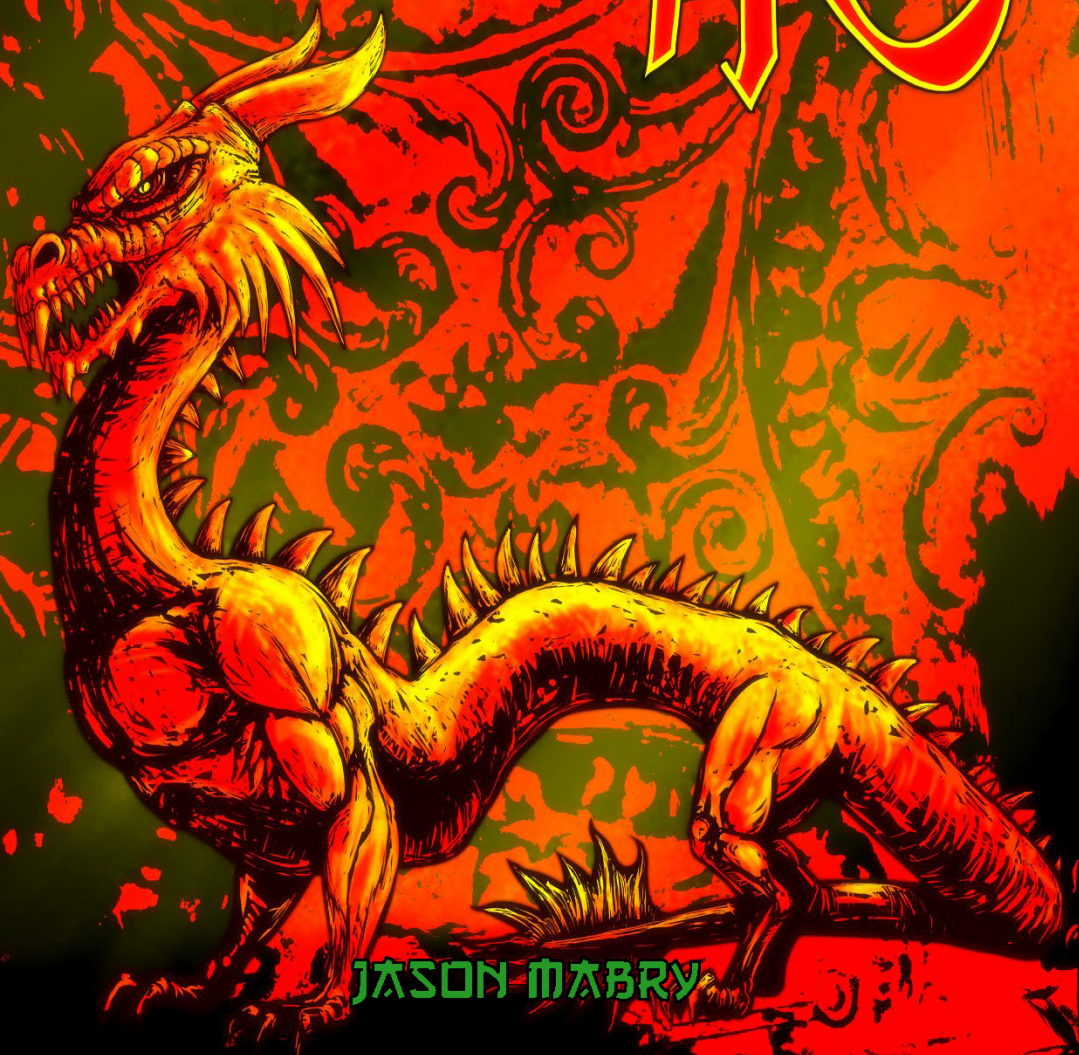


**DARK PLACES
& DEMOGORGONS**
MARTIAL ARTS MAYHEM

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JASON MABRY

DARK PLACES & DEMOGORGONS MARTIAL ARTS MAYHEM!

Writing & Concept
Jason Mabry

Additional Writing
Josh Palmer

Editing & Layout
Eric Bloat & Josh Palmer

Cover Art
Jeremy Hart

Interior Art
Bradley K. McDevitt
JEShields
Dean Spencer

Bloat Games Logo, DP&D Logo & Cover Design
Jeff Jones

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SURVIVE THIS!! is based on the world's most popular
1970s Fantasy Roleplaying Game.

When I was given the opportunity to work on a project for Eric and Company at Bloat Games, I was very hesitant. For a couple of reasons. One, I'd never written anything that was intended to be published in any way shape or form. I'm not a professional writer, I'm just a fan. Two, I worried that what I might write would be nowhere near good enough to have the Bloat Games logo on it, or the Dark Places & Demogorgons name on it. I will probably never feel like it is, because I am so critical of my own work. But I hope someone, somewhere, gets a little enjoyment out of this thing. Even if it's just a smile and a moment of nostalgia. Regardless, I am forever grateful to Eric and Josh and the fine people that make Bloat Games stay afloat. I have a newfound respect for professional writers because I found it to be extremely difficult, yet extremely rewarding. Thank you to Eric and crew at Bloat Games!

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Jason

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For Rosalee. Always.

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INTRODUCTION

In 1973 the American filmgoer got sucker punched with the introduction to Bruce Lee into wide release cinema with Fists of Fury and action movies would never be the same. Fast forward to the 80's. Dying a slow death were the no-budget, chop socky movies of yesterday. Enter Pop Culture. Once the martial arts craze of the 80's kicked its way into the mainstream, you could go down to any video rental store and spend your nights with Michael Dudikoff, Cynthia Rothrock, Sho Kosugi and an endless number of other silver screen bad asses, fists and feet flying, swords clanging, and ninja stars whizzing through the air! Karate dojos popped up on every other corner, tournaments attracted any number of tough guys and gals looking to get their name out there in the World of Martial Arts. These fly by night dojos were a dime a dozen, but you and your crew are here to prove you are no flash in the pan sensation. Well J'towners, here's your chance... Welcome to Martial Arts Mayhem!

THE KARATE DOJO

The Karate Dojo is typically a place of peace, honor, wisdom, and learning. Some Dojos are more rigid and strict than others, and some are relaxed and laid back. You can usually find equipment such as mats to roll around on and practice your kata and spar. Sometimes you will find weapons such as the Bo or Jo staff, sai, kama, nunchuck, and things like that. Rarely will you find swords or other bladed weapons besides a kama. Some Dojos also sell equipment and outfits such as the Karategi (or Gi for short), belts, sparring pads for the hands, feet, chest and or face. Also real and mock weapons.

Some Dojos have a few set of traditions that are usually kept alive such as:

When entering the Dojo or stepping on to the mats for class (this can vary from Dojo to Dojo), stop, turn and face a picture of the styles Grand Master or founder and bow.

Never let belts you are not wearing touch the ground. If you are wearing it and fall, get thrown, are rolling around on the mats practicing grappling, etc. its ok to touch the ground. But out of respect to the belt you never set it down on the ground.

Some Dojos prefer you to do all of your counting, which is usually only one through ten to be done in Japanese.

Ichi (each)

Ni (knee)

San (sahn)

Shi (she)

Go (go)

Roku (roh-koo)

Shichi (she-chee)

Hachi (ha-chee)

Kyuu (kyoo or just saying the letter Q)

Juu (joo)

MARTIAL ARTS TERMS/RULES

Kata

Kata are the forms of practice for karate and one way you will be tested to rise to a new belt color. When you attempt to gain a new belt, you must show your proficiency in that level of kata before you fight. To make the check, roll a d20 and add your level & WIS modifier to the roll. If your roll meets, or exceeds, the DC of the Kata, you pass. If you fail, you may try again at another time. You gain Advantage on each future attempt on any Kata test you have failed at the current level.

Prone (New Rule)

If a creature is Prone, they are on the ground and are unable to properly defend themselves. They are at -4 AC while Prone and it takes an Action to get up or to move into an upright position.

Pulling Your Punch (New Rule)

Whenever an attacker makes a successful hand to hand (non-weapon) attack, he or she may "pull their punch" and only do 1 damage.

Senpai

The senior or head student of a dojo. They often lead the class for the sensei.

Sensei

Karate teachers that mold training of their students. In game rules you cannot become a Sensei unless you are a black belt.

Throw or Trip (New Rule)

To attempt a Throwing or Tripping Attack on an opponent, you must be within Reach of them with your bare hands, feet or weapon. Make your attack roll as normal, or at Disadvantage if you have no Martial Arts or similar training. If you hit, you do no damage but roll your damage regardless, and then the opponent must make a STR check if they are stationary or a DEX check if they are moving. Add the damage that would have been dealt to the defender's attribute check roll. If they fail, they fall to the ground and are Prone. If the defender is much larger than the attacker it gains Advantage on its attribute check.

Wuxia

The fantastical form of Martial Arts portrayed in films, tv shows, comics and literature where people fly and harness energy to fight.

BELT COLOR PROGRESSION

When you achieve the minimum level for a belt & have the previous belt, you may attempt to acquire a new belt by fulfilling the requirements listed below. When you acquire the new belt, you gain the bonus listed (bonuses are accumulative). A character must have a Martial Arts skill to progress on this chart. Even though different karate styles use different belt systems, for this game use this chart for any of the Martial Arts styles.

Belt Color	Min. Level	Requirements	Bonus
White	1 st	Starting Level	None
Yellow	1 st	Perform Kata DC: 10. Defeat a Yellow Belt	+1 to Courage save stat
Orange	2 nd	Perform Kata DC: 12. Defeat an Orange Belt	+1 to Melee Attack
Green	2 nd	Perform Kata DC: 13. Defeat a Green Belt	+1 to Armor Class
Blue	3 rd	Perform Kata DC: 14. Defeat a Blue Belt	+1 to WIS & +1 to Initiative
Purple	3 rd	Perform Kata DC: 15. Defeat a Purple Belt	Toughness +1
Brown	4 th	Perform Kata DC: 16. Defeat a Brown Belt	+1 to Melee Attack
Red	4 th	Perform Kata DC: 18. Defeat a Red Belt	Advantage on Courage Saves
Black	5 th	Perform Kata DC: 20. Defeat a Black Belt	+1 to WIS, +1 Armor Class & you are never Prone if conscious

MARTIAL ARTS CLASSES

THE KARATE KID

Bruce Lee rules. Why does everyone not love and emulate Bruce Lee? People are dumb.

PREREQUISITES: DEX 9, CON 8

LEVEL 1 – Beginning Skills: Basic Athletics, 1 Language (associated with your Martial Art), Martial Arts and 1 other skill. +1 DEX, -1 CHA, +1 AC

Level	Advancement
2	+1 Armor Class
3	Your physical attacks bypass up to 2 Toughness.
4	+1 Additional Melee Action per round
5	Once per day, if you are hit by an attack you may negate that attack.
6	Toughness +2, +1 to AC and +1 to Melee attacks
7	May use another Survival point to re-roll any failed combat or skill roll.

