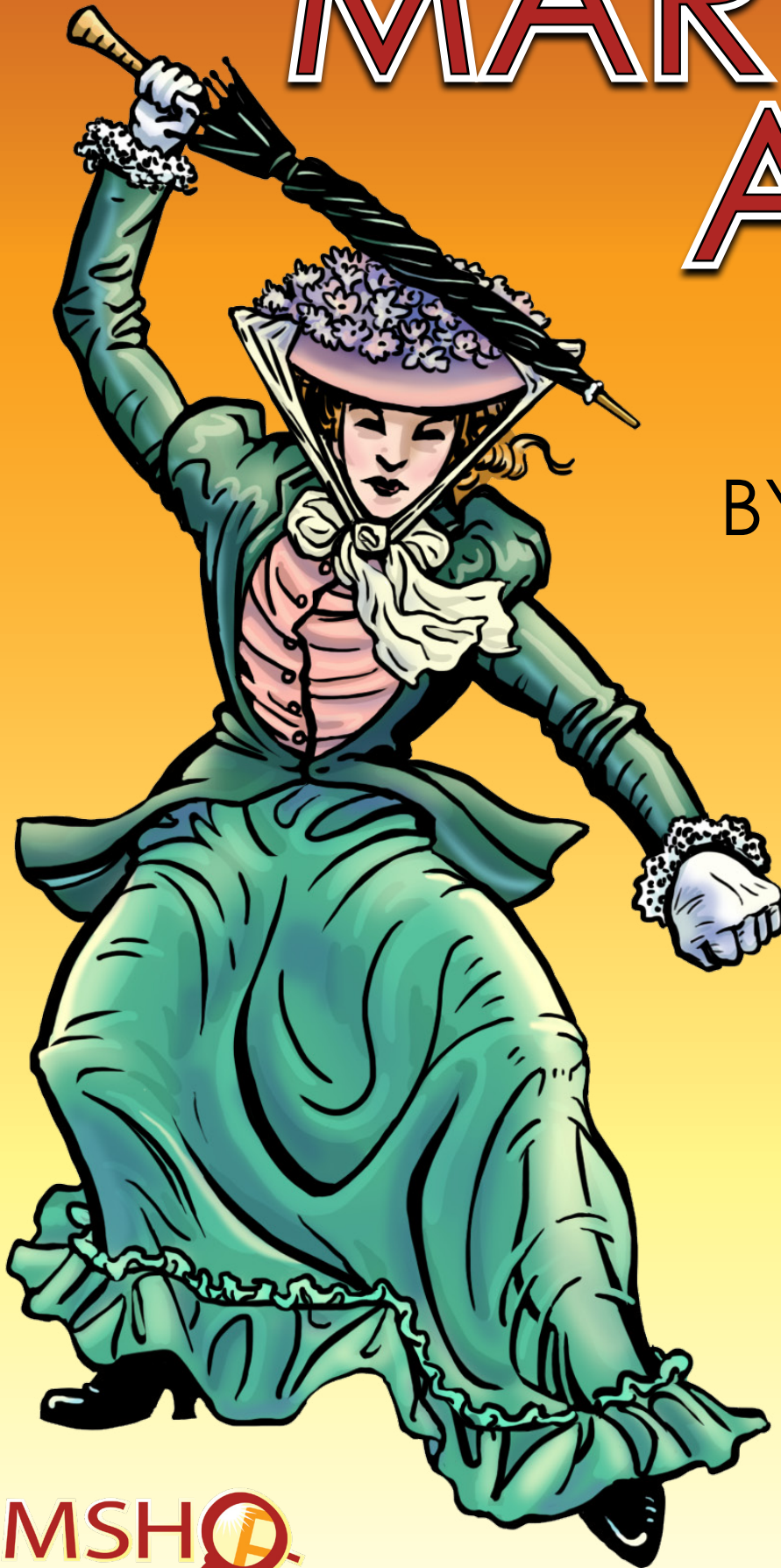


MARTIAL ARTS



BY KENNETH
HITE

GUMSHO
ZOOM



Pelgrane Press

GUMSHOE ZOOM: INTRODUCTION

Not everything can support a game of its own, or even a big sourcebook. For those things, we present the GUMSHOE Zoom, a sort of supplement focused on a key game mechanic and its possible applications. In general, Zooms are interesting potential hacks, or intriguing adaptations of the main rules. Some apply to one specific topic or sub-sub-genre. Others cross all manner of GUMSHOE turf; you can slot them in and adapt them to tales of Cthulhuoid investigation, mean superpowered streets, or alien colonies alike.

