Distract

The Kappo Distract move allows the attacker to distract his opponent, making it harder for the target to concentrate. The defender resists with his highest unarmed combat concentration at a T# of the attackers Kappo skill. The target may default to Unarmed Combat with a +2 target modifier, or to Willpower with a +4 target modifier. Every 2 net success for the attacker result in a +1 target modifier for the opponent's next attack or counterattack, whichever comes first. Distract can only be used by characters with a concentration in Kappo.

#### Elbow

A character makes a attack with a elbow to the torso or chin.

#### Escape Hold

When a character is being held in a grapple or a lock, he must use this technique to break free. When the person trying to escape gets at least one net success using this technique, he has broken free from the hold.

Flying Jump Kick \*\* ( Gm optional NightLife's comment Ummm... Maybe )

This attack is made by running at the character and flying through the air to land one or two feet solid on a person. This kick does incredible damage but is very hard to do!

#### Grapple

The attacker attempts to gain a hold on the opponent. If the attacker has any net successes, the target receives a +1 target modifier to all attacks until attacker receives his next action. Even if used as part of a Defensive Only martial art style, the Grapple attack may always be used to attack. Grapple attacks do no damage. A character who is being held in a grapple cannot kick or use jumping knee techniques.

#### Jump Kick

The character leaps off the ground and lands a kick on the opponent. A difficult move to accomplish, but it does a lot of damage.

#### Jumping Knee Strike

A more powerful version of the Knee Strike in which the attacker leaps off the ground and plows a knee into the target's midsection. This move can only be attempted by characters with a concentration in Thai Boxing.

#### Kick

Includes front kicks, snap kicks, roundhouse kicks, and spin kicks. Pretty basic.

#### Knockout \*

TN:9

A powerful punch attack done by boxers to end a fight.

Kippup  
TN: 6

This is a special move available to anyone with a martial art skill. It's a neat little roll/flip that gets the attacker back on his feet quickly. It works much like a Quickdraw (as explained in the main rules.) The character rolls his unarmed combat concentration against a TN 6, modified as the GM sees fit. If the test is successful, the character gets back on his feet and is still able to perform an attack/counterattack on that phase. If the test fails, the character is still able to get up, but loses his attack/counterattack. If the character botches the test (using either the Rule of One from the main rules, or the better one presented in Fields of Fire then not only does he lose his attack/counterattack, as above, but he's still on the ground. All characters fighting while on the ground automatically get the "inferior position" modifier and give their attackers the "superior position" modifier.

Kill \*\* ( Gm optional NightLife's comment For NPC's only )

This attack is designed to kill the opponent . The power level of the attack is based on the character's skill, not strength, and it does a base damage of deadly. This attack is done just by a one finger touch. This damage is resisted normally, but often it will result in death!

Knee Strike

A vicious attack with the knee to the midsection of the opponent.

Lock

The attacker must specify which body part he is attempting to put into a lock (a wrist lock, an arm lock, a head lock, etc.) If the attacker gets any net successes, the defender is put into a lock and cannot perform an action with that body part. The effects of a lock last until the defender gets net successes on the attacker in a roll of Unarmed Combat, Strength or Quickness (whichever is highest) vs. Attackers skill. This roll can only be attempted on the defender's action. The defender cannot take any other action (except attempting to break free) until he is out of the lock. If the defender does not get any successes in attempting to break free then he receives a Light stun (no resisting) due to strain. If he rolls all ones he breaks what ever appendage was pinned. The defender also receives a Moderate stun (no resisting). Sucks if you get in a lock!

One Handed Choke \*

If successful with this attack the attacker begins to choke the victim. After the choke is achieved, the victim must continue to resist the base damage on each of the attacker's following actions until the hold is broken. No speed bonus

Reverse Hold\* exclusive Aikido/Wrestling technique

TN: 7 D: (Skill) L (stun) R: +0 S: +0

This is a special move used to turn the tables on one's attacker. It is a combination of the Escape Hold and Lock techniques. When a character with Aikido is held in a lock (not a Grapple), he can use this technique in place of "Escape Hold". If the character gets at least one net success, he escapes from his opponent's hold, and proceeds to put his opponent into a Lock! See the "Lock" technique for details about that attack.

#### Spinning Jump Kick

An advanced form of the Jump Kick. It is very hard to pull off, but is the most damaging kick.

#### Strike

A simple standard punch or other attack using the hands.

#### Sweep

A standard foot sweep which knocks the opponent off his feet. If the attacker gains any net successes, the target is knocked down.

#### Takedown

The character grabs the opponent and hurls him to the ground, while keeping a hold on him. If the attacker gets any net successes, the target is knocked down and is also put into a Lock (see the Lock technique described above.)

#### Throw

The character grabs hold of his opponent and flips or throws him. If the attacker gains more successes than the defender, the move succeeds. The attacker must then split his net successes between damage and distance. For every 2 net successes assigned to distance, the attacker will throw the 1 meter. So if you gained 6 net successes on a throw and assigned them all to distance, the target would be thrown 3 meters (in the direction of the attacker's choice.)

