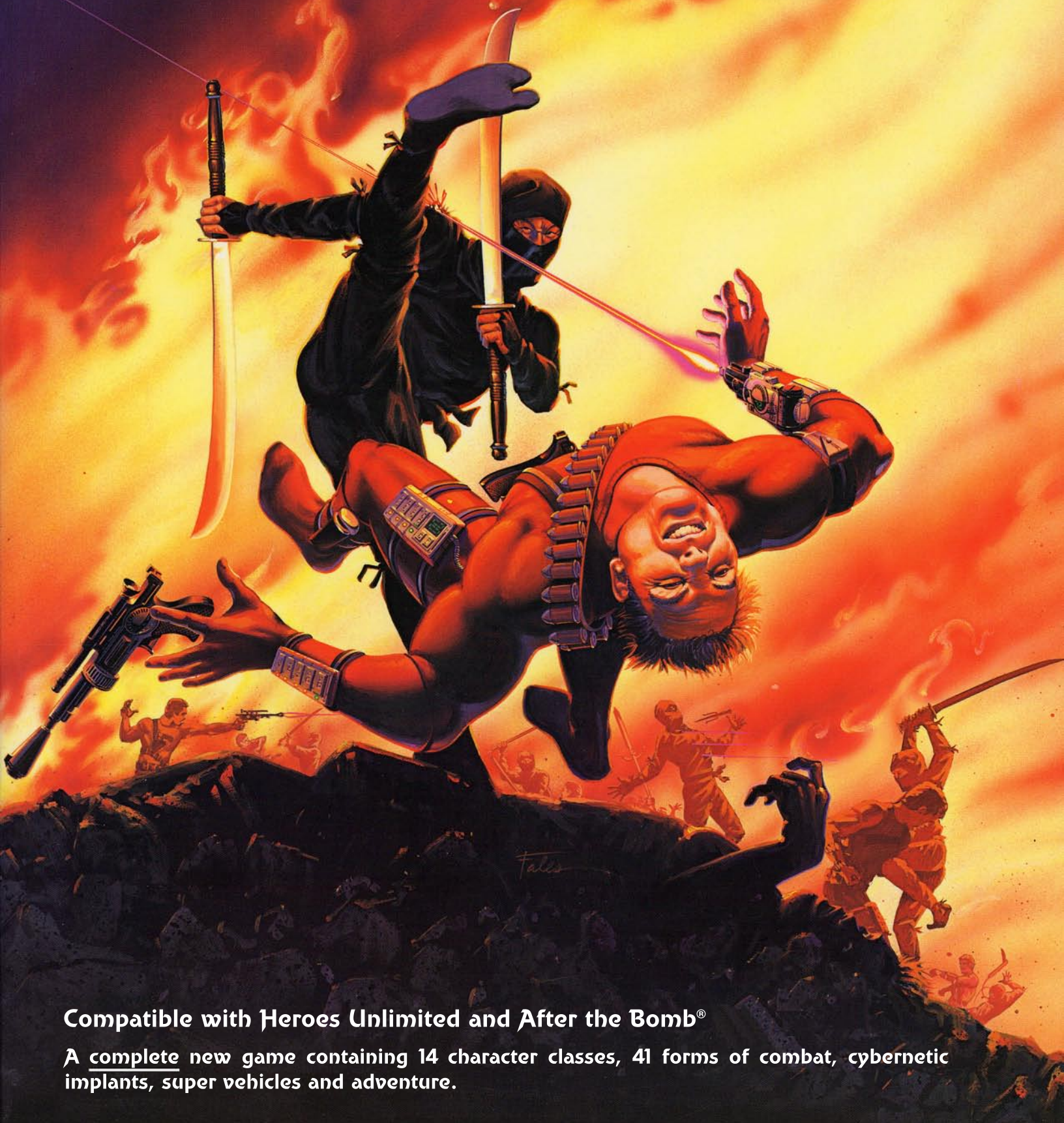


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Revised

By Erick Wujcik



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Ninjas & Superspies™

Revised



DEDICATION TO THE ALLIES OF MY CHILDHOOD

To Andy Wolner, as good a person as I have ever met. To Chris Klemos, my first best friend. And the Chuck Knakal, miracle of miracles, we're still friends to this day.

PLAYTESTERS

Thanks to Dan Clemens, Carol Dodd, Michael Kucharski, Kevin Lowry, Michelle Spainhour, John Speck, Tim Treloar, and Carl Williamson.

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Special Thanks to: Randi Cartier

PDF Edition – July 2017

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Ninjas & SuperspiesTM Revised

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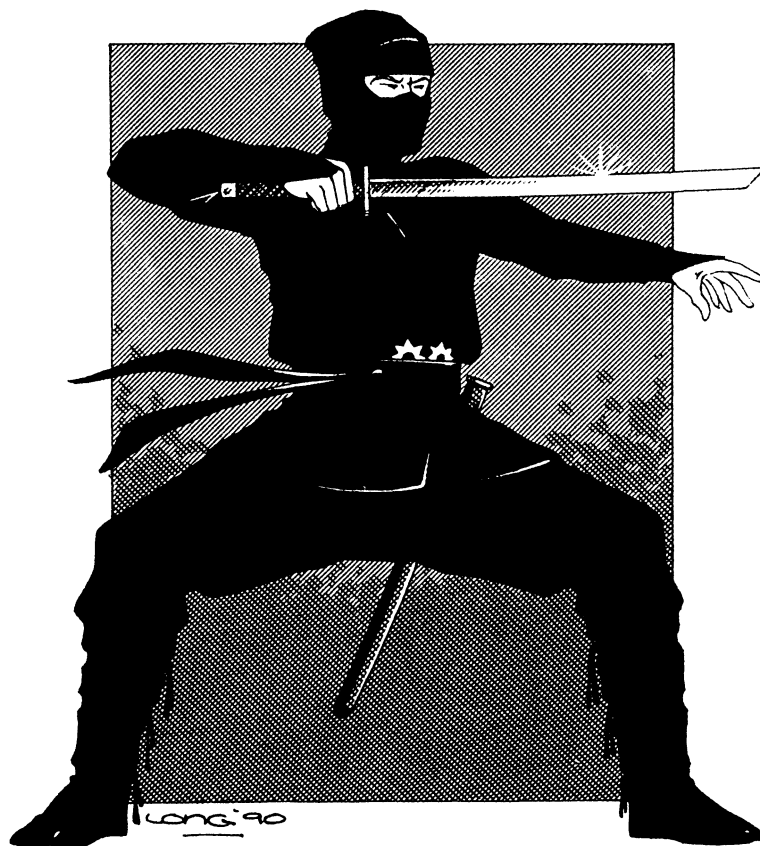
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and the **After the Bomb[®]** series.



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A COUPLE OF QUIET DISCLAIMERS:

DISCLAIMER NUMBER ONE: The martial arts described here, even those with real names, are not to be confused with those in the *real* world. First, the details are largely rearranged to make for better game balance. For example, advanced Aikido students often work with sword and staff, yet that is not mentioned here.

Second, since there are dozens of variations on most martial arts, I've just made up my own version that best fits the game. And, where I didn't have reliable data, I would just make up the facts. For example, I've described Aikido as a non-combative form, but there are several schools of Aikido that use both combat and tournament competition.

Finally, there is really no such thing as a "good" or "bad" martial art. Those restricted to evil or dishonorable alignments are just another device to balance the game. These descriptions are not meant to be applied to the *real* world.

DISCLAIMER NUMBER TWO: Playing with any kind of martial art without proper supervision is *foolish and dangerous*.

Let me quote Dave Lowry, author of *Autumn Lightning*. After describing a list of near fatal accidents, teenage stunts and hazardous sports, he tells of the most frightening event of his young life. "...unleashing a yard long, wickedly sharp sword out of a scabbard inches from my belly, slashing with it, and then sliding it back into its sheath, again with only a finger's distance from my abdomen, was one of the most frightening things I had ever done."

Don't be dumb. Be careful. *Stick to role-playing*. I've never handled a gun or any other weapon without the supervision of an expert instructor. Don't attempt any dangerous sport or martial art until you've got a qualified teacher.

THE STORY BEHIND NINJAS & SUPERSPIES

The idea of a role-playing game based on the intricacies of real world martial arts has been a passion of mine for many years. Which is *not* to say that I'm any kind of expert on martial arts. My formal martial art training extends to a Green Belt in Tae Kwon Do, a semester of college in Hungarian-Style Fencing and a few Aikido lessons.

However, talking about the martial arts has been my lifelong passion. Among my close friends I've been able to count black belts in Aikido, Isshinryu, Judo, and Tae Kwon Do. I've also had lengthy conversations with practitioners of Bojutsu, Jeet Kune Do, Jujitsu, Kendo and Mu Do Kwan. I've been filled in on everything from the hardships of training directly under *Bruce Lee*, to the use of defensive martial arts in the alleys of Detroit, to hand to hand combat experiences in the jungles of Southeast Asia.

What I gleaned from all this was a sense of the differences in the various forms. Contrary to popular opinion, the various styles have almost nothing in common. Neither movements, training techniques or even philosophies. Their various strengths and weaknesses have always fascinated me.

Would the Karate black belt, capable of annihilating hordes of thugs, be able to defeat a lone Aikido master? Is a student of the mystic arts of Chi the equal of a prize fighting kick boxer? This book answers some of those questions.

Answering those questions works very well with the standard Palladium combat rules. If anything, the Palladium combat system, based on Strike, Parry, Dodge, and damage to S.D.C., is perfect for *simulating the realities* of martial arts combat.

Now, in the Revised version of *Ninjas & Superspies*, it's also a lot easier to match martial artists and espionage agents against the player characters and NPCs of *Revised Heroes Unlimited* and *Teenage Mutant Ninja Turtles*.

And now a word about the setting of this game...

Secretly, throughout the world, there are battles taking place. These conflicts (struggles attempting to limit the incursions of evil) are between vast and powerful organizations.

Innocents, like the President of the United States and the General Secretary of the Soviet Union, are simply not aware of their positions as *pawns* in these great underworld battles. In this kind of battle, only two kinds of warrior can have an effect. *Martial artists* (including Ninjas) who tap into mystic powers, and *secret agents* equipped with all manner of super-scientific apparatus.

That global conflict is the setting for **Ninjas & Superspies**.

NINJAS & SUPERSPIES ROLE-PLAYING GAME TERMS

Attributes: These are the numbers that rate the strengths and weaknesses of your character. For example, P.P. refers to Physical Prowess, the measure of a character's quickness and agility. A P.P. of 4 indicates severe clumsiness, whereas a P.P. of 17 represents an extraordinarily gifted person. Attributes are also called Statistics or Stats.

Campaign: A word used to describe an ongoing game. If you play the same character with the same game master on an ongoing basis, then you are in a Campaign.

Character: Every player (except the GM) has a character that serves as an imaginary playing piece, also called a Player Character (PC).

Death: Just as in real life, characters can die. In **Ninjas & Superspies**, a game filled with deadly combat, death is a constant threat to every character. Players should take a character's death calmly. Remember, this is only a role-playing *game*. You should try to learn from each character that dies. As soon as the GM allows, you can bring a new character into the game.

Dice: In order to play **Ninjas & Superspies** you will need a few odd-shaped dice. We call them things like "D4, D6 (the normal kind), D8, D10, D12 and D20." Often we let you know how many dice to roll with an expression like "roll 2D10." This means "roll two ten-sided dice and add the results." If you don't have enough dice for, say, "6D10," then roll a single die six times, and just keep track of the total while you're doing it. "4D10+5" means you should roll 4D10 and add five to the total.

Game Master: (GM) This is the person who controls the "world" and runs the game. All the non-player characters (NPCs), including police, innocent bystanders, and villains, are controlled by the GM. The GM's control even extends to things like weather, world politics and natural disasters.

Roll Percentile: (1D100) Take two ten-sided dice of different colors. Let's say we have one green and one red. First you declare which die will be high ("I call red high."). Next, you roll the dice. First you read the **High** die and then the **Low** die. Put the numbers together and you have a percentile. For example, "Red is 4 and green is 8, so I have a 48%."

Roll Twenty-Sided: Rolling a twenty-sided die for a number.

Run: This is just a term gamers use to describe playing a game. Examples: "He runs an excellent campaign." "My character got wounded when we ran last week." and "We're going to run *Ninjas & Superspies* this Friday night."

Saving Throw: A roll of twenty-sided or percentile dice that usually involves escaping from something nasty. For example, a character would "roll a save" to avoid being affected by poison gas.

Scenario: This is a specific mission assigned to the characters in a role-playing game.

A scenario is usually a story with a beginning (the latest laser range finder was stolen from the Pentagon), a middle (tracking it down leads to discovering the headquarters of the villains who stole the device), and an end (invading the enemy HQ and recovering the device). Most campaigns are developed around a number of scenarios.

FANTASY ROLE-PLAYING GAMES: INSIGHT FOR THE BEGINNER PLAYER

If you've never played a role-playing game before, read this section carefully. It's your introduction to an entirely different kind of gaming. All you regular RPGers should also read the following. It'll show you some of the differences between *Ninjas & Superspies* and other fantasy games.

The major component in any role-playing game is **imagination**. Being able to picture an imaginary world, imaginary people, even imaginary bullets, is the most important requirement for play. In addition to the imagination, you'll also need some ordnance. A good supply of paper, pencils, and a selection of dice, makes this game complete.

Here's an example of a role-playing experience:

IMAGINE THE SCENE

Picture a stinking dead-end alley-way in the middle of urban squalor. The grey drizzle turns the distant street lights into balls of yellow haze and spreads a liquid shine over every surface. In the early morning darkness, only a few windows still glow with blue, flickering, television light or the harsh glare of naked light bulbs. Even brighter are the twin beams of a city sanitation truck at the other end of the block. The engine grinds and chews with the sound of metal on metal as a heavy, garbage-laden dumpster is hoisted into the air.

Can you picture this scene? Try to keep the image in your head. Don't worry if you forget some details; one of the great things about role-playing games is the way they stimulate your memory.

IMAGINE THE DANGER

Suddenly, the bright beams are interrupted, once, twice, three times, as figures pass in front of them. In the brief moments

when they were silhouetted by the headlights, you could see that each was armed, two with sub-machineguns and one with some kind of broadsword.

The shadowy figures are obviously coming toward you. Just as obviously, you realize that they are blocking off the only escape route to the street. You know that whoever is standing here is in some kind of trouble.

IMAGINE THE CHARACTER

Now comes the tricky part. YOU, the player, are not in the city alley. You are looking into this scene through someone else's eyes. The eyes belong to your **Character**, an *imaginary person*, who is your *Playing Piece* in this game.

Normally, you would spend quite a bit of time creating this new character. Once developed, the character becomes your eyes, ears, hands and feet as you play the game. Keeping the character alive and interesting is *your* responsibility as a player in the game.

In this example, let's assume that you are playing *Toshi Dunlap*, a member of an ultra-secret spy organization. Just picture yourself (as Toshi!) standing in the alley.



IMAGINE ACTION

You still need one key ingredient to make this role-playing game work, the Game Master. The Game Master (GM) is another player (a real person!) who controls all the characters in the game, except for *player characters* like Toshi. In this case, *You* are the only player and I am acting as the Game Master (GM).

"The three dark figures spread out and start moving quietly down the alley toward you. They don't know exactly where you are, but they seem pretty sure that you're here somewhere," the GM informs you. "It's only a matter of time before you run out of room. What are you going to do?"

As Toshi, YOU have an important decision to make. Should you attempt to escape, climbing through a window or up to the rooftops? Should you try to slip back into the shadows, hoping to stay hidden or try to ambush the attackers? Perhaps you feel confident enough in your fighting abilities to charge immediately, hoping that surprise and superior fighting ability will overcome larger numbers. Maybe trying some kind of bluff might work. Or is it possible that you've got an even better plan?

In a role-playing game there are no simple answers. There are also almost no limits to what you can do. The only restrictions are that you can not go beyond the physical, mental and emotional limits of your character.

CREATING A CHARACTER

There are eight (8) Steps to Rolling up a Character.

- Step #1** — Roll the 8 Attributes
- Step #2** — Select an Occupational Character Class (O.C.C.)
- Step #3** — Pick Martial Art Forms, Skills and Powers
- Step #4** — Roll Character's Background (Optional)
- Step #5** — Calculate Hit Points, S.D.C. and Chi
- Step #6** — Look Up Attribute Bonuses
- Step #7** — Buy Equipment
- Step #8** — Choose Alignment and Discipline

Step #1 — Rolling The Eight Attributes

The first step in creating a character is to roll-up the eight basic attributes: I.Q., M.E., P.S., P.P., P.E., P.B., and Spd.

Three six-sided dice are rolled to determine each attribute. The higher the number, the greater the ability. If an attribute is "exceptional", 16, 17, or 18, then an additional six-sided die is rolled and added to the total for that attribute.

Intelligence Quotient (I.Q.): Indicates the intelligence of the character. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 17 or better will receive a one time bonus that is added to all the character's skill percentages.

Mental Endurance (M.E.): Measures the amount of mental and emotional stress the character can withstand. Any character with a M.E. of 16 or higher will have a bonus to save against hypnosis, mental attacks and psychic phenomena.

Mental Affinity (M.A.): Shows the character's personal charm and charisma. Natural leaders, with an M.A. of 17 or higher, have a bonus to invoke trust or intimidation in others.

Physical Strength (P.S.): This is the raw physical power of a character. The P.S. times 10 indicates how heavy an object (in pounds) the character can carry. A character can lift 30 times the P.S. Exceptionally strong characters, having a P.S. of 15-19, can carry 20 times their P.S. and lift 40 times their P.S. Someone with a P.S. of 20-23 can carry 30 times their P.S. and lift 60 times their P.S. Anyone with a P.S. of 24 or higher can carry 50 times their P.S. and lift 100 times their P.S. Any character with a P.S. of 17 or better receives a bonus to damage in hand to hand combat.

Physical Prowess (P.P.): Shows the degree of dexterity and agility of the character. A P.P. of 17 or higher is rewarded with bonuses to dodge, parry and strike.

Physical Endurance (P.E.): Demonstrates the character's stamina and durability. The amount of physical punishment, and resistance to fatigue and disease, is determined by P.E. A character can carry the maximum weight load (see P.S.) for the P.E. times 4 minutes. Carrying the maximum weight while running or fighting can only be done for the P.E. times 2 minutes. If a character lifts the maximum weight (see P.S.), then it can only be held for as many melee rounds (15 seconds each) as the character has points of P.E. A character can run

at maximum speed for one minute for each point of P.E.

The character's P.E., as a measure of the body's life force, is also used to determine *Hit Points*, *S.D.C.* and *Chi*. Any Character with a P.E. of 17 or better receives bonuses to save against coma, death and toxins.

Physical Beauty (P.B.): Is an indication of the physical attractiveness of the character. A P.B. of 17 or better will be rewarded with a bonus to charm or impress.

Speed (Spd.): Specifically, this is the character's maximum running speed. The Spd. times 20 is the number of yards or meters that the character can run in one minute. There is no special bonus from enhanced speed other than the ability to run very quickly.

Note: See pg. 17 for attribute bonuses.

Step #2 — Select An O.C.C.

Before you select your O.C.C. (Occupational Character Class), be sure to check with the Game Master. It's entirely possible that the **Ninjas & Superspies** Game Master may set up an all martial arts campaign, or an all superspies campaign.

Then, even if the Game Master okays the whole list of O.C.C.s, you still might want to consult with the other players before picking. Balancing a group is important and it's a good idea to have a mix of characters. Remember that this is a *team* oriented game. Your character is not a lone vigilante, and the villains you'll be up against will require a lot of group smarts.

Finally, choose the O.C.C. that you'd most like to play. Go with your instincts and try to work up the best character possible.

In **Ninjas & Superspies** there are *no Multiple O.C.C.s*.

O.C.C. Requirements

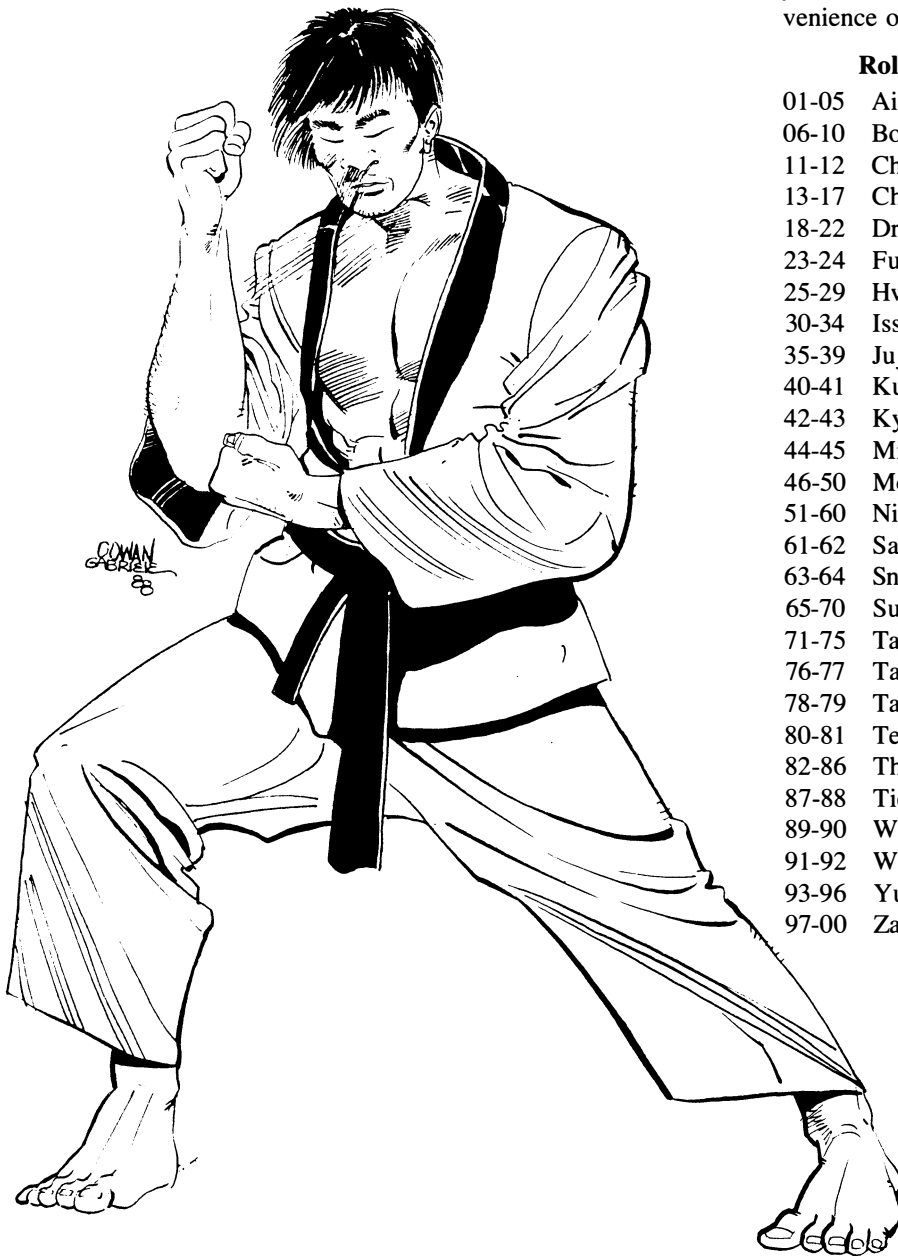
The selection of an Occupational Character Class is limited only by the minimum attribute(s) needed to play. In order to get a particular O.C.C., you've got to match, or better, the minimum attributes with your original eight rolls. In other words, if you want to play the *Gizmo* O.C.C., you'll need to already have rolled an I.Q. of 11. Most players will be able to choose from at least three of the five O.C.C.s.

Step #3 — Pick Martial Art Forms, Skills And Powers

Each occupational character class (O.C.C.) and Life Path comes with a certain number of Martial Art Forms and Skills. If your character has one or more *Martial Art Forms*, then go through the listings and pick the one(s) you'd like to have. If you have more than one, you might try balancing them according to different abilities. A good idea is to balance a strong fighting form with one that's strong in *Chi* or *Atemi*.

Be certain your character complies with the **Entrance Requirements** for any Martial Art Form you're interested in. *Alignment or attribute restrictions* may bar your character from a particular martial art. Don't let it worry you, since only a handful of the 37 martial art forms even have requirements. If you can't get one, just pick another.

If the character has *no Martial Art Forms*, then it's a good idea to use some of the character's *skills* on one of the **AGENT** Hand to Hand skills. **Basic Hand to Hand** costs one skill, **Expert Hand to Hand** costs *two* skills, and either **Martial Arts** or **Assassin** costs three skills. In **Ninjas & Superspies** a character with *no* hand to hand combat skills stands a good chance of being creamed.



QUICK ROLLING A MARTIAL ART FORM (OPTIONAL)

Here are two tables for rolling up a Martial Art Form. **The first one** is for characters who can pick any *Primary form*. **The second table** is to pick a *Secondary form*, or to pick any form except the **EXCLUSIVE** ones. Note that *not all the Martial Art Forms are included in the tables*, just the more popular ones.

Remember, *you do not have to roll for your martial art form*, you can *choose* it on your own. These tables are for your convenience only.

Roll Percentile for Primary Martial Art Form

01-05	Aikido
06-10	Bok Pai
11-12	Chi Hsuan Men
13-17	Choy-Li-Fut
18-22	Drunken Style of Kung Fu
23-24	Fu-Chiao Pai
25-29	Hwarang-Do
30-34	Isshin-Ryu
35-39	Jujutsu
40-41	Kuo-Ch'uan
42-43	Kyokushinkai
44-45	Mien-Ch'uan
46-50	Monkey Style Kung Fu
51-60	Ninjitsu (Note: Counts as <i>two</i> forms)
61-62	Sankukai
63-64	Snake Style Kung Fu
65-70	Sumo
71-75	Tae Kwan Do
76-77	Tai-Chi Ch'uan
78-79	Taido
80-81	Te
82-86	Thai Kick Boxing
87-88	Tien-Hsueh
89-90	Wui Wing Chun
91-92	Wu Shu
93-96	Yu-Sool
97-00	Zanji Shinjinken

Roll Percentile for Secondary (Non-EXCLUSIVE) Martial Art Form

01-05	Bok Pai	51-55	Li-Chia
06-10	Ch'a Ch'uan	56-60	Moo Gi Gong
11-15	Ch'in-Na	61-65	Pao Kung Fu
16-20	Choy-Li-Fut	66-70	Sankukai
21-25	Fong Ngan Kung Fu	71-75	Tae Kwan Do
26-30	Fu-Chiao Pai	76-80	Tai-Chi Ch'uan
31-35	Isshin-Ryu	81-85	T'ang-Su
36-40	Jujutsu	86-90	Te
41-45	Kyokushinkai	91-95	Xing-Chiao
46-50	Lee Kwan Chu	96-00	Zanji Shinjinken

SELECTING MARTIAL ART SKILLS AND POWERS

Each martial art form comes with a certain number of special skills and powers. These include **Arts of Invisibility**, **Atemi Abilities**, **Body Hardening Exercises**, **Chi Mastery**, **Martial Art Techniques** and **Specialty Katas**. A few forms also provide Powers of **Zenjoriki**. If you like, you can trade any one of these skills or powers for one (1) *Skill Program*.

