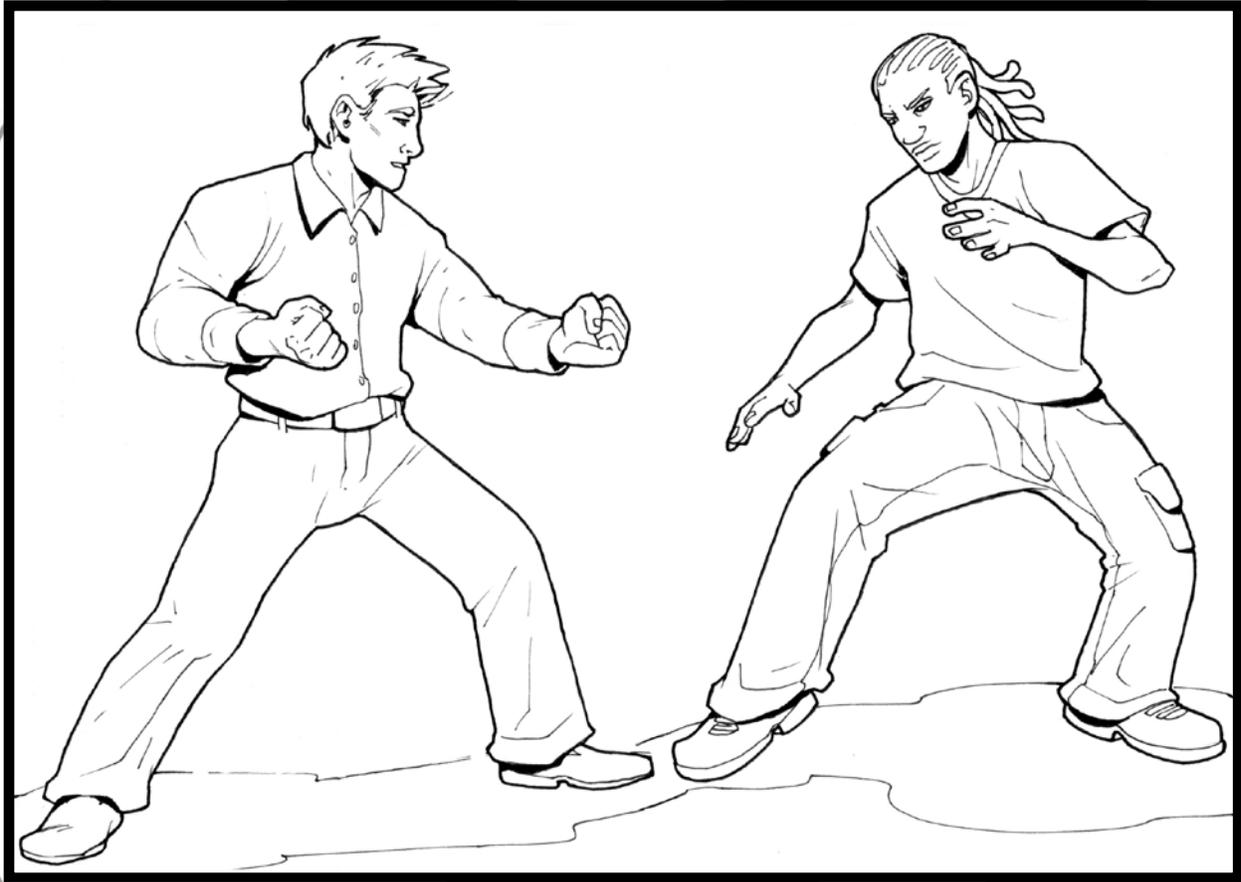


MODERN MARTIAL ARTS



A SAVAGE WORLDS[®] SUPPLEMENT
BY CLINT BLACK

reality
blurs


12 to Midnight



CREDITS

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MODERN MARTIAL ARTS

Okay, first off, let's clarify one thing. "Martial arts" tends to mean different things to different people. This isn't wuxia or even Hong Kong action theater. These options are designed to represent the abilities of characters who are trained (or are naturally skilled) in fighting. You could just as easily add these Edges to the Combat or Professional Edge list without any mention of "martial arts."

The goal is to be able to introduce martial arts into most settings without changing the balance of the system. Generally, skill at "martial arts" is represented by a higher Fighting die type. But the Edges here can help give characters a little more flair and choice. Now, it will be a bit easier to differentiate your college wrestler (Grab and Hold) from your kickboxer (Unarmed Warrior).