#### Total Disable

This nerve attack is designed to incapacitate an opponent without seriously hurting him. The power level of the attack is based on the character's skill, not strength, and it does a base damage level of deadly. This damage is resisted normally, but often it will result in the target being knocked unconscious.

**Summary of Techniques Chart**

Technique TN#/ Damage/ Range/ Speed/ Special

Backhand 4/ (Str)M/ +0/ +1

Block: 4/ (Str-1)L/ +0/+1/ +2TN vs Blades

Disable 6/ (Skill) S/ +0/ +1/ damage to limb

Disarm 5/ (Str) L/ +0 /+0/ 4 succ = take weapon

Distract\*4 (Str) M/+0/+0/ distract, then strike

Elbow 5/(Str +1 M/+0/ +0

Escape Hold 6/ none/+0/ +0/ out of hold

Evade 4/ none/+0/+1/clean miss

Grapple 4/ none/+0/+0/ hold.can do squeeze

Flying Jump Kick 9/ (Str+3)M stun/ +0/ +0/ None

Jump Kick 7/ (Str+2)M/ +2/ -1

Jumping Knee\* 5/ (Str+2)M/+1/-1

Kick 5/ (Str+1) M/ +1/ +0

Knockout\* 9/Skill S(stun)/+0/+0

Kill N/A NPC's only

Kippup 6/ stand up

Knee Strike 5/ (Str+2)M/ +0/ +0

Knock Out 8/ (Str)S/ +0/ +0

Lock 6/ (Skill)L/ +0/+0/ hold. next=(Skill+3)M

One Hand Choke 8/ (Str S(stun)/ +0/ +0

Reverse Hold\* 8/ (Skill)L/+0/+0/ escape & hold

Spin Jump Kick\* 8/(Str+3)M/ +1/ -2

Strike 4/ (Str)M/ +0/ +1

Sweep 5/ (Str)L/ +1/ +0/ knocked down

Takedown 8 (Skill+1) L +0 +0 knocked down & hold

Throw 5 (Str) L +0 -1 Str/4 meters base

Total Disable\* 8 (Skill) D +0 +1

\* denotes exclusive technique

Notes:

1. \*=Special Move. Cannot be done without concentration in the appropriate style.
2. Difficulty becomes the base T# for the technique. The corresponding reach bonus doesn't lower the T# for the attacker as it normally would, though it still raises the T# of their opponent. (The contrary to this is that the sheer size of a troll does allow their racial reach advantage to reduce their difficulty T#. A jump kick from a three meter tall martial artist is just simply a frightening thing.)
3. Techniques can be adjusted to do physical damage with a +4 target Modifier

## Martial Art Descriptions

Written by Timothy A. Mathena with additions by yours truly

### AIKIDO

Aikido has the greatest pacifist stance of all martial arts. Although Aikido exhibits great defense against other martial artists it has no offensive moves whatsoever. This is partly because there is no competition in Aikido, where each student seeks to come closer to a perfect sense of harmony. Aikido is a new martial art, created in the 20th Century, and drawing techniques from Jujitsu, Judo, Karate and Kendo.

As in the center of a whirlwind, the Aikido master can fend off the attacks of any and all who approach. One attempts to accommodate the opponent as much as possible, so a person wishing to push a knife there should be allowed to do so. Of course, the Aikido master would never be so rude as to interfere with the path of the knife by getting in its way. And the attacker will have to follow his knife hand as it is speeded up by the hand of the Aikido defender.

When subduing opponents, the idea is to seize the leading part of the attacker's body, usually right at the wrist or ankle. At this point, one can either use the attacker's momentum in a flip, or, by applying a joint lock, one can lead the attacker around into a helpless position on the ground.

### BASIC HAND TO HAND (UNARMED COMBAT)

This is the old skill unarmed combat. It has no special maneuvers or bonuses. This is a collection of nonspecific maneuvers and blows. The user may attempt any of the non-specialized maneuvers. This is what could be considered a "generic" martial art.

## BOXING

Boxing is a sport involving mostly hand attacks (usually wearing padded gloves) and the ability to stand toe to toe and be pummeled by your opponent. Fighters stand in a ring and throw various punches to either wear a opponent down or knock him out.

## BRAWLING ( STREET FIGHTING )

A undisciplined form of fighting which varies from group to group. It is simply the down a dirty school of fighting. There is no such thing as a unfair move with these fighters. Survival is the only thing that counts.

## CAPOERIA

A Brazilian martial art developed by slaves, Capoeira is the only style that assumes a person may be bound (or in leg chains) and still have a need to fight. Also, the techniques in the style were originally passed along to students in the form of dance.

## CARROMELEG

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.