SELECTING SKILL PROGRAMS

After you've selected Martial Art Forms, the next step is to select skill programs. Each Occupational Character Class (O.C.C.) specifically lists all the *available* skill programs and the number available. Possible skill programs include Espionage Skills, Military Skills, Bio-Implant Skills and Gizmo Skills.

SELECTING SECONDARY SKILLS

Certain skills are available with O.C.C. bonuses. These are *one time only* bonuses included in parenthesis () next to the skill listing.

Step #4 — Roll Character's Background (Optional)

All the tables that follow are to help players round out the personality of their characters. Since the tables are *optional*, feel free to ignore any result that doesn't match your personal image of the character.

Country of Origin

Far from a complete list, this should prove adequate for the adventures included in **Ninjas & Superspies**. Roll first to determine country. Then again to determine the character's ethnic background.

01-15 Japan. All these characters speak standard Japanese.

- 01-85 Japanese
- 86-90 Okinawa. Also speak the Okinawan dialect.
- 91-96 Untouchable Class. Often called burakumin or eta, there are around 2,000,000 of them. They still experience discrimination in Japan.
- 97-99 Ethnic Korean. Only 10% speak Korean. This is another group that is discriminated against in Japan. Even 3rd and 4th generation Koreans still have to carry internal passports and are not considered "Japanese."
- 100 Ainu. This is the Japanese version of an "Indian Problem." They are Japan's earliest people, are related to Caucasians, and live on remote reservations.

16-25 Korea

- 01-25 North Korean, speak Korean.
- 26-00 South Korean, speak Korean.

26-40 China. The following does very little to cover the 50-plus ethnic groups in China. These are just the most common. All these characters speak standard Chinese.

- 01-50 Han. Most Chinese are Han, and their dialect is the most common.
- 51-60 Mongolian. Speak a separate dialect and come from the far northwest regions.
- 61-75 Mandarin. Speak a separate dialect that was the ancient court language and is now the standard language of the government.
- 76-85 Cantonese. Speak a separate dialect and come from the southeast.
- 86-95 Tartar. Speak a separate dialect and come from the far west region.
- 96-00 Wu. Speak a separate dialect and come from the south.

41-50 Chinese Lands. All these characters speak standard Chinese.

- 01-35 Hong Kong. Speak Chinese and English.
- 36-50 Singapore. Speak Chinese, Malay and English.
- 51-00 Taiwan

51-55 Tibet. Actually a part of China. All these characters speak standard Chinese.

- 01-60 Tibetan. Speak Tibetan as well.
- 61-75 Kazaks. Yak herding nomadic people with their own language.
- 76-90 Uygurs. Tent dwelling nomadic people with their own language.
- 91-00 Golog. Very fierce nomadic people with their own language. Live by hunting, herding and occasional banditry.

56-70 Thailand, speak Thai.

71-80 Southeast Asian

- 01-20 Vietnamese. Speak Vietnamese and French.
- 21-30 Vietnamese Refugee. Speak Vietnamese, French and English.
- 31-40 Laos, speak Lao.
- 41-55 Cambodian (Kampuchea). Speak Khmer and French.
- 56-65 Cambodian Refugee. Speak Khmer, French and Thai.
- 66-70 Burma, speak Burmese.
- 71-80 Malaysia, speak Malay.
- 81-90 Indonesia, speak Malay.
- 91-00 Philippines. Speak Filipino and English.

81-90 Westerner — English Speaking

- 01-40 United States
- 41-45 Canadian
- 46-60 Australian
- 61-65 New Zealander
- 66-95 Great Britain
- 96-00 Ireland

91-95 Western European (NATO Allies)

- 01-30 France, speak French.
- 31-60 West Germany, speak German.
- 61-70 Netherlands, speak Dutch.
- 71-80 Spain, speak Spanish.
- 81-90 Italy, speak Italian.
- 91-95 Greece, speak Greek.
- 96-00 Scandinavian (pick either Norway or Denmark).
Speak Norwegian or Danish.

96-00 Eastern Europe (Soviet Bloc)

- 01-50 Soviet Union, speak Russian.
- 51-60 Poland, speak Polish
- 61-75 East Germany, speak German.
- 76-80 Bulgaria, speak Bulgarian.
- 81-85 Romania, speak Romanian.
- 86-90 Czechoslovakia, speak Czech.
- 91-95 Finland, speak Finnish.
- 96-00 Hungary, speak Hungarian.

Age

Players can easily calculate the age of a character by adding together the O.C.C. Starting Age and the different *Year Costs* from Martial Art Forms and Skill Packages.

Height and Weight

Start by rolling percentile to determine the height. Then roll the number of D10 listed, add that to the base number, and that'll give you the character's weight in pounds.

Westerner

	Height	Weight
01-02	5ft 2in	80 + 3D10
03-05	5ft 3in	85 + 3D10
06-08	5ft 4in	90 + 3D10
09-12	5ft 5in	100 + 3D10
13-17	5ft 6in	110 + 3D10
18-22	5ft 7in	120 + 3D10
23-27	5ft 8in	125 + 4D10
28-34	5ft 9in	130 + 4D10
35-43	5ft 10in	135 + 4D10
44-56	5ft 11in	140 + 4D10
57-65	6ft	145 + 4D10
66-72	6ft 1in	150 + 4D10
73-78	6ft 2in	150 + 5D10
79-83	6ft 3in	155 + 5D10
84-88	6ft 4in	160 + 5D10
89-92	6ft 5in	165 + 5D10
93-95	6ft 6in	170 + 5D10
96-98	6ft 7in	175 + 5D10
99-00	6ft 8in	180 + 5D10

Oriental

	Height	Weight
01-02	4ft 8in	60 + 4D10
03-05	4ft 9in	65 + 4D10
06-08	4ft 10in	70 + 4D10
09-12	4ft 11in	72 + 4D10
13-17	5ft	74 + 4D10
18-22	5ft 1in	76 + 4D10
23-27	5ft 2in	78 + 4D10
28-34	5ft 3in	80 + 4D10
35-43	5ft 4in	85 + 4D10
44-56	5ft 5in	90 + 4D10
57-65	5ft 6in	100 + 5D10
66-72	5ft 7in	105 + 5D10
73-78	5ft 8in	110 + 5D10
79-83	5ft 9in	115 + 5D10
84-88	5ft 10in	120 + 5D10
89-92	5ft 11in	125 + 6D10
93-95	6ft	130 + 6D10
96-98	6ft 1in	135 + 6D10
99-00	6ft 2in	140 + 6D10

Background

The world of the superspy is full of agents, double-agents, moles, refugees, and defectors. Roll on the following table to round out the character's background.

- 01-25 Straight:** The character is an enthusiastic and loyal supporter of the group's organization. A "true believer," the character could never be forced to betray his side.
- 26-30 Turned:** Once a loyal and dedicated agent of the enemy's organization, the character has since come over to the player group's organization. The character will know a lot about how the enemy works, will be able to pass as one of them, and can recognize the enemy's

senior agents 30% of the time. Unfortunately, the other player characters know about the switch and will never completely trust the character.

- 31-35 Hunted:** After a falling out with a former organization (agents) or martial art hierarchy (martial artists), the character was labelled a traitor. The character is still on the run from the organization and must be constantly on the lookout for the hunters.
- 36-40 Alignment Change:** At some point the character's alignment was drastically different. If the change is basically from "bad" to "good," then the character will feel intensely guilty about actions taken before the change. The character will also attempt to get other people of the previous alignment to "see the error of their ways," and change as well.
- 41-50 Traumatized:** At some point the character was assigned a job that went terribly wrong. At least a hundred innocent men, women and children were killed because of the character's actions. The character can either blame himself or the organization that ordered the mission. The character will be skeptical of the methods and morality of any organization. *Optional:* Roll on Insanity Tables.
- 51-55 Formerly Insane:** At one time the character was institutionalized for a severe mental problem. Roll on Insanity Tables. There is a remote chance that, under severe stress the character may revert.
- 56-60 Former Drug Addict/Alcoholic:** Character used to be an addict or an alcoholic and has since reformed. Under *severe pressure the character may fall off the wagon, but this is not likely.*
- 61-65 Escaped:** A prisoner of the "other side." This character was tortured, interrogated, and starved before managing to escape. The character is now a fierce opponent of the opposition's political system.
- 66-70 Double-Agent:** The character really works for the player group's organization and is loyal to them, but also has a second identity inside the enemy's organization. That means the character can find out inside information, can easily pass as an enemy agent, and has a 30% chance of recognizing any of the enemy's senior officers.
- 71-75 Mole:** The character's entire career and life history are a fraud. Actually, the character was "planted" years ago by another organization. The "cover" is so deep that the character has basically forgotten about it. The game master should come up with the sponsoring organization and the secret code that "activates" the character's long forgotten obligations. This information should be kept from the other player characters.
- 76-80 Driven:** Character is in debt up to his eyeballs. He could owe money to gambling institutions, a former martial art school, loan sharks, a secret agency, or a corporation (depends on character O.C.C. and alignment). The character must constantly keep moving to stay one step ahead of the bill collectors.
- 81-85 Refugee:** Due to a political change, a hostile take-over or persecution of some minority, the character was forced to leave his/her country of origin. Character still

has a 25% chance of finding a friend or relative in the “old” country.

- 86-90 Defector:** Leaving his country of origin, the character has become a fanatical opponent to that political philosophy.
- 91-95 Secret Identity:** Character’s public identity (the one known by the other player characters and the world at large) is a fake. Only the character and the game master know the character’s real identity. Can roll Country of Origin, again if desired.
- 96-00 Triple Agent:** Character is (hold on to your hat for this one!) an agent of the player character’s group, who is also a secret agent for the enemy group, who is also planning on betraying the enemy group.

Character’s Family Background

The following should provide some insight into the character’s early life experiences. Family and friends in countries are people who will risk much to help or protect you. They may also be able to provide information, make introductions, or help make up a cover identity.

For family size/birth order, roll percentile on the following table:

01-10	Only Child
11-15	1st of 2
16-20	1st of 3
21-25	1st of 4
26-30	1st of 5
31-35	1st of 5 + 1D10
36-40	2nd of 2
41-45	2nd of 3
46-50	2nd of 4
51-55	2nd of 5
56-60	2nd of 5 + 1D10
61-65	3rd of 3
66-70	3rd of 4
71-75	3rd of 5
76-80	3rd of 5 + 1D10
81-85	4th of 4
86-90	4th of 5
91-95	4th of 5 + 1D10
96-00	5 + 1D10th of 5 + 1D10

The game master can check to see if a particular relative is *still alive*. Roll percentile for each. **Elderly relative:** Need to roll 30 or below to still be alive. **Parent-aged relative:** Roll 60 or less. **Siblings and cousins:** Roll 95 or less.

- 01-05 Orphan:** Raised in institution. If the character is a martial artist, then was raised in a monastery or martial art school. Otherwise, raised in a state institution.
- 06-10 Orphan:** Raised in relative poverty by elderly relatives (Roll 1D6: 1-3 mother’s side, 4-6 father’s side. Roll 1D6 again: 1. grandparents, 2. grandmother alone, 3. grandfather alone, 4. great-aunt/uncle couple, 5 great-aunt, 6 great-uncle). Upbringing was poor but loving.
- 11-15 Orphan:** Raised by an aunt and uncle who had kids of their own. Your character was largely ignored, or forced to work for the family without reward. Bitter memories. *Optional: Roll on Insanity Tables.*

- 16-20 Orphan:** Raised by loving relatives as their own child. Your character is part of a large extended family, with good feelings toward all. There is a 30% chance that you can find a relative anywhere you travel in your home country, and a 5% chance you’ll find one in neighboring countries.
- 21-25 Raised by Parents:** Your parents travelled to many countries. Roll on Country of Origin table four times for places where you grew up. You will have a speaking ability in the languages of *each* of those countries equal to a 70% skill ability. There is a 25% chance you can find an old friend in any large city in any of those countries.
- 26-30 Raised by Parents:** Family was poverty-stricken and desperate, as well as discriminated against by the larger society. Character resents the government (or former government) of the country of origin for oppressing the family.
- 31-35 Raised by Parents:** Family was hard-working middle class and dedicated to the ideals of their country. Character is still attached to the family and tries hard to live up to their ideals.
- 36-40 Raised by Parents:** Family was filthy rich, used power, prestige and influence to get luxuries and anything else they wanted. Character gradually grew to realize that the family’s wealth was at the expense of poor people. This led to rebellion and *rejection* of the entire family. Character is heir to a fortune, title, party membership, or membership in the ruling elite (depends on country of origin, every country has its privileged), but is too proud to ever collect.
- 41-45 Raised by Parents:** The character is part of a huge extended family, with relatives all over the world. Childhood was wonderful and the character grew up well-adjusted and happy. There is a 15% chance you can find a family member anywhere in any large city anywhere in the world. Even in remote locations, there’s at least a 5% chance that a family member or a close friend of a family member will pop up.
- 46-50 Raised by Government:** Although the parents were still around, the character was mainly groomed, educated and indoctrinated by the government of his country of origin. Character is still intensely loyal and is still considered a candidate for military, political, party or religious leadership (depending on country of origin).
- 51-55 Raised by Mother:** The character is illegitimate and not acknowledged by the father. Although the father has continued to support the character’s mother as a mistress, his real attachment is to his wife and legitimate children. The character’s mother is poor and works at a low-paying job, while the character’s father is one of the country’s rich and powerful elite.
- 56-60 Raised by Relatives:** Character was raised in a refugee camp after a major upheaval in his/her country of origin. The camp can be in a remote area of the same country or in a neighboring country. Character will feel bitter about circumstances and may regard all governments with hostility and suspicion.
- 61-65 Raised by Parents:** Character spent his entire child-

hood fighting with one of the other kids in the house. The two are still bitter enemies and the character is obsessed with this early opponent.

- 66-70 Only Child:** Character was pampered and well cared for by the entire family during early childhood. Then a change of government, coup, economic upheaval, or other disaster, changed the family's circumstances. Character resents the government (or former government) of the country of origin which was responsible.
- 71-75 Raised by Father:** Mother died giving birth to the character. Since then, the father has silently blamed the character for the mother's death. The character has spent his entire life trying to get approval. In adulthood, the character has turned against the father and the father's beliefs, and (probably) the father's loyalty to the government of the native country.
- 76-80 Raised by Mother:** Character's father was a political prisoner, taken away by the government at an early age. Character's family was shunned by others because of the father's views. Character resents the government (or former government) of the country of origin for oppressing the family.
- 81-85 Abandoned by Parents:** Raised in institutions. If the character is a martial artist, then he was raised in a monastery or martial art school. Otherwise, he was raised in a state institution. Character will be bitter about the missing affection. *Optional: Roll on Insanity Tables.*
- 86-90 Mysterious Background:** The character's parents were somewhat distant and there were supposedly no other relatives. The parents died recently and that led to a strange discovery. The people who raised the character were not really his or her parents. Documents indicate that they were sent regular checks, made regular reports on the character's childhood progress, and apparently reported to some organization. The character's real name and identity are unknown.
- 91-95 Mysterious Background:** Character was raised by a normal middle-class family (from the country of origin). However, just recently, the character has discovered that he or she was adopted. Traces of his original identity have disappeared.
- 96-00 Twin:** You have a living twin. Roll percentile to see what kind; Identical (01-35); fraternal, same sex (36-65); fraternal, other sex (66-95); or one of triplets (96-00). If triplets, roll again for kind. Roll again on this table for the family background, and reroll if you happen to get twins again.
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Step #5 — Calculate Hit Points, S.D.C and Chi



HIT POINTS

Hit points might best be thought of as life points because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he/she dies. These are the points that are observed during a battle (or melee) to determine how much damage is inflicted on friend or foe. Each time a character is struck by a weapon he takes physical damage. The individual players keep score of how many hit points their character has by subtracting the damage from his/her character's hit points each time that character is hit by a weapon. Likewise, the game master keeps score of how much damage the player inflicts upon his opponent. When a character has zero hit points, he is in a coma and will soon die unless extensive medical aid is given. When a character's hit points have been knocked *far* below zero, he is dead and beyond saving.

DETERMINING HIT POINTS

Now that you have some idea of what hit points are about, let us get into the technical aspects of their determination and use.

Determining Base Hit Points: Take a look at your P.E. (Physical Endurance) attribute. You rolled it up with the original eight attributes and then you may have been able to add to it when different Martial Art Forms and Skills were selected. The final P.E. will be equal to your character's base/starting amount of hit points.

Some of you will have a character with lots of hit points... don't get too cocky; a sword in the right hands can whittle you down to nothing in one melee round. Just one heavy machinegun slug can do as much as 84 points of damage.

Others will find themselves with a character who has only a handful of hit points (as little as 3). Don't despair or feel cheated, the cleverness and cunning you learn when you're poor in Hit Points will serve you well at higher levels. Avoid direct confrontations until you've built up your hit points.

Building Hit Points: After determining your base hit points, pick up one six-sided die, roll it, and add the number rolled to your hit point base. Only roll one six-sided die one time.

As a character plays, gains experience points and goes up in levels, the body also changes and matures, increasing the hit points. Each time your character gets to a new experience level, roll one six-sided die and add it to the existing hit points.

RECOVERY OF HIT POINTS

After a battle, characters who have sustained physical damage must tend to their wounds. The tending of wounds can be handled by fellow characters, trained medical personnel or by oneself, if the character has first aid skills and is not physically impaired.

First aid-type skills include basic and immediate medical treatment, such as the bandaging and cleaning of wounds, stopping of bleeding and so on, until the character can receive better medical care.

Recovery — Non-professional treatment. This is basic, first aid-type treatment by oneself, or non-medically trained people. This type of treatment may be used if the character is not able to seek professional treatment immediately. It is not necessarily inferior treatment, especially for not too serious of an ailment, but just lacks the full facilities and experience of a major medical institution. **Rate of Recovery:** Two hit points per day (once every 24 hours).

Recovery — Primitive facilities. In some areas of the world, medical treatment is plagued by lack of equipment, ill-trained doctors, and severe shortages of usable drugs. Conditions will sometimes be so bad that the character risks serious illness, infection and death. **Rate of Recovery:** Two hit points per day for the first day, and one hit point per day for each following day.

Recovery — Professional treatment. This is medical treatment from a doctor, clinic or hospital. **Rate of Recovery:** Two hit points per day for the first two days, and four hit points per day for each following day, until the character has regained all his/her original hit points.

Recovery — Martial Art Skills. Some martial artists can use **Chi** or **Atemi** to cure damage. See *Martial Art Skills for information on types of healing and rates of recovery.*

SURVIVING COMA AND DEATH

When a character's hit points are reduced to zero, or less, the result will be a total collapse and the character will lapse into a coma. This character is near death, and will die in a matter of hours without immediate medical treatment.

How much damage below zero a character can undergo is indicated by the physical endurance (P.E.) attribute. A character can take one point of damage below zero (negative 1, -2, -3, etc.) for each P.E. point. However, if the character *ever* receives more damage than the P.E., then there is no hope of recovery. Even if hooked up to machines that keep the heart and lungs moving, the character will just waste away and die.

COMA LENGTH

The length of time a character in a coma will survive without treatment is again indicated by the P.E. Add one hour for each P.E. point.

RECOVERY FROM A COMA

Whether a character survives the coma and is stabilized (brought back to, at least, one hit point above zero) is determined by the roll of percentile dice. If the player rolls two successful recovery rolls out of three tries, the character breaks out of the coma and is no longer in danger of dying. The hit points aren't

completely recovered, just brought up to *one above zero*. Recovery of hit points from that time on is standard; see Recovery of Hit Points. **Note:** Coma recovery can be attempted every hour.

Recovery Ratio (roll 2 out of 3)

1. Treatment from a nonprofessional, medical individual, but with medical skills: 1-18%.
2. Treatment from an intern or nurse (R.N.): 1-32%.
3. Treatment from a doctor without proper facilities: 1-46%.
4. Treatment from a doctor at a clinic (fair facilities): 1-56%.
5. Treatment from a well-equipped hospital: 1-66%.
6. Treatment from a major, large hospital: 1-70%.

Example: A character with a P.E. of 9 reaches zero (0) Hit Points. Unconsciousness and a coma is the immediate result. Another 10 points of damage will result in permanent death. However, if the character makes it to medical help, he'll have nine hours (equal to P.E. of 9) in which to survive and nine chances to recover from the coma. Let's say the character is in a major hospital; that means the character has to roll a 70% or less, two out of three times. First try: 97, 21 and 83 — only one out of three, failure! Second try: 99, 73, and 81 — none out of three, failure! Third try: 38 and 09 — no need to roll again 'cause we've already got two out of three. The character regains consciousness and moves; he has regained one (1) hit point above zero and will live.

Optional Recovery Side-Effects from Severe Damage/Near Death

Roll on this table when a character has lost all of his/her hit points and has been near death (coma). *Impairment is permanent* as a result of the grave physical damage. NOTE: This is not a mandatory table; it's up to the game master to decide whether or not to use it.

- | | |
|-------|---|
| 1-10 | No permanent damage. |
| 11-20 | Major stiffness in joints; reduce P.P. by 2. |
| 21-39 | Minor stiffness in joints; reduce P.P. by 1. |
| 40-55 | Legs impaired; walk with a limp reduce Spd. by 2. |
| 56-70 | Major scarring; reduce P.B. by 2. |
| 71-82 | Chronic pain; reduce P.E. by 1. |
| 83-92 | Minor brain damage; reduce I.Q. by 1. |
| 93-00 | Major brain damage; reduce I.Q. by 2 and M.E. by 1. |



OPTIONAL DAMAGE RULES

A character receives serious physical damage whenever a lot of hit points are lost. The following is a list of side effects from physical damage. The effects of the damage are generally temporary and cumulative. Thus, if a character suffers the loss of a great deal of hit points within a short time then there may be multiple affects. **Roll each time severe damage is endured.**

Roll Percentile	Damage	Minuses
1-14	Minor bruises and lacerations.	Spd - 2 - 1 to dodge
15-29	Severely bruised and battered muscles	P.P. - 1 Spd - 3
30-44	Damaged (sprain, pulled, cut, etc.) arm or shoulder.	P.P. - 3
45-59	Damaged leg or hip.	Spd is ½ - 2 to dodge
60-74	Damaged hand and/or wrist	P.P. - 1 P.S. - 2
75-89	Head Injury	- 5% on all skills; Spd - 2
90-00	Damaged back or pelvis.	P.E. - 1 P.P. - 2 Spd - 3

NOTE: None of these effects are permanent nor life threatening. Minuses apply to that one limb. Speed minuses affect the whole body. Remember effects are cumulative; roll each time the character is badly hurt.

Side-Effects from Physical Damage (Hit Points) (Optional)

Roll on this table when 75% to 99% (almost all) hit points are depleted. Impairment is temporary, lasting 1-4 weeks (roll one four-sided die).

Roll Percentile	Damage	Minuses
1-10	Severely battered and bruised	Spd - 2 - 3 to dodge
11-20	Torn arm muscle	P.P. - 3 P.S. - 2
21-29	Torn leg muscle	Spd is ½ - 2 to dodge
30-39	Fractured bone: arm	P.P. - 2 P.S. - 3
40-49	Fractured bone: leg	Spd is ½ - 4 to dodge
50-59	Fractured bone: ribs or pelvis	P.E. - 2 Spd is ½
60-69	Broken bone: arm	P.P. is ½ P.S. is ½
70-79	Broken bone: leg	Spd is ⅓ - 6 to dodge
80-89	Broken bone: ribs	P.E. - 3 P.P. - 1 Spd - 3
90-00	Severe Concussion	- 8 on all skills, Spd - 3

About blood loss. When a character is severely hurt (down to only 15% of his hit points and is bleeding) he will soon die of blood loss unless he or she receives immediate medical attention. Even basic first aid and no or little movement will allow for the binding of wounds and prevent further blood loss/damage. Without medical aid the person will continue to lose blood and take *one point (hit point) of damage every minute/4 melee rounds.*

STRUCTURAL DAMAGE CAPACITY (S.D.C.)

Most things, living and non-living, have a *Structural Damage Capacity*. The S.D.C. of objects, and structures such as doors, walls, safes, tables, handcuffs, cars, etc., is the amount of damage that the object can withstand before structurally collapsing/breaking. These S.D.C. points function exactly like hit points. Any damage sustained is subtracted from the S.D.C. When the S.D.C. is reduced to zero, it is broken or smashed beyond repair.

For living beings, **Structural Damage Capacity (S.D.C.)** points are similar to hit points, but represent physical toughness or endurance rather than life. S.D.C. in people is a sort of reserve stamina that enables them to suffer physical abuse, shock and impact without actually suffering damage.

A perfect example is a boxer. In training, the boxer builds up his body, toughening muscles and increasing his resistance to fatigue and pain. Now if you (yes, you the reader) were to hit him a couple of times he would barely feel it. On the other hand, if he were to hit back... Well, you'd feel it. You would probably even get a cut, a broken bone, or a dislocated joint. The boxer has developed a lot of extra S.D.C.; enough so that he can get knocked around a lot without suffering hit point damage.

Of course, there's a limit to just how much damage someone can take without getting hurt. Every time someone takes damage, that number is subtracted from the character's structural damage capacity (S.D.C.). When the S.D.C. reaches zero, the remaining damage affects the character's hit points. In other words, if a character has 8 S.D.C. remaining, and gets hit with 10 points of damage, the S.D.C. will drop to zero (8 points) and the hit points will drop by 2 (10 damage minus 8 S.D.C.).

DETERMINING PHYSICAL S.D.C.

Each occupational character class (O.C.C.) has a base S.D.C.; start with that number. Some Martial Art Forms and Skills also provide extra S.D.C.; add that number to the base. And that's it. *Unlike Hit Points, characters do not receive extra S.D.C. for going up levels.*

RECOVERY OF S.D.C.

Lost S.D.C. are regained at a rate of five (5) per hour of rest and relaxation. That means the character must receive normal amounts of food, water, and sleep, and they must rest. *No S.D.C. is recovered while characters are actively engaged in running, fighting or otherwise working.* Things like doing research to search for an opponent, driving time to a hiding place, or going back to the character's day job are not considered rest.

ARTIFICIAL ARMOR

Artificial armor, such as bulletproof vests, and bionic or robotic armor, also has an *armor rating (A.R.)* and *S.D.C.* The **armor rating** indicates exactly how much protection is afforded by the armor and how easily it is penetrated. The higher the A.R. the better. If an attack roll to strike is less than the A.R. of the armor, the armor absorbs the attack; subtract the damage from the *armor's structural damage capacity (S.D.C.)*. When the armor's S.D.C. is depleted, it no longer affords protection and is useless.

If an attack roll to strike is *higher* than the armor's A.R. it penetrates the armor, inflicting damage to the physical body's S.D.C. (not the armor's S.D.C.) and/or hit points.



CHI

All living beings have Chi. Essentially, It's the energy of life that flows through the earth and through every living thing. Most physically fit, mentally healthy people will have a large amount of Chi. People who are sickly or mentally disturbed will have low amounts of Chi.

Another way of describing Chi is as a person's *point of attention*. Let's say you (the reader) are trying to take a dangerous object away from a small child. The little snot simply won't let go. He just keeps yelling "mine!" and comes right off the floor when you use your full strength. Try unexpectedly touching the kid on the head, or suddenly pointing at another object. If you've kept up a constant pressure on the object, it'll probably come away in your hand. That's because the child's Chi was *distracted*; it went from his hands to wherever his attention was diverted. As we get older we learn to focus our Chi to avoid being distracted from our goals.