If you want to make these Edges more specific to a style of martial art, just add a requirement of Knowledge (Martial Art Type) at a die type equivalent to the Rank of the Edge (Novice = d4, Seasoned = d6, etc.).

ACCURATE ATTACK

Requirements: Seasoned, Fighting, Throwing, or Shooting d8+

When making a called shot, or if your target has cover, you ignore 2 points of penalties. This Edge applies to one kind of attack: Fighting, Throwing, or Shooting. You may take this Edge up to three times, each time applying it to a different kind of attack.

BEWILDERING WARRIOR

Requirements: Seasoned, Smarts d8+, Fighting d8+

You have learned to throw your opponents off with your unpredictable behavior in combat. You gain a +2 bonus to Smarts-based Tricks. You also gain a +1 to Parry as long as your opponent does not have animal intelligence (A), since animals don't have the same innate expectations. You still get the +2 bonus to Smarts-based Tricks when fighting animals though.

BREAKING BLOW

Requirements: Seasoned, Fighting d8+, innate Toughness 6+*

When breaking an item with an unarmed attack, you gain the bonus damage for a raise and may Ace your damage roll. In addition, your unarmed attacks count as AP 2.

* "Innate" meaning a Toughness attained by either a d8 Vigor or a d6 Vigor plus the Brawny Edge, and not counting any bonuses granted by armor, magic, etc.

BRING IT ON!

Requirements: Seasoned, Fighting d8+

You are trained or experienced at defending against multiple attackers. The gang up bonus against you is reduced by 2. Thus, three attackers gain no bonus, and five or more attackers only gain a +2.

BRING IT ALL ON!

Requirements: Heroic, Fighting d10+, Bring It On!

You are a master of defending against multiple attackers. Opponents gain no gang up bonus against you.

DISARM MASTERY

Requirements: Seasoned, Fighting d8+

You excel at removing an opponent's weapon in melee combat. Make an opposed Fighting roll against your opponent. With a success, he drops his weapon. If you get a raise, the opponent is Shaken and the weapon flies 1d4 inches away. Roll a d12 and read it like a clock face to determine which direction the weapon goes.

GRAB AND HOLD

Requirements: Novice, Fighting d6+

You are more skilled at getting a hold on your opponent and keeping it. You gain a +2 bonus to Fighting when making a grappling attack, and to the Strength or Agility roll to maintain the hold.

GROUND FIGHTER

Requirements: Seasoned, Fighting d8+

You suffer no penalty to Parry or Fighting rolls while prone.

HEIGHTENED SENSES

Requirements: Novice, Notice d8+

You've learned to rely on senses other than sight. As long as the objective isn't purely visual (such as reading a sign), you ignore 2 points of darkness or vision penalties.

IMPROVED HEIGHTENED SENSES

Requirements: Veteran, Heightened Senses

You can function without sight perfectly fine. As with Heightened Senses, if the objective is purely visual, you still suffer a penalty; but otherwise, darkness and vision penalties do not apply.

Special: If your character has the Blind Hindrance, the required Rank is reduced to Novice.

HI-YAH!

Requirements: Novice, Fighting d6+

You have learned how to throw or trip an opponent. Make an opposed Fighting roll versus your target. If the opponent is armed, he gains a +2 bonus under the Unarmed Defender rule. On a success, you may place your opponent in any spot within 1" of your character. Your opponent is now prone. With a raise, the opponent is also Shaken. If already Shaken, the opponent takes a wound.

MERCIFUL

Requirements: Novice, Fighting d8+

You suffer no penalty with any melee weapon to do nonlethal damage.

SQUEEZE PLAY

Requirements: Seasoned, Grab and Hold

Once you have an opponent, you know how best to apply pressure. You gain a +2 bonus to damage against an opponent you have successfully grappled.

SUPERIOR DEFENSE

Requirements: Novice, Fighting d6+

You have learned some special techniques to use when focusing on defense. When you use the Defend maneuver, you may make a Fighting roll. On a success, you gain a +1 bonus to Parry in addition to the normal +2 you would get for defending. With a raise, the bonus increases to +2.

UNARMED WARRIOR

Requirements: Novice, Fighting d6+

You are trained to fight unarmed. Opponents no longer gain the Unarmed Defender bonus against you. You also gain a bonus to unarmed damage based on your current Fighting skill. A +1 for d4, +2 for d6, +3 for d8, +4 for d10, and +5 for d12. Each +1 increase beyond a d12 adds an equivalent +1 to damage.