## CH'IN-NA (THE ART OF SEIZING)

One of the first arts that involved studying the nerves, tendons, joints and muscles of the human body. This is the ancient precursor to Aikido, Jujitsu and many other modern forms. Although Ch'in-Na is really a form of wrestling, its precise holds, strikes and locks can be disabling or deadly. The student spends equal amounts of time studying the body, sparring with fellow students and teachers, and meditating in solitude. The Ch'in-Na master will always seek to grasp at the body's most vulnerable and fragile parts. Injuries inflicted include severed tendons, dislocated joints, and nerve damage. Usually this starts with a paralyzing attack followed by systematically inflicted damage on the helpless victim.

All Ch'in-Na masters conduct their classes in the strictest of secrecy. Students take a blood oath to never reveal the identity of any living Ch'in-Na artist (although deceased masters can be talked about and revered). Initial acceptance also requires the potential student to make a large cash gift (from 10,000Y to 100,000Y). Even after "graduation," a Ch'in-Na student may be expected to continue offering yearly gifts from 1,000Y to 5,000Y

#### CHOY-LI-FUT KUNG FU

Created in 1838 as one of many offshoots of Shoa-Lin Kung Fu. The form is very aggressive, concentrating on long hand techniques like roundhouse and overhand swings.

A Choy-Li-Fut master, when confronted with a fight, will immediately attack, plunging right into the middle of any group of opponents. Using the circular parry, she will fend off any attacks while lashing out with a flurry of hand strikes, snap kicks and back sweeps.

Instruction in Choy-Li-Fut is available in monasteries and martial art schools throughout China, as well as in Hong Kong, Taiwan and in the United States.

#### COMMANDO

This is a scientifically designed fighting style taught in most branches of the military. Otherwise known as LINE training. It takes many attacks and combines them into a lethal form of unarmed attack.

#### COPPO

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.

#### CYBER IMPLANT HTH (CYBER IMPLANT COMBAT)

This is the skill for using the various cybernetic implants. This falls some where in-between unarmed combat and armed combat. Basically is a modified version of basic hand to hand with the implants taken into consideration.

## DRUNKEN STYLE OF KUNG FU

The idea behind the Drunken Style Kung Fu is purely deceptive, all the moves can be performed while imitating a drunken stupor. Also called Ts'ui Pa Hsien, meaning the "Eight Drunken Fairies Form."

Encountering a master seems to be nothing more than happening across an ordinary drunk. Wobbling unsteadily, stumbling to the ground, making uncertain hand movements, and continuously singing or talking incoherently. All attacks and defenses seem to be pure accidents, with a hand outstretched at exactly the right time, a stumble to the left just in time to avoid a blow, and so forth. It is said that the greatest masters can leave their opponents completely defeated, but without a clue as anything other than "dumb luck" being the cause.

Drunken style may be humorous, but it is also very difficult to learn. Years are spent practicing each small movement, along with the tremendous variety of foot and leg techniques.

## ESCRIMA

Escrima is the national Martial Art of the Philippines, and 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. .

## FU-CHIAO PAI (TIGER CLAW KUNG FU)

Inspired by the strength and power of a tiger, the Fu-Chiao Pai form is dedicated to building the strength and endurance of its followers. This is very much an external form, stressing offensive attacks, and a linear form, utilizing all kinds of solid, maximum-damage strikes.

A Master of the Tiger Claw Form will enter combat aggressively, leaping or charging the opponent as soon as possible. Once in combat the master will try to keep combat in combat range, striking out with as many kicks as possible and using claw-type strikes only when the enemy comes too close.

## HAPKIDO

Hapkido is an offspring of Aikido, which started in 1965 and is growing rapidly.

## JUDO

Judo is the art of throwing and tumbling, the principle is to throw your opponent or to role with your opponents blow. Judo is not an offensive art.

## JUJUTSU/JUJITSU

"Whatever works. That's Jujutsu!" And that's the best way to describe this pragmatic, "no-holds-barred" martial art. Major techniques include Atemi-Waza "vital points," Kansetsu-Waza "joint locking techniques and Nage-Waze "throwing methods." Defensively Jujitsu specifically has movements to counter daggers, sticks and both close and unarmed attacks. Other names for the art include; "the art of gentleness," "the art of pliancy," and "the art of suppleness."

A master will use anything at hand, from a ring of keys to dirt thrown in the opponents eyes, to gain an advantage. Ideally the opponent will be thrown or joint locked until helpless.

## JEET KUN DO

Have you seen any of the old Bruce Lee videos? JKD is the style he created, and the name means "Way of the Parrying Punch." Its main attack is to Parry the opponent's attack (thus creating an opening), and deliver one short, deadly punch from very close in.

## KAPPO

This art's primary focus is on power, and the ability to do as much damage as possible. The other strong suit is the distraction of opponents.

## KYOKUSHINKAI KARATE

Striking power, especially the power to break through solid objects, is one of the main teachings of Kyokushinkau of the "School of Ultimate Truth." There is competition on all levels, including full-contact bouts between students, and contests to see who is the best at breaking boards and bricks.