Not everyone knows how to use their Chi. In fact, some characters will have huge amounts of Chi and will be completely unaware of it. Only characters with **Chi Mastery Skills** are able to use their Chi for other purposes.

While most are unaware of Chi, there is one thing that everyone uses it for, *healing*. Even for normal, everyday people, the body's tissues and blood must be flowing with a minimum amount of Chi in order to do any kind of repair. *A character must have at least one point of Chi in order to be healed from any kind of damage*. It doesn't matter how good the medical care is, a body without Chi can't heal itself. So, at zero Chi there is no recovery of S.D.C. and no recovery of Hit Points.

DETERMINING CHI

P.E., the character's Physical Endurance, is the main "battery" of Chi. **The starting Chi** is equal to the adjusted P.E. (after all Skill and Form bonuses have been added in). The next step is to add in the Chi bonus from any Martial Art Forms. Finally, if the character has either **Aikido**, **Snake Style Kung Fu**, or **Tien-Hsueh**, the final Chi should be multiplied by the form's Chi bonus. Note that no character can have more than one Chi multiplier.

RECOVERY OF CHI

There are two ways of recovering Chi normally. Any character can get back all lost Chi by simply getting a full night's sleep. That means eight hours of uninterrupted rest. Sleep of more than five hours or interrupted sleep (somebody woke you up for a few minutes) will recover only *half the lost Chi*.

If the character has a Martial Art Form that gives Chi bonuses, then it's possible for the character to **meditate** to recover any lost Chi. One hour's, uninterrupted, meditation will bring the character's Chi back to normal.

Characters who have had their Chi **disrupted** can't just meditate or sleep to recover it. Disrupted Chi must be restored using one of the Chi Skills. If the character doesn't have the necessary skill, then it's necessary to seek out some kind of Chi Master for assistance.

SURVIVING ZERO CHI

Even if a character is perfectly healthy, with full Hit Points and full S.D.C., a zero or negative Chi is harmful. Every week at zero or negative Chi, the character must roll to save against illness. The roll must be 15 or better, on a Twenty-Sided die, and it's okay to use the P.E. bonus.

Sick characters will start to waste away. First losing just one S.D.C. per week, then one Hit Point per week, and finally, after lapsing into a coma, one P.E. per week. Even worse, the character must keep saving to avoid getting *additional* illnesses. And each additional illness will mean *another* lost point every week.

If the character ever recovers any Chi, then healing will start immediately and the illnesses will disappear. Lost Chi, Hit Points and S.D.C. can be recovered normally. Lost P.E. will come back at the rate of one per week.

Step #6 — Look Up Attribute Bonuses

Once all the changes and additions are made (from skills and martial abilities) to the character's attributes, it's time to figure out their bonuses.

	I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.E.	P.B.
16	+3%	+1	45%	+1	+1	+5%	+1	40%
17	+4%	+1	50%	+2	+1	+6%	+1	45%
18	+5%	+2	50%	+3	+2	+7%	+2	50%
19	+6%	+2	60%	+4	+2	+8%	+2	55%
20	+7%	+3	65%	+5	+3	+9%	+3	60%
21	+8%	+3	70%	+6	+3	+10%	+3	65%
22	+9%	+4	75%	+7	+4	+11%	+4	70%
23	+10%	+4	80%	+8	+4	+12%	+4	74%
24	+11%	+4	84%	+9	+5	+13%	+5	78%
25	+12%	+5	88%	+10	+5	+14%	+5	82%
26	+13%	+5	90%	+11	+6	+15%	+6	86%
27	+14%	+6	92%	+12	+6	+16%	+6	90%
28	+15%	+6	94%	+13	+7	+17%	+7	92%
29	+16%	+7	96%	+14	+7	+18%	+7	94%
30	+17%	+7	98%	+15	+8	+19%	+8	96%



Step #7 — Buy Equipment

Depending on the Occupational Character Class, the amount of equipment the character starts with can range from next to nothing to a complete arsenal of the latest military hardware.

Any money listed with the O.C.C. refers to the amount that the character has to spend. All money should be spent before play begins, since it represents stuff the character has already purchased.

If your character has **implants or cybernetics**, then you'll find there's a separate amount of money listed for these improvements. **Implant and cybernetic cash** can be used *only* for these things; it can't be saved or used for other equipment.

Income, listed according to how much a character makes, is *not* available until after the game actually starts. Income money can not be used to buy equipment when first setting up the character.

Step #8 — Choose Alignment and Discipline

In **Ninjas & Superspies** there are two different ways of describing a character's behavior. **The first** is the alignment system found in almost all of Palladium's Role-Playing Games (Revised RECON uses a different alignments set). *The conventional Palladium alignment* ranges from Principled (Good) to Diabolic (Evil). These alignments are suitable for any *western character*. Indeed, the main alignments are *all* that's necessary for any campaign.

The second way of describing the character's personality is with the *Disciplines*. While not every character has a discipline, it does help detail some of the more subtle motivations than the alignments can handle. In fact, the dictionary definition of *discipline* is "A system of rules governing conduct," which is exactly how the characters are affected by them.

ALIGNMENTS

THE CONVENTIONAL ALIGNMENTS

Good: Principled and Scrupulous

Selfish: Unprincipled and Anarchist

Evil: Miscreant, Aberrant and Diabolic

Alignment is an important factor in developing a character, his/her attitudes and moral principles. **ALL** players must choose an alignment for their character.

NEUTRAL

First of all, there is *no* such thing as an absolute or true neutral. All people tend toward good, evil or self-gratification. An absolute true neutral could not make a decision, go on an adventure, kill, or take any action of any kind without leaning toward good, evil or self-gratification.

THE DISCIPLINE OF HONOR

The reason for having the discipline of honor comes from an attempt to describe many Oriental personalities. They often don't fit the mold of the standard alignments.

For example, take the concept of "*honor*." In the West we generally associate honor with a personal trust. "I kept my word of honor." "I did the honorable thing." and "It was a matter of *personal honor*." All these expressions refer to personal honor in the context of a person maintaining a *personal* standard.

What an Oriental means by "honor" can be an entirely different thing. To an Eastern mind, honor is a code that one can, and sometimes should, die for. Yet it's not necessarily a

matter of *personal* honor. Sometimes a character will feel driven to die for someone else's honor. Honor can easily be shared by a group, given from a lord to a vassal, or upheld by some pretty underhanded methods.

Face: Even Oriental characters thoroughly uninterested in honor can still be interested in their "face." That's because it describes how others see the character, and how much respect the character can get. If the neighbors see the character being humiliated, made a fool of, or losing his temper unnecessarily, then the character will "lose face" in their eyes. A character who commands respect has face, while those who have lost face will be laughed at and humiliated.

HONORABLE DISCIPLINES

Character alignments that display a strong sense of personal honor are Principled (Good), Unprincipled (Selfish) and Aberrant (Evil).

Would your character die as a matter of principle? That's the bottom line on having an honorable character. Being fierce and nasty is also perfectly compatible with being honorable.

NON-HONORABLE DISCIPLINES

Those *having no discipline of honor* are not necessarily bad. From an Oriental point of view, there's no blame attached to a Westerner having no honor. After all, coming from such a barbarous and uncivilized place, who would teach you? For most players, this is the easiest way to play — to just ignore questions of honor.

Alignments that will tend to ignore questions of honor include Scrupulous (Good) and Anarchist (Selfish). Characters with these alignments can have a Discipline of Honor but will find it difficult to uphold.

DISHONORABLE DISCIPLINES

Dishonorable characters are, from an Oriental point of view, hideous creatures. That's because they will *pretend* to be honorable, or will ridicule the whole concept of honor.

Downright dishonorable alignments, who will misuse or scorn the whole concept, are Miscreant (Evil) and Diabolic (Evil).

GOOD ALIGNMENTS

Principled

Scrupulous

Because a character is of a good alignment, it does not make him or her a saint. Good characters can be just as irritating, obnoxious, arrogant, and even prejudiced and full of quirks. However, life and freedom are of the highest priority. Such a person can always be trusted in a life and death situation.

Principled (Good)

Principled characters are, generally, the strong, moral characters. Truth and honor and the welfare of others is all important.

Principled characters will...

1. Always keep their word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.

8. Work well in a group.
9. Respect authority, law, self-discipline and honor.
10. Never betray a friend.
11. Never break the law unless conditions are desperate. This means no breaking and entry, theft, torture, unprovoked assaults, etc.

Principled (Good) with Discipline of Honor

This character holds service to the government, or service to a particular philosophy, above all other things. In other words, there is no *person* who can direct the character to commit a dishonorable act.

Scrupulous (Good)

Scrupulous characters value life and freedom above all else, and despise those who would deprive others of them. This type of hero is typically portrayed in many Clint Eastwood and Charles Bronson films. The person who is forced to work beyond the law, yet for the law, and the greater good of the people. They are not vicious or vindictive men, but are men driven to right injustice. I must point out that these characters will always *attempt* to work with or within the law whenever possible.

Scrupulous Characters Will...

1. Keep their word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure; will always attempt to bring in the villain, no matter how vile, alive.
7. Always help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means they may use strong-arm techniques, harass, break and enter, theft, and so on.
10. Distrust authority.
11. Work with groups, but dislike confining laws and bureaucracy (red tape).
12. Never betray a friend.

Scrupulous (Good) with Discipline of Honor

This is the classic samurai character; one who will give life and limb in the service of his lord. And for that service there is no sacrifice too large, and no rule that cannot be broken.

Seven Principles Of Bushido

Gi: Duty comes first. It means that in every situation the character must evaluate the choices and make a decision based on the best way to serve dutifully.

Yu: This is more than just bravery or heroism. It means being willing to sacrifice the character's life to serve the cause or to preserve honor.

Jin: When it doesn't get in the way of honor or duty, one should always show love and compassion toward everyone.

Rei: Correct behavior is also important. After all, one doesn't serve very well if one is rude or impolite.

Makoto: Whenever possible, one should be truthful.

Melyo: Honor and glory.

Chugo: Devotion and loyalty.

SELFISH ALIGNMENTS

(But Not Necessarily Evil)

Unprincipled (Selfish)

This *basically* good person tends to be selfish and greedy, and will tend to hold personal freedom and welfare above almost everything else. The character dislikes confining laws, self-discipline, and distrusts authority. This is the Han Solo, Star Wars, character. The guy who is always looking for the best deal and who associates with both good and evil characters. He'll be continually tempted to lie and cheat, and hates himself for being loyal and helping others.

Unprincipled Characters Will...

1. Have a high regard for life and freedom.
2. Keep their word of honor.
3. Lie and cheat if necessary (especially to those of anarchist and evil alignments).
4. Will not kill an unarmed foe (but will take advantage of one).
5. Help those in need.
6. Not use torture unless absolutely necessary.
7. Work with a group, especially if profitable.
8. Never harm an innocent.
9. Never kill for pleasure.
10. Dislike authority.
11. Never betray a friend.

Anarchist (Selfish)

This type of character likes to indulge in everything. This is the insurgent, the con-man, gambler and high roller; the uncommitted freebooter seeking nothing more than self-gratification. This character will at least consider doing **anything** if the price is right. These people are intrigued by power, glory and wealth. Life has meaning, but his has the greatest meaning. According to the Anarchist, laws and rules infringe on personal freedom and were meant to be broken. The character is always looking for the best deal, and will work with good, selfish or evil to get it; as long as he comes out of the situation on top. The anarchist is continually teetering between good and evil, rebelling, and bending the law to fit his needs.

Anarchist Characters Will...

1. Possibly keep their word.
2. Lie and cheat if it seems necessary.
3. Not likely kill an unarmed foe, but, certainly, knockout, attack, or beat up an unarmed foe.
4. Never kill an innocent (but may harm or kidnap).
5. Not likely help someone without some ulterior motive (even if it's only to show-off).
6. Seldom kill for pleasure.
7. Use torture to extract information (not likely to torture for pleasure).
8. Not work well in a group (this is the cocky loudmouth who is likely to do as he damn well pleases).
9. Have little respect for self-discipline or authority.
10. Possibly betray a friend.

EVIL ALIGNMENTS

Miscreant

Aberrant

Diabolic

All evil characters are not bent on universal genocide or domination over all living creatures. They are not maniacal people actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likable.

There is nothing wrong with playing an evil character, although he may not survive too long if he betrays or harms too many people. This is fantasy role-playing, not reality. You can play any type of character you desire, just continue to play in character.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goal. Human life has little meaning to them, and friends tend to be (but not always) people to use and then discard when they are no longer of value. Evil aligned people do not automatically slay any good aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the end always justifies the means.

Miscreant (Evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position, and anything that will make his life more comfortable is his goal. It matters not who gets caught in the middle, as long as he comes out smelling like a rose. This person will lie, cheat and kill anyone to attain his personal goals.

Miscreant Characters Will...

1. Not necessarily keep their word to anyone.
2. Lie to and cheat anyone, good or evil.
3. Most definitely attack an unarmed foe (those are the best kind).
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.
6. Possibly kill for sheer pleasure.
7. Feel no compulsion to help without some sort of tangible reward.
8. Work with others if it will help attain personal goals.
9. Kill an unarmed foe as readily as a potential threat or competitor.
10. Have no deference toward laws or authority, but will work within the law if necessary.
11. Betray a friend if it serves some other need.

Miscreant (Evil) with Discipline of Dishonor

This character understands the concept of honor very well, well enough to imitate it. The Miscreant will *pretend* to be honorable, so long as it can be used to advantage.

Face is *very* important to the Miscreant. This character does not take the loss of face lightly and will go to extreme lengths to get revenge on anyone who causes the loss.

Aberrant (Evil)

The cliché that there is “No honor among thieves” is false when dealing with the aberrant character. This is a person who is driven to attain his goals through force, power, and intimidation. Yet the aberrant person stands apart from the norm, with his own, personal, code of ethics (although twisted ethics by the standards of good). He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death. An aberrant person will always keep his word of honor and uphold any bargains. He will define his terms and live by them, whether anyone else likes it or not.

Aberrant Characters Will...

1. Always keep their word of honor (and have a personal sense of honor).
2. Lie to and cheat those not worthy of his respect.
3. Possibly kill unarmed foes.
4. Not kill (may harm, kidnap) an innocent, particularly a child.
5. Never kill for pleasure.
6. Not resort to inhumane treatment of prisoners, but torture, although distasteful, is a necessary means of extracting information.
7. Never torture for pleasure.
8. Possibly help someone in need.
9. Work with others to attain goals.
10. Respect honor and self-discipline.
11. Never betray a friend.

Aberrant (Evil) with Discipline of Honor

The character is just as obsessed with honor as any other character, but the Aberrant individual believes that his goals are above those of any government or lord. *Face* is also very important to the character and he'll go far to recover face or get revenge on those who would take it away from him.

Diabolic (Evil)

This is the category where the megalomaniacs, and the violent and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for anyone or anything that gets in his way. Aberrant aligned characters will be just as revolted as good aligned characters over these vile people.

Diabolic Characters Will . . .

1. Rarely keep their word (and have no personal honor).
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Use, hurt and kill an innocent without a second thought, or even just for pleasure.
5. Use torture for pleasure and information.
6. Kill for sheer pleasure.
7. Likely help someone only to kill or rob him.
8. Not work well within a group (consistently disregarding orders to do as they please).
9. Despise honor, authority, and self-discipline.
10. Associate mostly with other evil alignments.
11. Betray friends (after all, they can always find new friends).

Diabolic (Evil) with Discipline of Dishonor

A character with this alignment would stomp all over the idea of honor. This character's idea of fun is to ridicule a victim's sense of honor. The character's only concern for “face” is as an excuse to exact revenge on others.

EXPERIENCE

Except in specially devised scenarios and tournaments, there is no winner in a role-playing game. The accumulation of heroic deeds, friends, prestige, weapons, equipment, knowledge and skills can be construed to be the results of winning. If a character survives and meets with success in his endeavors, that is winning. However, there are rewards besides the acquisition of material goods and reputation, and those are developing your character's skills, knowledge, and abilities. This is accomplished through the gathering of experience points.

WHY AN EXPERIENCE POINT SYSTEM?

The reason I use an experience point system is because I find it extremely realistic and practical. Training is useful, but there is no substitute for experience. I don't know how many times I have read a comic book with the main character thinking to himself something like “Only my years of experience enabled me to beat him.” or “He's good, but lacked the years of experience and training to handle the situation.” Practical experience in the field is an important and real factor in the development of a character.

In this game the player's character begins his career as a hero. The character has studied, practiced, trained, plotted and planned. He or she is ready physically and emotionally to begin a career of crime-fighting, but no matter how well prepared, the character still lacks practical experience.

Likewise, the character generally starts off at a slight disadvantage. The experience system is specifically designed so that characters will mature fairly rapidly, tapering off as they reach higher levels of experience (around fifth and sixth level).

Why do the experience levels only go to level 15? Because characters are not likely to ever reach that level, even after years of regular play. In my original **Palladium Role-Playing Game** play-test campaign, after two years of regular, weekly, long (averaged 9 hours) playing sessions; the characters averaged 7th to 9th level and progressing ever so slowly toward tenth level. Realistically, a high level character is not necessarily all that fun to play unless the campaign maintains a high level of challenge and adventure.

EXPERIENCE POINTS AND THEIR APPLICATION

It is difficult to devise a point system by which a game master can judge and reward his players fairly. The ultimate purpose of experience points and experience levels is to provide a means by which the player's character can grow and develop. Many fantasy role-playing games have their own unique system, charts, equations, and computations for distributing experience points. You may want to adapt one of these systems to this game if that's what you're comfortable with.

The subjective method of observation and logic introduced in the **Palladium Role-Playing Game** has been so well received that I'm just transplanting it into **Ninja's & Superspies**. I feel that any twit can punch-out or blast a villain that just crawled out of the woodwork. Most experience systems concentrate on the “kill factor,” but what about the thought process? What about the decisions, plans, or motives behind a particular action? Doesn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? Shouldn't the brilliant medical student playing a character with an I.Q. of 4 (and staying firmly

in character, saying and doing things as the character would, even though he realizes the stupidity as a player) get experience for playing in character? Hell Yes!!! Considering how flexible and subjective most of the other role-playing conditions and rules are, I don't see the logic in having a strict, limited experience point system.

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The game master should make a list of his players at the beginning of the game and jot down each player's experience points as they gather them throughout the course of the game. At the end of the game, the game master totals each player's points and gives them the total so that they can keep track of their growing experience and skills.

The difficulty with this system of determining experience points is the subjectivity. The game master must utilize the proceeding experience outline with some thought. Example: Eight third level spies brimming with power and armed to the teeth attack and subdue one, lone, fourth level villain. The eight players should receive experience points for subduing a minor menace. After all, the poor guy didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters subdued or killed the same villain, they should receive experience for subduing a major or even a great menace, because the threat and ingenuity involved is much greater.

I have found this method stimulates imaginative playing instead of promoting slash and kill. Game masters, don't be Santa Claus heaping wonderful amounts of experience points; be fair and tolerant. Let your players truly earn their experience points, growing in skill, knowledge and power. If you have a group of players rising rapidly in experience levels, you will know it's because they are clever and imaginative players. And that's what this game is all about!

CHARACTER EXPERIENCE LEVELS

A character involved in an adventure gains experience points for his thoughts, actions and deeds. As these experience points accumulate, the character will reach new plateaus indicating his continual growth, development, and mastery over his abilities and skills. Each time a player's character accumulates enough experience points to reach the next level of experience, his skill increases accordingly.

A clever plan, a quick attack, all earn experience points. The more experience points a character receives, the higher the level he attains and the greater his abilities. **Players**, be certain to keep a careful record of the experience given to you at the end of each game. When a character attains a new level, be certain to tell the game master so that the skills and hit points can be increased accordingly.

EXPERIENCE AND HIT POINTS

Each time a character reaches a new level of experience, the player gets to roll 1 six-sided die and adds the number rolled to the character's hit points. This indicates the physical development and maturity of the character as he develops.

PER LEVEL OF EXPERIENCE

Per level of experience, or per each level of experience, or

per level of the hero (or ninja or superspy), indicates that the person can perform a skill, superpower, or ability at his highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect.

EXPERIENCE POINTS TABLE

Awarding Experience Points

Experience Points	Action
25	Performing a skill (successful or not).
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a life and death situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgement.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

EXPERIENCE LEVELS PER O.C.C.

Espionage Agent O.C.C.			Gizmotheer O.C.C.		
Level	1	0,000-2,000	Level	1	0,000-1,950
	2	2,001-4,000		2	1,951-3,900
	3	4,001-8,000		3	3,901-7,800
	4	8,001-16,000		4	7,801-15,600
	5	16,001-24,000		5	15,601-23,600
	6	24,001-33,000		6	23,601-33,600
	7	33,001-44,000		7	33,601-36,600
	8	44,001-64,000		8	36,601-56,600
	9	64,001-84,000		9	56,601-78,600
	10	84,001-104,000		10	78,601-108,600
	11	104,001-144,000		11	108,601-148,600
	12	144,001-194,000		12	148,601-198,600
	13	194,001-244,000		13	198,601-248,600
	14	244,001-294,000		14	248,601-298,600
	15	294,001-334,000		15	298,601-348,600



Dedicated Martial Artist O.C.C.		
Level 1	0,000-2,100	
2	2,101-4,200	
3	4,201-8,400	
4	8,401-16,800	
5	16,001-24,000	
6	24,001-34,000	
7	34,001-47,000	
8	47,001-65,000	
9	65,001-90,000	
10	90,001-120,000	
11	120,001-160,000	
12	160,001-210,000	
13	210,001-260,000	
14	260,001-310,000	
15	310,001-360,000	

Mercenary O.C.C.

Level 1	0,000-1,800
2	1,801-3,600
3	3,601-7,200
4	7,201-14,400
5	14,401-21,400
6	21,401-31,400
7	31,401-41,400
8	41,401-55,400
9	55,401-80,400
10	80,401-110,400
11	110,401-150,400
12	150,401-200,400
13	200,401-250,400
14	250,401-300,400
15	300,401-350,400

Worldly Martial Artist and Free Agent O.C.C.		
Level 1	0,000-1,900	
2	1,901-3,800	
3	3,801-7,600	
4	7,601-15,200	
5	15,201-23,200	
6	23,201-32,200	
7	32,201-43,200	
8	43,201-58,200	
9	58,201-83,200	
10	83,201-113,200	
11	113,201-152,200	
12	152,201-192,200	
13	192,201-242,200	
14	242,201-292,200	
15	292,201-342,200	



INSANITY

In the context of this game, we will assume that all our heroes are mentally and emotionally sound. Any insanities, developed from this point on, will be the result of trauma or, occasionally, physical damage to the head and/or brain.

Chi and Insanity

A character suffering from any kind of insanity or mental illness will have severe chi problems. Use the following as a guide to dealing with the effect of insanity on chi.

Affective Disorders reduce the character's chi to under 7; roll 1D6 for new chi level.

Neurosis cuts the character's chi in half.

Phobia does *not* normally affect chi. However, if the chi is weakened and the character has a panic attack, then the character will be unable to use any chi abilities until the character has settled down.

Obsession: Chi is not affected, but *chi recovery* is greatly impaired. Chi masters will find that they recover only one point for each hour's meditation, and eight hours sleep (if the character can sleep) recovers only 3 points.

Psychosis disrupts chi outrageously. At any *crisis point*, roll percentile to determine the impact on chi.

01-05 Normal chi is doubled. Character becomes unable to control any chi abilities.

06-40 Chi is reduced to 1D6 points.

41-80 Chi is halved.

81-95 Chi goes to zero.

99-00 Chi becomes negative. Character starts having dark nightmares (even while awake!), becomes obsessed with darkness and seeks to stay underground.

Trauma

I've found that having a character roll on the insanity tables after a terrible trauma is very appropriate, realistic and fun, adding a new element to the game. What constitutes a traumatic experience is, in part, up to the game master and the actual situation.

The following is a guide to some traumatic situations requiring a roll on the Random Insanity Tables.

Long period of physical and/or mental torture.

Two to eight weeks: Roll once on the Insanity Table. Nine weeks to months: Roll once on the Insanity Table and once on the Neurosis Table.

Drug Induced Hallucinations that were particularly terrifying, hideous, or realistic.

Roll once on the Phobia Table. If extremely traumatic, lengthy, or reoccurring hallucinations, roll on the Random Insanity Table. A real life encounter with the subject of the traumatic hallucination is likely to cause more trauma. 70% chance of developing another insanity; roll on the Random Insanity Table.

Witnessing or experiencing a shockingly grotesque atrocity.

Roll on the Phobia Table.

Terrible, frightening or unusual brush with death.

Roll on the Random Insanity Table.

Witnessing the terrible or shocking death of a deeply loved one.

Roll on the Psychosis Table.

Severe physical disability.

60% chance of alcoholism or drug addiction.

The cause (accidental) of several innocent people's death.

(applies to characters of a good alignment)

Roll on the Random Insanity Table.

INSANITY TABLES

RANDOM INSANITY TABLE

(Resulting from Trauma) Roll percentile dice.

1-10 **Reborn.** Alignment reversal; good becomes evil, evil becomes good (selfish becomes principled or scrupulous).

11-20 **Neurosis.** Roll on the table that follows.

21-25 **Compulsive Liar,** even if of a good alignment.

26-30 **Kleptomaniac.** A compulsion to steal, even if of a good alignment.

31-40 **Obsession.** Roll on the table that follows.

41-50 **Phobia.** Roll on the table that follows.

51-60 **Psychosis.** Roll on the table that follows.

61-70 **Fear of Animals;** see neurosis.

71-80 **Recluse.** Prefers to be alone, quiet, unobtrusive.

81-90 **Affective Disorder.** Roll on the table that follows.

91-00 **Fear of the Dark;** see neurosis.

Note: More than one phobia, obsession, psychosis, and affective disorder is possible. If the same one is rolled, ignore it and roll again.

RANDOM INSANITY TABLE (Optional)

- 1-19 Affective Disorder
- 20-45 Neurosis
- 46-65 Phobia
- 66-85 Obsession
- 86-00 Psychosis

AFFECTIVE DISORDERS

- 1-19 **Frightened** by loud noises to the point of cowering and wetting self.
- 20-35 **Disgusted** by anything sticky, and will go to *any* length to avoid touching it.
- 36-54 **Obsessed** with cleanliness, and must clean up any area he/she is at for more than a few minutes.
- 55-75 **Outraged** by acts of violence, becoming violent himself; 72% chance of going berserk and attacking the perpetrator of the violent act without regard for self. Bonuses: +1 to strike, +2 to damage.
- 76-88 **Hates** music and musicians, and will try to destroy or stop the source of those terrible noises.
- 89-00 **Intimidated** by spoken language; cannot speak meaningful sentences, and must use sign language or written communication.

NEUROSIS

- 1-18 **Fear of the Dark** (spent much time locked in closets) to the point of gibbering and total collapse while in the dark.
- 19-34 **Fear of Animals** (chewed on by the family pet while a nipper) to the point of running away when confronted by small, furry things.
- 35-49 **Cannot tell the Truth.** Compulsive liar, even if of a good alignment.
- 50-64 **Invasion of the Body Snatchers:** Acute paranoia toward all aliens, those of alien heritage, even humans born off the Earth, and creatures of inhuman appearance. ("They're out to get ya! They could be anybody!! Even . . . you!?!")
- 65-85 **Fear of Heights** (Uncle Goober used to dangle the character, by one foot, out of windows) to the point of being frozen above the second story; character is fine as long as ground is not visible.
- 86-00 **Fear of Success** (Mom always said you weren't any good): Character will sabotage self at critical moments. The following minuses apply during critical or high-pressure moments (battle, danger, watched by others, etc.): -15% to all skills, -3 to hit, dodge, parry and damage.