Zooms are experimental. That does mean that they haven't been playtested, necessarily. (If something in here is really really broken – and it's not, as this ain't our first rodeo – we'll fix it in post.) But that also means we encourage you to experiment with them. Changing the cost, or prerequisites, or point effect, or other mechanical parameters of a given Zoom changes how often it shows up and how much drama it drives. The dials are in your hands.

Zooms will change the focus of your play if you use them. Putting a mechanic on the table puts it into your game. Adding a Zoom means more actions, possibly even more scenes, using those rules. Since the Zoom mechanics are intended to encourage specific actions or flavors, to force a card in your storytelling hand, they aren't "balanced" against "normal" actions or rules. In general, if you don't want to see more of it, don't Zoom in on it.

Zooms are optional rules. You can and should ignore them if you don't want them, or change them at will. After all, if a given Zoom turns out to be crucial to an upcoming GUMSHOE game, we'll change it to fit that specific genre or form of storytelling.

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THE WAY OF THE GUMSHOE

The GUMSHOE Martial Arts Zoom is intended to model the sorts of stories (usually movies) in which martial arts combat takes center stage in at least one scene. In addition to straight martial-arts films like *Enter the Dragon* or *Ong-Bak*, you can see such martial arts foregrounding in hybrid thrillers such as *Raid: Redemption*, *The Matrix*, or *Haywire*, or even as a set piece in a “straight” spy thriller like *The Bourne Supremacy*. Even if you’re not modeling such a story, these rules model those scenes.

In those scenes, hand-to-hand fighting supersedes gunplay both as a means of character definition and as a way to add excitement and tension to the story. In some films the fight scene serves a gunfight as the appetizer and the fisticuffs as the main course. Other movies simply provide bare-handed showdowns with the absence of guns handwaved away by the script, explained by sudden surprise, or enforced by the rules of the squared circle. The effect is the same: the hero fights a lot of opponents mano a mano, and we enjoy seeing it.

If you think your game group might enjoy seeing more martial arts action in your GUMSHOE game, this Zoom will provide it.

Here are the stripped-down basics of these martial arts rules:

- Buy a martial arts style for 6 build points.

- During combat, use a signature move from that style to get a 4-point refresh in the relevant melee combat ability (usually Scuffling, Hand-to-Hand, or Weapons; the style ability).
- If you have a style and you roll a 6 on a test of that melee combat ability, you’ll usually get some kind of bonus (a “cherry”) for it.
- You can refresh a style again in combat if you drop a foe (or three mooks) to 0 Health with that related melee combat ability.

To reiterate, you don’t have to be running a full-tilt martial-arts action campaign to use this Zoom. You can put these rules into any GUMSHOE setting, whether published or original to your campaign. The only requirement is a GM and players who want to see more people hitting (or kicking, or slashing) each other. For example, you could:

- Offer the agents in your *Esoterrorists* or *Night’s Black Agents* game the option of cinematic (or special-forces) levels of fight training, or send them against villains who have such skills thanks to magick or vampire blood
- Set a *Trail of Cthulhu* campaign in tumultuous China or an increasingly paranoid Japan, with plenty of monsters that bullets don’t hurt
- Add original-series Star Trek-style brawls and gladiatorial bouts to an *Ashen Stars* or *Gaean Reach* campaign

- Send the cops in your *Mutant City Blues* precinct into Chinatown, or after a drug-smuggling dojo training super-fighters
- Create monsters for any game that can only be killed by a focused blow delivering the hero’s chi energy to a vulnerable spot, and wait for the players to figure out that they need martial arts skills
- Use these rules to model the “never stay down” abilities of inbred killers and boogey men in *Fear Itself*

From ancient Greek pankration to sword-swinging Musketeers to zero-G judo in an orbital station, you can add martial arts to any story, any game, any where or when. If, you know, you want to.