In a fight, a master will attack aggressively. All defenses should be soft followed by hard counterattacks. The emphasis is always on rapid blows and speed. Training is very hard and very competitive. Although protective body armor is worn initially, advanced students are expected to harden their bodies enough to take sparring strikes and kicks.

#### LI-CHI (SHORTHAND KUNG FU)

It's called shorthand Kung Fu because most of the movements are based on a boxing distance, close enough for hand movements but too close for anything but snap kicks. Other strengths are rapid stance changes and intricate hand movements.

The Li-Chia master will enter combat steadily and deliberately, advancing to combat range. Then it becomes a simple matter of out fighting the opponent with as many blows as possible.

#### MANTIS STYLE KUNG FU

Mantis Style Kung Fu originated in Southern China by the Shao-Lin Priests. The Praying mantis is a very powerful form, it is based on long kicks and very fast strikes. Mantis Form practitioners like to wait to jump into Combat and take down their opponent as quickly as possible. They do not fool around or do any show of power. They're in and out. Martial Artists look up to the power that the Mantis Style holds, for this art is very hard to master.

#### MAU TAU

A creation of Jim Arvanitis from the Greek martial art of pankration. Mu-tau use low kicks, wrestling holds and jointbreaks and boxing strikes. All combine to form a effective fighting style which allows the students forms of free expression.

#### PAO PAT MEI (LEOPARD STYLE KUNG FU)

As with the Tiger Claw Form, Pao Pat Mei is based on the fighting prowess of one of the great hunting cats. And the difference between the two styles is like the difference between tigers and leopards. Where tigers rely on pure strength and power, the leopard must use quickness and accuracy. The tiger can afford direct contests of power, where the leopard must be more cautious and plan more carefully.

A master of Leopard Style Kung Fu will take the time to appraise an opponent before striking. However, there's not a lot of subtlety in this form. Every technique is dedicated to fast and deadly attacks.

#### PENTJAK SILAT

Pentjak Slat is a combination of the fighting arts of Indonesia. A forefather to Japanese karate it makes use of many moves all based off the different parts of the human body, hands, head, feet, fingers and hips are all used. There are over 150 different styles of Pentjak Silat practiced in Indonesia

## SAMBO

Command Sambo is the Soviet Army's own Martial Arts. This is a hybrid of Wrestling, Judo, and just plain nastiness.

## SANKUKAI KARATE

Sankukai is a martial art dedicated to the idea that combat involves understanding and accepting the enemy. The actions of an opponent should not be opposed; rather, as in Aikido, they should be assisted. Likewise, the relationship between opponents is more like a dance than a contest. It is also taught that there is a movement in every stillness, and a stillness in every movement.

When attacked, a Sankukai master will spend the first melee round avoiding the enemy. If attacks are largely hand based, then the response will be a lock. If the attacks were mostly kicks, then the response will be a sweep. Finally, if the aggressor is attempting grappling attacks, then the reaction would be to stand off and start delivering Jump Kicks.

## SAVAT

Brought over to Europe from the ships which sailed to the orient. The sailors brought back a hybrid fighting style which would become popular among French sailors because of its sheer effectiveness. It would continue to evolve and change as it progressed to a gentleman's art to a full fledged martial art both effective and lethal.

## SHAO-LIN KUNG FU

This is the original version of Kung Fu (also called Gung Fu), and the martial art that spawned hundreds of derivative forms. It has shaped and influenced all the martial arts.

It all started in the Shao-lin Temple in the Chiu Lien Mountains. For over a two thousand years, students of the martial art traveled there for training. This continued until the reign of the 17th Century Emperor K'ang Hsi, when the Shao-lin monks responded to a call to put down an insurrection. 128 monks responded and they managed to rout the enemy entirely. This was such an alarming display of power that the government eventually sent an army against the Shao-lin. Only five monks managed to survive the battle and burning of the temple.

## SUMO

Sumo is the Japanese national wrestling sport. It presents the bizarre sight of enormous, near-naked, squatting men attempting to heave each other to the floor or out of the ring. It's not all just muscle either, the average sumo can do the "splits" as well as a high school cheerleader.

Before sumo combat begins, there are several rituals to be performed. Included are clapping, showing open hands, and stomping with each foot, scattering of salt on the mat, and, finally, shikiri, consisting of low squatting, glaring at the opponent, and pounding the mat while getting worked up for combat. Combatants do not know exactly when the match will start, they must attack with lightning speed when the signal is given. Attacks may start with a series of powerful Palm Strikes designed to test the opponents resolve. Then the sumo attempts some kind of grapple or hold, actually hoisting the opponent off the ground when successful. This is followed by a tremendous toss, hurling the opponent to the ground with great force.

## TAE KWON DO

Tae Kwon Do, loosely translated as the "way of hands and feet," is studied in many of the world's military organizations. The idea is to efficiently combine kicks and punches for the best possible attack form. This is probably the most kick-oriented of all the martial arts A master will attack quickly, preferably with some kind of flying jump kick. If the opponent is able to avoid or counter the kicks, then the second approach will be to move in with a volley of punches and short-range kicks.