STARTING EQUIPMENT: Karate Gi, Nunchaku, 3 Shuriken, 5d6 dollars, bicycle or skateboard, library card, a lot of Bruce Lee posters, The Last Dragon VHS

“You’re the best around. Nuthin’s gonna ever keep you down.” - You’re the Best, Joe Esposito

TEEN NINJA

Being a Ninja is more than a fad based on cool movies and video games, it's a way of life. Michael Dudikoff & Leonardo are your heroes. Stormshadow & Fujibayashi Nagato are gods to you. One day you hope to be just like them.
PREREQUISITES: SUR 8, DEX 12

LEVEL 1: Cannot take a Fighting skill. Sleight of Hand at +1, Athletics General at +1, Stealth at +2, First Aid, +2 to AC, +1 to all saves, +2 to Melee Attack, skilled at using Melee weapons

Level Advancement

Level	Advancement
2	Pick 1 Ninja Ability, +2 to Courage stat and Terror saves
3	Pick 2 Ninja Abilities, +1 to Melee Attack or +1 to Melee damage
4	Gain an extra Action each round
5	Pick 1 Ninja Abilities, +4 to Stealth & Climbing, Toughness +1
6	Pick 1 Ninja Abilities, +2 to Courage stat and Terror saves
7	Pick 2 Ninja Abilities, May re-roll any one dice a day

STARTING EQUIPMENT: Standard clothes, black ninja gi, low quality sword (-1 damage, 5% chance to break with each attack), 5 Shuriken, 2 daggers, nunchaku, tons of ninja magazines & VHS, punching bag, bicycle or skateboard, 6d6 dollars, small Zen garden

“Ninja survive, in dreams I walk by your side.” - Europe – Ninja

NINJA ABILITIES

CLIMBING MASTER – Gain Advantage & +6 on all Climbing checks. Gain a pair of Shuko (+4 to Climbing)

DISARMING BLOW – If you make a successful melee hit, you may negate the damage to disarm the opponent of 1 weapon.

DODGE - +3 to AC, once a day you may use a Survival point to try to negate a successful hit on you. Opponent re-rolls their attack.

FEARLESS – Immune to Fear (do not have to roll against Courage or Terror)

FLYING KICK – Make a Jumping check of DC: 15, then attack at +1. If both are successful, you deal 2d6 damage, knock the target down (if possible) and land on your feet.

GREAT LEAPER – Gain advantage and +6 to all Jumping checks. Can jump further and higher than normal. Leap Attack: You may Leap Attack anyone within 40'. Add +3 to attack & damage on your next attack and -3 to your AC for 30 seconds. Usable once every 10 minutes.

THE INVESTIGATOR - +4 to Investigation, +2 to Stealth, +3 to Street Smart, Gain Outsmart at 4th Level.

NINJA VANISH – throw a Vanishing Egg down to create a 20' smoke cloud to escape an area (all enemies within 20' lose their action and are at -2 to all rolls for the next minute). Gain 10 Vanishing Eggs (p. 50).

RANGE MASTER – may use bows & throwing weapons at +2, gain an extra range attack at 6th level. Gain a bow, 30 arrows & 30 shuriken.

SNEAK – Gain Advantage and +6 to Stealth, +2 to Climbing & +2 to Jumping

SWORD MASTER - +1 to damage with swords, +1 to attack with swords at each level. Gain a quality Ninja Sword. Gain an extra sword attack at 6th level.

THE THIEF - +5 to Sleight of Hand, +3 to Climbing, +2 to Stealth, +1 to Investigation

TIDERUNNER – Can run on water (up to 300' or until you stop running), +4 to Swimming

WALL RUNNER – +3 to Jumping and you can run up and across walls for short distances (up to 25'). You can fall 30' without taking damage and take $\frac{1}{4}$ damage from falling.

WHIRLWIND – When you make a melee attack, you roll to hit each enemy within arm's length (5') of you.

TEEN SAMURAI

You are a noble warrior, born into the wrong century. You dream of being a great Samurai in Feudal Japan, but you make due with being a kid in America in the 1980's.

PREREQUISITES: STR 9, WIS 9, DEX 10

Level 1: Basic Athletics, First Aid at +1, Investigation, Language- Japanese and 3 other skills. You may take a Fighting Skill, but it takes 2 of your skill points. You gain +2 to Courage Save stat, +1 to Armor Class & +1 to attacks with swords.

Level	Advancement
2	+2 to attacks with swords & +1 to any two Save stats.
3	Noble Strike: x2 a day, you may add your WIS modifier to any sword attack if used in defense or a noble cause.
4	Gain an extra Action each round.
5	Immune to Fear and Terror & +2 to attack with swords.
6	Surgical Strike: x2 a day, you may add your DEX modifier to any sword attack and damage. Gain Advantage on Investigation
7	May spend an extra SUR point on any failed roll.

STARTING EQUIPMENT: Standard clothes, various Japanese books, philosophy books, low quality sword (-1 damage, 5% chance to break with each use), dagger, Samurai Armor (+2 AC & Toughness +1), bicycle or skateboard, Kurosawa VHS tapes, 10d6 dollars

“Silent warrior, of the east. Living for a course or to fight for peace. In your eyes reflects the sun.”

Michael Schenker Group – Samurai

WUXIA MARTIAL ARTIST

(Optional)

You have started your training in the ancient Chinese Martial Art known as Wushu. However, you quickly discover that you can do more than a normal student. Your Master has started you down the path of harnessing these abilities, with hopes that you will become an enlightened warrior. You cannot own more than a few simple items.

Note: Wuxia do not use a belt system & you cannot take a Fighting skill.

PREREQUISITES: At least a 9 in everything except CHA.

Level 1: Basic Athletics at +4, Knowledge-Philosophy, Stealth at +2 & 1 other skill. You gain +1 Toughness, +3 AC, +2 to Attacks, you are able to use Melee and simple Ranged weapons. Choose 1 Wuxia power.

Level	Advancement
2	Pick 2 Wuxia abilities & +1 to all save stats
3	Pick 2 Wuxia abilities. Gain +1 to AC, +1 to attacks & +1 to Melee damage.
4	Pick 2 Wuxia abilities. Gain an extra Action each round.
5	Pick 2 Wuxia ability and gain +1 to any 4 attributes.
6	Pick 3 Wuxia abilities. You may re-roll any failed roll for an extra SUR point.
7	Pick 2 Wuxia abilities. Gain +1 to AC, +1 to attacks & +1 to Melee damage.

Items: Staff, simple clothes, beat up bike or skateboard & \$5.

“It's the eye of the tiger, it's the thrill of the fight. Risin' up to the challenge of our rival” – Eye of the Tiger, Survivor

WUXIA ABILITIES

CHI FOCUSED - Gain +1 SUR. You recover an extra SUR point at the start of each game session. You occasionally recover SUR points for legendarily heroic deeds.

CHI HEALING – Gain +1 CON. Once a day, you can heal yourself d4 HP. You heal twice as fast as a normal.

DODGER - +1 DEX, +2 to AC, once a day you may use a SUR point to try to negate a successful hit on you. Opponent re-rolls their attack.

FEARLESS – Immune to Fear (do not have to roll against Courage or Terror)

FLYING KICK – Make a Jumping check of DC: 12, then attack at +1. If both are successful, you deal 2d6 damage, knock the target down (if possible) and land on your feet.

IRON WILL – Gain +1 WIS and your Mental save is 19.

KUNG FU MASTER – *Requires at least 4th Level* Gain +3 to AC, +3 to Melee attacks, +1 to Melee damage, Advantage on Trips & Throws and +1 to all save stats.

MONKEY LEAP – Gain advantage and +8 to all Jumping checks. Can jump further and higher than normal. Leap Attack: You may Leap Attack anyone within 40'. Add +3 to attack & damage on your next attack and -2 to your AC for 30 seconds. Usable once every 2 minutes.

MY MIND IS DANGEROUS – *Requires at least 3rd Level* Gain +1 INT and Outsmart.

NEILI – *Requires at least 4th Level* The ability to focus *Chi* to your advantage in a miraculous manner. Gain +2 SUR. As an Action, use a SUR point. Gain one of the following for d6 minutes. These can stack and you gain a slight glow.

- +1 to each attribute, except SUR
- +2 to Melee damage & you can touch spirits
- +2 to AC & +1 Toughness
- Heal d6 HP, remove a curse, a poison & a disease
- Hold your breath (lasts 3d6 minutes)
- Double your Move
- +5 Toughness against a specific type of damage (Air, Cold, Fire, Light, Lightning, Magic, Metal, Psionics, Shadow, Sonic or Water)
- Be able to shoot an Energy Blast (100' Range) doing d6+3 damage. You use this power 3 times within the time rolled.

ONE WITH THE TREE – Gain Advantage & +6 on all Climbing checks.

PARALYZING STRIKE – *Requires at least 4th Level* You can strike the pressure points of a living target with hopes of paralyzing them. Make a Melee attack that does no damage, if it hits the target must make a Critical save at Disadvantage or they become paralyzed for d4 minutes.

THE PHILOSOPHER - +2 WIS, +6 to Knowledge-Philosophy and learn 2 new Languages.

POWER OF CHI – Gain +1 STR. Any Grapple, Throw or Trip attempts against you are done at Disadvantage.

QUINGGONG – For short bursts, you can run on the air. You may Air Walk 100' per level, per day. You may use a SUR point to walk an additional 100'.

RANGE MASTER – may use bows & throwing weapons at +2, gain an extra range attack at 6th level. Gain a bow, 30 arrows & 30 shuriken.

SNEAK – Gain Advantage and +6 to Stealth, +2 to Climbing & +2 to Jumping

STAFF MASTER - +1 to damage with staves, +1 to attack with staves at each level. Gain an extra staff attack at 6th level.

TIDERUNNER – Can run on water (up to 400' or until you stop running), +4 to Swimming

TRUE VISION – You can see through any illusion and can see in the dark, or if Blinded.

TOUGH AS NAILS – Gain +1 Toughness and you have Advantage on all CON checks, Critical saves & Death saves.

WALL RUNNER – +3 to Jumping and you can run up and across walls for short distances (up to 25'). You can fall 40' without taking damage and take ¼ damage from falling.

WHIRLWIND – When you make a melee attack, you roll to hit each enemy within arm's length (5') of you.

NEW MARTIAL ARTS SKILLS

New skills and new forms of Martial Arts.

ESCAPE ARTIST

Physical Skill (DEX) You are highly trained at escaping from sticky situations. You are knowledgeable in the art of tying and untying knots. You have some skill at picking basic locks.

IMITATE VOICES

Knowledge Skill (CHA) You are skilled at throwing your voice and making it sound like someone else.

WEAPON MASTER

Physical Skill (-) You are trained in the usage of Melee Weapons.

NEW MARTIAL ARTS STYLES

You may select these as your Fighting Skill

Style	1 st Level Bonuses	Special Ability	Black Belt Special
Core Generic	+2 AC, +1 to all Save stats	Defensive	Bypass Toughness
Aikido	+1 AC, +1 Crit save, +3 to Throws	Special Throw	Special Throw
Brazilian Jiu-Jitsu	Adv vs Prone, +1 AC, +1 Toughness, +1 to Throws & Trips, less Prone	Special Throw/ Ground Attack	Choke Out
Dragon-strike (Hapkido)	+1 AC, +1 Melee attacks	Joint Manipulation	STR Advantage
Jeet Kune Do	+1 to Melee Attacks, +1 to Melee Damage, +1 Toughness and +3 to the Mental save.	Flurry Attack	One Inch Punch
Kickboxing	+1 AC, +3 to Melee attacks, +1 Toughness	Overkill	Knockout Blow
Killer Cobra	-1 to AC, +2 to Intimidate, +1 to Melee Attacks & +1 to Melee Damage	Intimidating Attack	Extra IA
Mongoose	+1 to AC, +1 DEX & +1 Melee Attack	Wise Defense	Great Defense
Sambo	+1 STR, +1 Toughness, +1 AC	Seek Weakness	Weakness Found
Sumo	+1 AC, +2 STR, +1 Toughness & Opponents trip, throw or grapple at Disadvantage against you	Negate Attack	Negate Attack

MARTIAL ARTS (Core Book Version)

Fighting Physical Skill - You are skilled in the Martial Arts. You are a general artist, focusing on many styles, but mastering none. You gain +1 to all Save stats and a +2 to Armor Class. You can choose to not attack in a round and add +2 to your Armor Class for that round. You can do a back flip. If you are a Black Belt, your Melee damage bypasses up to 2 Toughness. You are able to use Melee weapons. You may have only one Fighting Skill.