ACQUIRING MARTIAL ARTS STYLES

GUMSHOE characters acquire martial arts in styles: individual arts like jeet kune do, krav maga, fencing, or Brazilian jiu-jitsu. A “style” is deliberately vague; it might be a broad art like “karate” or a very specific one like kyokushinkai-ryu karate. In a campaign based on classic wuxia movies, every available style might be a sub-branch of Shaolin kung fu; in a cinematic pulp campaign, the styles on offer might be a mish-mosh of whatever sounds coolest.

It’s up to the GM whether adding this Zoom adds to the characters’ fund of build points. As a general guideline, if every player character is expected

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(by the genre, or by the players as a whole) to have a martial arts style, increase the General build points allowed each player by 6. If you're adding this Zoom midway through a campaign, use the same guideline: if all the heroes should be martial artists, just give everyone one free style one time. After that, they can pay with experience for future styles.

If only one or some characters are expected (or wish) to be martial artists, then choosing to buy a martial arts style is a point-budgeting choice like any other.

AT CHARACTER CREATION

During character creation, a player may spend 6 build points to acquire

one martial arts style. You can buy more than one style, but that risks using up build points you might want to put into Scuffling, Weapons ... or Firearms.

DURING THE GAME

At any point in the game, a player may spend 6 points (whether unspent build points or accumulated experience points) to gain a martial arts style. The GM may require some in-game development to justify the acquisition of a style, or allow it as a retroactive addition to the hero's past: "I have some knowledge, however, of baritsu, or the Japanese system of wrestling."

USING A STYLE

At its basis, a martial arts style is a pool of points that exists to:

- allow player characters to engage in melee with an advantage
- reward the player for providing cool flavor to a fight scene
- encourage and extend scenes of melee combat in the game

If it happens to match anything that actually happens in the real world of knee strikes and fighting knives, that's a bonus.

To start using a martial arts style, just add 4 points to the ability pool that matches your style (Hand-to-Hand for unarmed combat, Weapons for armed combat, Scuffling if the game doesn't break melee down into armed and unarmed versions). This ability is called the **style ability**. "Extra" points are lost, if adding the style points take you over your rating. Best to start out with a normal flurry of blows.

When using a martial arts style, the player must narrate his character's action in that style's idiom. To make this easier, each style comes with a selection of "signature moves." If the gaming space is free of breakables, the player might even mime his strike, or emit an evocative series of Shaw Brothers-style grunts and thwacking noises.

SIGNATURE MOVES

The signature moves are just narration. An elbow strike, a head butt, a spinning back kick, or a shoulder lock all have the same effect mechanically: roll against the foe's Hit Threshold, and do damage. (Unless you model them using a specific maneuver such as a Called Shot, of

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course – the specific game will provide details if such things are available.) Although the fight will feel more “real” if moves have consequences, or naturally flow from the previous round’s action, the only real requirement is that the player say what, specifically, his fighter is doing in the fight. Ideally, the player says something awesome.

Although the signature moves often mention specific targets, they don’t do any additional damage unless the fighter uses a Called Shot (*Night’s Black Agents*, p. 72; *Esoterror Fact Book*, p. 46).

Players don’t have to make these moves up from whole cloth each time. Martial arts, after all, mostly center on practicing the same move over and over until, indeed, the fighter can use it instinctively (and repetitively) in combat. The style write-ups below offer some signature moves to get you started. Feel free to add others, or change them up, writing down good ones ahead of time. Other possibilities include watching the movies referenced, or just calling up a few YouTube clips before the game gets started to get the smackdown juices flowing.

If the player seems bored with narrating his martial arts prowess, the GM should try to resist the urge to rough justice. (“If you don’t care, neither does the universe. No refresh for you.”) Encourage telegraphic description (“I hack his kneecap”) and revel in the brutal simplicity of the moment. Describe the move in terms of the target (“As your foot comes down on his knee, his whole leg twists with a sickening crunch and he falls backward into the coffee table”), if you feel the scene still lacks interest.