## TAI CHI

Tai Chi is most commonly looked at as an exercise program, and is commonly practiced extremely slowly for that purpose. However, the Tai Chi master can speed up the pace and become extremely effective in hand-to-hand combat. It is practiced throughout China by young and old alike, and much time is spent on breathing control

## TAI-JUTSU/ NINJITSU

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.

TE

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

#### THAI KICK BOXING

Thai Kick Boxing, or Muay Thai, is the national sport of Thailand. The ultimate in a pure combat martial art. Everything is oriented towards the lightning attack of fists and feet. In five 3 minute rounds, opponents go through a full contact fight for the entertainment of millions.

Part of the reason why Kick Boxing is so deadly is due to the number of competitors. Training can start as early as the child can walk and virtually every able-bodied Thai boy practices kick boxing and dreams of becoming a national champ. It's not limited to men either; there are plenty of tournaments for female kick boxers as well.

#### THAMOC (The Art of Modern Conflict)

THAMOC or more simply the Art 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.

#### TIEN-HSUEH (TOUCH MASTERY)

To study Tien-Hsueh, the Chinese art of "Touching Vital Points," requires a Complete knowledge of human anatomy. The student becomes as familiar with the flow of blood, the workings of the body's organs, and, most important, with the nervous system, as any surgeon. So precise is the knowledge, that a character can kill with the touch of a finger. Not merely kill instantly, but kill inevitably, so the victim will die hours, or even days, after the injury.

#### WING CHUN/WING TSUN

Wing Tsun originally came from china passed down through the years. Until a person named Bruce Lee came upon it he trained in Hong Kong, then he came to the United States changing this arts name to Wing Chun. Wing Tsun is a Kung Fu system based on strikes at extremely close range. Combination attack/defense moves are favored, as well as rapid hand technique combined with low kicks. The idea in Wing Tsun is to get the fight over as fast as possible. Teachers are found just about anywhere there is a Chinatown.

## Martial Art Styles

### Aikido

Defense Only

Techniques: Disarm, Escape Hold, Lock, Reverse Hold\*, Throw

Special Bonus: A character with Aikido can face a number of opponents up to his rating in Aikido without receiving the penalty for "Opponent Has Friends in Melee". The opponents still get their bonus for having friends in the melee, but the aikido expert doesn't get the penalty. A Japanese martial art that is defensive and (in some versions of the style) almost pacifistic in nature. The name can be translated into "way of union with chi, the life force of the universe". It involves the manipulation of joints in various locks and escapes

Basic Hand to Hand (The Unarmed Combat Skill.)

Techniques: Block, Strike

Notes: There are no frills with this. Just your basic target number 4 attacks.

### Boxing

Techniques: Block, Evade, Grapple, Knockout, Strike

Special Bonus: Characters may use their Boxing skill in place of their Body to soak the damage from unarmed combat attacks. Not exactly a martial art, but it's included here for the purpose of general unarmed combat. Boxing is a sport involving mostly hand attacks (usually wearing padded gloves) and the ability to stand toe to toe and be pummeled by your opponent.

### Brawling

Techniques: Block, Kick, Knee Strike, Strike, Elbow

Special Bonus: None

### Capoeria

Techniques: Block, Evade, Kick, Knee Strike, Sweep

Special Bonus: None

### Carromeleg

Techniques: Block, Disarm, Evade, Kick, Strike,

Special Bonus: None

### Ch'In-Na (The Art of Seizing)

Moves: Lock, Throw, Grapple, Disable, Strike

Special Notes: None

### Choy-Li-Fut Kung Fu

Moves: Strike, Kick, Jump Kick\*, Sweep

Special Notes: None

#### Commando

Techniques: Block, Disable, Kick, Strike, Grapple

Special Bonus: None

#### Coppo

Techniques: Distract\*, Strike

Special Bonus: When using a Coppo Strike or Distract attack, the character may choose to do physical damage instead of stun damage with a +2 TN modifier instead of the usual +4 (as described in Fields of Fire). When doing physical damage, the character may use his skill level instead of his strength for the power of the attack.

#### Cyber Implant Hand to Hand (The Cyber implant Combat Skill.)

Techniques: Block, Strike

Notes: There are no frills with this. Just your basic target number 4 attacks. If this skill isn't taken, partial default to your martial art to use them.

#### Drunken Style Kung Fu

Moves: Strike, Kick, Elbow, Block

Special Notes: For a person watching the character perform this art they must make a perception test at a target number of 2 times the characters concentration. If the perception test fails they think it's just a dumb drunk with good luck!.

#### Escrima

Techniques: Disarm, Elbow Strike, Kick, Strike

Special Bonus: A character receives +1 to his disarm move.

#### Fu-Chiao Pai (Tiger Claw Kung Fu)

Techniques: Strike, Kick,

Special Notes: Character's using a concentration in Fu-Chiao Pai receive +1 to the power of their attacks.