PSYCHOSIS

- 1-15 **Hysterical Blindness** when under pressure; 1-89% likelihood of happening — roll for each situation.
- 16-28 **Paranoid Type;** Everyone is out to get you/trusts no one.
- 29-49 **Manic-depressive.** Alternate severe depression one week (suicidal, nobody loves you — -5% on all skills)

with manic episodes the next week (everything is great and I'm the best that there ever was! — +5% on all skills). 30% chance of alcoholism.

50-73 **Schizophrenia.** You are passive and easily frightened; jumpy. You hear voices telling you that all the angels are dead; worry about what angels are. 50% chance of alcoholism or drug addiction.

74-85 **Mindless aggression;** roll percentile:

1-94 Semifunctional. When frustrated, angry, or upset, there is a 72% likelihood of going berserk and lashing out at anyone/everyone around until killed or confined; will take 3-18 minutes of confinement to regain composure.

95-00 Nonfunctional/homicidal: Continually going berserk until confined or killed; have one lucid day a week and try to talk your way out of confinement.

86-00 **Become a psychiatrist** and try to cure everyone around (they're all sick, even if only you have the perspicacity to tell); be sure to demand stiff fees.

PHOBIAS (A deep, overriding fear)

- 1-5 Insects
- 6-10 Reptiles
- 11-15 Boats
- 16-18 Opposite Sex
- 19-20 Dogs
- 21-25 Darkness
- 26-30 Confining Enclosures
- 31-35 Warehouses/Abandoned Buildings
- 36-40 Contamination
- 41-45 Orientals
- 46-50 Heights
- 51-55 Psychic Phenomena
- 56-60 Spies
- 61-65 Water
- 66-70 Drugs
- 71-75 Robots/Cyborgs
- 76-80 Flying
- 81-85 Police
- 86-90 Computers
- 91-92 Strangers
- 93-95 Cats
- 96-00 Open Spaces

Note: If the same phobia is rolled, the player must reroll.

OBSSESSIONS

Obsessions are either an intense, irrational love/desire of something, or an intense hatred/loathing. The former is likely to cause the obsessed person to obtain his desire, while the latter is likely to cause the obsessed person to avoid or destroy the object of his obsession. *The game master* can decide which is most appropriate under the circumstances or roll once on the following table

. . .

Focus of the Obsession

- 1-50 Love/Desire
- 51-00 Hate/Destroy

Obsessions

- 1-5 Timeliness (either a fanatic about being punctual or always late).
- 6-12 High technology (either loves to acquire/use or loathes it).
- 13-20 Women (or men, if a woman character)
- 21-27 Wealth
- 28-35 Secrecy (either prizes his secrecy above all else, or abhors even the thought of keeping secrets).
- 36-43 Specific individual.
- 44-50 Specific object/item or animal.
- 51-55 Appearance (fashion plate or slob).
- 56-63 Danger (either loves the thrill of danger, which usually means throwing caution to the wind, the more deadly the better; or, despises danger, overly cautious, worry wart, jumpy).
- 64-70 Food (covets only the finest foods and drink, or would, just as readily, eat worms and stale food as anything else; a slob).
- 71-78 Alcohol (either a heavy drinker with a keen taste for the finest liquor, or a fanatical, anti-alcohol prude).
- 79-86 Gambling (will bet it all, or an anti-gambling fanatic).
- 87-92 Solitude (either loves quiet and being alone to the point of growing irrationally angry and frustrated if continually bothered or interrupted, or can't stand the thought of being left alone for even short periods of time).
- 93-00 Crimebusting: Loves it if a hero; obsessed with stomping out crime and evil everywhere. If a villain "crime lord," loves the thrill of being a criminal mastermind.

Note: This insanity may drive a character to incredible (even outrageous) lengths, to satisfy his or her obsession.

CURES FOR INSANITY

Affective Disorder or Neurosis: Therapy and counseling, and/or the use of hypnosis. Requires a minimum of three months of therapy, with the following results:

- 1-29 No effect; requires another three months of therapy.
- 30-69 Half cured; person feels occasional return of old neurosis or disorder when under stress, 48% chance.
- 70-00 Total cure.

Psychosis: Therapy and possible use of hypnosis and drugs to control the moods and tension/stress. Requires a minimum of six months of therapy, with the following results:

- 1-33 No effect; requires another six months of therapy.
- 34-68 Psychosis replaced by phobia.
- 69-00 Total cure.

Phobia: There is no cure for a phobia, but prolonged or repeated exposure to the object of the fear will lessen the intensity of the fear. Requires a minimum of three months of therapy, with the following results:

- 1-39 No effect; requires more therapy.
- 40-88 Fear is lessened so that the person can function normally, but he/she still doesn't like the phobia object — ugh!
- 89-00 Fear is intensified to the point that there is a 50% likelihood that the person will become completely paralyzed until the source of the fear is removed, or the person is physically removed.

Therapy sessions generally cost 75 dollars each, with two sessions per week (this includes treatment for each category of

insanity). Similar therapy can help obsessions.

EFFECTS OF ALCOHOLISM

(Roll for effects and disposition while intoxicated)

- 1-10 Mean, hostile, strong; +2 to damage.
- 11-20 Quick temper, argumentative; +1 on initiative, -1 to parry or dodge.
- 21-30 Impulsive, takes risks; +2 on initiative.
- 31-40 Quiet, withdrawn; -2% on all skills.
- 41-50 Paranoid, trusts no one, agitated; +1 on initiative.
- 51-60 Moody, sad; -5% on all skills.
- 61-70 Secure/self-assured only while intoxicated; -2% on all skills when sober.
- 71-80 Depressed, pessimistic; -5% on all skills.
- 81-90 Hyper, agitated, always moving, distracted; -2 on initiative.
- 91-00 Super syndrome; believes he/she is best when intoxicated. +5% on all skills when intoxicated, -10% when sober.

Totally Drunk (staggering)

The alcoholic is in a totally drunken state 25% of the time (intoxicated as often as possible — 80% of the time), and tends to drink even more during a crisis — 50% of the time.

When totally drunk, the following penalties apply:

- -4 on initiative.
- -2 to strike, parry and dodge.
- Reduce speed by half.
- Reduce *all* skills by 12%

Alcoholism can be cured, and requires a willingness to seek aid, abstinence from all alcohol, therapy and support of friends.

Withdrawal Symptoms:

First Week: -5% on all skills, -2 on initiative, strike, parry and dodge. Very sick, shaky, insecure. 40% chance will go back to drinking.

Second Week: -2% on all skills, -2 on initiative; -1 to strike, parry and dodge. Still shaky, insecure, craves alcohol. 20% chance will fall back to drinking.

Third through Sixth Week: -2 on initiative. Still shaky, insecure, but feeling more confident. 13% chance will fall back to drinking. Roll for each week.

The next six months: Now it's a battle to stay dry; 15% chance the character will return to alcohol under extreme pressure. Roll for each pressure situation, such as near death (of self or friend), major failure, crucial situation relying heavily or entirely on the person, etc.

After those six months: There is still a possibility of returning to drink when under extreme pressure, as explained above; 5% in a crisis. If the ex-alcoholic should ever drink alcohol again, there is a 43% likelihood of becoming addicted again. Roll for each *drink*. Note: A character can attempt to fight alcoholism repeatedly, regardless of numerous failures.

THE EFFECTS OF DRUG ADDICTION

Drug addiction is generally more severe in its effects and initial withdrawal symptoms. However, once detoxified/dry, the person is less likely to return to drugs than an alcoholic is to alcohol. Most references to drug addiction refers to hard drugs, such as L.S.D., heroin, P.C.P., barbiturates (downers), am-

phetamines (speed), cocaine derivatives, and mood altering drugs.

Roll for effects and disposition while intoxicated

- 1-10 Quick temper, argumentative; +1 on initiative.
- 11-20 Totally passive, will *not* attack, confused, wants to be left alone. -5 to parry, dodge, and roll with punch or fall.
- 21-30 Extremely paranoid. Trusts no one, not even friends; +1 on initiative.
- 31-40 Disoriented. Has difficulty following movement; -4 to parry and dodge, -2 to strike.
- 41-50 Hallucinations. Totally oblivious to reality; -4 to parry and dodge, 50% chance of not recognizing friend or foe, or attacking a friend (thinking him an enemy), or not recognizing danger, or cringe in terror of battle phantoms.
- 51-60 Withdrawn, quiet; -6% on all skills
- 61-70 Secure/self-assured only while high; -4% on all skills when not on drugs.
- 71-80 Depressed, pessimistic; -8% on all skills.
- 81-85 Reoccurring hallucinations when under severe pressure/combat. 43% chance of reoccurrence/flash-back, same as hallucination listed previously.
- 86-91 Hyper, agitated, always moving, distracted; -2 on initiative, -2% on all skills.
- 92-00 Super syndrome; believes his abilities are heightened by drugs; +1 to strike, parry and dodge; +6% on all skills when high. -1 to strike, parry and dodge; -12% on all skills when straight (not on a drug-high).

General notes concerning drugs:

- Takes 15 to 20 minutes to take effect.
- Affects last 45 minutes to two hours.
- Remains in system, even after the high is gone, for 48 hours.
- Addicts *need* a continual supply, taken at least once or twice a day (or more often, depending on the drug and desired effects).

Drug addiction can be cured, and requires a willingness to seek treatment and being slowly weaned off its dependency by gradual substitutes. Total withdrawal, or going “cold turkey”, is the sudden abstinence from any drugs.

Withdrawal Symptoms (cold turkey)

First Week: -35% on all skills, -8 on all combat skills, violently ill; nausea, vomiting, cramps, etc. Requires regular observation and facilities. 75% likelihood of taking the drug if it's available.

Second Week: -20% on all skills, -4 on all combat skills, very weak, shaky, nauseous. 50% chance of taking drugs if available.

Third Week: -10% on all skills, -2 to strike, parry and dodge. Weak and insecure, but feeling considerably better. 28% chance of taking the drug if available.

Fourth Week: Completely detoxified, only psychological addiction remains. 14% chance of taking the drug if made available. Suggest continued therapy/counseling.

The next six months: This is the battle to stay dry. 10% chance will return to drugs if under extreme pressure.

After those six months: There is little chance of turning to drugs, even under pressure; 3% chance.

Note: A character can attempt to fight addiction repeatedly, despite numerous failures to do so.

EFFECTS OF ALCOHOL AND DRUGS ON CHI

Alcohol and drugs, when used uncontrollably, can destroy a character's chi. Fortunately, characters with chi mastery can resist the desire to indulge their habit. Unfortunately, whenever the chi drops below 10, this resistance disappears completely.

Effects of Intoxication (drug or alcohol): Chi drops to 1D6, and cannot be recovered until the character's system has been cleaned out. That usually means a full week without a drink/hit.

Effects of Withdrawal: Characters undergoing withdrawal have difficulty meditating or sleeping. Only 1D6 chi points are recovered by a night's sleep or by an hour's meditation. The character's chi *will never go over 9 until the fourth week of rehabilitation.*

Note: The inclusion of alcohol and drug rules (and insanities for that matter) is for dramatic purposes. In heroes, it can be a tragic flaw which the hero must overcome. In villains, it is just one more despicable aspect of the fiend's character or a motivation behind some of the villain's actions. These rules are in no way meant to encourage or condone the *abuse* of drugs or alcohol.



SKILL PROGRAMS

Skill Programs are areas of study where individual skills are interrelated, and so are studied together. In **Ninjas & Superspies** there are five kinds of skill programs; Gizmoteer, Medical, Espionage, Military and Basic (general areas of modern knowledge). The types and number of programs that can be selected are indicated under each specific Occupational Character Class (O.C.C.). **Please Note:** In the case of a *duplicate skill*, only the *best* skill bonus, indicated in parenthesis (), is used. Do NOT add the two skill bonuses to the same skill.

SKILL PROGRAM LIST

Gizmoteer

- Electronic Communication
- Vehicle Construction
- Weapon Construction
- Explosives Construction
- Telephone Hacking
- Computer Hacking
- Locksmith & Security Systems
- Microchip Technology
- Cybernetics
- Containment Fabricating

Medical

- Medical Doctor

Espionage

- Information Gathering
- Surveillance
- Deep Cover
- Spy Network Administration
- Bodyguard/Assassin
- Security Specialist
- Thief

Military

- Basic Military
- Advanced Infantry
- Guerilla Warfare
- Electronic Warfare
- Intelligence
- Helicopter Aviation
- Combat Aircraft
- Armor & Artillery

“Basic” Skill Programs

Advanced Pilot	Mechanical
Ancient Weapons	Oriental Studies
Communications	Physical
Cultural	Romance Languages
Journalist	Science
Language	

GIZMOTEER SKILL PROGRAMS

All Gizmoteers are experts at scavenging, hacking things together, and using common items to make sophisticated gear. For example, from a Gizmoteer’s point of view, a radio-controlled toy car offers a world of opportunities. For less than \$30, the car has all the parts necessary for a large number of functions, including motor, radio transmitter/receiver, buttons and controls, plus switches and wiring.

Gizmoteer characters, and other O.C.C.s with gizmoteer skill programs, *have to be inventive*. The whole point of this category is to allow players to construct imaginative gizmos. Exactly what kind of gizmo depends on which Gizmoteer Skill Programs are selected. However, a character with *any one* of the gizmoteer programs can attempt to construct any gizmo, with a minimum chance of success of 5%, even without the necessary program(s); that’s how extraordinary their mechanical abilities are.

More complex gizmos can be assembled by characters who know more than one Gizmoteer Skill Program. These kinds of composite gizmos can also be put together by two or more gizmoteers, each with different skill programs, working together.

Basic Gizmoteer Construction Skill (B.G.C.S.):

50% + 2% per level of experience. The player must first roll to see if the prototype gizmo works. A failed roll means the gizmo does not work or explodes. Try again. If a successful prototype is built, the player must roll again to see if the device still functions properly. Roll for each of the first two (2) times the gizmo is used. If both rolls are successful, the device will continue to function as intended. If either roll is a failure, the device is *not* working or may explode.

Electronic Communication Gizmo Skill Program.

Program includes everything necessary for construction of communication, tracking and bugging devices. Includes the theory and practice of electronics, radio, and remote sensing techniques like radar, sonar, and radio direction finders. In practice, the character knows how to *make* “bugs” (+10% on basic gizmoteer construction skill rolls), remote control devices (+10% on B.G.C.S. rolls), and just about anything that emits or receives a radio signal.

Taking apart a common television or radio, and using the various parts to build a two-way radio, or a close range radar scanner, are just two of the many possibilities.

SKILLS INCLUDED:

- Circuit Board Micro-Electronics (+20%)
- Electronic Counter-Measure “Jamming” (+5%)
- Electrical Engineer (+10%)
- Microwave Communications (+5%)
- Radar-Sonar Operations (+10%)
- Radio: Basic Communications (+25%)
- Radio: Scramblers (+5%)
- Radio: Satellite Communications (+5%)
- Surveillance Systems (+15%)
- T.V./Video (+20%)

Also includes Morse Code. Devices designed to use simple *pulse* communication (i.e. Morse Code) are much easier to con-

struct than those that use voice. Devices are +10% easier to construct (add to B.G.C.S. rolls). Messages are also slower, and limited to a maximum of 10 words per melee round of operation.

Vehicle Construction Program.

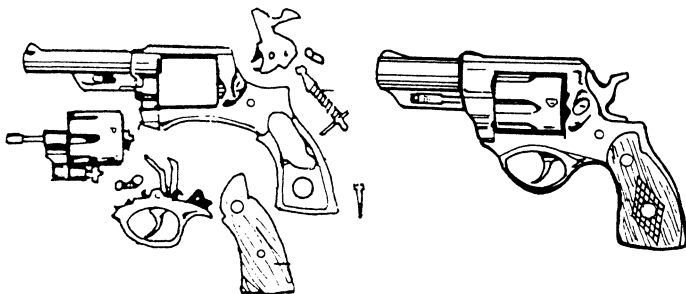
Characters with this package of skills have a wide range of mechanical skills dedicated to fixing, modifying, and even building vehicles. Installing weapons, gizmos, and special devices into existing vehicles is easiest (add +10% to B.G.C.S. rolls). **Any attempt at fixing** a vehicle requires a roll under the character's specific *mechanical ability score*. The most difficult task is to invent an entirely new vehicle. Regardless of the character's abilities, this is something that requires extensive tools, parts (from other vehicles or new) and a lot of time (minus -5% on B.G.C.S. rolls).

Vehicle Gizmoteers can also attempt to "soup up" a vehicle by improving its speed class. Roll under Basic Gizmoteer Construction Skill (B.G.C.S.) to succeed. If the roll falls over (a failure), then the existing Speed Class *drops* by 2D6 levels. If the roll falls above 95%, then the vehicle is *broken* and, even when it's fixed, it will have lost 3D6 levels of speed.

SKILLS INCLUDED:

- Automotive Mechanics (+25%)
- Aircraft Armor and Weaponry (+10%)
- Aircraft Mechanics (+20%)
- Electrical Engineer (+10%)
- Helicopter Mechanics (+5%)
- Mechanical Engineer (+20%)
- Weapon Systems (+10%)

PLUS: Take any four (4) Pilot or Pilot Related Skills



Weapon Construction Skill Program.

Modern weapons, fast-firing automatic firearms, can *not* be constructed by a gizmoteer (although the character can repair or modify such weapons) because of the precise tooling required. However, gizmoteers can put together all kinds of 'quick-and-dirty,' problem-solving weapons. Here are some examples:

- *A pistol-sized, short-range flamethrower.* Modified from a miniature acetylene torch (roughly \$100), this weapon has a range of 6', has 6 shots, and does the same amount of damage as a standard flamethrower at a single target.
- *Adding a flash suppressor silencer* to an Ingram Sub-Machine-gun.
- *Constructing a single-shot, simple trigger weapon* that's built into a shoe or boot. The damage would be the same as that of a weapon of the same caliber. Trigger works by stomping on the heel. No skill or W.P. bonuses (this is true of most gizmoteer-assembled weapons, until they've been used for a few months), and no bonus to strike.

SKILLS INCLUDED:

- Armorer (+20%)
- Basic Electronics (+5%)
- Demolitions (+5%)
- Mechanical Engineer (+15%)
- Weapon Systems (+15%)

PLUS: Take any five (5) Weapon Proficiencies, including any of the Military W.P.

NOTE: Weapon gizmoteers are also knowledgeable about constructing black powder (primitive) firearms from scratch. However, the character has *not* been trained in the chemistry necessary to make gunpowder.

FINAL NOTE: It is *impossible* to use explosive ammunition in an automatic (auto-loading) weapon. If tried, the chamber will explode.

Explosive Construction Skill Program.

Characters can create complex explosive devices, starting with nothing more than raw chemicals, a well-equipped kitchen, a few electronic or mechanical parts, and some simple tools. In addition to explosives, the character can put together incendiaries (burning chemicals), gunpowder and gunpowder substitutes, and poisonous gases. The base chance of success is +10% to the Basic Gizmoteer Construction Skill (B.G.C.S.) when using totally *pure commercial* (and expensive) chemicals. Trying to make chemical compounds from common household materials, such as making plastic explosive from cleaning compounds, is also possible but more difficult (-10%).

Explosive Construction Skills

Each major step of the *explosive construction* procedure requires a separate roll for success. This includes: (1) chemistry, (2) containment, (3) detonation device, and (4) actual usage. Each step has its own unique perils.

1) CHEMISTRY ROLL. No matter how skillful the character, there is always a chance of disaster when messing around with dangerous chemicals. A *failed roll* at this step means the chemicals react badly. Roll *again* against the character's Basic Gizmoteer Construction Skill (B.G.C.S.). Rolling under the B.G.C.S. just means the batch went bad and everything will have to be started over again with fresh ingredients. Failing the roll means that a serious accident took place. *With explosives*, that means an explosion that does 1D6 damage to anyone in the area, ruins *all* the chemicals in a 15ft (4.6m) area, and is instantly noticeable to anyone within a thousand feet (305m). *Incendiary disasters* cause fire, usually burning everything in the immediate area and requiring some kind of fire control; obviously, this is pretty noticeable. *Poison gases* that go seriously bad are accidentally released, causing everyone within 500 feet (152.5m) to cough, tear-up, and be generally repulsed by foul odors and smoke (no physical damage). Note that it takes 20 pounds (9.1kg) of raw materials (chemicals) to make 1 pound (0.5kg) of finished explosive.

2) CONTAINMENT ROLL. At this stage successfully generated chemicals must be inserted into whatever container is to be used for actual use or delivery. In the case of plastic explosives or gunpowder can mean forming the chemical into a usable form (blocks or powder). **Failing this B.G.C.S. roll** means that some of the chemical has spilled or escaped into the air. A *second roll*

will determine whether this is a fairly harmless (although messy) accident or if a catastrophic failure takes place (same as #1).

3) DETONATION DEVICE ROLL. Hooking up a detonator to a “live” explosive (or incendiary, or poison gas) can be a nerve-racking experience for everyone. A tiny slip means that the full force and damage of the device will be released right in the character’s lap! Roll against the character’s Basic Gizmoteer Construction Skill, Basic Electronics, or Demolitions (*whichever the player prefers*), to see if the device goes off. A roll above the skill percentage is a failure.

4) DEPLOYMENT ROLL. There is always the chance that, when push comes to shove, the device simply doesn’t work. Roll against the character’s Basic Gizmoteer Construction Skill to see if the thing is triggered successfully. **NOTE:** The character gets a +12% bonus when trying for a successful triggering/detonation.

5) DEACTIVATION ROLL. For a character to deactivate his or her *own* device, there’s a +30% on the usual *Demolitions Disposal* skill roll. However, as with most skills, the maximum skill level is 98%, meaning that there is always the chance that the device could be accidentally set off.

There are three kinds of devices that can be made with the Explosive Construction skill program. Here are some specific guidelines as to what can be done with them.

1. Explosives. Homemade explosive chemicals are never quite as effective as their industrial counterparts. In general, each pound (0.5kg) of **volatile** (one that can blow up on impact, sometimes by accident) explosive does *3D6 points of damage* to the target (what it is intended to destroy) and 1D6 points of damage to everything within the surrounding, 10 foot (3m), area. **Non-volatile explosives**, are things like plastic explosive (plastique), that require an electrical charge, a catalyst or a detonator, in order to explode; they can not accidentally explode without this “trigger.” The non-volatile explosives do less damage; 2D6 to the target and 1D6 to each 5 feet (1.5m) of surrounding area per pound (0.5kg) of explosive.

For each *doubling* of the explosive’s mass, the range of the explosive is increased by one standard unit. So, for a *volatile explosive*, 1 pound affects 10 feet, 2 pounds (0.9kg) affects 20 feet (6.1m), 4 pounds affects 30 feet (9.1m), 8 pounds affects 40 feet (12.2m), 16 pounds affects 50 feet (15.2m) and 32 pounds affects 60 feet (18.3m). *With non-volatile explosives*, it’s 1 pound for 5 feet, 2 pounds for 10 feet, 4 pounds for 15 feet (4.6m), 8 pounds for 20 feet (6.1m) and so forth.

As an example, let’s say a character builds a 10 pound (4.5kg), *volatile* explosive device. The target will take 30D6 damage unless there’s a successful dodge, or roll with impact, to avoid the full explosive impact. Everything for 40ft (12.2m) (not 50ft, since 10 pounds rounds down to 8) takes 10D6 damage. The usual Roll with Punch/Fall/Impact applies to all characters in the blast’s range. Note also that it would take about 200 pounds of chemicals to make this one, 10 pound explosive device.

2. Incendiaries. Incendiaries, often called *fire bombs*, mostly do burning damage. There are several kinds. The first is a simple bomb, usually attached to an explosive or combustible source, such as a car’s gas tank or a wooden building. All the fire bomb does is generate enough heat in a flash to ignite or (in the case of gasoline) detonate the target. Fire bombs weigh less than 1 pound and do 2D6 damage (mostly heat) to the target

and virtually no damage to the surrounding area (although highly combustible materials like dry paper may catch fire).

Incendiary grenades are far more destructive. They do 4D6 points of damage to their target, and 2D6 points of damage to the surrounding 5ft (1.5m) area for every 4 pounds (1.8kg) of incendiary. It usually takes about 3 pounds (1.4kg) of raw chemicals to make 1 pound (0.5kg) of incendiary. In addition to direct heat and blast damage, all combustible articles (paper, wood, oil, etc.) will catch fire in the area of an incendiary grenade.

Napalm and other special chemical substances burn relatively slowly, but can burn everything in a wide area. Against characters, this kind of incendiary does 2D6 points of burning damage per melee round of contact. The fire must be stopped by smothering it with a fire extinguisher, or by complete immersion in water. Otherwise, it will continue to burn for 3D6 melee rounds. One pound (0.5kg) affects a 5ft (1.5m) area, and each additional pound (1.5kg) adds 2ft to the diameter of the area affected.

3. Poison Gases. The kind of gas that can be made by common household chemicals is crude. Victims will notice the smell before they are seriously affected, and usually have a chance to escape. Crude gases are either *irritants* that cause victims to cough, sneeze and tear-up uncontrollably (can defend self but not attack), or *poisons* that do 1D6 points of damage, *direct to hit points*, for each round of exposure, or *sleep gases* that knock-out victims who fail to save. Note that failing construction rolls may result in the gizmoteer suffering from these effects.

Gases constructed using professional quality equipment and chemicals can be more subtle (can not be detected by victims) and can have different effects (*see equipment section*).

SKILLS INCLUDED:

- Basic Electronics (+10%)
- Chemistry (+20%)
- Chemistry: Analytical (+15%)
- Demolitions (+20%)
- Demolitions Deactivation (+10%)
- Mathematics: Advanced (+10%)

Telephone Hacking Skill Program.

Similar to the legendary “Captain Crunch,” this character can literally whistle his way through a complex telephone network. Includes extensive knowledge of telephone switching techniques, wiring and electronics. The character can construct and use devices that “fool” pay telephones into registering coins, directly transmit dial codes (rotary or touch-tone) without using an actual telephone and listen in on long-distance calls anywhere in the world. Along this line, the character can also “route” calls so that it’s very difficult for them to be tapped or traced by anyone else.

Given access to an actual phone, the character can install a wide assortment of “bugs” that can either listen in on conversations, record all calling numbers, or listen in on all noise and speech within 20ft, *even while the phone is hung up*. See equipment section for more details about bugs and surveillance components. Note that this character has no great skill in *constructing* telephone taps or devices, only in *installing them*. The character can also use this skill, together with the proper equipment, to detect taps and bugs.

SKILLS INCLUDED:

- Computer Operation (+5%)
- Cryptography (+5%)
- Electrical Engineer (+10%)
- *Imitate Voices (+15%)
- *NOTE: Includes the ability to whistle imitation phone codes.
- Laser Communications (+5%)
- Microwave Communications (+5%)
- Mathematics: Advanced (+5%)
- Surveillance Systems (+15%)
- Telephone Networks (+25%)

Computer Hacking Skill Program.