MARTIAL ARTS (Aikido Style)

Fighting Physical Skill- You are a practitioner of the style of Aikido, a modern defensive style of martial arts that incorporates many throws. You gain +1 to Armor Class, +3 to Throws and +1 to Critical save stat. When an opponent attacks you, and the roll would hit, you may use an Action, or SUR point, to make a Melee Attack (adding your DEX bonus) vs the Target Number of the attack total your opponent rolled. If you roll equal to or higher than that number, you use your opponent's momentum against them and flip them over and onto the ground, doing 1 damage to them and knocking them PRONE. If you are a Black Belt, you may use a SUR point instead of an Action to attempt this. You may use Melee weapons. You may only have one Fighting Skill.

MARTIAL ARTS (Brazilian Jiu-Jitsu)

Fighting Physical Skill – You are a Practitioner of a Brazilian Jiu-Jitsu, a form of Judo that emphasizes grapples and ground fighting that first appeared in South America in 1909.

You gain Advantage to Melee attacks if your opponent is Prone or on the ground. You gain +1 AC, +1 Toughness, +1 to Throws or Trips & you are only at -1 AC when Prone. You may make a Throw attack, if successful you land on top of the target. If you are a Black Belt, on a hand to hand, melee hit of a natural 19-20 you choke an opponent out (they pass out for d6 minutes). This only works if the opponent has no more than 2 Hit Dice than you. You may have only one fighting skill.

MARTIAL ARTS (Dragonstrike Style)

Fighting Physical Skill – You are a practitioner of the Dragonstrike School of Martial Arts (a style of Korean Hapkido that is known for joint manipulation). You gain +1 to Armor Class and +1 to Melee Attacks. You are skilled in the Hapkido art of joint manipulation. As an Action, you may make a Melee Attack adding your STR bonus, if you hit, you successfully begin to manipulate one of your opponent's joints (wrist, elbow, knee, etc.) and immobilize them. They may make an opposed STR check against you every round to try and escape. At the end of any round, if they are still immobilized, they take damage equal to your level (cannot reduce them below 1 HP). If you are a Black Belt and your opponent is not, they are at Disadvantage on their opposed STR checks against you. You may use Melee weapons. You may only have one Fighting Skill.

MARTIAL ARTS (Jeet Kune Do Style)

Fighting Physical Skill – You are a practitioner of Bruce Lee’s Jeet Kune Do, a formless “form” of Martial Arts, that Lee described as *fighting without fighting*.

You gain +1 to Melee Attacks, +1 to Melee Damage, +1 Toughness and +3 to the Mental save stat. Once per day, you can do a Flurry attack (you gain 1 additional attack that round and if you hit with all of your attacks that round, you gain an additional attack next round). If you are a Black Belt, you gain One-Inch Punch. You make a Hand to Hand Attack, adding your level to the roll. If the attack roll is successful by 10 or more, it does double damage and knocks the target back 10’ and Prone. You may do this once per fight. You may only use One-Inch Punch if it is your only attack of that round. You are able to use Melee weapons. You may have only one Fighting Skill.

MARTIAL ARTS (Kickboxing)

Fighting Physical Skill – You are a practitioner of the ancient Thai art of Kickboxing.

You gain +1 AC, +3 to hand to hand/ foot to foot, Melee attacks and +1 Toughness. When you make a successful, weaponless, Melee attack, that hits the target by more than 5 points, you do an extra 2 damage on that attack. If you are a Black Belt, you knock out opponents on a natural 20 unless they make a Critical save adding the damage you did to their save roll. You may have only one Fighting Skill.

MARTIAL ARTS (Killer Kobra Style)

Fighting Physical Skill – You are a practitioner of the Killer Kobra style of Karate, an extremely aggressive form of Martial Arts invented in Southern California in the late 1970's.

You gain -1 to AC, +2 to Intimidate, +1 to Melee Attacks and +1 to Melee Damage. Once per day, you can choose to add your ranks in Intimidation to your damage on a successful Hand to Hand attack. You must declare your use of this ability before making the attack. If you are a Black Belt, you may do this twice a day. You are able to use Melee weapons. You may only have one Fighting Skill.

MARTIAL ARTS (Mongoose Style)

Fighting Physical Skill – You are a practitioner of the Mongoose style of Karate, a slippery, super defensive form of Martial Arts. You gain +1 to Armor Class, +1 DEX & +1 Melee Attack. Once per day you may add 1 + WIS bonus (min 1) to your Armor Class for a number of rounds equal to your level. If you are a Black Belt, you may instead add your WIS modifier to your Armor Class at all times. You are able to use Melee weapons. You may only have one Fighting Style.

MARTIAL ARTS (Sambo)

Fighting Physical Skill – You are a practitioner of Sambo, a weaponless form of Russian fighting developed in the early 20th Century.

You gain +1 Toughness, +1 AC & +1 STR. As a Sambo student, you can take a lot of hits as you seek your opponent's weakness. During a fight, you gain +1 to Melee attacks against and +1 Toughness against anyone that has successfully hit you in this Melee. If you have a Black Belt, you attack at Advantage against anyone that has dealt you damage during the current combat. You may only have one Fighting Style.

MARTIAL ARTS (Sumo)

Fighting Physical Skill – You are a practitioner of Sumo, an ancient form of wrestling. You gain +1 to AC, +2 to STR, Toughness +1 & Opponents trip, throw or grapple at Disadvantage against you. Once per day, you may use a SUR point to negate a Melee Attack against you. If you are a Black Belt, you can do this once per day without using a SUR point and may use the ability again as normal. You are much larger than other people. You do not have any weapon training. You may only have one Fighting Style.



SANCTIONED TOURNAMENT RULES FOR ONE ON ONE FIGHTS

In the world of Martial Arts, there are different rules and stipulations for many different types of tournaments and contests. Presented here are some optional rules that might enhance or change the flavor of your tournaments or street fights. Obviously, any rules you do not like or break the flow of your game, just toss out like yesterday's garbage and keep any that might inject some tension or adrenaline in to your action!

Sanctioned fights in Dark Places & Demogorgons are usually held in a high school gymnasium or similar venue, since the dojos in J-Town are usually small and intimate so senseis can have a more personal and hands on teaching environment with their students. Since many schools from around the area, including other cities or counties, might attend the tournament, a high school gymnasium is usually the perfect size to have a few fighting mats out at a time to run multiple fights and keep the audience energized. Also, stadium style bleachers are perfect for the audience to catch all the action no matter which ring, or mat, the fights are taking place on.

Tournaments are typically bracket-style competitions where each bracket consists of fighters of the same belt color and rank.

A professional karate match usually has a few specific rules that might vary from tournament to tournament, depending on who is hosting and running the contest. But typically the following rules are in place:

1. No striking below the belt or above the neck. This includes no leg sweeps, no throwing and no grappling (unless it is a specific style tournament that allows those actions). If this happens, intentionally or unintentionally, the referee will immediately stop the fight, issue a warning to the offending fighter and reset the round to the starting position and the round begins anew with both fighters re-rolling Initiative.
2. If a contestant falls down at any time, the referee will usually halt the match and let the fallen fighter stand up, compose himself, and prepare to keep fighting. They will not always reset the round from the starting position, but Initiative will still be re-rolled like the round was starting anew.

3. If any fighter is caught mouthing off, taunting or disrespecting an opponent, the referee will usually halt the match and give a warning for unsportsman-like conduct to the offending fighter. They will then reset the round from the starting position and let the round begin anew, forcing both fighters to re-roll Initiative. Depending on the tolerance level of the referee, they may give out a few warnings, or they may take a point away from the offending fighter after a few warnings. If the offence is too blatant or vulgar, the referee may disqualify the offending fighter.
4. When a fighter scores a legal hit on the opponent, the referee will stop the round and declare the winner of the round. The first fighter to win three rounds is declared the winner of the match and will advance to the next round, or win the tournament if that was the last match.
5. Fighters will only compete against other fighters of the same belt color or rank (level).

If any fighter receives three warnings, he or she will be immediately disqualified from the match and the opponent will advance, assuming they are not injured and unable to compete. Some particularly harsh offences could be grounds for immediate disqualification with no warnings issued. But these are extremely rare and always at the discretion of the referee in charge of the match.

In a sanctioned fight, if one of the fighters loses all of his or her Hit Points before the fight is over, they may or may not be able to continue and advance to the next round of the tournament. Rolling on the Tournament KO Table will determine what the extent of the injury is.

At the end of a match, any character who did not have to roll on the Tournament KO Table will be able to rest between matches, wash up, meditate, hydrate, and recover all lost Hit Points.

Combo rules from the Combo Ability do not apply in tournament fights because the referee stops the fighters as soon as one hit is made on an opponent and resets the fighters between rounds.

In a bracket style competition, Characters should not fight each other on the opening round of the tournament unless there are not enough Non-Player Characters for them to fight. For Non-Player Character vs Non-Player Character, the game master can simply choose who wins, or roll for it. Either a 50/50 roll, or declare one fighter even and one odd, and roll a die to determine the winner. If the Non-Player Characters are statted up, the GM could let the players duke it out amongst each other with the Non-Player Characters.

Survival Points may be spent as normal in a tournament fight.

Basic Flow of a Tournament Fight

The first fighter to score a legal hit wins the round, is awarded a point, and the round is halted, the fighters are reset and they begin again until someone scores three points, is disqualified, or injured and cannot continue fighting.

1. The competitors roll Initiative.
2. The winner of Initiative makes a melee attack roll. The fighting rings or mats are small enough that no tactical movement is needed or possible and does not need to be tracked. All movement can be described in the narration of the fight.
3. If the winner of Initiative does not score a hit, the other player gets to roll an attack with his or her martial arts skill. They trade back and forth until a blow has landed and then the referee will halt the fight and check on the combatants and see if anyone is too injured to continue.
4. If both fighters are able to continue, barring injury or DQ, the referee will reposition the fighters at the starting stance of the fight and begin a new round starting at step 1.

If the characters roll a tie for the Initiative roll, they both get to make an attack roll and both actions take place at the same time, even if both hit. Let both players narrate how their actions take place. If only one player hits, they score a point and the round is stopped and reset like normal. If both players hit, both score a point and the round is halted and reset like normal. If neither score a hit, the round continues, but have the players re-roll Initiative. Critical Hits and Botches still apply. Ties still apply if rolled again.

If an attacking player rolls a natural 1, they must roll on the Tournament Botch Table and apply any effects listed the roll. If an attacking player rolls a natural 20, they must roll on the Tournament Critical Hit Table and apply any effects listed on the roll.