STYLE CHERRIES

When your unmodified die roll on an attack attempt with the style ability is a 6, you gain a bonus or advantage called a “cherry.” Each style has its own listed cherry, but if you want to switch them around to suit your own notion of modeling a given art, feel free. The GM is, as always, the final arbiter of whether a cherry is more abusive than accurate.

Many of these cherries apply to combat options in *Night’s Black Agents* or the *Esoterror Fact Book*. If your game isn’t using the referenced option, a natural 6 on the attack die allows you to add +1 to your damage roll from that hit.

If you have more than one style, you can use the cherry that matches the last signature move you narrated.

REFRESHING THE STYLE

After you have used the pool points from your style, you can refresh the style and gain another 4 pool points. To refresh your style, you must take a foe to 0 Health or below with damage from a successful use of the style ability. If you wish, the refresh occurs immediately after the take-down.

MOOKS

In games with mooks (usually faceless, nameless opponents with Health ratings of 1 or 2, who pad out the villain’s entourage but regardless of their combat skills drop after one good hit), knocking three mooks to 0 Health or below is the equivalent of taking out one worthy foe.



CUSTOMIZING MARTIAL ARTS

The Zoom mechanics above are designed to fit conceptually into the “standard game space” of GUMSHOE: capable characters, with action modeled on common storytelling conventions. But an individual GM may want to blow up or (comparatively) de-emphasize the role of martial arts in her game. This section helps her customize the rules to fit exactly the kind of story she wants to tell.

DIALS

These options change the Zoom mechanics. The GM may want to tinker with these dials until the flavor fits the table as a whole, as well as her notions of genre and excitement.

DIALING IT UP

The following changes make martial arts **more powerful**, prevalent, or prominent in the game. A full-fledged wuxia or swashbuckler game might wind up using all of them!

- Lower the cost of buying a style from 6 build points per style to 5 or even 4. The cheaper they get, the more martial arts styles a given character can buy – but the more details the player needs to keep track of.
- Automatically give a character with Scuffling, Hand-to-Hand, Weapons, or another relevant melee combat ability one free martial arts style when they build (or reach) a rating of 12 or better in that ability. People don’t often get that good at fighting without learning something about it.

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BUT IT DOESN'T WORK THAT WAY!

The goal of this Zoom is to model martial-arts fight scenes, not to slow down a scene to fight about martial arts.

It's far from impossible, or even unlikely, that a player or GM has actual martial-arts training. She should absolutely use that knowledge, just like any gamer should use special knowledge, to enhance her own enjoyment and that of the other players. If you want to swap out a new signature move you've trained on in person, or seen in competition, for one of the suggestions provided here, go for it! The goal is to engage the player in her character's actions, after all.

It becomes trickier when it's not your character making signature moves. Individual GMs may well welcome positive, exciting amendments and contributions from their players for NPC martial-arts moves. **But the player is always the author of her own character's awesomeness.** Don't narrate someone else's coolness. And, as they say in improv, never negate.

If a player narrated a move for his character that doesn't fit your understanding of the martial art, well ... too bad. Perhaps her character trained at a different dojo than you did, or learned a slightly different version of that style from her sensei. Maybe he habitually blends in MCMAP strikes he learned in the Marines, or has an old injury that prevents the move you thought he should make. Perhaps she read the tactical situation in a way the GM didn't explicitly describe, and switched up her move accordingly. If you can't help thinking about a cinematic martial-arts move in real-world terms, think about how to justify the player's action, not how to prove it didn't happen.