The character is a computer “whiz” who understands the logic and design of computer operation and programming. Unlike most Gizmoteer packages, the one for Computer Hacking includes very little skill in constructing any devices. Instead, the package allows the character to “construct” very complicated computer *programs*. About the only gadgeteer-type abilities involved are being able to hook up computers to each other, installing standard options, and fixing broken computers and their components. **Note:** The Basic Gizmoteer Construction Skill (B.G.C.S.) roll is still used to *construct* these computer programs.

Here are some of the computer programs that can be assembled:

1. **Cryptography Programs.** Run on any computer, but best of all on a supercomputer, each program is specifically designed to break a particular code. Provides a +40% bonus to cryptography skill whenever this computer program is used. Takes about 1 hour to construct and program.
2. **Virus Programs.** Inserted into a secured or classified computer, this program attempts to subvert the entire computer so that all the master control codes are *reset* according to the *gizmoteer’s commands*. Construction time is very long (about one week), but once made, a virus program can be “keyed in” (typed in on a computer’s keyboard) in about 5 minutes. The chance of success is equal to the *base* Basic Gizmoteer Construction Skill. If the virus is successful, and if the infiltrated computer is linked to other computers, then there is a small (3%) chance that any linked computer will also be taken over by the virus.
3. **Worm Programs.** A more sophisticated version of a *virus*, this program stealthily takes over the computer without being noticed by the computer’s regular users and operations (only a 10% chance of discovery per day on most systems, and 20% for supercomputers). The worm program wiggles in throughout the entire computer memory, gradually taking control, but not actually changing anything. Eventually, when the “trigger” code is entered, the worm seizes control of the entire computer system and allows a character to use it freely. While the worm program is working, it will attempt to enter any other computers linked to it (2% chance). It will take one (1) month to construct the program, but about 20 minutes to type it in on a keyboard. Success ratio is equal to the character’s B.G.C.S.
4. **Action Programs.** The character can “order” the computer to take any actions according to time and circumstance. For example, with a computer that’s attached to a missile launcher,

the command could be: “At 4:15 A.M., Start the Launch Countdown, then, if the director’s pass-code is entered, shut-down the countdown and signal that there is an emergency condition in the main chamber with evacuation suggested, *or*, if the director does not sign-on with the pass-code, *then* stop the countdown at “T” minus 8 seconds and wait for the director’s pass-code.” Action programs take about 1 minute per segment of command to enter into the computer.

5. **Robot Programs.** Any computer that controls remote devices, or that has remote sensors, can be programmed for specific actions. Works just like Actions Programs, but takes longer to program, about 3 minutes for every command segment.
6. **Data Search Programs.** Allows the character to quickly find information; not just one item at a time, but in lists sorted by category. Programming and entry time are fairly quick (about 4D4 melee rounds), but actually reading and/or printing the data may take a lot more time.
7. **Security Programs.** Designed to keep out intruders, register any illicit users, and to “filter” out any worms or viruses from data or links with other computers. Takes several months to construct, and about 2 hours to key in by hand. Reduces the success ratio of a virus or worm by 25% and adds 2D4 days to attempts to crack the system.
8. **Simulation Programs.** Construction of any gizmoteer *gadget or invention* is easier and safer if it is first run through a computer simulation. First roll first for a successful program (under Basic Gizmoteer Construction Skill). If successful, there is an additional +20% chance of constructing a safe, functioning gadget (including constructing other computer programs). If the programmer has the skill program for the gizmo being constructed, it will take about 3 hours to program the simulation. Otherwise, it takes 12 hours. **For Example:** If the gizmoteer doing the program also has the “weapon” program knowledge, he can create the simulation in 3 hours. If he does not have the weapon skill program, it will require 12 hours.
9. **Other Programs.** Computer hackers can also write most types of programs, from word processors to arcade-type games that run on the computer. Bear in mind that these programs work, but very crudely when compared to commercial versions. Also, each program must be specially modified if it is to run on each different kind of computer system. Remember, you must roll under the Basic Gizmoteer Construction Skill (B.G.C.S.) to successfully create *any* computer program. A failed roll means a botched program (it does not work). Try again.

COMPUTER HACKING SKILLS INCLUDE:

- Computer Operation (+15%)
- Computer Networks (+20%)
- Computer Programming (+20%)
- Computer Repair (+5%)
- Cryptography (+5%)
- Mathematics: Basic (+10%)
- Supercomputers (+20%)

NOTE: Computers all over the world operate on pretty much the same principles. Even the code names tend to be the same in different languages. So a Computer Hacker can usually “learn”

a new computer pretty fast. A roll under the Basic Gizmoteer Construction Skill every fifth melee round of an attempt, gives the character a chance to learn a new system. There is no limit to the number of times this can be attempted.

Locksmith & Security Systems Skill Program.

Includes training in all aspects of security systems, including locks, alarms, sensors and access control cards. The character can construct complex, mechanical and electronic locking mechanisms, sensors, alarms and traps. In each case, the player should specify the possible entry points into the system (i.e. keys, pass-codes, secret levers, etc.), and what would happen if the system was breached. Along with construction, the character also learns how to deactivate all of the various systems. For picking locks, bypassing surveillance systems and the like, success is determined by each specific skill in the particular area, *not* by use of the Basic Gizmoteer Construction Skill.

SKILLS INCLUDED:

- Demolitions (+10%)
- Demolitions Disposal (+5%)
- Electronic Counter-Measures (+10%)
- Electronic Engineering (+15%)
- Locksmith (+20%)
- Mechanical Engineering (+10%)
- Pick Locks (+20%)
- Safe-Cracking (+6%)
- Surveillance Systems (+10%)

Microchip Technology Skill Program

There has been a technological revolution in the latter part of the twentieth century, and the main result is the widespread production and distribution of microchips. A vast number of things can now be built using very small (about ¼ inch by ¼ inch by ½ inch), very cheap (from \$.50 to \$50), microchips. Not only can powerful sensors and electronics be concentrated, it's also possible to give just about any device a certain amount of "smarts." That is, enough computer power to be programmed to act automatically.

One important point; Microchip gizmoteers can *make* the devices, but they don't necessarily know how to *program* them. For example, an item can have a speech synthesizer built-in, but without someone with the Computer Hacker Skill Program or Computer Programming Skill, it can not be programmed to say anything.

Microchip devices can be made as separate items, or microchips can be built into other items. Here's a list of possible microchips to use.

The Use of Microchips

1. **Altitude Encoder Chip** — Automatically senses the altitude or distance, in feet or meters, above sea level. Cost: \$20.
2. **Audio Sensor Chip** — A micro-sized microphone. Used to pick up sounds within 10ft (3m) and convert them into a digital electric signal. Cost: \$42.
3. **Cipher-Cryptographic Chip** — Used to turn any device into a scrambler. Must be used in pairs, each with identical program settings. Cost: \$28.
4. **Detonator Chips** — Can be used as an electronic detonator with *any* explosive (volatile or non-volatile), or as a self-destruct device, since it will destroy any other chips and elec-

tronics within 2 inches. Cost: \$15.

5. **Display Chip** — On the top of the chip is either an LED (red Light Emitting Diode) or LCD (Liquid Crystal Diode) that can be used to display a single character (a, A, 1, ?, #, etc.). Obviously, a bank of them are needed to display words and sentences. Cost: \$2.
6. **Display Controller Chip** — When hooked up to a television or monitor, this chip allows a full screen of text or graphics to be displayed. Cost: \$36.
7. **Flow Detection Chip** — Designed for either an air or liquid environment. The chip automatically measures the rate of flow of whatever medium it's designed for. For example, in the air it can measure the speed of a vehicle relative to airspeed in feet per seconds, or miles per hour. Cost: \$18.
8. **Gas Analysis Chip** — This advanced chip measures the molecules in the air around it, automatically signalling the presence of certain compounds. Another way to think of it, is as a "sniffer" chip . . . sort of an automatic nose. Cost: \$50.
9. **Gyro-Compass Chip** — Automatically senses magnetic north and orientation relative to the ground. For example, the chip would report that it is pointing 30 degrees east of magnetic north, pointing up at a forty-five degree angle, and that it is *tilted* about 15 degrees clockwise from flat ground. Cost: \$45.
10. **Image Sensing Chip** — The chip automatically senses the degree of light it is receiving, including color and intensity. This is often used at the receiving end of a light barrier, since any interruption of the light is sensed by the chip. Cost: \$10.
11. **Infrared Sensing Chip** — Senses heat energy and basically acts like a thermometer. Transmits the current temperature as Fahrenheit or Centigrade. Can also be used as an alarm sensor in one of two ways. Either an infrared projector can be installed, so any motion in the area will disrupt the signal (as a commercial motion detector), or, in a relatively cold, still room, the sensor will be triggered whenever there is a change in temperature, such as when a warm, human body enters. Cost: \$12.
12. **Laser Microchip** — Although too low-powered to be used as a weapon, this micro-sized laser, with a beam too small to see, can be very useful. For laser communications it has a range of 300ft (91.5m) or, using optical communications fiber, virtually an unlimited range. It can also be used as the transmitting end of a light barrier. Cost: \$84.
13. **Math Chip** — Used for ultrafast calculations. Can also be built in to any object to provide the same functions as a hand-held calculator. Cost: \$5.
14. **Memory Chip** — Nothing more than storage for simply numerical or text data. Each chip holds about as much information as *20 typed pages*, or enough digital audio signal data for a 10 minute sound recording, or sufficient digital images, for *4 photographic-quality images* or one minute's worth of standard video recording. The memory chips can be installed in series for more storage.

There are three (3) kinds. **Normal RAM** (\$.75 each) can retain the information for only as long as they are powered; when the power goes off (the battery dies or the plug is unplugged), all the data is lost. The second kind are **EPRAM** (\$1.50 each), which are permanent. They are not power-sensitive, but they can only be recorded on *once*, and they can not be erased. Finally, there's the **BRAM** (\$5 each), which can be recorded on and rerecorded on, but keeps memory

safe, even when the power is down.

- 15. Microcomputer Chip** — An entire microcomputer has been placed on this chip. It's capable of handling complex programs (see Computer Hacking Skill Program) and can control up to 20 other microchips without slowing down. Each program, and each microchip, controlled by the Microcomputer requires a certain amount of memory; at least one memory chip per program, and one memory chip for each other chip that's going to be controlled by the microcomputer. Cost: \$80.
- 16. Modem Chip** — Effectively, this is a *telephone* on a chip. It can make the right noises for dialing and connecting with other modems (every computer that uses a phone line must have a modem of some kind). Cost: \$50.
- 17. Navigation Chip** — Some chips have been permanently programmed with maps of the earth's surface. Usually these cover about 50 square miles, or the streets of one city, or all the highways in a country, or the topography (hills, streams and inclines) of a 10 square mile area (16km). Must be either displayed on a monitor or used with a computer and some sophisticated optical scanning. Cost: \$40.
- 18. Optical Sensing Chips** — These chips actually "see" a pattern of light and dark, 16 dots high by 16 dots wide. Combined with a lens, they allow for an image to be digitized so that it can be stored or analyzed by a computer. A single chip, held close to a piece of paper, could scan individual letters and numbers with enough accuracy for them to be identified. Banks of these chips can be linked together so that the device can "see" with greater clarity. At a range of 10ft (3m), 9 optical chips (3 by 3) in a bank could form the rough image of a two-legged, two-armed human being. A bank of 64 chips (8 by 8) would give an image sharp enough for details like clothing and hair to be distinguished. 1,024 chips (32 by 32 chips) would provide a clear, sharp image, with faces easily recognizable, and even better resolution than a standard television. Cost: \$60 each.
- 19. Pressure Sensor** — Used to automatically record the pressure while immersed in a liquid. In a fuel tank it can be used to measure the amount of fluid left. A diver could use a pressure sensor to determine the exact depth underwater. Cost: \$9.
- 20. Radar Distance Measure Chip** — An entire radar device on a chip. It can, without assistance, send out radar beams, record any echoes, and calculate the exact distance of any objects within 50ft (15.2m). Using more powerful radio components as "boosters," its range can be extended further. Cost: \$100.
- 21. Radiation Detection Chip** — Acting as a miniature Geiger counter, this chip automatically reports the current level of radiation in an area. Cost: \$22.
- 22. Radio Emitting Chip** — A radio transmitter on a chip. Generates and transmits a clear radio signal. It has a range of about 1,000ft (305m), but this can be increased with more powerful radio components. Cost: \$82.
- 23. Radio Receiving Chip** — Used to pick up radio or television signals. Must be hooked up to a speaker or synthesizer in order for characters to actually hear anything. Can be tuned to any frequency. Also "digitizes" any incoming signals so that they can be stored in memory chips or analyzed by computer. Cost: \$35.
- 24. Synthesizer Chip** — Generates artificial or recorded sounds. This can include speech, music or computer signals.

Volume is very low, and it cannot be heard from more than 2ft (0.6m) away without some kind of amplifier or speaker. Can transmit directly through a telephone line without amplification. Cost: \$25.

- 25. Time/Date Chip** — Works like a combination clock/calendar, constantly showing the time and date. Accurate to $\frac{1}{10,000}$ th of a second. Cost: \$3.
- 26. Transponder Chip** — This "tuned" chip resonates, or responds, only to particular radio or sound frequencies. Often used in secret bugs where radio silence is needed. The device sits quietly until it "hears" the proper signal, and only then does it start transmitting. Also useful in direction finding devices where a character might point a transmitter in every direction until the transponder responds. Cost: \$45.
- 27. Ultrasonic Transducer Chip** — Used to transmit ultrasound signals. It can also be used to shatter glass, and other fragile objects a few feet away; although the tuning procedure may take 3D6 melee rounds, and amplification may be required to make the signal strong enough. Cost: \$29.

SKILLS INCLUDED:

Circuit Board Micro-Electronics (+ 25%)
Computer Operation (+ 10%)
Computer Repair (+ 20%)
Electrical Engineering (+ 15%)
Mathematics: Advanced (+ 10%)

Cybernetics Skill Program

This program is designed for building *new* cybernetic attachments, disguises and implants. Includes the ability to diagnose and fix existing cybernetic parts. Characters with this skill must use some other gizmoteer skills, such as weapon construction or microchip technology, to actually construct a cybernetic device, as this program gives the character the expertise to make the device so that it will work properly as a cybernetic implant or addition.

IMPORTANT NOTE: This skill program does not include the *medical skills* to implant or remove anything to or from a living body. Likewise, someone who has lost a hand, eye, etc., must go to a doctor to be initially fitted for the cyber-attachment plugs necessary for interfacing with cybernetic devices.

SKILLS INCLUDED:

Biology (+ 10%)
Circuit Board Micro-Electronics (+ 10%)
Computer Operation (+ 10%)
Electrical Engineering (+ 10%)
Mechanical Engineering (+ 10%)
Optic Systems (+ 10%)
Radio: Basic Communications (+ 15%)
Surveillance Systems (+ 5%)
T.V./Video (+ 15%)

Containment Fabrication Skill Program

Disguising one kind of item as another is the specialty of the Containment Fabrication gizmoteers. Putting electronics inside watches and cigarette packs, putting explosives inside pop cans and flowerpots, putting weapons inside books and briefcases — all these things are "fabrications." Characters with this package can work with metal, glass, plastic, cardboard and just about anything else. Items will always work if a successful Basic

Gizmo-Construction Skill roll is made. Devices which require other skills, such as explosives, will require successful skill rolls for each specific component. Failing the *Construction roll* to build a Fabrication means that the item is easily recognized as fake. A successful roll means the disguised item is a perfect replica.

SKILLS INCLUDED:

- Art (+20%)
- Basic Electronics (+15%)
- Chemistry (+20%)
- Circuit Board Micro-Electronics (+15%)
- Concealment (+10%)
- Forgery (+10%)
- Mechanical Engineering (+20%)
- Photography (+10%)

MEDICAL SKILL PROGRAMS

There are only two programs in this category, but both include a large number of separate skills.

Medical Doctor Skill Program

With the skills included in this program, a character can function as a medical doctor. However, unless the character has an educational level of *doctorate*, he will be officially, without proper credentials. Attempting to manipulate (remove, implant or change) Cybernetics is done with a -20% penalty.

SKILLS INCLUDED:

- Biology (+20%)
- Criminal Science/Forensics (+5%)
- Medical Doctor (+20%)
- Paramedic (+20%)
- Pathology (+10%)

Note: Can exchange any two skills, excluding Medical Doctor, for Plastic Surgery (+5%).

Cybernetic Skill Program

A character with this program knows how to implant and remove various cybernetic appliances to and from the human body. Success is determined by the skill level in particular areas. Cyber-Attachments and Implants can be installed and/or removed. Cyber-Disguises are put in, or taken out, using the Plastic Surgery skill.

SKILLS INCLUDED:

- Biology (+10%)
- Computer Operation (+5%)
- Electrical Engineering (+5%)
- Medical Doctor (+5%)
- Plastic Surgery (+10%)
- Pathology (+20%)

ESPIONAGE SKILL PROGRAMS

More than just simple training, each Espionage Skill Program gives the character an intimate knowledge of a *particular branch* of the spy profession.

Espionage Skill Programs also include a *choice* of “cover” identities. Players can pick any one cover for *each* Espionage Skill Program they select. If a character has more than one

Espionage Skill Program, it’s a good idea to choose more than one (different) cover identity, since there is no advantage or bonus for taking the same cover more than once.

A cover identity means the player comes up with a “fake” identity, complete with name and appearance. The player, working with the game master, can also work out additional details concerning the cover background. *See Secret Cover Identities.*

Information Gathering Skill Program

The least glamorous, but most important, of all spies are those who spend most of their time in libraries, reading newspapers and exploring computer networks. These are the characters most likely to find obscure bits of seemingly unrelated, but important data.

SKILLS INCLUDED:

- Computer Network (+15%)
- Computer Operation (+15%)
- Cryptography (+20%)
- Laser Communications (+5%)
- Microfilm/Microfiche/Microdot (+10%)
- Microwave Communications (+5%)
- Radio: Basic Communications (+15%)
- Radio: Scramblers (+10%)

POSSIBLE COVERS (Pick One):

Banking, Brokerage, Computer Consultant, Diplomat, Insurance Agent, Journalist or Translator.

Espionage: Surveillance Specialist Skill Program

These are the “snooper” spies, the characters who follow people around, listen in on conversations, and generally keep track of suspects.

SKILLS INCLUDED:

- Electronic Counter-Measures (+15%)
- Optic Systems (+10%)
- Radio: Basic Communications (+15%)
- Radio: Scramblers (+20%)
- Surveillance Systems (+25%)
- Telephone Networks (+20%)
- T.V./Video (+10%)
- Tracking (+15%)
- W.P. Pistol

POSSIBLE COVERS (Pick One):

Courier, Driver, Freelance Airplane Pilot, Geologist, Insurance Agent, Journalist, Media Representative, Photographer, Roustabout or Sales Representative.

Espionage: Deep Cover Skill Program

Specialists in infiltrating other organizations, they have extensive training in the skills of disguise and are able to keep their wits during interrogation.

SKILLS INCLUDED:

- Cryptography (+5%)
- Disguise (+20%)
- Escape Artist (+15%)
- Forgery (+15%)
- Imitate Voices (+10%)
- Impersonation (+15%)

Photography (+10%)
Radio: Basic Communications (+10%)
W.P. Pistol
Plus select any two physical skills.

POSSIBLE COVERS (Pick One)

Chef, Consulting Engineer, Croupier, Geologist, Nurse, Roustabout, Surveyor or Translator.

Espionage: Spy Network Administration Skill Program

The coordinators who keep to the headquarters are also essential to any spy agency. These are the characters who specialize in communication.

SKILLS INCLUDED:

Computer Operation (+10%)
Cryptography (+10%)
Laser Communications (+10%)
Microfilm/Microfiche/Microdot Technology (+20%)
Microwave Communications (+10%)
Radio: Basic Communications (+20%)
Radio: Scramblers (+20%)
Radio: Satellite Communications (+15%)
W.P. Pistol

POSSIBLE COVERS (Pick One):

Banking, Cartographer, Diamond Trader, Diplomat, Gold Trader, Import/Export Agent, Missionary, Sales Representative or Tour Operator.

Espionage: Bodyguard/Assassin Skill Program

Agents involved in protecting or bumping off important people have basically the same skills. And often the art of assassination turns into a cat and mouse game between the attackers and the defenders.

SKILLS INCLUDED:

Detect Ambush (+10%)
Detect Concealment (+15%)
Escape Artist (+5%)
Optic Systems (+5%)
Sniper, (with an additional bonus of +1 to strike)
Surveillance Systems (+10%)
Tracking (+10%)

PLUS: Take any three (3) Weapon Proficiencies, with an additional bonus of +1 to strike for each. Available Weapons Proficiencies can be selected from military skills, as well as from the normal W.P.

POSSIBLE COVERS (Pick One):

Courier, Croupier, Diver, Freelance Airplane Pilot, Geologist, Horse Racing Professional, Journalist, Media Representative, Mercenary, Nurse, Photographer, Surveyor or Wine Buyer.

Espionage: Security Specialist Skill Program

This involves learning all the security devices and techniques for protecting information and material from other spy organizations. The character can do fingerprint and handwriting analysis, and operate retinal scan devices, metal de-

ectors, and X-ray machines. Also has a bonus of +15%, with an extra +2% per level, to detect forged or inaccurate documents.

SKILLS INCLUDED:

Computer Operation (+5%)
Electronic Counter-Measures (+10%)
Forgery (+5%)
Interrogation (+10%)
Optic Systems (+10%)
Radio: Basic Communications (+10%)
Read Sensory Equipment (+15%)
Surveillance Systems (+20%)
T.V./Video (+10%)
W.P. Pistol

POSSIBLE COVERS (Pick One):

Banking, Brokerage, Computer Consultant, Croupier, Diplomat, Gold Trader, Mercenary, Missionary, Museum Representative, Nurse, Translator or Wine Buyer.

Espionage: Professional Thief Skill Program

The character knows all the methods of stealing, including breaking and entering, lock picking, and safe-cracking. This Program does NOT give the character a "Cover."

SKILLS INCLUDED:

Concealment (+15%)
Escape Artist (+10%)
Forgery (+5%)
Hojo-Jutsu (+10%)
Locksmith (+10%)
Palming (+10%)
Microfilm/Microfiche/Microdot Technology (+6%)
Pick Pockets (+15%)
Safe-cracker (+10%)
Surveillance Systems (+10%)
W.P. Pistol

MILITARY SKILL PROGRAMS

Military specialists are mostly trained in the military arts, but there are enough skills in this area to allow for a variety of types. Players should realize that military specialists are not gung-ho combat maniacs. They, more than anyone else, know how easy it is to get killed or maimed by a random bullet. So military oriented characters will tend to approach any violent operation with care and caution.

Basic Military Skill Program

The character has had the equivalent of infantry basic training and is well-versed in basic skills.

SKILLS INCLUDED:

Climbing
Demolitions (+5%)
Demolitions Disposal (+5%)
Read Sensory Equipment (+5%)
Running
W.P. Automatic (Assault) Rifle
W.P. Grenade Throwing
Plus select any one physical skill.

Military: Advanced Infantry Skill Program

This gives the character the background of a military *officer*, the ability to command over 100 soldiers in war. It also provides skill in most infantry weapons and equipment.

SKILLS INCLUDED:

- Demolitions (+ 15%)
- Detect Concealment (+ 5%)
- Interrogation (+ 5%)
- Land Navigation (+ 10%)
- Pilot Automobile (+ 5%)

PLUS: Take any six (6) Weapon Proficiencies, including any of the Military W.P.

Military: Guerilla Warfare Skill Program

“War in the shadows,” as guerilla war is often called, involves combining the arts of the warrior with the arts of the spy.

SKILLS INCLUDED:

- Detect Ambush (+ 15%)
- Detect Concealment (+ 15%)
- Land Navigation (+ 10%)
- Sniper
- Tracking (+ 10%)
- Wilderness Survival (+ 15%)

PLUS: Take any four (4) Weapon Proficiencies, including Military W.P.

Military: Electronic Warfare Skill Program

In modern warfare, the battle over the radio waves has become more intense and more critical. Jamming, communications, detecting the enemy, all of these can be more effective and more deadly than actual weapon fire.

SKILLS INCLUDED:

- Basic Electronics (+ 10%)
- Electronic Counter-Measures (+ 20%)
- Laser Communications (+ 15%)
- Optic Systems (+ 10%)
- Radar-Sonar Operations (+ 15%)
- Radio: Basic Communications (+ 20%)
- Radio: Scramblers (+ 25%)
- Read Sensory Equipment (+ 10%)
- Surveillance Systems (+ 15%)

Military: Intelligence Skill Program

Sort of the military version of the espionage agent. Outside of the Espionage Skill Programs, this is the only other program that offers a *secret cover identity*.

SKILLS INCLUDED:

- Cryptography (+ 10%)
- Disguise (+ 10%)
- Forgery (+ 5%)
- Interrogation (+ 10%)
- Microfilm/Microfiche/Microdot Technology (+ 10%)
- Military Intelligence (+ 12%)
- Radio: Basic Communications (+ 10%)
- Radio: Scramblers (+ 5%)
- Surveillance Systems (+ 5%)

PLUS: Select any two Weapon Proficiencies.

POSSIBLE COVERS (Pick One):

Cartographer, Chef, Consulting Engineer, Courier, Diplomat (as Military Attaché), Freelance Airplane Pilot, Mercenary, Nurse, Photographer, Roustabout, Surveyor or Translator.

Military: Helicopter Aviation Skill Program

Helicopters are usually used by the army, navy and marines, but rarely by the air force.

SKILLS INCLUDED:

- Helicopter Mechanics (+ 15%)
- Pilot Basic Helicopter (+ 20%)
- Pilot Combat Helicopter (+ 10%)

PLUS: Take a total of six (6) from the skill categories of Pilot or Pilot Related skills, with a +5% bonus for each. And take any three (3) Military W.P.

Military: Combat Aircraft Skill Program

As a graduate of an air academy, the character has a wide range of flying skills.

SKILLS INCLUDED:

- Jet Aircraft Mechanics (+ 15%)
- Pilot Skills: pick any four (4) aircraft with a +20% bonus for each.
- Pilot Related Skills: pick any three (3) with a +15% bonus for each.
- Weapon Proficiencies: pick any three (3) Military W.P.

Military: Armor & Artillery Skill Program

The character is trained in military “big guns,” including artillery, mobile artillery, tanks, anti-tank weapons, and armored personnel carriers.

SKILLS INCLUDED:

- Armorer (+ 5%)
- Land Navigation (+ 20%)
- Pilot Tank (+ 15%)
- Pilot Automobile (+ 10%)
- PLUS:** Take any four (4) ground Pilot skills, with a +10% bonus. And take any four (4) Military W.P.

BASIC SKILL PROGRAMS

These are areas of general knowledge available to any O.C.C. characters. The character has picked up the equivalent of two years of advanced education. Most general skill programs group together related skills.

Basic: Journalist Skill Program

Gives the character the writing and editing skills of a professional journalist, newspaper writer, or newscast writer for radio or television.

SKILLS INCLUDED:

- Computer Operation (+5%)
- Writing (+10%)
- Photography (+12%)
- Pick one (1), Radio: Basic Communications *or* T.V./Video (+10%)
- Pilot: Basic Skill (+5%)

Basic: Oriental Studies Skill Program

The character is literate in written Chinese ideograms (which are really the same as Japanese *Kanji*) and knows a lot about the culture and arts of China, Japan and Korea.