#### Hapkido

Techniques: Escape Hold, Kick, Lock, Strike, Takedown, Total Disable\*

Special Notes: A character using Hapkido receives a -1 Target Modifier to any Lock, Disable, or Takedown attacks (but not Total Disable)

#### Hard Kung Fu

Techniques: Block, Jump Kick, Kick, Knee Strike, Strike

Special Bonus: Characters receive a +1 bonus to the power of all attacks.

Kung Fu is sometimes viewed as the Chinese version of Karate. Many styles are patterned after the movements of animals. Hard Kung Fu is a style that emphasizes power and strength. Some examples of Hard Kung Fu animals are Tiger, Eagle, and Leopard, among others.

#### Jeet Kun Do

Techniques: Block, Disarm, Evade, Sweep, Strike

Special Bonus: None

#### Judo

Def Only

Moves: Throw, Lock, Takedown, Sweep, Grapple

Special Notes: The Judo Throw does (STR+ 1 M stun) damage.

#### Jujutsu/Jujitsu

Moves: Throw, Disable, Strike, Takedown, Grapple, Block

Special Notes: None

#### Karate

Moves: Strike, Kick, Throw, Block, Sweep

Special Notes: The Karate Strike does (STR+ 1 M stun) damage.

#### Kappo

Moves: Strike, Distract\*

Special Notes: Characters who use their Strike attack may do physical damage without receiving an additional target modifier.

#### Kung Fu (Hard)

Moves: Strike, Block, Kick, Jump Kick\*

Special Notes: Characters using Hard Kung Fu attacks receive a +1 to the power level of their attacks.

#### Kung Fu (Soft)

Moves: Strike, Kick, Sweep, Lock, Disable, Block

Special Notes: None

#### Kyokushinkai Karate

Moves: Strike, Kick, Block

Special Notes: A character using this concentration receives a +1 to the damage level of all attacks.

#### Li-Chi (Shorthand Kung Fu

Moves: Strike, Kick, Knee Strike, Elbow

Special Notes: None

#### Mantis Style Kung Fu

Moves: Strike, Elbow, Kick, Flying Jump Kick\*, Throw

Special Notes: Characters using this concentration receive a +1 to the power of their attacks.

Mau Tau

Techniques: Strike, Grapple, Kick, Lock, Escape Hold  
Special Bonus: None

Pao Pat Mei (Leopard Style Kung Fu)

Moves: Strike, Kick, One Hand Choke\*, Sweep  
Special Notes: None

Penjack Silat

Techniques: Strike, Block, Kick, Throw, Sweep  
Special Bonus: ?

Sambo

Techniques: Disarm, Grapple, Kick, Strike, Sweep, Throw  
Special Bonus: None

Sankukai Karate

Moves: Block, Strike, Kick, Jump Kick\*, Lock  
Special Notes: None

Savat

Moves: Strike, Kick, Knee Strike, Block, Disarm  
Special Notes: None

Shao-Lin Kung Fu

Def Only

Moves: Strike, Block, Lock, Kick, Sweep, Takedown  
Special Notes: When Using this concentration the character may never strike first, only in self defense or in the defense of others.

Sumo

Moves: Strike, Throw, Takedown, Grapple  
Special Notes: Character using this concentration receives -1 to all grappling and throw moves.

Tae Kwon Do

Moves: Strike, Kick, Jump Kick\*, Spinning Jump Kick\*, Block  
Special Notes: None

Tai Chi

Techniques: Block, Kick, Strike, Sweep  
Special Bonus: Use the Boxing rules for soaking damage.

#### Tai-Jutsu

Moves: Strike, Kick, Sweep, Block

Special Notes: Character using this concentration receives -1 to target #'s when attacking a target they have achieved surprise over.

#### Te

Techniques: Disarm, Evade, Kick, Strike, Sweep

Special Bonus: None

#### Thai Kick Boxing

Moves: Strike, Kick, Knee Strike, Jumping Knee Strike\*, Elbow

Special Notes: Character receive a +1 bonus to the speed and power of all kick attacks

#### THAMOC

Techniques: Block, Disarm, Strike, Escape Hold, Takedown

Special Bonus: Character receives a +1 bonus on the takedown maneuver.

#### Tien-Hsueh (Touch Mastery)\*\* NPC'S only

Moves: Strike, Kick, Block, Kill\*

Special Notes: Kill is a strike done by one finger touching a part of the body doing (Skill D) physical damage. When using this attack you can only add a # of dice from combat pool up to the character's skill in Biology. (Yes you may concentrate in anatomy and specialize in humans., etc...)

#### Wing Chun/Wing Tsun

Moves: Strike, Grapple Throw, Kick, Sweep,

Special Notes: None

#### Wrestling ( Graceo Roman )

Moves: Grapple, Lock, Takedown, Throw

Special Notes: Wrestlers receive a -1 target modifier to all Grapple attacks. However, they may never assign successes to distance when performing a Throw.

