

# Martial Arts Mayhem, Part III

## by Rich Redman

**Editing:** Marc Schmalz  
**Design Review:** Marc Schmalz, Stan!, & JD Wiker  
**Layout and Typesetting:** Marc Schmalz

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.  
d20 Modern™ is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission.  
Wizards of the Coast® is a registered trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission.



THE GAME MECHANICS, INC  
P.O. Box 1125, Renton WA 98057  
[www.thegamemechanics.com](http://www.thegamemechanics.com)

*Martial Arts Mayhem, Part III* ©2003 The Game Mechanics, Inc. All rights reserved.

For information on the designation of Open Game Content and Product Identity in this publication, refer to the Appendix.

The Game Mechanics and The Game Mechanics logo are trademarks of The Game Mechanics, Inc. All rights reserved.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of The Game Mechanics, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Made in the U.S.A.

## HELPSHARE INFORMATION. PLEASE READ.

This product and all other "Experiments" on The Game Mechanics website are Helpshare: shareware for a cause. You're welcome to download the free content on our website for personal use and pay us nothing. However, if you like what you find here and think it has value, the creators strongly encourage you to re-visit the website and make a donation. Most shareware payments go into the authors' pockets, but Helpshare payments benefit a very worthy cause.

For more information on Helpshare and our current cause, please visit Experiments section of The Game Mechanics website (<http://www.thegamemechanics.com/>).



## Introduction

*Martial Arts Mayhem* is a supplement for the *d20 Modern™ Roleplaying Game* by Wizards of the Coast. There are three parts to the supplement. You need the other two parts of this supplement to use this part.

- I. Feats: These new martial arts feats complement those found in the *d20 Modern Roleplaying Game*. They generally add to class bonus feat lists.
- II. Schools: Heroes who develop certain skills and learn certain feats may be students of particular martial arts schools. When they meet the requirements of a school, they gain its benefits.
- III. Secret Techniques: These are secret, powerful blows, grips, holds, and other techniques taught only to the most dedicated students. Their prerequisites and restrictions balance them against other feats, and characters learn them just like feats.

## Using This Material

When a member of a martial arts school reaches and certain level of expertise and earns his master's trust, he may learn secret techniques of his school. These techniques are passed down from master to master, taught only to the students most closely approaching their schools' ideals.

Secret techniques are feats. Heroes may learn a secret technique any time they could learn a feat, provided they are masters of the appropriate school and meet the secret technique's prerequisite.

For example, Erratic Weave requires a hero to meet all the prerequisites of Third Degree Mastery of the Drunken Fighting school before she can learn it. She can learn Coiling Dragon after gaining Second Degree Mastery, but it is not a prerequisite for Erratic Weave.

Secret techniques are never on class bonus feat lists.

Unless a hero has some ability that allows her to spend multiple action points in a single round, she cannot combine secret techniques that require the expenditure of more than one action point.

When a technique requires that you spend an action point, do not roll dice for that action point unless the technique calls for it.

## Rule 0

I wrote the original combat and equipment rules for *d20 Modern* and participated in all aspects of its design, development, and testing. I made my best effort to balance the rules in *Martial Arts Mayhem* between being cool and being reasonable. This material is not official, and gamemasters may choose to disallow some or all of it.

## Secret Techniques

This is the third part of a martial arts supplement brought to you by The Game Mechanics. This supplement complements the material found in the *d20 Modern Roleplaying Game*, Chapter Three: Feats and Chapter Five: Combat.

### Coiling Dragon

You move with extraordinarily sinuous grace, confounding those who want to attack you.

*Prerequisite:* Second Degree Mastery of Drunken Fighting.

*Benefits:* You may spend an action point at the beginning of your action to gain a +4 Dodge bonus to Defense against all melee attacks made against you before your next action. If you take an action (other than moving) that provokes an attack of opportunity, or if you attack, you lose this bonus.

### Dragon's Eye

Your keen perceptions give you insight into your opponent's defenses.

*Prerequisite:* Second Degree Mastery of Sticky Hands.

*Benefits:* As a move action, you may spend an action point to make a single Spot check against an opponent who is within 30 feet of you. The information you gain depends on the result of your check. You gain the information for your result and any results lower than yours:

#### Spot Check

##### Result Information Gained

5+	Whether or not the opponent is a normal character without action points.
10 +	Opponent's total Defense bonus
15+	Opponent's Dexterity bonus, class bonus to Defense, equipment bonus to Defense, and any situational modifiers (such as Dodge bonuses or cover).
20+	Opponent's current number of action points.

### Erratic Weave

Your skill with Drunken techniques makes you harder to hit.

#### Losing Prerequisites

Secret techniques are feats: If you lose a prerequisite, you can't use the benefit of the secret technique. Once you regain the prerequisite, you regain the benefits.

For example, if your hero was a 3rd Degree Master of Deft Touch and took enough ability score damage to lower her Wisdom below 13, she would lose the ability to use Gorilla Palm and Mantis Finger Spear, if she had those feats, until she regained enough Wisdom to access the benefits of her school again.

*Prerequisite:* Third Degree Mastery of Drunken Fighting.

*Benefits:* You may spend an action point at the beginning of your action to gain a +2 Dodge bonus to all attacks made against you, both ranged and melee, before your next action. If you take an action that provokes an attack of opportunity (other than moving) or if you attack, you lose this bonus.

### Irish Whip

You can bounce yourself off stationary objects to make charge attacks.

*Prerequisite:* Second Degree Mastery of Professional Wrestling.

*Benefits:* Make a charge attack normally except that you may change direction while moving. Opponents make attacks of opportunity against you normally, so if you leave a threatened area they may attack you before you complete your charge.