SKILLS INCLUDED:

- Chinese Language (+20%)
- Japanese Language (+10%)
- Pick any one (1) other Oriental language (+5%)
- Pick any three (3) Oriental cultural skills (+5%)

Basic: Language Skill Program

The character is a natural linguist, with a knowledge of several languages. In addition, the character can pick up bits and pieces of new languages with just a few days of study.

SKILLS INCLUDED:

- Pick any five (5) languages (all are +10%).

Basic: Romance Language Skill Program

Since all the Romance Languages are related (all are derived from Latin), it's somewhat easier to learn all the major ones.

SKILLS INCLUDED:

- Latin Language (+15%)
- Spanish Language (+10%)
- Italian Language (+10%)
- French Language (+10%)
- Esperanto Language (+5%)
- Portuguese Language (+5%)

Basic: Advanced Pilot Skill Program

A complete training program for a Pilot Specialist.

SKILLS INCLUDED:

- Radio: Basic Communications (+10%)
- Pilot Airplane (+15%)
- Pick any two (2) from Advanced Pilot Skills (+6% each)
- Pick any two (2) from Pilot Related Skills (+10% each)
- Note:** Any one (1) of these can be substituted for one (1) of the following: Aircraft Mechanics, Helicopter Mechanics, Jet Aircraft Mechanics, or Aircraft Armor and Weaponry.

Basic: Communications Program

SKILLS INCLUDED:

- Computer Operation (+10%)
- Optic Systems (+2%)
- Radio: Basic (+10%)
- Radio: Scrambler (+2%)
- T.V./Video (+5%)
- Read Sensory Equipment (+5%)

Basic: Mechanical Program

SKILLS INCLUDED:

- Automotive Mechanics (+10%)
- Basic Mechanics (+10%)
- Basic Electronics (+5%)

Basic: Science Program

SKILLS INCLUDED:

- Computer Operations (+10%)
- Select four science skills (all at +5%)

Basic: Physical Program

SKILLS INCLUDED:

- Select any four (4) physical skills.

Basic: Ancient Weapon Program

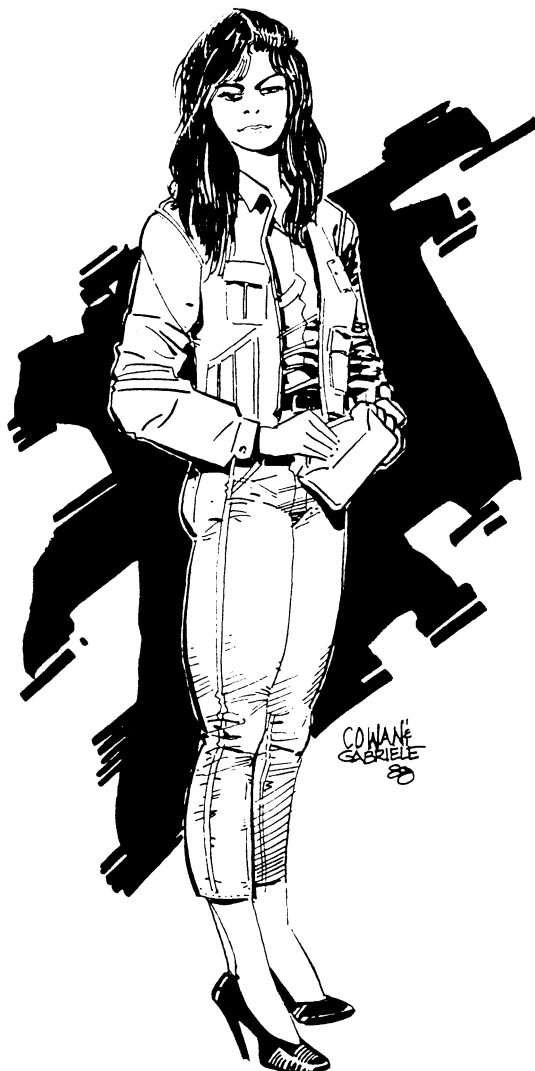
SKILLS INCLUDED:

- Select any four (4) ancient W.P.

Basic: Cultural Program

SKILLS INCLUDED:

- Select any five (5) cultural skills (all are +5%).



SPECIAL SKILLS LISTED BY CATEGORY

COMMUNICATIONS

Cryptography
Electronic Counter-Measures
Laser Communications
Microwave Communications
Optic Systems
Radar/Sonar Operation
Radio: Basic
Radio: Scramblers
Radio: Satellite Relay
Surveillance Systems
Telephone Networks
T.V./Video

COMPUTER

Computer Operation
Computer Networks
Computer Programming
Supercomputers

CULTURAL

Bonsai
Calligraphy
Cook
Dance
Gardening
Go
Desert Survival
Fishing
Floral Arrangement
Mountaineering
Poetry
Sewing
Sing
Spelunking
Sports

ELECTRICAL

Basic Electronics
Circuit Board Micro-Electronics
Computer Repair
Electrical Engineer

ESPIONAGE/MILITARY

Concealment
Detect Ambushes
Detect Concealment
Disguise
Escape Artist
Forgery
Hojo-Jutsu (binding)
Imitate Voice
Impersonation
Interrogation
Land Navigation
Marxism-Leninism-Moaism
Microfilm/Microfiche/Microdot Technology

Palming
Pick Locks
Pick Pockets
Safe-Cracking
Sniper
Tracking
Wilderness Survival

MECHANICAL

Automotive Mechanics
Aircraft Mechanics
Basic Mechanics
Helicopter Mechanics
Jet Aircraft Mechanics
Locksmith
Mechanical Engineer

MEDICAL

Criminal Sciences & Forensics
First Aid
Medical Doctor
Paramedic
Plastic Surgery
Pathology

MILITARY

Aircraft Armor & Weaponry
Armorer
Demolitions
Demolitions Disposal
Military Intelligence
Pilot Tank
W.P. Artillery
W.P. Assault Rifle
W.P. Flamethrower
W.P. Grenade
W.P. Grenade Launcher
W.P. Infantry Missiles
W.P. Mortar
W.P. Vehicle Mounted Weapons

PHYSICAL

Acrobatics
Archery
Athletics (general)
Body Building
Boxing
Climbing
Fencing
Gymnastics
Prowl
Running
Swimming
Swimming: Advanced
Wrestling

WEAPON PROFICIENCIES

Ancient Weapons
W.P. Paired Weapons
W.P. Blunt
W.P. Chain
W.P. Forked
W.P. Knife
W.P. Spear
W.P. Staff
W.P. Large Sword
W.P. Short Sword
W.P. Thrown Weapons

PILOT SKILLS

Pilot Automobile
Pilot Professional Race Car
Motorcycle
Offensive Driving
Truck
Pilot Heavy Machinery
Commercial Vehicles
Freight Hauler
Airplane
Boats: Sail Type
Boats: Motor Type
Submarines

PILOT ADVANCED AIRCRAFT

Air-to-Air Combat
Basic Helicopter
Combat Helicopter
Jet
Fighter Jet

PILOT RELATED SKILLS

Instrument Rating
Aerial Navigation
Navigation
Orbital and Interplanetary Navigation
Read Sensory Equipment
Weapon Systems

SCIENCE

Astrophysics
Biology
Botony
Chemistry
Chemistry – Analytical
Math: Basic
Math: Advanced

TECHNICAL

Art
Language
Photography
Writing
RPG Design

TEMPLE PHILOSOPHIES & SKILLS

Begging
Fasting
Geomancy
Philosophies



SECONDARY SKILLS

Secondary skills are skills learned and developed on one's own through observation, practice and self education. Some skills can be found under both the scholastic skill programs and secondary skills list, such as computer operation and photography. In these cases, the skill is basically the same, however, the *educational bonus* CAN NOT be applied to the secondary skill. Secondary skills get no bonuses (except possibly, I.Q. attribute bonus). Furthermore, you can NOT choose the same skill twice to get multiple bonuses or increased proficiencies. This is true even if it is available twice through different skill programs or again as a secondary skill.

The main difference between identical scholastic and secondary skills is the degree of knowledge and level of proficiency. A scholastic skill is considered to be at a professional or near-professional level of quality. A cook or photographer with scholastic skills/professional education are of a commercial, professional quality. The same skills selected as secondary means the quality is fairly competent, it does the job, and may even show great talent, but it is NOT of professional, commercial quality. This is true even if the secondary skill's percentage number is higher than somebody's same scholastic skill. Scholastic skills are always of superior quality, with a greater range of knowledge. A higher secondary skill percentile will mean that experience has compensated for formal training.

SECONDARY SKILL LIST

Note: Do not add educational skill bonuses to any of the secondary skills selected. Secondary skills are selected in addition to scholastic skills.

COMMUNICATIONS

Radio: Basic

COMPUTER

Computer Operation
Computer Programming

CULTURAL

Bonsai
Calligraphy
Cook
Dance
Desert Survival
Fishing
Floral Arrangement
Gardening
Go
Mountaineering
Poetry
Sewing
Sing
Spelunking
Sports

ELECTRICAL

Basic Electronics

ESPIONAGE TYPE (thief)

Escape Artist
Forgery
Land Navigation
Palming
Pick Locks
Pick Pockets
Wilderness Survival

MECHANICAL

Automotive Mechanics
Basic Mechanics

MEDICAL

First Aid

PHYSICAL

Hand to Hand: Basic
Athletics (general)
Body Building
Climbing
Prowl
Running
Swimming

PILOT: BASIC

Automobile
Motorcycle
Truck
Airplane
Basic: Helicopter
Boats: Sail
Boats: Motor

PILOT RELATED SKILLS

Read Sensory Instruments

SCIENCE

Advanced Mathematics

TECHNICAL

Art
Language
Photography
Writing

W.P. ANCIENT WEAPONS

W.P. Blunt
W.P. Chain
W.P. Knife
W.P. Slingshot

W.P. MODERN WEAPONS

W.P. Pistol
W.P. Rifle
W.P. Sub-Machinegun

SKILL DESCRIPTIONS

COMMUNICATIONS

Cryptography: Skill in recognizing, designing, and cracking secret codes and messages. After ten minutes of studying a simple code or cipher, a character can attempt to recognize what kind it is using the usual roll. **Base Skill:** 30% + 5% per level of experience.

There are three basic kinds of codes:

1. **Cyphers** involve simple tricks like transposing letters and numbers, writing backwards or up and down, and substituting one word for another. Any character with Cryptography can attempt to decipher it in ten minutes, but at a penalty of **-10% chance of success**. If that fails, the character must study for another two hours before every additional roll. Using a computer to break the code will give the character a **+25% chance** on every attempt. Using a supercomputer to break the cypher will increase the odds to 60% per attempt.

2. **Code Book Based Codes** are by far the most difficult kind of code to break. There are really only two solutions. The first is to steal, buy or otherwise get one of the codebooks. Secondly, if at least a hundred pages of messages are available, then a Supercomputer *might* be able to figure out the code book. There is a penalty of **-25%**; attempts can be made every two hours.

3. **Computer Codes** are created by computer programs and are difficult, but far from impossible, to break. A character must have a computer to even attempt the job. *With a micro-computer the character has a 15% penalty for success*. Using a supercomputer allows the character to attempt the code-breaking without a penalty, but without any special bonus.

Electronic Counter-Measures (Jamming): Useful for preventing the enemy's communications from working. Just about any high powered radio can be used. This skill also involves "following" the enemy's attempts at avoiding the jammed frequencies. This means the enemy's general location, like a specific building, can be traced. **Base Skill:** 45% + 5% per level of experience.

Laser Communications: This skill provides the character with an in depth knowledge of laser communication systems. **Base Skill:** 40% + 5% per level of experience.

Microwave Communications: Experience in the use of microwave equipment, transmitters and receivers for communications. **Base Skill:** 40% + 5% per level of experience.

Optic Systems: Training covers a wide variety of optic systems from video to optical enhancements devices, to Laser Optics. The character will understand the operation of optical readings, recording, transmission, and use of special equipment like thermo-imagers, passive light intensifiers, infrared, ultraviolet, etc. **Base Skill:** 50% + 5% per level of experience.

Radar/Sonar Operation: Use of radar (radio echo bounces) and sonar (underwater sound echo bounces) to precisely locate aircraft, ships and submarines. **Base Skill:** 45% + 5% per level of experience.

Radio Communications: *All these skills enable the character to effectively use various communications equipment and techniques.*

Radio: Basic Communications: This is the knowledge of the operation and maintenance of field radios and walkie-talkies, wire laying, installation, radio procedure, communication security and visual signs/communications, as well as knowing Morse code. **Base Skill:** 50% + 5% per level of experience.

Radio: Scramblers: This is training in the use of electronic masking and scrambling (unscrambling) equipment, and codes, for increased security. **Base Skill:** 40% + 5% per level of experience.

Radio: Satellite Relay: This is an understanding in the methods and operations of satellite transmissions. **Base Skill:** 25% + 5% per level of experience.

Surveillance Systems: The study of surveillance systems like motion detectors, trip alarm systems, complex alarm systems, video and camera equipment, amplified sound systems, miniature listening devices (bugs, telephone tapping), recording methods and some optical enhancement systems (specifically as they relate to camera lenses). *Electronics (basic) or electrical engineering is required.* Certain other skills give the character additional bonuses in Surveillance Systems:

Photography + 3%

Prowl + 5%

Investigative + 4%

Base Skill: 40% + 5% per level of experience.

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stakeout procedures. A **failed surveillance roll** indicates that the tail was spotted and the subject is aware of being observed/followed. A failed roll in the use of equipment indicates ruined or garbled recordings/film (not usable) or malfunction. Bugging equipment can be easily located or noticed through the course of casual activity if a character fails his surveillance roll while planting it.

Telephone Networks: The character knows everything from the wiring of desktop telephones, phone taps, tracing calls (3 minutes of open line is needed to trace), to the switching methods used for international communications. **Base Skill:** 40% + 5% per level of experience.

T.V./Video: Techniques and understanding of video and audio, filming, editing, special effects, transmissions and equipment. **Base Skill:** 40% + 5% per level of experience. Spending two skills on this one skill area makes the character of professional film quality/abilities. A one time bonus of + 10% applies in this case.

COMPUTERS

Computer Operation: A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers and modems. Characters can follow computer directions, enter and retrieve information, and similar, basic, computer operations. However, this does NOT include programming. **Base Skill:** 60% + 5% per level of experience. **Secondary Skill:** 45% + 5% per level of experience.

Computer Networks: Getting information out of national and international computerized data networks is a job for a specialist. Characters with this skill can use their abilities to track down names, addresses, phone numbers, license plates, and just about anything else. **Base Skill:** 55% + 5% per level of experience.

Computer Programming: Designing, programming, debugging, and testing computer programs/software. Note: Computer Operation is required before taking computer programming. **Base Skill:** 40% + 5% per level of experience.

Supercomputers: These ultrafast, ultraexpensive machines are so fast that they would melt without a constant flow of liquid nitrogen running through the system. They operate thousands of times faster than normal computers and are used for only the most sophisticated problems. **Base Skill:** 25% + 5% per level of experience.

Note: *Computer Repair* is found under mechanical skills.

CULTURAL

Note: All cultural skills taken as part of a Skill Program are considered to be of professional, commercial calibre. If chosen as a secondary skill the abilities are satisfactory, but still amateur.

Bonsai: Tending, trimming and growing tiny miniature trees and bushes. **Base Skill:** 65% + 4% per level of experience.

Calligraphy: The ability to produce beautiful letters. As a western talent this allows the character to produce handwritten certificates, announcements and signs. In the east, any person of culture is expected to be able to produce gorgeous ideograms. **Base Skill:** 35% + 5% per level of experience.

Cook: Skill in selecting, planning and preparing meals. A cooking roll failure means that the cooked food is either inedible (burnt!) or distasteful. **Base Skill:** 50% + 6% per level of experience. Each major school of oriental cooking (Japanese, Korean, Vietnamese) and each major school of Chinese cooking (Cantonese, Mandarin, Szechuan) can be taken as a separate skill.

Dance: A practiced skill in the art of dancing. **Base Skill:** 40% + 6% per level of experience.

Gardening: Specifically, this is the ability to grow enough food to eat well. **Base Skill:** 50% + 3% per level of experience.

Go: As chess is the most widely accepted intellectual game of the west, so Go is accepted as the most "enlightening" game of the eastern world. On a more practical level, the oriental

world is filled with villains who will spare the life of a good Go player. And, for many martial artists, the prospects of an intelligent game of Go easily outweighs any desire for combat. **Base Skill:** 30% + 5% per level of experience.

Desert Survival: Specifically, the ability to find water out in the desert. Also includes survival to exposure, path finding and other desert survival skills. **Base Skill:** 50% + 5% per level of experience.

Fishing: These is the fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, baits, poles, line, and the cleaning and preparation of fish for eating. Note that oriental fishing in some areas involves using a spear or a handheld net. **Base Skill:** 60 + 5% per level of experience.

Floral Arrangement (Ikebana): The artful and creative arrangement of flowers. A hideously difficult art that takes years to really master. Everyone throughout the orient appreciates good floral design, and a bad job of it, even done by a “jock-type martial artist,” will be scorned. **Base Skill:** 30% + 3% per level of experience.

Mountaineering: Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and also knows all the skills of survival in the rugged high-altitude environment. **Base Skill:** 40% + 5% per level of experience.

Poetry (Haiku): Creating good, and sometimes inspirational, poetry. “Haiku” are short, threeline, seventeen syllable poems that are the national poetry of Japan. **Base Skill:** 50% + 5% per level of experience.

Sewing: The practiced skill with the needle and thread, to mend, layout, cut and sew simple patterns, and do minor alterations. This is a tailoring ability as a scholastic skill. **Base Skill:** 40% + 5% per level of experience. **Note:** In martial arts this is the ability to make and repair one’s own clothing.

Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 40% + 5% per level of experience. The character’s singing is of professional quality if taken as part of a skill program.

Spelunking: The art and practice of exploring caves. Unskilled characters wandering about in a large series of natural caverns have about the same chance of survival as unskilled climbers attempting to scale a major mountain without guidance. **Base Skill:** 55% + 5% per level of experience.

Sports: Can include any team sport such as Baseball, Basketball, Football, Hockey, or Soccer. **Base Skill:** 30% + 5% per level of experience. **OPTIONAL:** If a character buys any sport skill twice, then that gives him *professional status*. That means the character can have a secret identity working as a member of a professional sports team or travelling as a participant in international sporting events. Particularly valuable as good covers are Golf and Tennis, both of which allow the character to travel widely. **Bonuses:** Adds 2D4 S.D.C. and +1 to roll with a punch or fall.

ELECTRICAL

Basic Electronics: This is a rudimentary understanding of the principles of electricity, simple circuits, wiring, and so on. This person can do basic wiring, repair appliances and read schematics. **Base Skill:** 40% + 5% per level of experience.

Circuit Board Micro-Electronics: Soldering connections, boards, wiring, and power supplies to construct microchip-based electronics. **Base Skill:** 55% + 5% per level of experience.

Computer Repair: Knowledge of the internal electronics of computers and related devices (terminals, printers, etc.) The character can attempt to repair, sabotage, or fix computers. Note that figuring out a repair problem requires one roll: the character must roll again before actually fixing it. No computer operation or programming skills are included; many computer repair personnel don’t even know how to turn the machines on! **Base Skill:** 40% + 5% per level of experience.

Electrical Engineer: Knowledge of electricity. Characters can diagnose and locate electrical problems. It is also possible to put together electrical equipment. The character can attempt to bypass security systems and burglar alarms at a -25%; if Surveillance Systems is also taken, then there is a +10% bonus instead. **Base Skill:** 45% + 5% per level of experience.



ESPIONAGE/MILITARY

Concealment: Is the practiced ability of hiding something on ones body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width and weigh 10lbs or less. The smaller and/or lighter the item, such as a knife, gem, small sack, scroll, etc. the easier it is to conceal. Larger items such as a book or club or statue or other similarly larger and heavier objects are more difficult to conceal on ones person for obvious reasons. A penalty of

– 5% applies to items over 7 inches (remember 14 inches maximum) because it is a more difficult size. Larger than 14 inches are impossible to conceal. **Base Skill:** 20% + 5% per level of experience.

Detect Ambushes: Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerilla tactics used by the enemy. **Base Skill:** 40% + 5% per level of experience.

Detect Concealment: This is a skill which enables the individual to spot and recognize camouflage, tricks, concealed huts, buildings and vehicles, as well as the ability to construct unobtrusive shelters that blend into the environment. **Base Skill:** 30% + 5% per level of experience.

Disguise: The character knows how to apply make-up, wigs, skin putty, and other special effects, in order to alter his own appearance or those of somebody else. **Base Skill:** 40% + 5% per level of experience.

Escape Artist: The character will know the methods, principles, and tricks of escape artists. By tensing and relaxing muscles, flexing and popping joints; the character can try slipping out of handcuffs, straightjackets, etc. Also includes a knowledge of knots and the ability to conceal small objects on the person. Picking Locks is a separate skill. **Base Skill:** 30% + 5% per level of experience. **Secondary Skill Level:** – 10% Base Proficiency.

Forgery: The techniques of making false copies of official documents, signatures, passports, I.D., and other printed material. The character must have an original or photocopy to work from, in order to make an accurate copy. Skilled forgers can recognize other counterfeits at –6%. **Base Skill:** 30% + 5% per level of experience. **Secondary Skill Level:** – 10% Base Proficiency.

Hojo-Jutsu: This is the Art of Binding, Japanese style. Tying someone up with Hojo-Jutsu makes it far more difficult to escape (–15% to an opponent's escape skill roll). **Base Skill:** 30% + 5% per level of experience.

Imitate Voice: Character can, with practice, attempt to imitate the voice, accent and expressions of another person. **Base Skill:** 45% + 5% per level of experience.

Impersonation: This skill enables a person to impersonate another person or type of soldier (in general). This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This is likely to include a knowledge of enemy/subject of impersonation, military procedure, dress, command, rank, and will usually require speaking the language fluently. This means the character can convincingly impersonate a general type of person/soldier/advisor by accurate disguise, proper action, and language. **Base Skill:** 40% to impersonate general personnel and 20% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience.

The success of one's impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of his first, THREE encounters. Afterward, the character must roll under his skill for each encounter with an observer. If interrogated/questioned, he

must successfully roll for every other question or be revealed as an imposter. A *failed roll* means his impersonation has failed and is recognized as an imposter and is in immediate danger.

Interrogation: This skill includes training in the questioning of prisoners, captives and informers, and the assessment of that information. **Base Skill:** 40% + 5% per level of experience.

Land Navigation: This skill allows the person to stay on course, while traveling over land, by means of observation. This includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds and other navigation tricks. Techniques include night travel. The player should roll once for approximately every three miles traveled. A failed roll means the group is drifting off course by 200-2000 yards (roll 2D10 × 100 yards). Do not roll again until the next three miles. A successful roll at that time will allow the character to recognize his error and correct it. Of course, errors mean lost time and traveling through unknown or potentially dangerous areas. A second (and third), failed roll means the team continues to travel 2D10 × 100 yards further off course. All failed rolls are cumulative unless corrected.

Note: A group of average men can cover approximately 5 miles an hour at a brisk, but relaxed pace, through grassland, along dirt roads or paved streets. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile per hour. At this pace, one can easily watch for booby traps, snipers, ambushes, wild animals, tracks, clues and other observations, without fear of traveling too fast (and missing them). Only at a faster pace will one begin to miss details and court death. **Base Skill:** 40% + 4% per level of experience. **Secondary Skill Level:** – 10% Base Proficiency.

MARXISM-LENINISM-MAOISM (NEW!): The character knows enough about communist philosophy to be able to escape detection when under cover in a communist country. Includes studies of all the major literature as well as participation in discussion groups. **Base Skill:** 60% + 6% per level of experience.

MICROFILM/MICROFICHE/MICRODOT TECHNOLOGY (NEW!): Knowledge of producing, storing and reading of micro-sized text and pictures. This also involves learning to use the cameras, developing equipment and display devices. The character is also capable of developing or detecting hidden microdots. **Base Skill:** 40% + 4% per level of experience.

Palming: Simply the ability to pick up and seemingly make a small object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in one's hand. Adds a bonus of +5% to pick pocket skill. **Base Skill:** 25% + 5% per level of experience.

Picking Locks: The character knows the methods, techniques and tools for picking/opening, key, and basic, tumbler type locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 35% + 5% per level of experience. **Secondary Skill Level:** – 10% Base Proficiency.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the

item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 30% + 5% per level of experience. **Secondary Skill Level:** -10% Base Proficiency.

Safe-Cracking: Knowledge of various safes, lockboxes and security rooms, along with the methods for illegal entry. The character knows the methods, techniques and tools in opening ('cracking') tumbler and combination type locks.

It takes one melee round to open a simple combination lock and five melee rounds for a complicated safe lock. To open a save/complicated tumbler lock the player must successfully make a skill roll (roll under) two out of three times. Failing the roll means that the lock holds but can be attempted again. **Base Skill:** 50% + 2% per level of experience.

Blowing a safe with explosives requires sophisticated knowledge as well as the following tools: Electric Drill, Blowtorch, (or Laser Drill), plastic explosives, etc. . . . Roll just once, failure means the safe has been blown shut and cannot be opened without heavy machinery. **Base Skill:** 60% + 3% per level of experience. **Note:** Must also roll under the Demolitions skill to successfully use and detonate the explosives.

Sniper: This skill represents special training in long-range rifle firing, and marksmanship. The character must first have a semi-automatic rifle or bolt-action rifle skill, to which the sniper *skill bonus* of +2 to strike can be applied.

Tracking: Visual tracking is the identification of tracks, and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), male, female, walking backwards, injured (staggered footprints), and so on. By this means, the tracker can estimate the person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he's being followed. Other methods of tracking require recognizing other, telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks; litter, such as cigarette butts, ration cans, candy wrappers, soiled bandages and remains of camp fires, and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits and feces. Likewise, tire tracks of vehicles can reveal much, such as size and type of vehicle, weight of load, etc.

Counter-Tracking techniques are also known, such as covering one's trail; avoiding obvious pitfalls, such as littering, misdirection, parallel trails, and others. A **failed roll** means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three, consecutive, failed rolls means the tracker has completely lost the trail. Roll once every 40 yards when FOLLOWING a trail. Persons attempting to follow a skilled tracker are -20% in following his trail, if he is deliberately trying to conceal that trail (however, his rate of travel is reduced by half). **Base Skill:** 30% + 5% per level of experience.

Wilderness Survival: Techniques for getting water, food, shelter, and help, when stranded in wild forests, deserts or mountains. Characters without this skill will not be able to

stay healthy for more than a few days out in the wilderness area. **Base Skill:** 40% + 5% per level of experience. **Secondary Skill Level:** -10% Base Proficiency.

MECHANICAL

Automotive Mechanics: Ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines, as well as, body work, turbine engines, and diesel truck engines, each one requires a separate skills. **Base Skill:** 50% + 3% per level of experience. **Secondary Skill Level:** -10% Base Proficiency.

Aircraft Mechanics: The understanding, ability to repair, rebuild, modify and redesign conventional aircraft; including single and twin engine airplanes, fan jets, jets, fighter jets, helicopters and shuttle craft. The Veritech Fighter is not a conventional aircraft and does not apply. **Base Skill:** 45% + 3% per level of experience.