If one of the competitors loses all Hit Points at any point during the fight, they must roll on the Tournament KO Table and immediately apply any effects.

Tournament Critical Hit Table (d6)

Roll	Result	Effect
1	Powerful blow!	Hit does maximum damage.
2	Precision Strike!	Hit does double damage.
3	Staggering blow!	Your opponent is at Disadvantage on Initiative for the next round.
4	Liver Shot!	Your opponent is at Disadvantage on Initiative and Attacks for the next round.
5	Busted Ribs!	Hit does double damage & the opponent is at -3 on Attacks in the next 2 rounds.
6	Masterful Strike!	Opponent rolls on Tournament KO Table.

Tournament Botch Table (d6)

Roll	Result	Effect
1	Slip!	Miss and your opponent's next Attack is at Advantage.
2	Ring Out!	You maneuver a little too close to the edge of the mats and step out of bounds. The Round is halted and reset. You have Disadvantage on your next Initiative Roll.
3	Illegal Strike!	You lose control of your attack & it lands below the belt line or above the neck to the face. You do normal damage to your opponent, but you also get a Warning from the referee. Should you get a second Illegal Strike in a match, the referee will disqualify you immediately.
4	Twisted Ankle!	You move awkwardly while moving (-1 to Armor Class for 24 hours).
5	Strained Hamstring!	You are at Disadvantage on all rolls next round.
6	Rookie Mistake!	You make a major mistake. You miss badly and if your opponent's next Attack hits, you must roll on the KO Table.

Tournament KO Table (d6)

Roll	Result	Effect
1	Knocked Down!	You take normal damage, but are unable to continue. You heal as normal.
2	Concussion!	You are unable to continue. You are at Disadvantage on skill tests for the next 24 hours.
3	Staggered!	You can barely stand & cannot continue. You are at -2 to DEX & STR for the next 24 hours.
4	Broken Rib!	The pain is so strong you cannot continue. You are at Disadvantage on all rolls for a week!
5	Broken Nose!	Your eyes well up and you are unable to continue. You are at Disadvantage on all Spot checks and CHA related skills for a week.
6	Knocked Out!	You are carted off and wake up at the doctor's office. You are the talk of the tournament and stories of your loss will be told for weeks to come.



KUMITE

The Kumite is a freestyle, anything goes, mixed martial arts competition held in secret every five years. While no weapons are typically permitted, any fighting style is allowed, and each fight consists of one round with no time limit. There is no referee to keep fighters in check or make sure any laws are obeyed. Its no holds barred, and fights go until someone is either knocked out or gives up.

Since the Kumite is held in secret, there are no “official” audiences and fighters are always 18 years or older. Matches are held in remote spots, normally away from the general public. It is still usually a bracket style competition, and a winner is crowned at the end. There is no system set up that pits equally ranked or skilled opponents versus each other, so fighters are typically more advanced and higher level.

Kumite matches are held in private with usually either the tournament runner and other fighters the only people at the match, or just the tournament runner and the two participants. Just like the sanctioned matches, the game master can randomly determine which Non-Player Characters win their matches or let the players play them out if the Non-Player Characters are statted up. Again, its best to not let the players face each other on the opening rounds of the tournament.

The special thing about the Kumite is the secret locations and fighting grounds where the battles are held. Each spot is carefully chosen and usually has a couple of environmental hazards making the battleground dangerous. Feel free to make up your own locations, using some of the locations below as templates if fighting in J-Town.

Locations

These locations may be the perfect place to have a martial arts duel or straight up fight.

Northwestern Jeffersonstown

Archibald Cemetery: Fighting among the tombstones and graves can be disturbing. Satanic symbols spray-painted on things around the cemetery can make anyone uneasy in the cold chill of night.

Hazards: 10% chance the cops will dive by at night, with a 25% chance during the day. At night you might hear strange and creepy sounds coming from the locked crypts in the cemetery. A ghoul might show up in the middle of a fight!

Before a fight here, each fighter must make a Courage save or be at -1 to all Attacks, damage and Armor Class for the entirety of the fight.

The River Docks: At night among the empty docks, the water is ominous sounding and fog obscures vision.

Hazards: On a Botched roll, a fighter might fall in to the water. Fog could get so bad that vision is impaired enough to impart Disadvantage on attack rolls.

The Stamper Brothers Junkyard: Surrounded by towering, machine-packed scraps of metal, the junkyard is a cold, ugly, place. Devoid of life and dirty.

Hazards: Towering scraps of metal debris could fall over, hitting fighters. Cujo, Cerberus and Zoltan could show up, chasing after the combatants. Fighters could trip over scrap metal laying around. When a player rolls on the Botched table here, they take d4-1 HP damage.

Southwestern / West Central Jeffersontown

In this area of town, there could always be a chance that a couple hoodlums could happen to stroll by and witness any fights that happen. They typically do not get involved, as they only get physical as a last resort, but that does not mean they will not start cheering or watch in secret and open their mouths to their family gang members.

Also, the town's main police department is in this area so their presence could be heightened just a bit more than other areas.

Bloat's Gas & Go: Sometimes, kids fight in the pit. Sometimes, in the dead middle of the night, when no one else is around, Kumite comes to life. Being right across from the hospital could be a good thing or a bad thing.

Hazards: Being a gas station, lots of traffic comes through. EMTs and police refueling and going to and from the hospital. The pit is a hazardous, rock-filled crap-hole. Any time someone rolls on the Botched table, they take 1 HP damage.

Feldman's Park: Fights here would almost always have to take place at night due to the activity in the area. There are plenty of trees to fight between, hiding the fighters' presence at night. In the colder seasons the pool is empty and would provide plenty of cover, just be wary of possible ice. The amphitheater can also provide good cover for a fight.

Hazards: The Arbor Pointe Gang have a fairly heavy presence in this part of town. Recently, rumors have been circulating that part of the park was an ancient Native American burial ground. So far no one has reported any strange incidences, but word is, a powerful Native warrior was buried here and he was fiercely protective of his land.

SK8 World: The roof of SK8 World has a great set up for Kumite matches. The astro-turf field and isolated area is a nearly perfect environment for a fight.

Hazards: The field on top of the building is virtually free from prying eyes, but the rumors of SK8 World being haunted just might be true. People that are afraid of heights are at -1 to all Attacks made on the roof.

Gaslight Park: During the night, Gaslight Park makes a great spot for matches. The Park is large enough that the sounds of fighting will fade and there is very little activity in the wee hours of the night.

Hazards: A random police patrol might happen, but for the most part this is a relatively quiet area. The occasional moth-like creature or racoon might interrupt a match but that is no big deal, right?

North-Central & Northeastern Jeffersontown

The Abandoned Church: The burned-out church is usually empty. Once in a while some adventurous kids will pop in and drink some beer or do other things kids their ages should not be doing.

Hazards: The church is a mess of burned wood, including fallen walls, ceilings, and floors. The stress of people being thrown around and slamming against things could easily cause walls, beams and even floors to collapse, sending fighters tumbling down in to the basement or causing them to get crushed by falling walls. Who knows what sort of ghosts or demons might infest such a desecrated church? While fighting here, all fighter's Move stats are reduced by 3.

The Abandoned Factory: The factory is still in good condition, and the solid foundation, flooring and catwalks make for a great area to have underground fights.

Hazards: Catwalks, while secure and stable, are still dangerous. A solid throw or slip of the foot could send a fighter tumbling over to their doom. Any Critical Hit while fighting here results in the opponent being knocked down 10'. They must make a Critical save or take d4 damage. Reports of a Mothman circulate around town, but the equipment, machinery, and architecture of the factory are dangerous enough to keep most fighters' eyes peeled for hazards.

Abandoned Subdivision: While this area has its share of squatters and gang members, it is large enough to (usually) have a fight without drawing too much attention. Fenced in back yards, drained in-ground pools, and a few basements make for great fight locations.

Hazards: The occasional gang might roll through the area. Also, since it is a known area for squatters and gangs, the occasional police patrol might come through. Recently, a stranger has come in to town and began setting up shop in one of the abandoned houses, basements. A sorcerer painting arcane sigils on the walls and floors, he has so far been able to avoid the squatters, punks, and gangs in the area. Are his intentions benevolent, or more sinister?

The Deep Hills: Deep woods and ankle-twisting terrain are sometimes tested by fighters wishing for privacy during their matches. The woods are dense and thick, with moonlight struggling to illuminate potential battlegrounds. Since there are not many people living around here, it makes for a great spot to have matches.

Hazards: Bigfoot is "spotted" all the time around this neck of the woods, but the reports are rarely taken seriously by law enforcement. However, the woods are littered with traps, so fighters need to be extra cautious in these woods. Bears and other wildlife are not unheard of in these parts either.



The Pope Lick Trestle: The trestle itself is made of sturdy construction and trains use it all the time. However, the woods around the trestle are full of wildlife and suspected monsters. Below the trestle is a creek and a paved road.

Hazards: Most of the time, fights at this site take place on the trestle itself. The biggest danger being a slip of the foot or a knockdown causing a fighter to fall and land either on the road and go splat, or into the creek, getting soaked or severely injured. Once in a while a train will come crashing by, making the earth shake. You do not want to be caught in the middle of the trestle when one comes by. The Pope Lick Monster has been known to attack people in this area as well. All fighters lose ½ their Move (rounded up) while fighting or moving here.

At the end of each round of a fight on the trestle, roll on the chart below and see if anything unusual happens.

Pope Lick Trestle Event Table (d00)

Roll	Event	Roll	Event
01-70	Nothing Unusual	84-87	Gust of Wind. Each fighter must make a DEX check or fall!
71-74	Heavy Rain. All fighters lose all DEX bonuses for 5 minutes.	88-92	Fast Train! A train's light illuminates the tracks. You have 4 rounds before it arrives.
75-78	Train Whistle. You have 6 rounds before it arrives.	93-95	Pranksters try to scare everyone on the trestle.
79-81	Cops arrive below. They shine a spotlight at you & start climbing up the hill.	96-98	Off Balance! The next fighter to roll a natural 1-4 and miss, falls and hangs on the side. The opponent has one action & then the dangler can climb back up.
82-83	A by-stander slips and falls during the excitement.	99-00	Pope Lick Monster attacks!

Lost Lake: The lake itself is beautiful and calm. During the day, fighters would be seen for sure, but at night, the serenity of the lake would make for a great backdrop to a fight. The very nature of this area promotes respect and peace. Fights here would probably involve respectful and morally upright warriors, but this is no guarantee.

Hazards: Should fighters here be respectful and honorable, the only hazard here would be a couple of moonlighters witnessing the bout, or possibly falling in to the water, which on a winter night might be very dangerous. However, should this area be desecrated by honor-less fighting and needless destruction, the Dreamer in the Lake might make herself known. Not only that, a Native American graveyard is located here. And while no supernatural occurrences have been reported concerning the burial sites, disturbing any graves might call forth something From Beyond...

The Rock Quarry: While the quarry is abandoned and usually empty other than the occasional group of swimmers and party goers, the area itself could still be dangerous. Regardless, since it is an out of the way location, privacy can be a bigger draw than danger can be a deterrent.

Hazards: Frog men have been seen here, and creatures in the water have been reportedly biting swimmers, but on land the biggest hazards are falling rocks, rock slides, and loose gravel hampering a fighter's footing. The occasional broken beer bottle or ripped aluminum can could injure a fighter who isn't mindful of their surroundings. All fighters are at -1 to Melee attacks here.