- Raise the points gained or refreshed by using a style to 5. This almost guarantees a big martial arts move about halfway into a fistfight, which matches the rhythm of most movie fight scenes.
 - Allow points from using a style to exceed the hero's rating in the style ability. For example:
Chuck (Scuffling 8) has spent 2 points from that pool so far. He announces a spinning back kick, activating his Muay Thai style and adding 4 points for a temporary total Scuffling pool of 10.
 - This lets players start the fight in style, and will tend to shorten combats as the PCs take out more opponents in the early going.
 - Let the player pick which cherry activates if he has more than one style. This encourages multiple styles per character, which might or might not be what you want.
 - Supercharge the style cherries: They are always in effect, whether you rolled a 6 or not. This really helps distinguish different styles from each other, but it makes martial arts an even more dominant factor in the game, with a feel more like powers than abilities.
- #### DIALING IT DOWN
- These changes, by contrast, make martial arts **less powerful** in combat, or less useful for players. They don't make them worthless – if you don't want more martial arts in the game, don't use this Zoom at all! – but they do bring them back toward “realism.”
- Restrict the availability of styles to characters with a rating of 8 or more in the style ability. People don't often get good at a martial art without being generally good in a fight.
 - Lower the points refreshed by using a style to 3, only giving 4 points for a really good narration of the trained blow. This brings martial arts styles back into line with other maneuvers.
 - Restrict cherry use to points spent from a refresh. Once the pool empties, the cherry is gone until the next refresh of that style. This adds more book-keeping, but limits the potentially “unbalancing” effect of individual cherries.
 - Restrict style refreshes to one or two per combat, again more in line with other maneuvers. This removes some of the incentive to turn every fight scene into a giant side-scroller, and may also mitigate player arguments over stealing kills from each other.

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THE “MARTIAL ARTS” MANEUVER

A maneuver called “Martial Arts” appears in some GUMSHOE games, such as *Night’s Black Agents* (core-book, p. 75) and *Esoterrorists* (*Esoterror Fact Book*, p. 50). That maneuver allows a 3- or 4-point refresh, once per combat, in exchange for some suitably bone-crunchy flavor dialogue.

This Zoom can, but does not necessarily have to, replace that maneuver, which becomes a sort of utility refresh. It does not gain any special cherries or side effects.

To avoid confusion, if you’re using both this Zoom and “Martial Arts,” you might want to change that maneuver’s name to something like “Dojo Hand.”



SAMPLE MARTIAL ARTS STYLES

Here are some examples to get you started building martial arts styles for your game. You can find more information on more styles in Wikipedia, elsewhere online, or in Thomas Green’s *Martial Arts: An Encyclopedia*. For pre-gamified shortcuts, I recommend looking into *GURPS Martial Arts* by Peter dell’Orto and Sean Punch, and *The Ultimate Martial Artist* for the HERO System by Steven S. Long.

Needless to say, these brief summaries are broad, cinematic generalizations intended to get the uninitiated into the spirit of martial arts action relatively painlessly. If you know enough martial arts to pick nits, you know enough to write your own flavor text.

The styles are arranged under their likely style ability. If the specific game you’re using this Zoom in uses only one ability (usually Scuffling) to handle all melee combat, all styles provide refreshes in that ability. In those games, cross-training arts such as escrima and bartitsu will be more powerful.

HAND-TO-HAND STYLES

These styles do not emphasize weapons in their training, comprise the unarmed portion of a broader discipline, or are not commonly associated with weapons in popular culture.

AIKIDO

Developed by Ueshiba Morihei in 1920s Japan, this art emphasizes movement, especially sidesteps, dodges, and throws. The goal of the style is to minimize the aikidoka’s action, using and redirecting the foe’s energy.

Sean Connery uses aikido in *Rising Sun*; 7th-dan aikido black belt Steven Seagal uses this style in most of his films.

SIGNATURE MOVES

“I enter under the attacker’s strike, and catch his arm in a lock as he passes.”

“I apply ikkyo, the first technique: grab his wrist and elbow, press the ulnar nerve, and twist him to the ground.”

“His charge opens him to koshinage, so I drop my hips beneath his strike, check him, and flip him into the wall.”

CHERRY

On a roll of 6, you may do damage as normal and then immediately make a free Throw attack (*Night’s Black Agents*, p. 76) against your foe. If you succeed, he lands out of point-blank range, moves to the end of the rank order in combat, and takes damage (-2 or -1) depending on what he landed on.

BARTITSU

The British engineer Edward Barton-Wright invented bartitsu in 1898, creating one of the first modern cross-training arts. He based it on judo and jiu-jitsu, adding techniques from boxing, Swiss schwingen wrestling, and savate. Mediocre promotion and a shortage of pupils closed his Bartitsu Club in 1902, his art remembered only as Sherlock Holmes’ martial art “baritsu.”

Bartitsu also incorporated a number of stick- and staff-fighting techniques, using umbrellas, Penang lawyers (lead-weighted canes), and gentlemen’s walking sticks as the weapons. You can buy bartitsu twice to get both armed and unarmed combat styles of bartitsu (or, in a game with only one melee combat ability, use bartitsu with both fists and sticks).