Basic Mechanics: This is a rudimentary understanding of how machinery operates. This person can repair and maintain simple mechanisms and common automobiles. **Base Skill:** 40% + 4% per level of experience. **Secondary Skill Level:** -10% Base Proficiency.

Helicopter Mechanics: Specific skill for helicopters. Diagnosis is 30% + 5% per level, and repair is 20% + 5% per level.

Jet Aircraft Mechanics: Covers all jets and scramjets. Diagnosis is 30% + 5% per level, and repair is 20% + 5% per level.

Locksmith: The practiced study of lock designs, and ability to repair, build, modify and "open" locks. The methods, techniques, and tools of lock picking include the old-style key and tumbler, combination, and modern electronic locking systems. Time Requirements: 1-4 melees to open an anti-quoted, key type lock; 1-6 minutes to open an elaborate tumbler type; 2-16 minutes to open a simple electronic lock (usually by patching in a bypass system); and 1-6 hours to break a complex, state-of-the-art electronic lock system, such as those used in high security and restricted areas.

If an unsuccessful skill roll is made, the lock is *not* opened and the process must be repeated. If an attempt to open an electronic lock fails, roll to see if the lock has been irreparably damaged; 32% chance. If damaged, the lock CANNOT be opened. **Base Skill:** 25% + 5% per level of experience. **Special Bonus:** Add a one time bonus of 5% if the Electronics Skill is also taken.

Mechanical Engineer: A training, understanding and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, sabotage, repair, or construct mechanical devices. The first percentage is how to operate/analyze/design machinery; the second is how to repair, construct or sabotage. **Base Skill:** 45% + 5% per level of experience. **Special Bonus:** +5% to Locksmith skill and +5% to Surveillance Systems skill.

MEDICAL

Criminal Sciences & Forensics: Basic knowledge of police skills. Includes simple criminal law, fingerprinting, ballistics (matching bullets to weapons and angles of impact), and general investigative techniques. Forensic medicine is also included, allowing the character to find evidence of time of death, cause of death, and other details when examining a corpse. Note: Biology, Chemistry, Chemistry-Analytical and

some Mathematics, are all required before taking Criminal Sciences & Forensics. **Base Skill:** 35% + 5% per level of experience.

First Aid: Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics, and common anti-inflammatory drugs and pain killers. **Base Skill:** 50% + 5% per level of experience. A failed roll means the patient has not responded to treatment or that treatment was improperly applied.

Secondary Skill Level: - 10% Base Proficiency.

Paramedic: An advanced form of medical emergency treatment which includes all first aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency equipment, use of drugs, knowledge of how to move a critically injured person and other lifesaving techniques. A *failed roll* means the patient has not responded to treatment or that the treatment has been improperly administered. **Note:** For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successful out of three, means the wound has been properly treated or the patient's condition is stabilized. Failure means the patient's condition is unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after he or she has spent six minutes of examination and/or concentration. **Base Skill:** 50% + 6% per level of experience.

Plastic Surgery: The ability to manipulate a persons features, under surgery, to correct problems, or to create a whole new appearance. **Base Skill:** 60% + 6% per level of experience.

Medical Doctor: The character has a Ph D (doctorate degree), with Master's of Science, to be a practicing doctor.

Areas of training/study include: clinical skills, medical discipline, code of ethics, laboratory skills, techniques, methods of data collection, physiology (muscles, respiratory, blood, body fluids); fundamentals, principles and procedures of pathology (diseases, their structure and function), rudimentary pharmacology (use, reaction, and interaction of drugs). The medical doctor (M.D.) is also trained in surgical procedures (he is a surgeon). **Note:** The first percentile number indicates the ability to diagnose a problem and the second is the ability to successfully treat it. **Base Skill:** 70/60% + 3% per level of experience.

Pathology: This is that branch of medicine that deals with the nature of diseases, their causes and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human disease, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments, tools and equipment. **Requirements:** Chemistry. **Base Skill:** 45% + 5% per level of experience.

MILITARY

Aircraft Armor and Weaponry: Assembling, installing and repairing vehicle weapons and armor is a job for a specialist. An improperly installed or adjusted item of this type can offset the vehicle's alignment and cause a decrease in Speed Class of 1D6. **Base Skill:** 40% + 4% per level of experience.

Armorer: This is the military version of a weapon's engineer. The character can maintain, fix, modify, mount and figure out most military weapons. This ranges from repairing assault rifles, and adjusting the sights on a sniper rifle, to installing a rotary-mount .50 caliber machinegun on a fixed position or a vehicle. **NOTE:** Equivalent to Road Hogs "Automobile Armor and Weaponry." **Base Skill:** 55% + 5% per level of experience.

Demolitions: Demolitions provides the person with an advanced knowledge in the use and workings of explosives and detonation devices, for the purpose of blowing up bridges, buildings and sabotage. This includes all types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps. This will increase a character's awareness of suspicious rope, string and wire. **Base Skill:** 60% + 3% per level of experience. A *failed roll* means a dud; no explosion.

Demolitions Disposal (or Explosive Ordnance Disposal):

This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any other explosive device. **Base Skill:** 60% + 3% per level of experience. A *failed roll* means the item has exploded without warning.

Military Intelligence: This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counter-intelligence measures and proper procedure. This includes the practical assessment of sights and sounds; estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging, and reporting to group leader or proper authority).

This means the character will be able to accurately estimate ranges; the number of enemies/troops, direction, purpose; and assess the importance of specific information, documents and prisoners.

Further intelligence training includes a working knowledge of indigenous guerrilla warfare, practices, concealment techniques, appearance, and current activities. This will enable the intelligence officer to recognize suspicious activity as guerrilla actions and identify guerrilla operatives.

For example: A particular booby trap, or weapon, or mode of operation, may be indicative of guerrilla activity in that area. It may be up to the character to confirm the existence of guerrillas, and their strengths and numbers in a particular area.

Another area of training, made available to intelligence, is the identification of enemy troops, officers and foreign advisors. This means the person learns the many distinguishing ranks and marks that identify specific military units, special forces, and officers of the enemy. Such identification can pinpoint and confirm enemy operations, goals and movement, as well as confirm outside intervention/aid. **Note:** A failed roll in any of the intelligence skills means that evidence is inconclusive, or the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the intelligence officer has dismissed it entirely as being meaningless. (GM's, use your discretion). **Base Skill:** 42% + 4% per level of experience.

Pilot Tank: The piloting of armored assault vehicles; includes

armored all terrain vehicles, amphibious recon, and other, armored heavy vehicles and construction vehicles. **Base Skill:** 50% + 4% per level of experience.

W.P. Military Weapons: These are areas of training and practiced skills with a particular type of modern weapon. Each W.P. counts as one skill. Characters may have several W.P. and each provides a bonus to strike only with a particular class of weapon. See the Combat Section for details. Characters start with a +1 to Strike and receive an additional +1 to Strike at 4th, 7th, 10th and 14th levels.

W.P. Artillery: Covers all vehicle-sized cannons and howitzers, as well as vehicle-mounted missile weapons.

W.P. Assault Rifle: Automatic rifles.

W.P. Flame Thrower: Flame Throwers.

W.P. Grenade: Think just anyone can chuck a grenade? If your answer is yes, then you might want to think again. Sure, tossing a grenade takes all the intelligence of your average chimpanzee. Figuring out *when* to throw the grenade is another matter. First off not all grenades are fitted with the same delay rate. Some have a 5 second delay, some 3 seconds, some can be adjusted to a variable rate. There's even some Soviet grenades that have a *zero* delay, they go off as soon as you pull the pin!

W.P. Grenade Launcher: Any device, including certain rifle models, that fire grenades.

W.P. Infantry Missiles: Includes most small hand-held missiles and missile-type anti-tank weapons. Also includes rocket launchers, bazookas, etc . . .

W.P. Mortar: These are man portable artillery weapons that consist of a tube and small self-propelled bombs that shoot out of the tube.

W.P. Vehicle Mounted Weapons: Includes a W.P. with Grenade Launchers, light, medium and heavy Machineguns.

PHYSICAL

Acrobatics: Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above the ground. Other physical abilities include rolls, somersaults, leaps and falls. Provides the following abilities:

60% + 5% per level — Sense of Balance.

60% + 5% per level — Walk Tightrope or High Wire.

80% + 2% per level — Climb Rope.

40% + 4% per level — Climbing (or adds a bonus of +15% to Climb skill).

60% + 5% per level — Back Flip.

30% + 5% per level — Prowl (or adds a bonus of +10% to Prowl skill).

+2 to Roll with Punch/Fall.

+1 to P.S.

+1D4 to P.P.

+1 to P.E.

+1D6 to S.D.C.

Leap four feet high and five feet long, plus 2 feet per level of experience.

Fearless of heights.

Athletics (general): Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance and agility. Provides the following abilities:

+1 to parry and dodge.

+1 to strike with a body block/tackle; does 1D4 damage.

+1 to roll with punch or fall.

+1 to P.S.

+1D4 to Spd.

+1D8 to S.D.C.

Body Building: The building of muscle tone and body strength through weight lifting and exercise. Provides the following abilities:

+2 to P.S.

+10 on S.D.C.

Boxing: Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will *Automatically* Knockout opponents on a natural twenty for 1D6 melees rounds. Unlike normal Knockout/Stun, this does NOT have to be declared before the strike roll.

One additional attack per melee.

+2 to Parry/Dodge

+2 to Roll with Punch/Fall

+1D4 to P.S.

+3D6 on S.D.C.

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 20ft (6m) of a vertical climb. Every "skilled" climber gets a second roll to recover his/her hold. **Base Skill:** 50% + 8% per level of experience.

Rappelling is a specialized, rope climbing skill used in descending from helicopters, scaling walls and cliff facings. For game purposes, rappelling will include ascending and descending climbs. Minimum base effectiveness is 30% + 5% per level of experience. A failed roll means a slip or fumble; roll again to regain hold or fall. Provides the following abilities:

+1 to P.S.

+1 to P.E.

+1D6 to S.D.C.

Damage from Falls: 1D6 from a 10 foot height plus 1D6 for each additional 10 feet of height, or fraction thereof.

Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, and to work on rings and parallel bars. Characters with Gymnastics can leap 4ft up or 4ft across, with an additional, 2ft per level. **Note:** Characters with Leap Attack can use these distances in a strike. Provides the following abilities:

50% + 5% per level Sense of Balance.

70% + 2% per level Climb Rope.

20% + 6% per level Climbing (or adds a bonus of +10% to a climb skill).

70% + 8% per level Back Flip.

30% + 5% per level Prowl.

+3 to Roll with Punch/Fall.

+2 to P.S.

+1D4 to P.P.

+1 to P.E.

+3D6 to S.D.C.

Leap four feet high and four feet long plus 2 feet per level of experience.

Prowl: This skill helps the character to move with stealth; quietly, slowly and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll

means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. **Base Skill:** 46% + 4% per level of experience.

Running: A routine of running and exercise to build speed and endurance.

- + 1 to P.E.
- + 4D4 to Speed
- + 1D6 to S.D.C.

Swimming: The rudimentary skill of keeping afloat, dives, lifesaving, and swimming techniques. **Base Skill:** 50% + 8% per level of experience. The percentile number indicates the overall quality of form as skill of execution. A special bonus of + 1 to parry and dodge while in water applies. **Note:** A character can swim a distance equal to 3 × his P.S./Strength in yards/meters per melee. This pace can be maintained for a total of melees equal to his P.E./Endurance.

Swimming Advanced: Competitive swimming and advanced techniques including dives, lifesaving, snorkel and S.C.U.B.A.

S.C.U.B.A.: The letters S.C.U.B.A. stand for Self-Contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks/apparatus, mask and flippers. **Base Skill:** 50% + 5% per level of experience and reflects the degree of skill and expertise at S.C.U.B.A. **Note:** A character can swim a distance equal to 10 × his P.S./Strength in yards/meters per melee. This pace can be maintained for a length of time equal to 4 × his P.E./Physical Endurance in melees. *Advanced swimming provides the following abilities:*

- + 2 to dodge *underwater*.
- + 3D4 to Spd. when swimming only.
- + 1D6 to S.D.C.

Wrestling: As taught in High Schools and Colleges, wrestling is more of a sport than a combat skill, but it does provide useful combat training.

- Pin/Incapacitate on a roll of 18, 19, or 20.
- Crush/Squeeze does 1D4 damage.
- Body Block/Tackle does 1D4 damage and opponent must Dodge or Parry to avoid being knocked down.
- + 2 to Roll with Punch/Fall.
- + 2 to P.S.
- + 1 to P.E.
- + 4D6 on S.D.C.

PILOT SKILLS (Ground, Air, Water)

Pilot Automobile: The ability to operate a car, station wagon, or van. Automatic Transmission: 90% + 3% per level of experience. Standard Transmission: 82% + 4% per level of experience. **NOTE:** Character vehicles with Speed Class of 10 or less can be either automatic or manual transmission (player's choice). All vehicles with Speed Class of 11 or higher must have manual transmission. **Secondary Skill Level:** - 10% Base Proficiency.

Pilot (Automobile) Professional Race Car: Specialized knowledge of operating high performance vehicles at high speed. Using these vehicles, at any speed, requires this skill. All Control Rolls in high-powered vehicles are done with the rating from this skill. **Base Skill:** 60% + 5% per level of

experience. **IMPORTANT NOTE:** *Any vehicle with Speed Class 15 or greater is considered to be a Professional Race Car.*

Motorcycle: In addition to being able to pilot dirt bikes (cross-country motorcycles) and street bikes (heavier highway motorcycles), the character also has a DODGE bonus of + 2. **Base Skill:** 60% + 4% per level of experience. **Secondary Skill Level:** - 10% Base Proficiency.

Offensive Driving: Practice and theory of wheeled combat. The big advantage of this skill is that there is no limit on high a character can advance. In every other skill there is a 98% maximum proficiency. With Vehicle Pursuit and Vehicle-to-Vehicle Combat there is no limit and characters may have percentiles over 100%. Use for Control Rolls *only*. Can be used with one or more other Pilot skills. 30% + 5% per level. The equivalent of Road Hog's "Vehicle-to-Vehicle Combat."

Truck: Manual or automatic transmission; includes vans and trailers. **Base Skill:** 60% + 4% per level of experience. **Secondary Skill Level:** - 10% Base Proficiency.

Pilot Heavy Machinery: **Base Skill:** 40% + 3% per level of experience.

Commercial Vehicles: **Base Skill:** 40% + 3% per level of experience.

Freight Hauler: **Base Skill:** 40% + 3% per level of experience. **Secondary Skill Level:** - 3% Base Proficiency.

Airplane: Includes the old propeller, single and twin engine types. **Base Skill:** 70% + 4% per level of experience. **Secondary Skill Level:** - 10% Base Proficiency.

Boats: Sail Type: **Base Skill:** 60% + 4% per level of experience. **Secondary Skill Level:** - 10% Base Proficiency.

Boats: Motor Type: Large and small (not ships). **Base Skill:** 60% + 4% per level of experience. **Secondary Skill Level:** - 10% Base Proficiency.

Submarines: Large and small (but not military types). **Base Skill:** 50% + 4% per level of experience.

PILOT ADVANCED AIRCRAFT

Air-to-Air Combat: (New!) Practice and theory of aerial combat. The big advantage of this skill is that there is no limit on high a character can advance. In every other skill there is a 98% maximum proficiency. With Air-to-Air Combat there is no limit and characters may have percentiles over 100%. Use for Aerial Combat Rolls only. Can be used with one or more other Pilot skills. A bonus of 10% + 2% per level is added to the regular Pilot skill.

Basic Helicopter: Includes the small, two seater, observation types; large transport and assault. **Base Skill:** 60% + 4% per level of experience. **Secondary Skill Level:** - 10% Base Proficiency.

Combat Helicopter: Requires special training in assault type helicopters of all kinds as well as the use of their weapons. **Base Skill:** 52% + 4% per level of experience.

Jet: Includes the fan jet and commercial jet liners. **Base Skill:** 60% + 4% per level of experience.

Fighter Jet: Training in the flying, maneuvering, techniques and weapons of jet fighter planes. **Base Skill:** 50% + 4% per level of experience.

PILOT RELATED SKILLS

Instrument Rating: This skill allows a pilot to steer a course, take-off or land, in total darkness, using just the aircraft's instrument readings. **Base Skill:** 30% + 5% per level of experience.

Aerial Navigation: Used for determining position, especially at night or over water. **Base Skill:** 30% + 5% per level of experience.

Navigation: Skills in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes air, land and water navigation, as well as piloting by instruments alone. **Note:** Basic mathematics and read sensory equipment are required to take this skill. **Base Skill:** 60% + 5% per level of experience. **A failed roll** means the pilot is off course. Roll 2D6 × 100 for aircraft, 4D6 × 100 for Veritech Fighters, and 1D6 × 100 for land vehicles, to determine how many miles/kilometers they are off course by. Roll for every hour that one is off course. **Secondary Skill Level:** – 10% Base Proficiency.

Orbital and Interplanetary Navigation (New!): Training in the use of navigational computers and charts. Once learned the navigator can establish an exact course to any point in the solar system. **Base Skill:** 35% + 5% per level.

Read Sensory Equipment: Individuals with this training can maintain, understand, operate, and “read” or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancement, instrument panels and so on. **Base Skill:** 40% + 5% per level of experience. **Note:** Characters without a sensory skill can not understand nor operate air vehicles, radar or detection/surveillance equipment. **Secondary Skill Level:** – 10% Base Proficiency.

Weapon Systems: This is the complete understanding of weapon units and systems incorporated in vehicles. It includes the Destroids, vast variety of weapons, lasers, particle beams, auto cannons, missile launchers, and so on. **Special Bonus:** + 2 to strike. **Note:** Characters without weapon systems skill will be able to operate them only if skilled in piloting that vehicle (like Pilot Helicopter, etc.), but has no bonus to strike and never have the initiative. **Base Skill:** 50% + 2% per level of experience, and represents the overall comprehension and ability of the character.

SCIENCE

Astrophysics: Knowledge of stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena, like quasars and black holes. **Note:** Basic and advanced Mathematics is required before taking Astrophysics. **Base Skill:** 30% + 5% per level of experience.

Biology: Basic understanding of cells, anatomy, physiology, evolution and genetics. The character will know the basic use of a microscope, cultivating bacteria and how to classify new organisms. **Base Skill:** 40% + 5% per level of experience.

Botany: Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization, germinating and growing experimental plants. **Base Skill:** 40% + 5% per level of experience.

Chemistry: Basic understanding of chemical principles and

formulae. Characters know enough chemical laboratory procedures for analyzing and synthesizing chemical compounds in order to be competent assistants. **Base Skill:** 50% + 5% per level of experience.

Chemistry – Analytical: Chemical engineering theory, useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment, and can analyze and synthesize chemicals. **Note:** Basic and Advanced Mathematics are prerequisites. **Base Skill:** 45% + 5% per level of experience.

Mathematics – Basic: Includes basic addition, subtraction, multiplication, division and fractions. **Base Skill:** 80% + 2% per level of experience.

Mathematics – Advanced: Includes algebra, geometry, trigonometry, calculus and techniques for advanced mathematics. **Base Skill:** 64% + 4% per level of experience.

TECHNICAL

Art: The ability to draw, paint or sculpt or craft work. Scholastic art skills indicate a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 40% + 4% per level of experience. **Secondary Skill Level:** – 10% Base Proficiency.

Language: Characters with a language skill can understand, speak, write and read in a language other than his/her native tongue. Language is one of the few skills which can be selected repeatedly as a skill program and/or repeatedly as a secondary skill, so long as a different language(s) is selected each time. Three languages can be selected for each skill program, but only one for each secondary skill. **Base Skill:** 55% + 5% per level of experience.

Unlike most western languages there are eastern languages that don't necessarily confer a universal level of fluency. Take Japanese as an example, it contains no less than six different “alphabets” or styles of script ranging from Kanji (somewhat like a western system where different sounds correspond to different characters) to Chinese characters (where there are tens of thousands of individual symbols, each representing a different word or concept). **Secondary Skill Level:** – 10% Base Proficiency.

Photography: Taking black and white or color, still pictures. Characters will know how to load, develop and enlarge film. **Base Skill:** 50% + 5% per level of experience. **Secondary Skill Level:** – 10% Base Proficiency.

Writing: The ability to write prose (stories), poems or journalistically (articles/news). Scholastic writing skill indicates a professional quality, while secondary is a talented amateur. **Base Skill:** 34% + 4% per level of experience. **Secondary Skill Level:** – 10% Base Proficiency.

Role-Playing Game Design: Gives characters the ability to drive themselves beyond exhaustion, and to keep incredible hours without food or sleep. **Attribute Bonus:** + 1 to P.E. **Base Skill Proficiency:** 32% + 4% per level of experience.

TEMPLE PHILOSOPHIES AND SKILLS

Begging: Although learned as a monk, this skill can be particularly useful either as a disguise, or to collect emergency money when things are desperate. The base skill determines the chance of collecting a donation from each passerby. And on a crowded street it could be pretty lucrative. The amount of

money depends on the economy of the country and city where the begging is taking place. **Base Skill:** 30% + 2% per level of experience.

Fasting: The ability to go for long periods of time without food. So long as the character has sufficient water, two weeks without food will be pretty easy. After that the character will have to roll under the Base Skill to avoid becoming weakened or sick. **Base Skill:** 54% + 4% per level of experience.

Geomancy: This allows the character to evaluate the amount of Chi in any area. Some places will have a large amount of positive Chi, other will have substantial negative Chi. The character will be able to measure it exactly. As far as rolling is concerned, it's useful for finding places with exceptionally high or low Chi or either flavor. **Base Skill:** 15% + 5% per level of experience.

Philosophies: Characters educated in monasteries or temples can learn one of the oriental philosophies of Confucianism, Buddhism, Tibetan Lore, Taoism, Shinto or Zen. **Base Skill:** 80% + 2% per level of experience.

WEAPON PROFICIENCIES

There are three categories of weapon proficiencies (W.P.): Ancient, Projectile and Modern.

Ancient Weapon Proficiencies: Each skill area provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry, but only when that weapon is used. Each W.P. counts as one skill. The character may select several W.P. Note: Characters without a W.P. CAN use any weapon, but without bonuses.

W.P. Paired Weapons: This is an extra skill that, combined with an ancient weapon allows for the use of two weapons simultaneously.

W.P. Blunt: A skill with any type of blunt weapon including mace, hammers, cudgels, pipe, staff and clubs. **Bonuses:** Start with +1 to Strike at level one. +1 to Strike at 3rd, 5th, 8th, 11th and 14th levels. +1 to Parry at 2nd, 6th, 9th, 12th and 15th levels. +1 to Throw at 4th, 7th, 10th and 13th levels.

W.P. Chain: Includes ordinary lengths of chain, mace and chain, flail, nunchaku, etc. **Bonuses:** Start with +1 to Strike and +1 to Entangle at level one. +1 to Strike at 3rd, 5th, 8th, 11th, and 14th levels. +1 to Parry at 4th, 7th, 10th, and 13th levels. +1 to Throw at 6th, and 12th levels. +1 to Entangle at 2nd, 5th, 8th, 11th, and 14th levels.

W.P. Forked: Includes Sai, Tiger Forks, Tridents, and other weapons with tines. **Bonuses:** Start with +1 to Strike and +2 to Entangle. +1 to Strike at 3rd, 5th, 7th, 9th, 12th and 15th levels. +1 to Parry at 5th, 9th, and 13th levels. +1 to Throw at 3rd, 7th, 11th and 15th levels. +1 to Entangle at 4th, 6th, 8th, 10th, 12th and 14th levels.

W.P. Knife: Combat skill with all types of knives. **Bonuses:** Start with +1 to Throw at level one; +1 to Strike at 2nd, 4th, 7th, 10th and 13th levels. +1 to Parry at 3rd, 5th, 8th, 11th and 14th levels. +1 to Throw at 2nd, 4th, 6th, 9th, 11th, 13th and 15th levels.

W.P. Spear: Combat skill with large and small spears. **Bonuses:** Start with +1 to Strike and Parry level one; +1 to Strike at 4th, 7th, 10th, and 13th levels. +1 to Parry at

3rd, 6th, 9th, 12th, and 15th levels. +1 to Throw at 2nd, 5th, 8th, 11th, and 14th levels.

W.P. Staff: Combat skill with large and small staffs. **Bonuses:** Start with +1 to Strike and Parry at level one. +1 to Strike at 4th, 7th, 10th and 14th levels. +1 to Parry at 2nd, 4th, 6th, 8th, 10th, 12th and 14th levels. +1 to Throw at 3rd, 5th, 9th, 11th and 15th levels.

W.P. Large Sword: Combat skill with large swords. **Bonuses:** Start with +1 to Strike at level one. +1 to Strike at 3rd, 6th, 9th, 12th, and 15th levels. +1 to Parry at 2nd, 3rd, 5th, 7th, 9th, 11th, and 14th levels. +1 to Throw at 5th, 10th and 14th levels.

W.P. Short Sword: Combat skill with short swords. **Bonuses:** Start with +1 to Strike and +1 to Parry at level one. +1 to Strike at 3rd, 6th, 9th, 12th, and 15th levels. +1 to Parry at 4th, 7th, 11th, and 15th levels. +1 to Throw at 2nd, 6th, 10th and 13th levels.

W.P. Small Thrown Weapons: Includes Shuriken, throwing spikes, etc . . . **Bonuses:** Start with being able to fire off 3 per melee round. +1 to Throw at 4th, 7th, 10th and 13th levels. Extra shot per melee at 2nd, 3rd, 5th, 6th, 8th, 9th, 11th, 12th, 14th and 15th levels.

W.P. Bow: Includes short bow, long bow, Samurai bow, Mongol bow, and Ninja bow, as well as modern compound bows. **Bonuses:** Start with +1 to Strike and 2 shots per melee round. Add +1 to Strike at 2nd, 3rd, 5th, 7th, 9th, 11th, 13th and 15th levels. An extra shot per melee round is added at 2nd, 4th, 5th, 8th, 10th, 12th and 14th levels.

W.P. Crossbow: Includes both heavy and light crossbows. **Bonuses:** 1 shot per melee at first level. +1 to Strike at 2nd, 4th, 6th, 8th, 10th, 12th and 14th. An extra shot per melee round is added at 2nd, 3rd, 5th, 7th, 9th, 11th, 13th and 15th levels.

W.P. Slingshot: Includes both ancient slings and modern slingshots. **Bonuses:** +1 to Strike and 2 shots per melee at first level. +1 to Strike and an extra shot per melee at 2nd, 4th, 6th, 8th, 10th, 12th and 15th levels.

Modern Weapon Proficiencies: These are areas of training and practiced skills with a particular type of modern weapon. Each W.P. counts as one skill. Characters may have several W.P. and each provides a bonus to strike *only with a particular class of weapon*. See the Combat Section for details. Characters start with a +1 to Strike and receive an additional +1 to Strike at 4th, 7th, 10th and 14th levels.

W.P. Black Powder: Knowledge and practice with antique weapons of all kinds. Includes a lot of strange items . . . the ability to load and fire muzzle-loading guns, familiarity with Civil War, Napoleonic and Revolutionary War rifles and pistols.

W.P. Pistol: Includes both revolvers and automatic pistols.