### Gorilla Palm

Your unarmed attacks drain your target's internal energy.

*Prerequisite:* Third Degree Mastery of Deft Touch.

*Benefits:* As a full round action, spend an action point and make a single unarmed melee attack. If successful, your attack does no damage. Instead, the target of your attack loses 1d4 action points permanently. Gorilla Palm cannot reduce action points below zero.

### Hammer Fist

Your hands and feet are conditioned to be capable of terrible blows to objects.

*Prerequisite:* Second Degree Mastery of Southern Fist.

*Benefits:* As a full attack action, you may spend an action point to make a single unarmed attack against an object. When you deal damage to the object, you ignore its hardness.

### Mantis Finger Spear

Your precision blows can negate an opponent's agility.

*Prerequisite:* Second Degree Mastery of Deft Touch.

*Benefits:* Before you make your attack roll, declare that you are using this feat and spend an action point. Thus, a missed attack roll ruins the attempt.

Make an unarmed melee attack. If you succeed, you do no damage but the opponent attacked loses any Dexterity bonus to Defense until the start of your action on the next round.

### Monkey Leap

You jump greater distances than normal.

*Prerequisite:* Second Degree Mastery of Northern Leg.

*Benefits:* You may spend an action point when you make a Jump check to jump a maximum distance equal to twice your speed, but your normal movement counts against this distance. For example, a hero with this secret technique has a movement of 30 feet. If he moves 20 feet in a straight line (the minimum move that doesn't double the DC of a jump), he can still jump 40 feet (DC 45).

*Normal:* You cannot make a horizontal long jump that covers a distance greater than your normal speed.

### Repulse the Monkey

You are adept at defending yourself against charging attacks.

*Prerequisite:* Third Degree Mastery of Sticky Hands.

*Benefits:* You may spend an action point to ready an action and set yourself against a charge. When the charging opponent enters a square you threaten, you may make an unarmed attack against that opponent. If your attack succeeds, you do double damage. This effect lasts until you make an attack roll, or stop readying the action. This counts against your total number of attacks of opportunity for the round, and you cannot use this ability if you cannot make an attack of opportunity (for example, you have used all your available attacks of opportunity or you are flat-footed).

### Snake Fist

You can make an unarmed melee attack as a touch attack.

*Prerequisite:* Third Degree Mastery of Southern Fist.

*Benefits:* You may spend an action point to make a single unarmed melee attack as a touch attack (see the *d20 Modern Roleplaying Game*, Chapter Five: Combat, Touch Attack). This is a full attack action.

### Tiger Step

You can run up or along walls for brief distances

*Prerequisite:* Third Degree Mastery of Northern Leg.

*Benefits:* You may spend an action point when you move so that part of your move is on a wall. You must begin and end your move on a relatively horizontal surface (such as a floor, ramp, or staircase), and can reach any height within this movement restriction. Changing from horizontal to vertical, or vice versa, is the equivalent of 5 feet of movement along a normal floor. For example, a normal human with this secret technique who starts at the base of a 20-foot wall could move straight up the

wall, then move on to the top of the wall (total move of 30 feet). You may double move using this secret technique, you may combine it with Spring Attack or Shot On the Run, but you cannot run.

Treat the wall as a normal floor for purposes of determining movement distance. For example, if you move both up and along a wall, you move diagonally (see Movement and Position in Chapter Five: Combat of the *d20 Modern Roleplaying Game*). If you fail to reach a horizontal surface at the end of your move, you fall prone and take damage according to how far you fall (see Falling in Chapter Seven: Gamemastering of the *d20 Modern Roleplaying Game*). Opponents on the floor still get attacks of opportunity if they threaten a part of the wall on which you move.

Table III-1: Secret Techniques and Schools

Secret Technique	School
Coiling Dragon	Drunken Fighting
Dragon's Eye	Sticky Hands
Erratic Weave	Drunken Fighting
Gorilla Palm	Deft Touch
Hammer Fist	Southern Fist
Irish Whip	Professional Wrestling
Mantis Finger Spear	Deft Touch
Monkey Leap	Northern Leg
Repulse the Monkey	Sticky Hands
Snake Fist	Southern Fist
Tiger Step	Northern Leg
Top Rope	Professional Wrestling

### Top Rope

You jump with greater ease than normal.

*Prerequisite:* Third Degree Mastery of Professional Wrestling.

*Benefits:* You may spend an action point when you make a Jump check to halve the DC of that check (round up). Alternatively, you can make a Jump check at the normal DC without first making a 20-foot movement in a straight line first. For example, you may spend an action point to lower the DC for a 15-foot running long jump to DC 10, or you can make a 5-foot long jump without a 20-foot straight-line movement at DC 10.

Table III-2: Secret Techniques by School

School	Secret Techniques
Deft Touch	Gorilla Palm Mantis Finger Spear
Drunken Fighting	Coiling Dragon Erratic Weave
Northern Leg	Monkey Leap Tiger Step
Professional Wrestling	Irish Whip Top Rope
Southern Fist	Hammer Fist Snake Fist
Sticky Hands	Dragon's Eye Repulse the Monkey

**Designation of Product Identity.** The following items are Product Identity: The Game Mechanics and The Game Mechanics logo are trademarks of The Game Mechanics, Inc.; all artwork, trade dress, and graphic design elements.

**Designation of Open Game Content.** The following items are Open Game Content: All text under the section labeled "Secret Techniques."

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. **Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Martial Arts M ayhem, Part I ©2003 The Game Mechanics, Inc.

Martial Arts M ayhem, Part II ©2003 The Game Mechanics, Inc.

Martial Arts M ayhem, Part III ©2003 The Game Mechanics, Inc.