South-Central Jeffersontown

This is a more affluent area of town, and police presence is very high. The likelihood of secret fighting tournaments taking place here is low.

Skyhigh Fields: Probably the only area in this part of town that would be remotely safe to hold a fight. The baseball fields and BMX tracks are likely the place to find a fight taking place.

Hazards: Extremely high police presence, high presence of local families out and about. A local BMX group called the Rads have recently upped their game and since they all come from well-to-do families, they have excellent gear and equipment. They also are more likely to be allowed to come and go as they please later into the curfew times. Their presence here is heightened, and should a fight be witnessed, do not be surprised if these goons try to either pick a fight by running their mouths, or on the flip side, try to hire one or more of the fighters as muscle to harass their skateboard rivals, the Thrashers.

Southeastern Jeffersontown

Due to the Army base in this area of town, not many fights are likely to take place, even though there are a few good spots to hold a tournament. Secretly, one of the Army generals stationed at the base was a participant in the Kumite years ago when he was stationed overseas. It is his prior involvement with it that helps bring it to Jeffersontown to begin with.

Abandoned Campground: Even though some squatters and gangs might hang out here from time to time, its distance from the Army base makes it one of the few likely locations in the area to host a tournament fight.

Hazards: Squatters, gang members, kids out looking to fool around away from their parents' places, these are the most likely problems. However, a random Army patrol out on training exercises, vampires or local wildlife might interfere as well. Of course, that rumored serial killer might start feeling a little territorial. Each player must make a Courage check at the beginning of the fight. If they fail, they are at -1 to Armor Class and all save stats during the fight.

The Pit: This is one of the few places that a fight might take place and be witnessed by the locals and it not be viewed as strange or off-putting. So many illegal things happen here, from drag racing, to fighting, to drug dealing, that a tournament style martial arts match might not seem too weird.

Hazards: Being a sink hole, the ground could always become unstable and start shifting or sinking. Wrecked car parts and trash such as broken bottles or car windows from kids partying and racing are also potential hazards should someone fall on to a pile of trash or land in the dirt. Any fighter that rolls a natural 1 on an attack takes 1 HP. All fighters are at -3 to their Move while here.

Taylor's Lake: The isolation at the lake makes it a prime spot to hold a fight if the participants are not afraid of being sighted by guards at the Army base or other locals such as campers or fisherman. Once on the Blue Island, the empty, run down asylum has a number of spots that provide enough secrecy that a match could be held.

Hazards: Crumbling walls, floors, and ceilings are potential hazards, as are rusty, worn equipment and tools. Standing water and mold could be deterrents as well. Several people have vanished here, and either they, or their specters might disrupt a fight. Thrill seekers and other locals might also stumble upon warriors fighting it out as well.

MARTIAL ARTS WEAPONS & GEAR

Weapons

Weapon	DMG	ROF	Range	Ammo	Weight	Cost
Arrows/ Bolts	-	-	-	20	5 lbs.	\$25
Axe, Battle	D8+1	-	-	-	15 lbs.	\$100 (2 Handed)
Axe, Simple	D6	-	-	-	6 lbs.	\$50
Bisento	D10 -	-	+5' Reach	-	14 lbs.	\$500 (2 Handed)
Blow Gun	D4-2	2	30'	-	1 lbs.	\$30
Blow Gun Needles	-	-	-	50	1 lbs.	\$10
Bo Staff	D6	-	+5' Reach	-	3 lbs.	\$40
Bow- Basic	D6	1	50'	-	7 lbs.	\$100
Bow- Quality	D6	2	60'	-	10 lbs.	\$250
Brass Knuckles	D6	-	-	-	1 lbs.	\$10
Crossbow- Basic	D4+1	1	60'	-	8 lbs.	\$125
Crossbow- Quality	D6+1	1	80'	-	15 lbs.	\$400
Fan, Fighting	D4	-	-	-	1 lbs.	\$60
Flail, Heavy	D8+1	-	-	-	12 lbs.	\$350 (2 Handed)
Flail, Light	D6-1	-	-	-	5 lbs.	\$200
Kama	D6+1	-	-	-	1 lbs.	\$50
Kawanga	D6	-	+10' Reach	-	4 lbs.	\$40 (+1 Trip & Climb)
Kusarigama	D6+1	-	+10' Reach	-	6 lbs.	\$200
Naginata	D8	-	+10' Reach	-	12 lbs.	\$400 (2 Handed)
Nunchaku	D6-1	-	-	-	2 lbs.	\$30
Sai (pair)*	D6	-	-	-	2 lbs.	\$50
Sa Tjat Koen	D8-1	-	-	-	4 lbs.	\$125
Shuriken	D6-2	2	30'	1	-	\$5

Sword – Bokken (Wooden)	D4	-	-	-	3 lbs.	\$30
Sword-Display Cheap	D6-1	-	-	-	2 lbs.	\$25
Sword – Katana Masterwork	D6+2	-	-	-	3 lbs.	\$5000 (+2 to Attack)
Sword – Katana of Quality	D6+1	-	-	-	3 lbs.	\$1000 (+1 to Attack)
Sword- Ninjato	D6	-	-	-	2 lbs.	\$250 (+1 to Attack)
Sword- No-Dachi	D12	-	+5' Reach	-	15 lbs.	\$600 (2 Handed)
Sword-Short	D6	-	-	-	2 lbs.	\$15
Sword – Silver Edged	D6	-	-	-	5 lbs.	\$2000
Sword – Tanto	D6-1	-	-	-	1 lbs.	\$100 (+1 to Attack)
Sword – Wakizashi	D6	-	-	-	1 lbs.	\$300 (+1 to Attack)
Tekko-Kagi (Claws)	D4	-	-	-	1 lbs.	\$40 (+2 Climb)
Tetsubishi (Caltrops)	D4	1	20'	3	1 lbs.	\$35
Tetsubo	D8	-	-	-	18 lbs.	\$600 (2 Handed)
Throwing Knives	D4-1	2	60'	4	2 lbs.	\$30

***When using a pair of Sai, you may add +1 to your AC if you do not attack in a round.**

Gear

Gear	Cost/ Weight/ Bonuses
Ashiko	\$20/ 1 lbs./Spikes for boots (+2 Climbing)
Blinding Powder	\$50 (5 doses)/ Make a range attack, if you hit, the target gets a DEX check at Disadvantage. If they fail, they must make a Poison save or be Blinded for d6 rounds.
Gi	\$30/ 5 lbs./ Karate Uniform
Ippon-Sugi Nobori	\$20/ 5 lbs./ Spiked chain for climbing trees & poles (Advantage on those checks)
Ninja Outfit – Black	\$500/ 5 lbs./ +3 to Stealth
Poison, Pain	\$100 (10 doses)/ add to needles, arrows or bolts/ Poison save or the target feels strong pain for d10 minutes (-2 to all attacks and skill checks) Good characters cannot use this.
Poison, Sleep	\$100 (10 doses)/ add to needles, arrows or bolts/ Poison save or the target falls asleep for d4 minutes
Poison, Zakarashi	\$150 (10 doses)/ add to needles, arrows or bolts/ Poison save or the target takes 1 damage at the end of each round. Repeat each round until they pass. Good characters cannot use this.
Rope Ladder	\$40/ 10 lbs./ 50', Advantage on Climbing checks
Samurai Armor	\$100/ 15 lbs./ +2 to AC, Toughness +1, No Mempo
Samurai Armor, Quality	\$1000/ 16 lbs./ +4 to AC, Toughness +1, has a Mempo
Vanishing Egg x10	\$40/ 1 lbs./ As an Action, create a 20' smoke cloud to escape an area (all enemies within 20' lose their next action and are at -2 to all rolls for the next minute).



ADVENTURE SEEDS

THE ALL HOLLOW'S SHOWDOWN

A low-level Adventure Seed.

Every Halloween night, during trick or treating, the martial artists from all the local schools dress up in their Gis and roam the streets searching for members of the other schools to have an annual unsanctioned tournament. The tournament is always honorable, regardless of animosity between schools and personal rivals. The sensei's all know of the tournament because it has been around for years and years, but they never do anything about it because no one ever gets seriously injured. There are no awards or trophies. Scores are not kept and there are no bets to be won. These are just personal tests between the students and nothing more.

As the students walk the streets seeking each other out in back alleys, abandoned buildings and other places, they are all aware of the unwritten rules and all obey them. The duels are never personal. All duels are for each fighter to test themselves, not their opponents. Should a fighter yield, their submission is granted and no one mocks anyone for yielding. No one is to use weapons of any kind. No one is to try and seriously injure another student.

This year, the barrier between our world and the world of darkness grows thin. Creatures begin to come through and terrorize the streets while

people are out trick or treating. One of these creatures takes human form and perhaps one of the players challenges it to a duel. This opponent shows no respect for the laws of the tournament and something seems off about this fighter. Moves the Characters have never seen, the appearance of the fighter might be off, a strange light reflecting off the opponent's eyes, or some other giveaway that something is not right. Should the monster be beaten and go unconscious, its willpower and concentration to hold on to this world is broken and it fades away back to its own realm.

If the heroes do not come to the conclusion that something strange is going on, over the course of the next few days people begin reporting sightings of odd creatures or shadows in the night. There are reports of strange sounds in the distance. Or even reports of attacks from monsters. Of course no one believes these reports, but after the fight one of the players had with one of these *things*, the players are probably going to go looking for whatever is terrorizing their town. The creatures are tough, and although they can be beaten, some are sure to have escaped the night and cause havoc around town.

However, a lone ninja is aware of what is going on and is stalking the monsters from the shadows. But is this ninja friend... or foe? Who knows this elusive ninja's motives...

Stat wise, these creatures are identical to the creatures they are copying.

NINJA HARVEST

An Adventure Seed for mid-to-high level characters.

Ninjas are a big fad right now, in the 1980's. It seems like every other week a new, no-budget, ninja action movie on VHS hits the shelves at the local video rental store. Someone has found a way to cash in on the fad and to exact a little revenge at the same time. An ancient and evil being who wants to create havoc has found a way to get his wish, for one night at least. Hanzo Yamamuchi, is a centuries old demon in human form. He has done everything from fight samurai on ancient battlefields in Feudal Japan to kill beggars sleeping in the streets of New York City. But now, he is using vile secrets to create death and chaos on a larger scale.

His sinister company, Silver Lotus, has found a way to create Halloween costumes that are cursed with ancient and malevolent sorcery. Curses are laid upon the fabrics used to fashion each costume, and when costumes are worn by people while watching a new movie his company has made, will cause the wearers to turn in to grotesque Oni for the rest of the night, until dawn. The movie is called "Ninja War 2: Shinobi Dawn" and it was infused with a subtle ritual. When that ritual is played over the airwaves, it combines with the cursed fabrics and allows the ageless demons to possess the wearer. The magic has a weakness, however. The possession will only last until dawn, and then anyone affected by the curse will revert back to normal with no memory of the previous night. Until then, they will need to be stopped, one way or another.