#### Wrestling

Techniques: Escape Hold, Grapple, Reverse Hold\*, Takedown, Throw

Special Bonus: Wrestlers receive a -1 to the TN of the Grapple and Escape Hold techniques.

Special Notes: The traditional sport, not really a martial art, per se, but included here anyway along with Boxing. The combatants attempt to pin each other to the ground, using a combination of holds and takedowns.

## V. Speed

This section deals with optional rules about the speed of various techniques. Certain attacks are naturally faster than others, and so they are easier to get in before the opponent can land his own attack. To simulate this, each technique is given a speed modifier (also, certain styles receive bonuses to the speeds of their techniques). The speed rules add another level of complexity to unarmed combat, so most GMs will probably choose not to use them, but they are included here for completeness. Speed works similar to Reach. A higher speed modifier means a faster move. Compare the speeds of each combatant's chosen technique (plus any modifiers from a style's special bonus). Subtract the difference from the TN of the character with the higher speed.

Example: Mog attacks Predator. Mog has Coppo (7) and is attempting a Strike. Predator has Tae Kwon Do (7) and is attempting a Spinning Jump Kick. Mog's Base TN is a 4, and Predator is an 8. The Strike has +0 reach, but Mog is a troll and so he always gets a +1 bonus to reach, giving him a total reach of +1. The Spinning Jump Kick also has a +1 Reach. Since both combatants have +1 reach, the modifiers cancel. Now comes the speed modifiers. Mog's strike has a +1 speed. Predator kick has a -1 speed (-2 for the technique, but he gets a +1 for Tae Kwon Do's special bonus). Subtracting the speeds gives a difference of 2. (+1 - (-1) = +2) Since Mog's technique was faster, he gets to subtract 2 from his TN. Unlike with Reach, Predator target number is unaffected. So the end result is that Mog rolls his skill against a TN of 2, and Predator rolls his dice against a TN of 8. Bad news for Predator.

There is a second, simpler, way to use speed, which doesn't have as much effect on the game. In the main rules, it states that the "attacker" always wins ties. Instead of saying that, it is possible to use speed to determine which character wins a tie.

The character with the faster technique will win a tie. If the speed of both the attacker and counterattacked are the same, then you can revert back to the original rule that the attacker wins ties. Feel free to use whichever version of the speed rule you like better, or ignore the speed rules completely.

## VI. Notes

There are a few additional rules/clarifications that we thought worth mentioning here.

### Killing Hands

It is very easy to convert the physical adept power "Killing Hands" for use with these rules. First of all, the damage becomes physical instead of stun, as written in the main rules. (By the way, we have a house rule that states that phys-ads may attempt to do stun damage with their Killing Hands strike by taking a +4 TN modifier). Secondly, the damage code of the attack is changed according to the level of the phys-ad power, as shown on the chart below:

Light == -1 to Damage Code  
Moderate == no modification  
Serious == +1 to Damage Code  
Deadly == +2 to Damage Code

If by some chance the damage code is increased above "Deadly", then simply call it Deadly and add +2 to the power of the attack for every time the damage code was raised above Deadly.

If the character has Light Killing Hands, and the damage code of the technique he was attempting was Light, then the character simply must use two of his net successes to stage it up to Light. From there, stage the damage normally.  
Techniques

The original Shadowrun unarmed combat system was intentionally abstract. It was meant to represent a generic exchange of attacks and parries, rather than taking things blow-by-blow. However, with this system you choose your technique. This is not meant to imply that if you choose a Strike your character punches once and that's it. On the contrary, it means that your character tried some combination of attacks, of which the Strike was the main focus. Perhaps it was a fake kick followed by a punch, or a block then punch, or whatever.

Be creative in your descriptions of the attacks, but don't get too carried away. An unarmed combat exchange takes up one complex action. In firearms combat, a character can't do too much in a complex action (trigger a full-auto burst, shoot twice, things like that) so not too much can happen in a single unarmed combat exchange either.

#### VII. Armed Combat Fighting Style: Paired Melee Weapons

To have ACFS: PMW a PC must have a skill rating of at least 2 in each skill that ACFS is for. ACFS:PMW must be chosen for each pair of single-handed weapons (2 swords, sword/dagger, 2 daggers, etc.).

The cost for ACFS:PMW is 2 active skill points or 2 build points if chosen during PC creation and 6 Karma if bought afterwards. No other Karma/build points need be spent on any one ACFS skill once it is already bought.

ACFS: Paired Melee Weapons allows a PC to make a single attack (one complex action) with the PC's main weapon skill against a single target with 2 single-handed melee weapons, doing increased damage on the attack. This increased damage is equal to the following:

If 2 weapons of same size: Damage of attack equals  
x1.5 power, +1 damage level (example: a pair of  
swords doing 8M individually, would do 12S with  
ACFS:PMW.)\*

If 2 weapons, 1 larger than the other (ex  
sword/dagger combo): Damage of attack is larger  
weapon power + 1/2 of smaller weapons power, no  
damage level modifier (example: sword doing 8M,  
dagger doing 4L, would do 10M with ACFS:PMW.)