Sherlock Holmes’ fighting style in *Sherlock Holmes 2: A Game of Shadows* is based on historical bartitsu.

SIGNATURE MOVES

“I slip his punch, move in fast, lock the elbow, and snap.”

“I bob under his blow, get him in a wrist-lock, and pivot him around his own axis into the armoire.”

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“As he closes I move in, grapple him by his belt, and lever him off balance into the floor, smashing down with my free leg.”

CHERRY

On a roll of 6, you may do damage as normal and then immediately make a free Smash attack (*Night’s Black Agents*, p. 76) against your foe. If you succeed, you smash him into something hard or breakable (-1) or hard and projecting (+0).

BOXING

The “sweet science” goes back to the ancient Greeks. During the 18th and 19th centuries, the rules were codified and matches shortened. Beginning in the 1890s and exploding in the 1920s, amateur and semi-professional boxing became one of the most common, and popular, urban sports in the Western world. If a *Trail of Cthulhu* Investigator has a martial arts style, it is overwhelmingly likely to be boxing.

There are more great movies about boxing than any other martial art. For 1930s boxing, try *Cinderella Man*, *The Spirit of Youth*, or the original *Kid Galahad*; you can sneak in some 1940s pugilism with *Somebody Up There Likes Me*, *Rocky Marciano*, and the immortal *Raging Bull*. Many of Joe Louis’ best knockouts, and films of his fights with Max Schmeling, are on YouTube.

SIGNATURE MOVES

“I bear into him, pounding his rib cage with jab after jab.”

“I shuffle my feet back and as he leans in, nail him with a right cross to the temple.”

“I weave to one side and hammer

him with an uppercut that lifts him off the ground by his jaw.”

CHERRY

On the turn after a successful attack roll of 6, if you can make a Called Shot to your foe’s head (+3 to Hit Threshold), that attack will do an additional +3 damage *and* force an immediate consciousness roll against a Difficulty equal to your attack total (roll + spend).

KEVAD-TAV

This is the primary martial art of the tavak (*Ashen Stars*, p. 24), an armadillo-like alien race of self-engineered warriors. It attempts to mitigate the tavak inclination for berserk combat by focusing on simple, aimed blows to enemy torsos and faces. Like the Earth martial art of taiji on which the hoplocrat Kevad based it, its training emphasizes calm, centered meditation and muscle-memory katas.

This can serve as a sample of a completely invented martial art, as well as a guideline for inserting a new martial art into a pre-existing campaign. In such a case, the cherry should tie as directly as possible into a unique element of the setting.

SIGNATURE MOVES

“I strike forward into his hip with my claws, driving him off balance.”

“I roll to take his blow on my back, then kick behind me to smash his femur.”

“I focus on the space between us and move my core into it, following up with a series of slash-jabs to his kidneys.”

CHERRY

On a successful attack roll of 6, you also refresh 2 pool points in Resist Battle Frenzy as the well-placed blow re-centers your perceptions of yourself.

MUAY THAI

The Thai national martial art goes back to the 13th century. A ruthless, aggressive style, its “eight points” (hands, feet, elbows, knees) encompass far more than the kickboxing style it is best known for.

The best muay thai showcase movie is *Ong-Bak*; Gina Carano’s mixed style in *Haywire* is based on muay thai.

SIGNATURE MOVES

“I see him going for a roundhouse kick, so I snap his other leg out from under him.”

“As he closes with me, I spin and smash him in the eye with my elbow to really get him bleeding.”

“Time for a kradot chok: I fake a kick, pivot-jump off my leg, and nail him from above with a right cross.”

CHERRY

Muay thai training emphasizes resistance to pain, taking blows constantly on the shins and forearms. On a successful attack roll of 6, you also refresh 2 Health points lost to hand-to-hand fighting as your innate toughness comes to the fore.

PENCAK SILAT

An umbrella term for a number of Indonesian silat, or fighting styles, pencak silat (or pentjak silat) com-

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bines throws, strikes, and evasion maneuvers. A low stance, almost a crawl, characterizes harimau silat, along with brutal strikes at the center line of the body.