A week before Halloween, a Japanese man is found dead from a suspected knife slash (really from a katana) and no one knows who he is or how he ended up in J-Town. A couple of days later, another Japanese man is found out in the woods, dead from Seppuku. If the player characters research this they realize it is a way to bring

honor back to his name. But honor from what dishonorable act? Two dead Japanese guys in J-Town in a matter of days? A little more research will reveal that the man worked for a small Japanese company that has taken over one of the abandoned warehouses and is creating Halloween costumes and distributing them around the surrounding counties. Can the characters get in to the warehouse and destroy the remaining costumes and cursed fabrics? Also, in this warehouse are the detailed plans for how the curse will take effect on Halloween night. The player characters will have to somehow get in to the local TV station and destroy the master tape of the ninja movie, or expose the company. But who would believe a bunch of kids telling such a crazy story?

The warehouse is guarded by ninjas and the ruthless Oni overlord, Hanzo Yamamuchi. Will the characters use stealth and subtlety to get in to the warehouse, or do they prefer a stand-up fight?

Hanzo Yamamuchi

Hanzo appears as an adult ninja, but he has small horns on his forehead and has a slight sulfurous smell about him.

Armor Class: 15 **Hit Dice:** 4 **Move:** 18

Attacks: 2 per round

Attack Damage: d6+2 (Katana) or by other weapons

Special: Fearless – Immune to Fear, Sword Master (+4 to Attack w/ Swords, +1 damage with Swords), Sneak (Advantage on Stealth), Toughness at +2, Dark Vision 60'

Bonuses: +5 to Melee Attack, +1 to Melee damage, +4 to Ranged Attack, +4 to Initiative, +15 to Stealth, +6 to Spot & Listen, +5 to Climbing & Jumping

Terror: 8 **Morale:** 9 **HDE:** 6

Items: Hanzo's Blade (Quality Katana, +2 damage, +2 to Stealth, can walk on water for 10 seconds x3/ day), Ninja Outfit, \$500

THE SHIHAI SWORD

An Adventure Seed for any level.

While adventuring around the old warehouses near the abandoned side of the docks, you and your friends discover a long-buried cache of World War II supplies. Most of the boxes contain old military radios, survival gear, helmets and dry-rotted blankets. However, one of the small crates is full of various household goods from Japan and a dusty, yet beautiful, katana.

Anyone that unsheathes the sword must make a Mental save or they become possessed by an entity within the sword. If possessed, you will not relinquish the sword and will not stop searching for it. Only one person can be possessed at a time. While possessed, the wielder still has control of their actions, but will not let anyone else know they are possessed and they become obsessed with using the sword to fulfill the spirit's fantasies. The spirit refers to itself as Shin, and talks in the voice of a young girl.

Shin will tell you of great battles and heroic duels in an effort to pump you up and get you to fight with the sword. Shin will try to convince you that all criminals and outlaws deserve the sword, so that you will draw blood. The sword is cursed and needs to drink the blood of 3 other criminals. Shin tells you to cut down a petty criminal (a bread thief, jaywalker, etc.), another must be a criminal against nature (a polluter, poacher, etc.) and the third must be a major criminal that has harmed many (serial killer, pedophile, corporate

thief, etc.). She says this will make you a powerful god, but it will really free her and put your soul into the sword.

Hopefully, your friends will figure out what is going on and stop you.

The Shihai Sword is a magical katana of great power. It is unbreakable, has a +3 to attacks and does a d6 physical damage & a d6 Magic damage. The possessed can call the sword and sheath to their hands if within 200'. They can detect the sword within 1 mile and know what direction it is in, so they may hunt it down.

Each day you possess the sword you lose 1 Mental save point. When you reach 0, the sword completely possesses you and you swap places with the soul in the sword. The bond can be broken if you go a day without touching the sword. At the end of each day without it, you gain a new Mental save attempt (but do not regain any Mental stat lost until the bond is broken).

THE KUMITE COMES TO TOWN

An adventure seed for high level characters.

Each Player Character gets a mysterious scroll delivered to them. *(This is a good opportunity to make a few unique player handouts)* The scrolls are invites to fight in The Kumite, an ancient and honor bound tournament that is only held once every 10 years. This year, J-Town was selected as the fighting grounds. Each player will be matched up against a foe created by the game master that is an equal to the character the player has. These opposing warriors can either be from schools that the players are not part of, or they can be Non-Player Characters that came from somewhere other than J-Town and were invited with scrolls just like the ones the players received.

Each fight is a strict, one on one fight with no one else even allowed to be around the combat area. The fights are extremely secretive, and the players should try and have the respect to honor the requested solitude and secrecy of the matches. The enigmatic host of the Kumite is the only person to witness the matches other than the two combatants. And this mysterious host always watches from the shadows and is never seen. Should either combatant break the rules and have someone come along, even if the tag a long does not get involved, that contestant will be disqualified and the honorable fighter wins and moves on to the next round. If both combatants bring someone, they are both disqualified and the next person on the bracket gets an automatic bye round. The host of the Kumite does not get involved in the fights and has no stats because it does not ever make itself known to the combatants. Perhaps this host is a spirit, perhaps it is some monster or undead being. Perhaps it is something else that cannot be explained.

The GM should do a couple of things to prepare for this adventure. Choose locations for each fight to take place, and make them unique and interesting, or choose a location for each fight from the list provided. Second, create a bracket similar to a sports playoff bracket and put an even number of fighters on each side. There can be three rounds of fights: the quarterfinals, semifinals, and final fight. This is assuming 4 players. Adjust the bracket accordingly so that no players face each other in the quarterfinals matches. Due to the nature of this type of game, two or more players may end up facing each other in a fight. These are not fights to the death and they are just for sport, so there should be no hard feelings and this should be addressed before this adventure is played to make sure everyone understands this situation might pop up.

Third, if the GM could hand make the player handout invitation scrolls that would be great. One thing in particular could make them particularly interesting is that when describing them, let the players know that the scrolls look ancient. And that the ink on them is old and partially faded. Including their names, almost as if they written hundreds of years ago. But how would anyone hundreds of years ago know you would exist in the future and foresee you being in the tournament? Strange indeed...

What does the winner of the Kumite get? The otherworldly host of the Kumite grants the winner of the tournament some of his arcane and eldritch inner power and the winner will receive a one-time permanent increase to their Survival stat of 1, to a maximum of 19.

RIVAL TURF: THE RADS VS THRASHERS

Adventure seeds for characters of any level.

Lately some of the BMX riders (The Rads) and skateboarders (Thrashers) have started having beef, feuding over territory, immature squabbles and general, bad blood.

They want to hire some of the local karate kids to protect them while they are at tournaments, practicing, and just hanging out. After pooling their resources together, each group would be able to hire the Player Characters for about a month at \$10 a week. This will last through the end of summer until the cooler weather will end up making the local skaters and BMXers spend less time outdoors until next spring anyway. As for whomever the Player Characters end up working for, the other group ends up hiring other karate kids from other schools. The other group starts pulling pranks, harassing and trying to sabotage the upcoming tournament for the side the players work for.

Equipment stolen, damaged and/or sabotaged

The side that the players work for, are having their equipment messed with by some unknown agent. Bikes get their brakes cut, frames bent, pegs stolen, seats slashed, etc. Wheels get tires punctured and spokes broken. Chains get popped and glue poured in to them. Skate boards get petroleum jelly and other types of grease smeared on them, so the riders fall off easily. Wheels and nuts and bolts get stolen from boards. Tacks get pushed into wheels and both bikes and boards get spray painted with graffiti and vulgar messages.

P.A. music gets stolen and replaced with some pop, monkey crap that both sides hate.

For the upcoming tournament or race, the Player Characters team has a couple of mix tapes made with the songs they want to play during their rides and/or race. The rival gang has stolen the mix tapes, and replaced them with mix tapes of their own creation, that consist of (what they consider to be) lame 80's pop music. The Player Characters will need to somehow get access to all the original tapes from around town, friends, the library, borrowing from local record stores, etc. and remake the mix tapes in time. But getting access to all the original tapes might not be as easy as 123. That is why the tapes were made months in advance.

The skaters' half-pipes get sabotaged

The skate boarders' half and quarter pipes, and grind rails get sabotaged with grease, vulgar graffiti, nails, glue to gum up their wheels and annoying things like that. If the players are the "bad guys" in this scenario, let them come up with creative and dirty ways to prank and sabotage the rival gang's skate park.

The BMXers' dirt track sabotaged

The BMXers' dirt track gets trapped with nails, tacks and push pins in certain parts of it. Covered with dirt and dust, the sharp objects will be hard to see and will damage tires, causing the riders to crash and wipe out. Small holes are dug out and filled with loose dirt that acts like pot holes. Branches and tree limbs are pushed into the track and covered with loose dirt so they cannot be seen very easily and bikes going over these at high speed can cause skidding and crashing. If the players are the "bad guys" in this scenario, let them come up with creative and dirty ways to prank and sabotage the rival gang's BMX track.

Fist fight in the parking lot

The hired muscle for the other group begins harassing and messing with the Player Characters at and after school, at local restaurants, on the way home from the dojo, etc. The harassment eventually escalates into punches and kicks being thrown, and full-blown fights.

While the players have been hired to protect their employers, the rival karate gang has been hired to harass, bully and frustrate the players and their employers. They hang outside of local restaurants and call the players names and throw french fries at the windows where they sit. They prank call their houses in the middle of the night. Egg and toilet paper their houses. At school they "accidentally" bump in to them in busy hallways, draw graffiti on and vandalize their lockers. Harass them at their jobs (if they have after school jobs that do not involve protecting whomever employed them).

New shop in town.

A new BMX or skate shop is opening in a couple weeks and the grand opening has been sabotaged by vandalism, theft, damage of property, etc. The shop needs to be fixed up and goods recovered before the grand opening or it could spell doom for the shop.

A local tv station is sponsoring a 30-minute spot on television showcasing local riders or skaters (depending on who the Player Characters work for) and the rival gang tries to ruin the taping or steal the tapes after they are filmed and hold them ransom.

The group the Player Characters work for should be considered the “good guys” (unless the Player Characters are in to playing the villains) and the rival gang should be the “bad guys”, the bullies, jerks and miscreants. The main idea with this one is that while the rival gangs are fighting and feuding, nothing should be done that would cause anyone to go to prison or cause anyone to get hurt bad enough that it risks death. They might vandalize each other’s property or get in to fist fights, but they do not try to kill each other or go to too much of an extreme. Some things that might get stolen are kept for safe keeping in case they might be able to ransom them off, not just destroyed.

THE YIN-YANG EPIDEMIC

A group of demon ninja have come to J-Town to feed on the negative emotions and pain of the residents. These demons have started making and distributing a new drug called Yin-Yang. It makes you feel peaceful and in harmony with the world, but in reality, you are more aggressive and violent, you just don't realize how much so while high on it. The only hint that someone is on Yin-Yang is heightened aggression, strength, speed and in the right light their eyes will glint red in a demonic haze.

Some of the character's friends have started using this drug and it has enhanced their physical capabilities for a couple of hours. They have been showing signs of increased strength and speed at karate class. They have also been a little more aggressive than normal. So far, they have been able to keep it mostly in check but they slip further into the red the more they take Yin-Yang.

One day, one of the students flips out in a local convenience store and really hurts someone who was joking around with them and being sort of a jerk. After a particularly violent display of skill, which that person is not known for, they really hurt their bully and then they themselves go into a coma.