\* Use Amidexterity from Cannon Campaign to determine modifiers for two handed weapons use. ACFS is required to actually fight with two weapons at the same time and receive the superior weapons bonuses to damage.

## Guns in Melee

Often, a character with a gun will find himself involved in hand-to-gun combat, most likely against somebody trying to disarm him or wrestle the gun away from him or whatever. Under the original rules, things work out a bit strangely. When it's the gunman's turn, he can take two simple actions, and shoot the "wrestler" twice while his the wrestler just sits there and watches, unable to counterattack at all. However, when it's the wrestler's turn, the gunman is allowed to counterattack using unarmed combat. He can't shoot his gun, but he can punch the wrestler. If you don't find this strange, then you can ignore the following optional rule. If you're like us, and think it's a bit weird, then read on.

Whenever a gunman is within reach of someone who wishes to engage him in unarmed combat, every action is treated as though it were an unarmed combat engagement (in other words, one attack and one counterattack.) When it's the gunman's turn, he can shoot and the wrestler can wrestle. When it's the wrestler's turn, he can wrestle and the gunman can shoot. Well, they can each try, at least. Both the gunman and the wrestler roll unarmed combat. The wrestler may choose a technique normally. The gunman uses the following technique (he may roll his highest unarmed combat concentration, whatever it may be).

### Gun In Melee

TN: 5\*            D: as gun\*\*       R: see table       S: +2

\* = can be modified by laser sights and smartgun links as usual.  
\*\* = the gunman can attempt to fire a burst if his weapon allows.

Reach is determined by the size of the gunman's weapon. The bigger the gun, the harder it is to bring it to bear on the wrestler when he's up close and personal.

### Weapon Reach

Pistol+1  
SMG+0  
Rifle-1  
Sniper Rifle, LMG-2  
Assault Cannon huge characters only -3.

If the wrestler ends up with more successes, then he has managed to knock the gun aside, or otherwise avoid being shot. He can use his net successes for his technique as if it had been used in a normal unarmed combat attack.

If the gunman gets net successes, the wrestler was unsuccessful in getting the gun out of the way. He is hit by the attack. Use the net successes to stage the gun's damage as if Firearms had been rolled.

The gunman can either use two simple actions (taking two shots, either single shots or three- round bursts) or one complex action (shooting a full auto burst). If he chooses to take two simple actions, the first one is resolved as described (unarmed combat vs. unarmed combat). However, if the gunman

succeeds on the first action, he may take his second simple action without being opposed by the wrestler (who had his chance to get the gun away and failed). On this second shot, the gunman should roll Firearms instead of unarmed combat.

#### Armed Combat

It is a very short step from Unarmed to Armed combat. It shouldn't take much doing to tweak a technique for use with a weapon instead of unarmed. For example, strike is a simple stab or slash with a weapon, disarm could be used with a weapon, etc. The speeds and TNs can be used as written for the martial arts rules, but the Reach should be determined by the weapon.

Also, a note on weapons and martial arts.. many styles teach weapon use along with the standard unarmed techniques. However, in our rules we have not dealt with that. Our assumption is that if the character has studied a martial arts style that teaches weapons, he should have both the Armed and Unarmed Combat skills separately. If the character has only Unarmed Combat, he can still default to using weapons (it's only one dot on the skill web between Armed and Unarmed combat. so it's quite easy for someone who's good at one of the styles to pick up a weapon and use their martial arts background to put it to good use, even without the Armed Combat skill).

#### Staging Damage

We came up with an alternative way to stage damage in melee combat, to make it a bit more deadly. In the main rules, the attacker stages damage up first, and then the defender rolls body and stages it down again. This is in contrast to firearms and all other combat, in which the defender makes his soak roll, reduces the attacker's successes, and then damage is staged. Normally, it doesn't make a difference, but here's one case where it did, and this was how we first discovered the glitch in the rule.

Example: Melinda rolls a sword attack and gets 10 net successes. The base damage of her attack is 13M. This is not enough to invoke the optional "overdamage" rule against her opponent.

Using the rules as written: Melinda stages the damage up to Deadly (this uses 4 successes). Because of the overdamage rule, she cannot stage it any further, and now the defender must soak 13D. He rolls body and combat pool and gets four 13s (ain't karma pool a wonderful thing). This brings the damage down to a Moderate wound.

Using the firearms rule: The defender rolls his soak, and gets four 13s just as in the previous example. This cancels four of Melinda's successes, leaving her with net 6. Then she stages the damage up to Deadly. The opponent takes a Deadly wound.

See the difference? One way gets the guy a Moderate wound, the other way means that he takes a Deadly wound. So to make melee combat a bit more equal to Firearms combat, we use the second way for staging damage.