It also has a knife-fighting version utilizing the kris, or wave-bladed dagger. As perisai diri, it is the martial art of the Indonesian army.

The insanely great martial-arts movie *Merantau* focuses on harimau silat, as does the non-gunplay portion of the survival-action thriller *Raid: Redemption*. Both star Iko Uwais.

SIGNATURE MOVES

"I grab his wrist and trap his arm, then strike his collarbone with my elbow."

"I drop into depok, roll past his leg, and smash up at his groin."

"I duck under his swing, ram my shoulder into his kidney, and chop him on the way down."

CHERRY

On an attack result of 6, your Hit Threshold against that foe increases by 2 until the end of your action in the following round, as a flurry of strikes has confounded him.

SYSTEMA

The Soviet military developed a number of martial arts from the 1920s to the 1950s; they cross-pollinated and cannot meaningfully be separated now. "Systema" is the general name given to the Spetsnaz' military martial art; it has much in common with its contemporary style sambo. Both emphasize grapples, limb locks, and bone breaking blows.

The fights in *The Double* were choreographed by a systema master; to the extent the fight in *Eastern Promises* uses any style at all, it resembles sambo with knives.

SIGNATURE MOVES

"I slap him in the ribs to slow him down for an elbow lock."

"I bear him down onto the broken glass and twist his leg underneath me."

"I lock his leg with mine, pull him in, and hyperextend his knee."

CHERRY

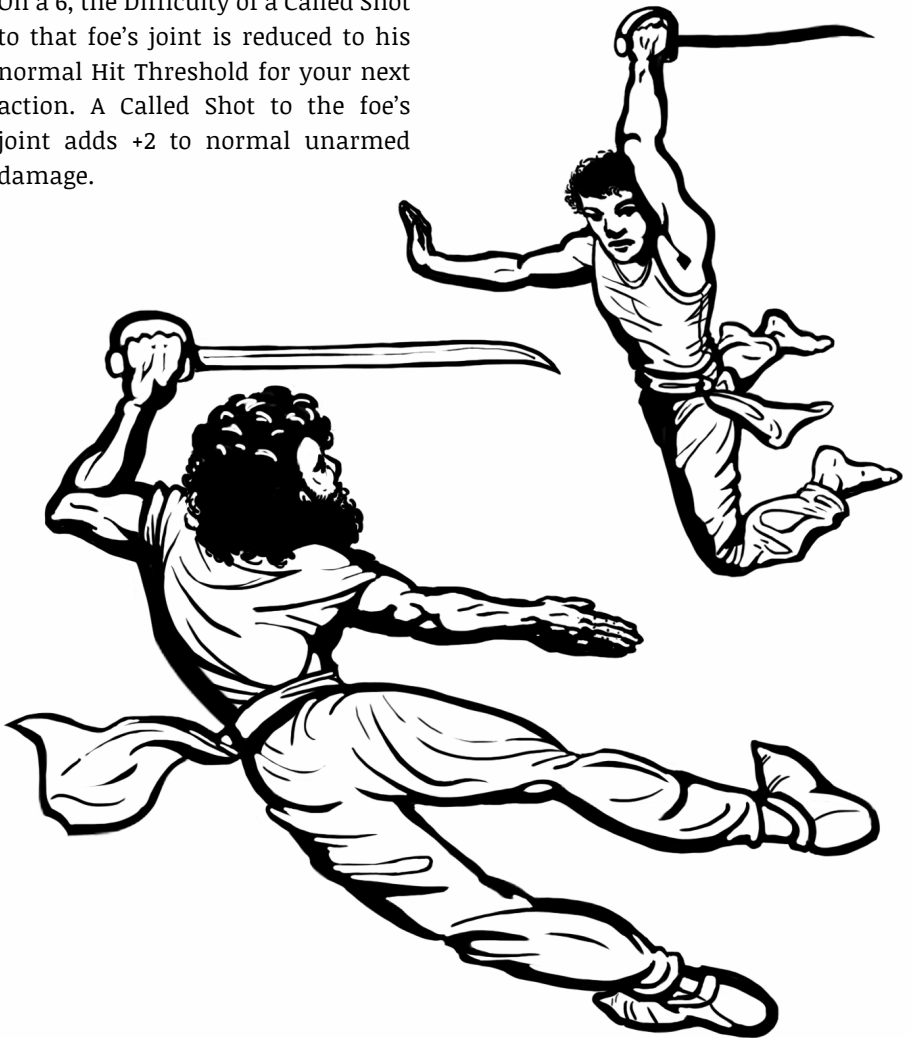
On a 6, the Difficulty of a Called Shot to that foe's joint is reduced to his normal Hit Threshold for your next action. A Called Shot to the foe's joint adds +2 to normal unarmed damage.