The police find a little baggy in their pocket that has trace amounts of the drug in it, and the bag has a symbol on it: a Yin Yang surrounded by flames. Once word gets out in the small town, a few more cases pop up, with random citizens, not

just martial artists. Our heroes need to track down the root of the drug and put an end to its production and the evil, demonic ninja that are feeding on the townspeople.

Yin-Yang Drug

1 hit has the following effects: You feel a sense of internal calm, but if agitated you will become more likely to lash out in a violent manner.

The drug gives you +1 to STR & +1 to DEX for d6 hours. The drug can be taken multiple times, making the person more prone to violence with each dosage. If they take more than 3 dosages within 6 hours, they lose control of themselves and become extremely violent for d6 hours.

Yin-Yang Demon

Yin-Yang Demons are shapeshifters from another dimension that feed on anger and pain of other sentient creatures. They appear as normal humans, but always have dark eyes. Their natural form is that of a shadowy humanoid with no mouths.

Human Form

Armor Class: 14 **Hit Dice:** 2 **Move:** 12

Attacks: 1 per round

Attack Damage: By weapon

Special: Toughness at +1, Can speak and understand any language, Dark Vision 60', Dislike of natural sunlight (-1 to all attacks and skill checks)

Bonuses: +3 to Melee Attack, +1 to Melee damage, +2 to Ranged Attack, +2 to Initiative, +7 to Stealth, +4 to Spot & Listen, +5 to Jump

Terror: - **Morale:** 5 **HDE:** 3

Shadow Form add: Advantage on Jump and Stealth, Terror becomes 12, +1 AC, direct sunlight causes 1 damage per round

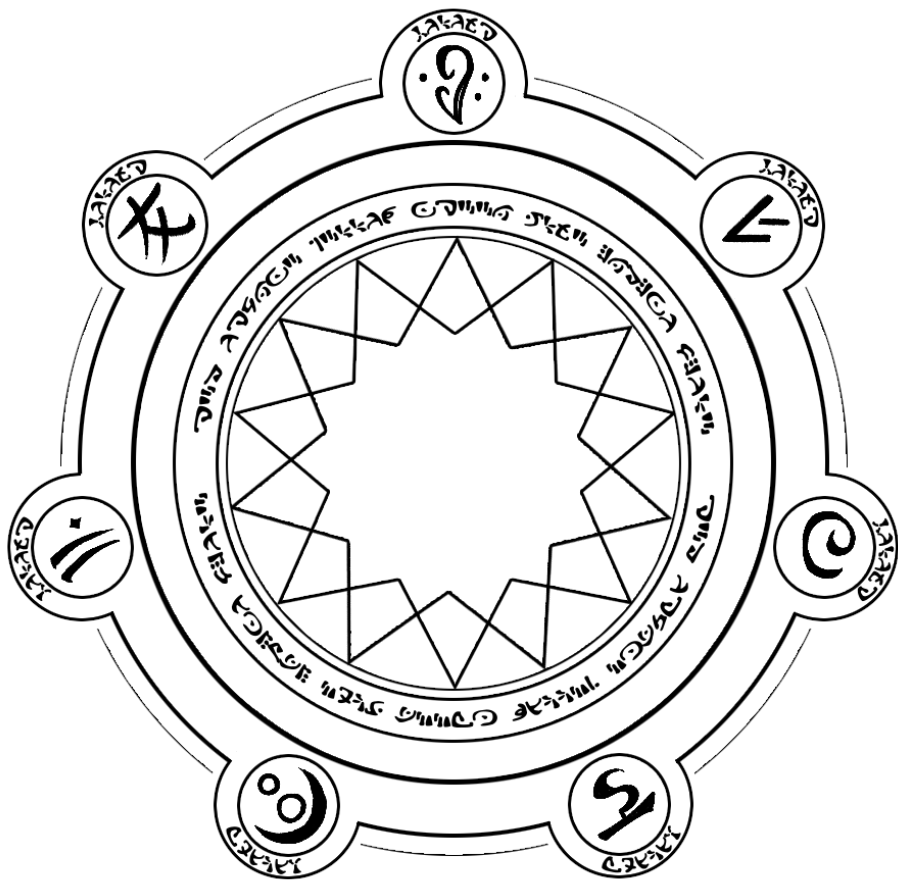
THE KOBRA KIDS

A new family has moved in to town recently. The family has three kids, a pair of twin boys, Kevin and Kameron, aged 17, and Kody, age 15. All three boys are excellent athletes and studied Kobra style karate back in New York before moving to town. Their dad has a nice corporate job in Louisville and bought a house in a more upscale part of J-Town.

The boys are pretty arrogant and flashy with their clothing style, the car that mom and dad bought them, and their karate skills. One of the boys has a thing for either one of the characters, his or her sister, or their girlfriend. They repeatedly attempt to vie for the affections of their chosen crush. Inside and outside of school. At local football games, karate tournaments, at the mall, etc. Who is to say whether the feelings are reciprocated, and whether or not you think they should or should not be? Perhaps you do not want your sister hanging around with these creeps because you know they will eventually break her heart. Perhaps you just do not want her to get in trouble hanging out with these delinquents.

If you are part of the Killer Kobras dojo, they try to slowly and secretly gain the favor of the master, even at the expense of the other students, including you.

The brothers wear black gi with green trim to represent the venomous style they seek to someday master.



NEW CREATURES AND ADVERSARIES

Amanojaku

These evil oni look like humans with crazy eyes, clawed hands and feet, and have a single horn jutting from the top of their head. They provoke people into doing wicked things and usually kill and eat their victims, then take on their appearance.

Armor Class: 14

Hit Dice: 3

Move: 12

Attacks: 1 per round

**Attack Damage: d6+1 (claws), d4+1 (bite),
d6+1 (headbutt) or by weapon**

Special: Once they devour a victim, they can then take on the appearance of that victim until they devour another one, taking on that appearance thereafter.

Bonuses: +2 Melee Attacks, +1 to Melee damage, +7 to Spot, +6 to Intimidate

Terror: 12

Morale: 5

HDE: 4

Jatai

A Jatai is a sash or belt that magically animates and slithers around like a snake in the middle of the night. It is said that a person with a wicked heart or who performs wicked deeds will dream about snakes. Sometimes, when this happens an evil spirit possesses the dreamers belt or sash and will attack them.

Armor Class: 13

Hit Dice: 1+1

Move: 15

Attacks: 1 per round

Attack Damage: d4 (strike), d4-1 (choking)

Special: *Choke, **Magical Construct

Bonuses: +2 to Melee Attack, +5 to Stealth, +2 to Initiative

Terror: 11 (in Action)

Morale: 10

HDE: 2

***Choke: When a Jatai successfully attacks someone, it begins to strangle them (doing d4-1 damage per round while being choked). A STR check, adding +2 to the roll, breaks the choke. A Jatai may strike another target while choking a victim.**

****Magical Construct: Is Immune to Poisons, Toxins, Mind Control, Telepathy and Critical damage. Does not breathe.**

Kage Onna

The Kage Onna is a shadow of a woman that appears in a window or on a wall, where no shadow should exist. They do not interact with people, and cannot be touched or harmed in any way. They do give off an extremely eerie aura and can make even the bravest person turn tail and run. It is said that these shadows sometimes appear in places that are already haunted, or places that will one day be haunted by other demons, forshadowing terrible events.

Armor Class: None

Hit Dice: None

Move: 12

Attacks: None

Attack Damage: None

Special: *Lasting Fear

Bonuses: None

Terror: 15

HDE: N/A

***Lasting Fear: Each round, any Character within 30' of a Kage Onna, and is aware of its presence, must make a Terror save (even if they have previously passed). If you pass 3 times, you are no longer affected by this fear. Kage Onna will disappear if everyone within range passes 3 times.**

Karate Students

These are the typical students at the local dojo. Each has basic Martial Arts as a skill. You may switch that out for another type of Martial Art.

White Belt Student

Armor Class: 12

Hit Dice: 1+1

Move: 12

Attacks: 1 per round

Attack Damage: d6+1 (punch or kick) or by weapon

Special: Saves at 9, +2 to Armor Class if they do not attack in a turn

Bonuses: +2 Melee Attack, +1 to Melee damage, +2 to Ranged Attack, +2 to

Initiative, +4 to Stealth, +3 to Spot & Listen

Terror: -

Morale: 6

HDE: 2

Orange Belt Student

Armor Class: 12

Hit Dice: 1+3

Move: 12

Attacks: 1 per round

Attack Damage: d6+1 (punch or kick) or by weapon

Special: Saves at 9, +2 to Armor Class if they do not attack in a turn

Bonuses: +3 Melee Attack, +1 to Melee damage, +2 to Ranged Attack, +2 to

Initiative, +4 to Stealth, +3 to Spot & Listen

Terror: -

Morale: 6

HDE: 2

Green Belt Student

Armor Class: 14

Hit Dice: 2+1

Move: 12

Attacks: 1 per round

Attack Damage: d6+1 (punch or kick) or by weapon

Special: Saves at 10, +2 to Armor Class if they do not attack in a turn

Bonuses: +4 Melee Attack, +1 to Melee damage, +2 to Ranged Attack, +3 to

Initiative, +4 to Stealth, +3 to Spot & Listen

Terror: -

Morale: 6

HDE: 3

Blue Belt Student

Armor Class: 15

Hit Dice: 3

Move: 14

Attacks: 1 per round

**Attack Damage: d6+2 (punch or kick) or by
weapon**

**Special: Choose one Martial Arts skill,
Toughness at +1**

**Bonuses: +5 to Melee Attack, +2 to Melee
damage, +3 to Ranged Attack, +4 to**

Initiative, +6 to Stealth, +5 to Spot & Listen

Terror: -

Morale: 7

HDE: 4

Purple Belt Student

Armor Class: 15

Hit Dice: 3+4

Move: 14

Attacks: 1 per round

**Attack Damage: d6+2 (punch or kick) or by
weapon**

**Special: Saves at 11, +2 to Armor Class if
they do not attack in a turn, Toughness +1**

**Bonuses: +6 Melee Attack, +2 to Melee
damage, +3 to Ranged Attack, +4 to**

Initiative, +8 to Stealth, +6 to Spot & Listen

Terror: -

Morale: 7

HDE: 4

Brown Belt Student

Armor Class: 15

Hit Dice: 4+1

Move: 14

Attacks: 1 per round

Attack Damage: d6+2 (punch or kick) or by weapon

Special: Saves at 13, +2 to Armor Class if they do not attack in a turn, Toughness +1

Bonuses: +7 Melee Attack, +2 to Melee damage, +3 to Ranged Attack, +4 to Initiative, +8 to Stealth, +8 to Spot & Listen

Terror: -

Morale: 7

HDE: 5

Red Belt Student

Armor Class: 16

Hit Dice: 5

Move: 14

Attacks: 1 per round

Attack Damage: d6+2 (punch or kick) or by weapon

Special: Saves at 14, +2 to Armor Class if they do not attack in a turn, Toughness +1, Advantage on Courage saves

Bonuses: +8 Melee Attack, +2 to Melee damage, +3 to Ranged Attack, +5 to Initiative, +8 to Stealth, +10 to Spot & Listen

Terror: -

Morale: 8

HDE: 6

Black Belt Student

A martial arts master, the Black Belt has solidified their place in one of the top spots at their dojo. They have probably won a few tournaments and might even be an assistant instructor at their school.

Armor Class: 17

Hit Dice: 5 + 3

Move: 16

Attacks: 2 per round (1 in a Tournament)

Attack Damage: d6+3 (punch or kick) or by weapon

Special: Saves at 15, +2 to Armor Class if they do not attack in a turn, Toughness +1, Advantage on Courage saves, Never Prone if conscious

Bonuses: +8 to Melee Attack, +3 to Melee damage, +4 to Ranged Attacks, +5 to Initiative, +8 to Stealth, +4 to Sleight of Hand, +11 to Spot & Listen

Terror: -

Morale: 9

HDE: 7

Kijo

Female demons that appear mostly human, they are hideous to behold and might have yellow or red eyes. Kijo were once normal women who, through intense jealousy, rage, or a wicked deed were transformed into the grotesque and perverted mockeries of their former selves. Dressed in ragged, tattered clothing and wearing their hair long, ratty and unkempt, these hags tend to live in isolation to spend the rest of their existence in solitude and anger. If disturbed, these demons become hostile and are deadly and clever. Over time they learn wicked spells and will not hesitate to use them.

Armor Class: 17

Hit Dice: 6+2

Move: 12

Attacks: 1 per round or spell

Attack Damage: d6+1 (claw), d4 (bite)

Special: Spells - Kijo learn many spells over the course of their horrible existence, usually curses, hexes, and illusions. Some also brew potions to give them other abilities,

Outsmart (x/3 day), Toughness at +1

Bonuses: +3 to Melee Attack, +3 to Ranged

Attack, +8 to Knowledge: Magic, +3 to

Initiative, +4 to Spot, +6 to Listen

Terror: 15

Morale: 8

HDE: 8

Kunekune

The Kunekune appears as a long, slender, white, humanoid shape. It is found during the noontime hours on hot summer days. Its limbs appear to wiggle constantly. If you come too close to it or try to touch it, the Kunekune will try to kill you. However, if you ignore it, it will leave you completely alone.

Armor Class: 16

Hit Dice: 2

Move: 9

Attacks: 1 per round

**Attack Damage: d4 (strike), 1-2
(strangulation)**

Special: Strangulation damage (after a successful strike attack, the opponent is strangled). A STR check, adding the amount of Strangulation damage taken that round, breaks the hold. Kunekune can strike another target while strangling.

Bonuses: +3 to Melee Attack, +2 to Initiative

Terror: 11

Morale: 7

HDE: 3

Ninja

Youthful Ninja

Low ranking, ninja initiate with beginner level skills.

Armor Class: 13

Hit Dice: 1+1

Move: 12

Attacks: 1

Attack Damage: d6-1 low quality Katana (-1 damage, 5% chance to break with each attack) or other weapon

Special: Choose one ninja ability from the chart on page 11.

Bonuses: +2 Melee Attack, +2 to Ranged Attack, +2 to Initiative, +4 to Stealth, +3 to Spot & Listen

Terror: -

Morale: 7

HDE: 2

Experienced Ninja

An experienced practitioner of stealth and combat techniques, this ninja might be the leader of a hit squad or special ops group.

Armor Class: 15

Hit Dice: 4

Move: 15

Attacks: 2 per round

Attack Damage: d6+1 (Katana) or by other weapons

Special: Choose two ninja abilities from chart on page 11.

Toughness at +1

Bonuses: +5 to Melee Attack, +1 to Melee damage, +4 to Ranged Attack, +4 to

Initiative, +8 to Stealth, +6 to Spot & Listen

Terror: -

Morale: 9

HDE: 6

Elite Ninja

A master of stealth and shadowy death, the Elite Ninja only exists if they want you to know they do. They are either clan leaders or the highest price assassins on the black market.

Armor Class: 18

Hit Dice: 7 + 7

Move: 18

Attacks: 2 per round

Attack Damage: 1d6+2 (Katana) or by other weapon

Special: Choose four ninja abilities from chart on page 11.

Toughness at +2

Bonuses: +8 to Melee Attack, +2 to Melee damage, +5 to Ranged Attack, +5 to Initiative, +11 to Spot & Listen, +12 to Stealth

Terror: 12

Morale: 9

HDE: 10

Oni Samurai

A supernatural demon, or Ogre, thought once to only exist in Japanese folklore. One of these vile monsters has recently popped up in J-Town. Rumored to be wandering the woods and forests outside of town, the demon appears to be a fully armored Samurai from the mystic realms of ancient Japan. A fearsome mask covers an even more terrifying and hideous visage, and armor covers its muscular and preternatural frame. It wields a katana with deadly grace and accuracy and never backs down from a challenge. Some say the Oni is the tormented spirit of an ancient Samurai cursed to walk the land and haunt the strongest of warriors...

Armor Class: 16

Hit Dice: 4+1

Move: 12

Attacks: 1 per round

Attack Damage: d6 (Katana of Quality, +1 to Attack)

Special: Toughness +3 (+1 Samurai Armor/ +2 Natural)

Bonuses: +4 Melee Attacks, +3 Melee

Damage, +1 to Initiative, +5 to Spot & Listen

Terror: 12

Morale: 8

HDE: 5

Items: Samurai Armor (+3 to AC, +1

Toughness), Quality Katana (+1 to Attack)

Rad Gang Member

A low level BMX rider, the Rads all come from wealthy families and have the money to buy whatever their arrogance and snobby attitudes does not get them for free.

Armor Class: 12

Hit Dice: 1+1

Move: 12

Attacks: 1

Attack Damage: d6 (punch)

Special: +2 to BMX riding/tricks

Bonuses: +1 Melee Attack, +2 to Ranged Attack, +2 to Initiative, +3 to Spot

Terror: -

Morale: 5

HDE: 1

Items: Good BMX bike

Rad Gang Member, Elite

These guys are the cream of the crop when it comes to BMX bikes and racing. They have the best equipment and bikes money can buy. They turn their noses up to anyone other than each other and their families.

Armor Class: 14

Hit Dice: 4

Move: 12

Attacks: 1

Attack Damage: d6+2 (punch)

Special: +5 BMX riding/tricks

Bonuses: +4 Melee Attack, +3 to Range Attack, +3 to Initiative, +6 to Spot, +4 to Persuasion

Terror: -

Morale: 8

HDE: 4

Item: High quality BMX bike

Sarugami

These demons are large human sized monkeys that live in the mountains, usually alone. They live like wild monkeys and interact very little with humans other than to once in a while kidnap human women. All interactions with them lead to violence. Sarugami usually dress in human clothing and are very smart, some even speaking human languages. It is said these beasts are the fallen spirits of ancient gods who degenerate into what they are now.

Armor Class: 15

Hit Dice: 5+1

Move: 15

Attacks: 2 per round

Attack Damage: d6+3 (punch) or by weapon

Special: Toughness at +2

Bonuses: +4 to Melee Attack, +3 to Melee damage, +4 to Intimidation, +5 to Spot

Terror: 14

Morale: 7

HDE: 7

Shikigami

Conjured through a complex ritual, Shikigami are typically used as spies, or servants to perform tasks deemed too risky or difficult by their masters. If their masters lose control of them, they typically turn on them, killing them in revenge, and gaining freedom. Some shikigimi are invisible, but many also take the shape of animals.

Armor Class: 15

Hit Dice: 2

Move: 12

Attacks: 1 per round

Attack Damage: d6

Special: Can turn invisible for a total of 10 rounds per day, causing attackers to become effectively Blind against them.

Bonuses: +2 Melee Attacks, +1 to Initiative, +4 to Stealth, +4 to Spot

Terror: 10

Morale: 6

HDE: 2

Tesso

Tesso are ghosts born when someone who is slighted and betrayed for an act of honor they performed. They take the form of giant humanoid rats with metal teeth and claws. They can control swarms of rats and are extremely vengeful.

Armor Class: 14

Hit Dice: 3

Move: 12

Attacks: 2 per round

Attack Damage: d6 (claw), d6+1 (teeth)

Special: 1/day a Tesso can summon a swarm of rats that appear in d6 rounds. The rat swarm has a total of 15 HP and gets 1 attack per character per round with a +0 to Melee Attacks, doing d6-2 damage per bite. Once their HP are reduced to 0, or the Tesso is defeated, the rats in the swarm begin to scurry off away from danger.

Bonuses: +3 to Melee Attacks, +5 to Listen, +5 to Climbing & Digging, +2 to Initiative, +4 to Stealth

Terror: 11

Morale: 6

HDE: 4

Thrasher Gang Member

A low-level street kid with a skateboard. Little experience but willing to try some crazy stunts, Thrashers are slowly beginning to make a name for themselves around town as the premier skateboard gang.

Armor Class: 12

Hit Dice: 1+1

Move: 12

Attacks: 1

Attack Damage: d6 (punch)

Special: +2 skateboard riding/tricks

Bonuses: +1 Melee Attack, +2 to Ranged Attack, +2 to Initiative, +3 to Spot

Terror: -

Morale: 5

HDE: 1

Items: Good skateboard

Thrasher Gang Member, Elite

These skateboard maniacs can pull off wicked tricks and catch some serious air with their boards. They are the best around and they know it. But they are generally good natured and come from lesser income families.

Armor Class: 14

Hit Dice: 4

Move: 12

Attacks: 1

Attack Damage: d6+2 (punch)

Special: +5 skateboarding riding/tricks

Bonuses: +4 Melee Attack, +3 to Range Attack, +3 to Initiative, +6 to Spot, +4 to Persuasion

Terror: -

Morale: 8

HDE: 4

Item: High quality skateboard

Appendix N

Here is a list of movies, video games, and roleplaying games that influenced, inspired, and paved the way for this book to be written. They might just help inspire your stories too.

Movies & TV Shows

The Karate Kid I, II & III
Cobra Kai
Kickboxer
Bloodsport
Big Trouble in Little China
Enter the Ninja
Revenge of the Ninja
Ninja III: The Domination
American Ninja
Mortal Kombat
Mortal Kombat: Conquest
Enter the Dragon
Fist of Fury
Black Eagle
The Last Dragon
Blade
Hara-Kiri: Death of a Samurai
Pray for Death
Kung Fu
Ninja Assassin
Ninja (2009)
Ninja II: Shadow of a Tear
Ip Man Trilogy
Detective Dee and the Mystery of the Phantom
Flame
13 Assassins

Fist of Legend
Black Mask
36th Chamber of Shaolin
Five Deadly Venoms
Dragon Gate Inn
Flash Point
47 Ronin (2013)
Teenage Mutant Ninja Turtles I-III
Surf Ninjas
Raid: Redemption

Actors, Actresses & Directors

Bruce Lee
Cynthia Rothrock
Jackie Chan
Jean-Claude Van Damme
Sho Kosugi
Chuck Norris
Aaron Norris
Donnie Yen
Scott Adkins
Takashi Miike
Yuen Woo-ping
Bolo Yeung
Michael Dudikoff
Just to name a few. This list could be a mile long!

Games

Mortal Kombat Series

Street Fighter Series

Karateka

Samurai Showdown

Tekken

Killer Instinct

Fatal Fury

Ninja Gaiden Series

Shinobi Series

World Heroes

TMNT Tournament Fighters

TMNT Series of games

Justice League Task Force

AD&D Oriental Adventures

Dragon Fist

Qin: The Warring States

Legend of the Five Rings

Hong Kong Action Theatre!

Ninjas & Superspies

Feng Shui

Street Fighter The Storytelling Game

Teenage Mutant Ninja Turtles & Other

Strangeness

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