WEAPONS STYLES

These styles emphasize weapons in their training, comprise the armed portion of a broader discipline, or are commonly associated with weapons – usually really cool weapons – in popular culture.

ESCRIMA

This Filipino style is functionally identical to kali, arnis, sinawali, pananandata, and other Filipino martial arts that focus on two-weapon defenses and attacks. There is an empty-hand component to escrima,



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but it emphasizes using improvised weapons in the absence of sticks or knives. If the fighter only has one weapon, she still uses the “live hand” to control, trap, or interfere with her foe’s weapon arm.

Jason Bourne uses escrima (and a rolled-up magazine) in the classic fight in *The Bourne Supremacy*; Saoirse Ronan practices and uses escrima in *Hanna*.

ASSOCIATED WEAPONS

Knife, balisong (butterfly knife), dulo (short stick), yantok (baton), machete, small improvised weapon, latigo (lash)

SIGNATURE MOVES

“With a swirling redondo, I whip my stick through a full circle, passing through his wrist.”

“I smash his metacarpals with the butt of my knife.”

“I cut twice at his arm to force him out of his triangle and into my other blade.”

CHERRY

Pick one when you choose this style. If you choose this style twice, you can pick both.

- **Sandata:** On an attack result of 6 when using an improvised weapon, you roll two dice for damage and keep the larger result, then modify it as normal.
- **Largo Mano:** On a 6, the Difficulty of a Called Shot to that foe’s hand-held weapon is reduced to his normal Hit Threshold for your next action. Rolling an unmodified 4-6 on that Called Shot auto-

MARTIAL ARTS WEAPONS

Blunted or padded weapons (such as practice weapons or competition fencing swords) do 1 point less damage than the listed amount. They cannot score Critical Hits.

Weapon	Damage
Balisong, baton, dulo, katar, knife, lash, shuriken, small improvised weapon, staff, tonfa, umbrella, walking stick	-1
Epée, foil, kusari, machete, otta, Penang lawyer, singlestick, tiger claws	+0
Katana, rapier, saber, urumi	+1

SPECIAL WEAPONS TRAINING

You may take Special Weapons Training (*Night’s Black Agents*, p. 76; *Eso-terror Fact Book*, p. 51) in as many Martial Arts Weapons as you like, as long as they match a style you have acquired. Each weapon for such a style costs 5 build points instead of the normal 6.

matically disarms that foe; otherwise, do half normal damage to his hands.

KALARIPAYATTU

Originating in India’s Kerala state around the 9th century A.D., kalaripayattu (or kalaripayit) bases itself in whole-body training including massage and meditation. However, it is a practical, weapon-focused art incorporating jumps, crouches, and free movement along with aimed strikes at pressure points.

Jackie Chan (!!)

uses kalaripayattu in *The Myth*; Aishwarya Rai uses a version of it on about a million Ostrogoths in *The Last Legion*; for whatever reason, Bollywood movies have been relatively slow to adopt it, preferring conventional Hong Kong action styles.

ASSOCIATED WEAPONS

Cheruvadi (baton), katar (punch dagger), kettukari (staff), otta (curved club), sword, urumi (flexible sword)

SIGNATURE MOVES

“I switch my staff into a horizontal strike for his solar plexus.”

“I jump aside and reverse the knife into his kidney.”

“I duck under his swing and stab up into his armpit.”

CHERRY

On an attack result of 6, you can spend 1 Weapons point to lower your foe’s Hit Threshold by 3 until the end of your action in the following round. (This is a less expensive Feint; see *Night’s Black Agents*, p. 74.)