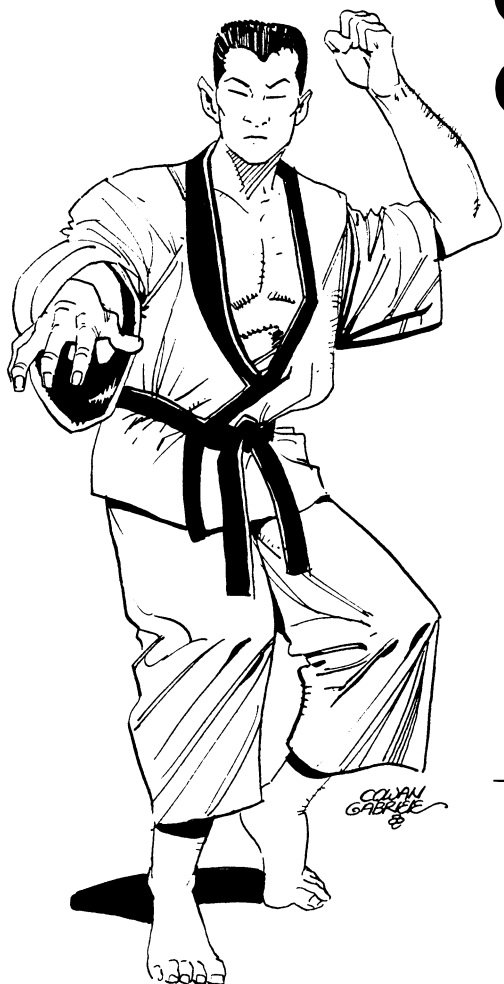
W.P. Rifle/Shotgun: Includes most hunting, military and targetshooting rifles.

W.P. Full-Sized Machinegun: Covers machineguns that fire rifle and assault rifle ammunition.

W.P. Sub-Machinegun: Covers machineguns that fire pistol ammunition.

W.P. Energy Weapons: Includes experimental light (laser) and accelerated particle pistols and rifles.

Occupational Character Classes (O.C.C.)



O.C.C. Martial Artist

Each martial artist character has been trained from the age of 12 at an institution for the martial arts. These are the only characters able to learn *more* than one Martial Art Form.

There are two kinds of Martial Artists. **The first** is completely *dedicated* to the study and practice of martial arts; one who has thought of nothing else for years. **The other** is a more *worldly* character who has more experience with the real world outside the walls of the monastery.

The Dedicated Martial Artist

This is the only character in the game who has *two (2) complete Martial Art Forms*. This is also the character with the most sheltered existence. With the exception of trips between schools, the character has seen almost nothing of the real world. Dedicated martial artists start out with the bare minimum of skills simply because they haven't had time to learn anything else.

Attribute Requirements: None

Starting Age: 12

Base S.D.C.: 25

List of 16 O.C.C.s

Martial Artist O.C.C.s

Dedicated Martial Artist
Worldly Martial Artist

Espionage Agent O.C.C.

Cyber Agent
Gadgeteer Agent
Operator Agent
Wired Agent

Free Agent O.C.C.

Private Eye
Professional Free Agent
Thief Free Agent
Wandering Free Agent

Gizmoteer O.C.C.s

Dreamer Gizmoteer
Gizoid Gizmoteer
Tinker Gizmoteer

Mercenary O.C.C.s

Academy Officer
Commando Mercenary
Cyborg Soldier
Veteran Grunt

Martial Art Forms: Choose two (2) forms, one Primary and one Secondary or one "exclusive" form. Note: Only the dedicated martial artist can select martial arts marked "exclusive".

Educational Level: Literate (can read and write native language), but with no formal education. *No Education Bonus.*

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: None.

Secondary Skills: Choose any two (2).

Money: \$1000.00.

Income: Weekly earnings are roughly \$300 per week as a martial arts instructor. Base pay at an agency would be \$400 per week.

Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 5th, 7th, 9th, 11th and 13th levels.

Social Contacts: The character has a 30% chance of recognizing any other *major* figure in the martial arts world. There is only a 5% chance that the character will have met the martial artist before. Both of the character's forms may have branches throughout the world. In any of these places the character has a 30% chance of tracking down a familiar contact.

The Worldly Martial Artist

Worldly martial artists are the kind who snuck out when they were supposed to be meditating. Not being willing to devote themselves completely to the martial arts' monk-style existence, they'd occasionally hitch a ride to the nearest urban area. For the worldly character, it was fun to find out about rock and roll,



flirt with the opposite sex, ride around on a motorcycle, and enjoy social life in general. Because they've been exposed to the real world, they receive a few extra skills.

Attribute Requirements: None

Starting Age: 15

Base S.D.C.: 35

Martial Art Forms: Choose one Primary form and three physical skills.

Educational Level: High School, minimal skills.

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character gets the Basic Military Skill Program and two (2) Basic Skill Programs, Plus select one (1) additional skill program from Military, or Espionage, or Gizmoteer, or Basic.

Special Martial Arts Bonus: The character can select one (1) additional Martial Arts Power from those available through his martial arts "form" at level one (1) and at level six (6). At level ten (10) select a Zenjorike power.

Secondary Skills: Choose any eight (8).

Money: \$6,000

Income: Character can teach martial arts for \$200 a week. Base pay at an agency is \$300 per week.

Level Advancement Bonuses: Receive one additional Secondary Skill at 4th, 8th, and 12th levels.

Social Contacts: The character has an 18% chance of recognizing any other *major* figure in the martial arts world. There is only a 5% chance that the character will have met the martial artist before. The character's form may have branches

located throughout the world. In any of these places, the character has a 30% chance of tracking down a familiar person.

Why I love being a Martial Artist O.C.C.

Hai! To be a martial artist is to devote one's life to the study of both the physical and mental discipline of the body. No other character is as deadly in hand to hand combat. Additionally, no other character is as attuned to the mystic forces of Chi. Hai!

NOTE: See the Ninjas & Martial Arts Section for the full rundown on martial arts skills, styles, and abilities.

The Superspy

Espionage "Agents"

Recruited and groomed from an early age (18), and intensively educated in all aspects of espionage. The character's expenses were paid all through college and each year's studies were selected with the character's espionage career in mind.

All Espionage Agents are sponsored by either a government's secret agency or by an international superspy organization. This means the character has received the very best training and equipment available. They've also been given the time and

money necessary to learn one of the Marital Art Forms. To put it simply, price is no object when it comes to Espionage Agents.

There are four kinds of espionage agents in *Ninjas & Superspies*. First, there's the **Cyber and Wired agent**. This is the person who has been the most extensively outfitted with implants and cybernetics. The **Gadgeteer** specializes in gimmicks, gadgets, weapons and devices. Finally, the **Operative** is the one who is the most extensively trained in espionage, intelligence, and other skills.

Cyber Agent

Backed by a powerful espionage organization, this secret agent has been turned into a "Super Agent." It's done by building into the agent's body a full selection of Cybernetic Attachments and Implants.

Attribute Requirements: I.Q.: 8 or higher

Starting Age: 20 + 2D4 years (age 22 to 28)

Base S.D.C.: 15 (plus cybernetic armor?)

Martial Art Form: None. Choose either Hand-to-Hand Basic (free), Expert (use one Secondary Skill), or Martial Arts Agent (use two Secondary Skills).

Educational Level: Equal to about two years of college; + 10% Education Bonus.

Superspy Modifications Available:

For a strictly *Ninjas & Superspies* campaign: All cybernetics from among Implants, Cyber-Attachments and Cyber-Disguises are available for purchase. See Implant/Cyber Expense Account below.

Combining Heroes Unlimited with Ninjas & Superspies: If you are using this character in a campaign that mixes villains and super characters from *Heroes Unlimited*, then add 1D4 million dollars to the Implant/Cyber Expense Account (cybernetics must always be purchased) and the Cyber Agent can make purchases from any types of cybernetics/bionics found in both *Heroes Unlimited* (See *Bionics Section pages 60-67*) and *Ninjas & Superspies*.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character selects any three (3) Espionage Skill Programs, and any one (1) from among Military Programs, or one Medical Skill Program, or one Gadgeteer Skill Program.

Secondary Skills: Select any six (6).

Money: \$8500

Implant/Cyber Expense Account: \$1,250,000

Income: Base pay as an agent is \$1,000 per week.

Level Advancement Bonuses: Receive one new Secondary Skill at 4th, 7th, 10th, and 13th levels.

Social Contacts: Because of the character's intense interest in Implants and Cybernetics there's a 15% of recognizing any key figure in that field.

Why I love being a Cyber Agent O.C.C.

The best thing about being a Cyber Agent is that you're *self-contained*. Take away all my obvious equipment and weapons, what the heck, take away my sleeve! It doesn't matter, 'cause my best stuff is under my skin!

Wired Agent

This is a character who's been *implanted* with a variety of high-tech gadgets and improvements. The character is highly trained, well educated and dedicated to his life as a spy.

Attribute Requirements: I.Q. 8, P.E. 12

Starting Age: 20

Base S.D.C.: 20

Martial Art Forms: Choose one (1) martial art form. Any of the 41 martial arts can be selected, except exclusive forms.

Educational Level: Special Training.

Superspy Modifications Available: Choose a total of four (4) from among Implants, Cyber-Attachments and Cyber-Disguises. Note that the character is limited to a maximum of one Cyber-Attachment.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character can take one (1) Espionage Skill Program, one (1) Military Program, one (1) basic skill program, and one (1) additional program from *any* category, including gadgeteer, military or espionage.

Secondary Skills: Select any six (6).

Money: \$20,000

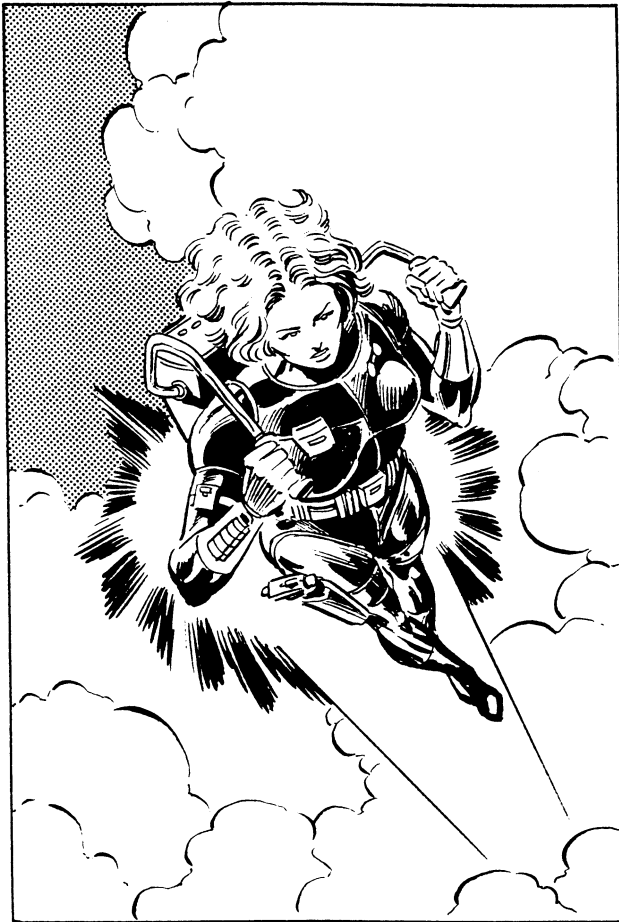
Implant/Cyber Expense Account: \$1,000,000

Income: Base pay is \$850.00 per week from the character's agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 6th, 9th and 12th levels.

Social Contacts: Because of the character's intense interest in Implants and Cybernetics, there's a 22% chance of recognizing any key figure in that field.





Gadgeteer Agent

This character is in love with gimmicks and devices. Without a complete selection of “dirty tricks,” weapons, secret gizmos and special defenses, the character would feel downright naked.

Attribute Requirements: I.Q. 9, P.P. 9

Starting Age: 18

Base S.D.C.: 10

Martial Art Forms: Choose one (1) martial art form. Any of the 41 martial arts can be selected, except exclusive forms.

Educational Level: Special Training

Superspy Modifications Available: Choose one (1) Implant or one (1) Cyber-Disguise.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Characters select any four (4) programs from among the Espionage and Military Programs. Also select one (1) Gizmoteer program.

Secondary Skills: Select any six (6).

Money: \$250,000

Implant/Cyber Expense Account: \$150,000

Income: Base pay is \$800 per week from the character’s agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 4th, 8th, and 12th levels.

Social Contacts: Character is constantly on the lookout for new and interesting gadgets. Collects catalogs, reads trade magazines, and loves to go to new product shows displaying the latest electronic and mechanical wonders. Character has a 20% chance of identifying any prominent inventor or engineer.

Operative Agent

More than any other character in *Ninjas & Superspies*, the Operative Agent is interested in education and skills. A superb technical specialist, this character is an expert at gathering information. This is also the kind of character who has a huge list of college degrees and honors.

Attribute Requirement: I.Q. 11

Starting Age: 20

Base S.D.C.: 15

Martial Art Forms: Choose one (1) martial art form. Any of the 41 martial arts can be selected, except exclusive forms.

Educational Level: Special Training.

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character can select any two (2) Espionage Skill Programs, any two (2) from among the Military Programs, and two (2) additional skill programs from among the categories of gizmoteer, medical and/or basic.

Note: That’s a total of six skill programs.

Secondary Skills: Select any Six (6).

Money: \$25,000

Income: Base pay is \$1,200 per week from the character’s agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 4th, 8th and 12th levels.

Social Contacts: Character knows the academic world well and can usually find a professional colleague at any educational institution. More specifically, there is a 20% chance that the character can find someone from one of his/her Skill Programs in any major city in the world. The character has also written professional articles under an assumed name and can easily fit into most universities under that name.

Why I love being an Espionage Agent O.C.C.

A life of intrigue is the thing for me, matching wits against the evil underground organizations of the world. On top of everything else, I’ve got the backing of a huge, powerful, and, most important, *rich* organization. After all, there’s not much point to being sophisticated if you don’t have the resources to buy the very best . . .

O.C.C. Free Agent

A **Free Agent** is a feisty, independent version of the Espionage Agent. The character has wandered the world, tasted its pleasures, flirted with danger, and learned a thing or three about how it all works. Where the Espionage Agent gets skills from college classes, the Free Agent learns the skills from hands-on experience.

Why I love being a Free Agent O.C.C.

Oh, just listen to that espionage dude mouth off about his creature comforts. Bunk! All he’s getting are bribes. Bribes designed to distract him from the plain reality of his condition.

And his condition is that of a *slave*. See what happens when he tries to disagree with mamma organization. He'll be shown his place right quick!

As far as my lot in life, I'm pretty content. I can work for whoever I please, go after whatever interests me, and thumb my nose whenever I want. And one of these days, I may even strike it rich!

Private Eye

The Private Eye is usually an individual who has had some experience in law enforcement (police), military (military specialist), or espionage (field operative/investigator). Generally, the character found that while he enjoyed investigative work, he did not enjoy the people he had to work with, the rules, and/or the restrictions forced upon him by the "agency." Consequently, after a few years (sometimes a few months) of service, he left that particular outfit to start his own agency where he can be his own boss and follow his own conscience. Depending on how amicable his departure was at the previous agency, the private eye may still work with that agency on a freelance basis (taking only the jobs he wants or the jobs needed to pay the bills) and may still have some *connections* at that agency (friends/informants).

The Private Investigation Agency: Starting with 60 points to spend, the player creates the private eye's agency using the *Spy Agencies* rules found in *Ninjas & Superspies*. Because the character will continue to add to the organization as he develops, add an additional 10 points to the agency at 3rd, 5th, 7th, 8th, and 9th levels of experience. Private Eye agencies have the following maximum levels, and note that everything, even those levels that are required, must be paid for with the initial 60 points:

- A. Outfits limited to Specialty Clothing (#4)
- B. Equipment limited to Electronic Supplies (#4)
- C. Weapons limited to The Arsenal (#5)
- D. Vehicles limited to Spy Cars (#4)
- E. Communications are unlimited
- F. Offices and Distribution limited to Urban (#2)
- G. Military Power limited to Security Guards (#2)
- H. Sponsorship MUST BE Private Industry (#3 or #6)
- I. Budget limited to Small Potatoes (#3)
- J. Administrative Control unlimited
- K. Internal Security unlimited
- L. External Security unlimited
- M. Agency Credentials unlimited
- N. Agency Salary limited to Excellent (#5)

Attribute Requirements: I.Q. 9, P.E.:8

Starting Age: 18

Base S.D.C.: 15

Martial Art Forms: Choose either Hand-to-Hand Basic (free), or Expert (use one Secondary Skill selection), or Martial Arts Agent (use two Secondary Skills selections).

Educational Level: Two Years of College or equivalent, + 15% Education Bonus.

Superspy Modifications Available: None.

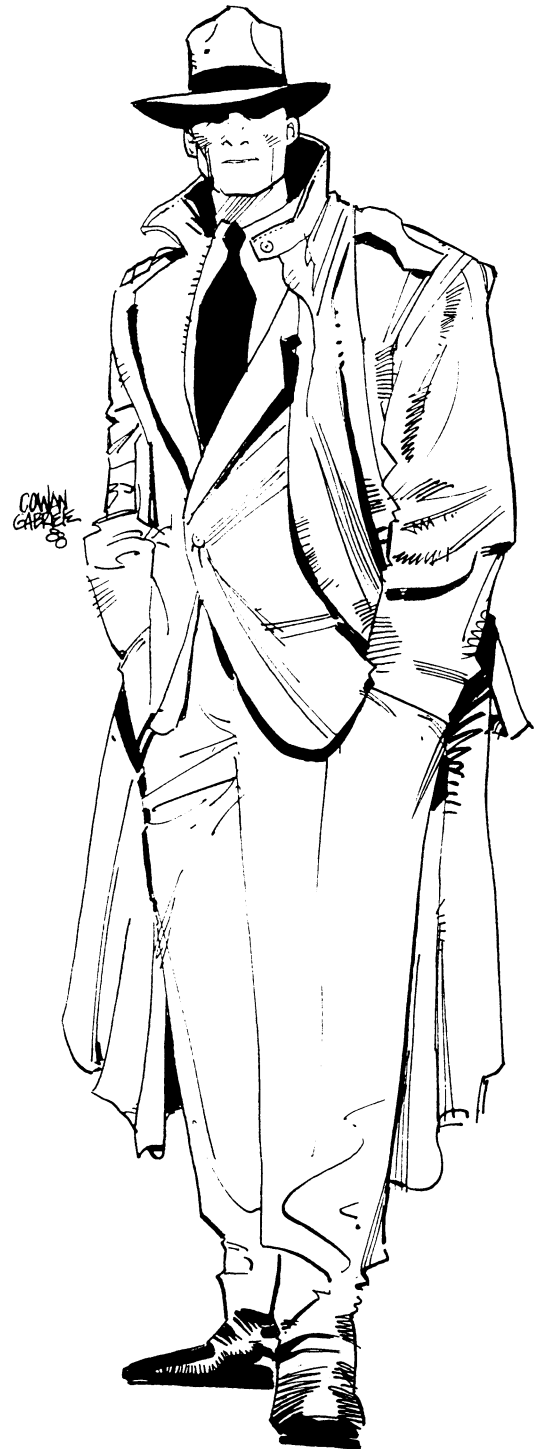
Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character can take any two (2) from among General Skill Programs and two (2) from Espionage Programs, plus any two (2) from among Military Skill Programs or Gizmoteer Skill Programs.

Secondary Skills: Select any eight (8).

Money: \$10,000 (all the rest is tied up in the business).

Income: As head of his own agency, the Private Eye can pick his own salary. However, the up-keep of the business and the availability of paying clients may keep the salary low. Typical pay for a new P.I. agency is about \$250 to \$350 a week. Older, established private investigators may earn \$400 to a \$1000 a week. An espionage agency will usually pay a freelance P.I. \$500 to \$1200 per week depending on the expertise (level) of the P.I. and the complexity/danger of the assignment.



Level Advancement Bonuses: Can learn a new language (Scholastic Skill) or select one new secondary at 2nd, 4th, 6th, 9th, and 13th levels.

Social Contacts: Being in the investigation business means the character is familiar with other investigators, and law enforcement figures, throughout the world. There's a 25% chance of recognizing somebody in the P.I. or espionage business during any investigation. And, because the character is in a known position, there's a 6% chance the Private Eye will be recognized by a former client, former colleague, former enemy, or former rival during any investigation.

Why I love being a Private Eye O.C.C.

There's nothing like being the boss! I have this great job, where trouble comes right to my doorstep, and pays me money to fix its problems. Yeah, being a Private Eye is great, just so long as I can find enough work to pay the rent...

Professional Free Agent

The character has spent a lot of time independently studying the espionage world and selling her services to the highest bidder. Along the way she's learned the advantages of concealing her identity and has even managed to install a couple of Cyber-Disguise modifications.

Attribute Requirements: I.Q. 9, P.E. 10

Starting Age: 19

Base S.D.C.: 15

Martial Art Forms: Choose either Expert Hand to Hand (Agent) or spend one Secondary Skills for Martial Arts Hand to Hand (Agent).

Educational Level: Special Training.

Superspy Modifications Available: Choose any two Cyber-Disguises.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character can take three (3) Espionage Skill Programs, *and* can select a total of three from among the categories of Basic Skill Programs, Military Programs and Gizmoteer Programs.

Secondary Skills: Select any six (6).

Money: \$15,000

Implant/Cyber Expense Account: \$50,000

Income: Base pay is \$650 a week when working for an agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 4th, 7th, 11th and 14th levels.

Social Contacts: The character has studied the international espionage scene long enough to be able to recognize famous criminals (30%), known espionage agents (15%) and important political figures (30%).

Wandering Free Agent

The character has seen more of the world than any other two characters put together. Along the way, the character has picked up the ability to adjust to new countries, new languages and new customs in a very short amount of time. Incidentally, one of the things the character has managed to pick up was an extended course in a Martial Art Form.

Attribute Requirements: I.Q. 9, P.E.:8

Starting Age: 18

Base S.D.C.: 20

Martial Art Forms: Choose one (1) martial art form. Any of the 41 martial arts can be selected, except exclusive forms.

Educational Level: Special Training.

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Must pick either *Oriental Culture Program* or another *Language Program*. The character also selects any two (2) from among the Basic Skill Programs, one (1) Espionage Program, one (1) Military Skill Program, and one (1) Gizmoteer Skill Program.

Secondary Skills: Select any eight (8).

Money: \$9,000

Income: Base pay is \$450 a week when working for an agency.

Level Advancement Bonuses: Can learn a new *language* (Scholastic Skill) at 3rd, 7th, 11th, and 15th levels. Also one new secondary skill at 4th, 8th and 12th levels.

Social Contacts: All that world travel has given the character a good chance of finding a friend, or at least a travelling companion, just about anywhere. There's a 15% chance of finding an old friend, who is another world traveller, anywhere in the world.

OPTIONAL: The player may wish to randomly roll the various countries that the character has lived in. Use the Country of Origin table 2D6 times.

Thief (Free Agent)

Here's a little speech from a typical character from this Life Path:

"Look, mistakes were made. Yeah, I broke the law, but I've paid society back for my earlier misjudgement. You can trust me now. All that thief stuff is behind me. Really!

"Now give me that stolen box of jewelry and I'll see that it gets safely back to the owner . . ."

Attribute Requirements: I.Q. 8, P.P. 12

Starting Age: 16

Base S.D.C.: 10

Martial Art Forms: Choose either Hand to Hand Basic (Agent) or trade in one secondary skill for Expert Hand to Hand (Agent), or two secondary skills for Martial Arts Hand to Hand (Agent), or four secondary skills for any of the following: Jujutsu, Aikido, Tae Kwon Do Karate, or Moo Gi Gong.

Educational Level: General and Special Training.

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character gets the *Espionage Thief Skill Program* with a +12% bonus on each of those skills. In addition, the character selects any three (3) from the following Skill Programs: Electronic Communications (Gizmoteer), Explosives Construction (Gizmoteer), Computer Hacking (Gizmoteer), Locksmith & Security (Gizmoteer), Surveillance (Espionage), Basic Military (Military), Helicopter: Aviation (Military), or any Basic Skill Programs.

Secondary Skills: Select any eight (8).

Money: \$10,000

Income: Base pay is \$400 a week when at an agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 6th, 9th, and 13th levels.

Social Contacts: The character *has* served time in prison. Roll for country and roll 1D20 for number of years (and add to age). Character can also easily pass for an underworld criminal (60% + 5% per level). The thief has a chance of finding a former friend, accomplice, or acquaintance in most criminal hang-outs or organizations (20% in country of origin, 31% in country where the character was jailed, and 7% everywhere else). This cuts both ways, since other criminals have a 7% chance of recognizing the character.

O.C.C. Gizmoteer

Gizmoteers are the legendary characters who can construct a microwave, orbital satellite controller out of an empty peanut butter jar, an electric knife sharpener and a junked '57 Chevy. They delight in taking things apart, figuring out how they work, and rebuilding them into wild and wonderful gizmos.

Tinker Gizmoteer has the most talent and skill of any of the Gizmoteers. **The Dreamer Gizmoteer** is the kind of character who would drop out of school for a few years to pick up a martial art form. Finally, **the Gizoid Gizmoteer** combines the construction talents of Gizmoteers with a couple of Implants and Cyber-Disguises.

Why I love being a Gizmoteer O.C.C.

There's nothing to compare with the thrill of creation. The challenge of putting together a brand-new gizmo with your bare hands. And the problem with all those Kung Fu-ers, spy guys, and soldier-boys is they don't know how to have fun. Hey, Gizmoteer is the *only* O.C.C. where you don't have to grow up, you can just stay a wide-eyed kid forever!

The Dreamer Gizmoteer

This character is a real *jack-of-all-trades*, master of none. Somewhat directionless, the character is brilliant, but barely made it through high school. The character also went through a phase where he was intensely interested in martial arts, and it lasted long enough for him to pick up one form.

Attribute Requirements: I.Q. 14

Starting Age: 17

Base S.D.C.: 10

Martial Art Forms: Choose any one (1) martial art form from the 41 available martial arts, excluding exclusive forms.

Educational Level: High School & Special Training. Add + 3% skill bonus to *all* skills in gizmoteer programs.

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character can take any three (3) Gizmoteer Skill Programs, one (1) Basic Skill Program, and one (1) Military Skill Program or Medical Skill Program *or* another Basic Skill Program.

Secondary Skills: Select any eight (8).

Money: \$15,000

Income: Base of \$450 a week from an agency; *may* get paid twice as much as a freelancer.

Level Advancement Bonuses: Receive one new Secondary Skill at 2nd, 4th, 6th, 8th, 10th, 12th and 14th levels.

Social Contacts: Just as this character flits from one area of interest to another, so his social contacts are brief, but large in number. The character has a 15% chance of running into a former *acquaintance* any time, anywhere in the world. Sometimes this is helpful ("Officer, I am the Minister of the Security and I say that pleasant young man is totally innocent! You must release him at once!"), sometimes not ("Well I'll be hornswoggled! If it isn't good old Jim-Boy Torrance from Alpena! Get out from hiding under that table and give your old buddy Tex a big hello!").

Gizoid Gizmoteer

In the Gizmoteer O.C.C. the character is so fascinated with the new technology that he or she has collected a couple of Implants, and/or Cyber-Disguises. This is also the only character who officially changes their Cybernetics at different levels.

Attribute Requirements: I.Q. 11

Starting Age: 19

Base S.D.C.: 10

Martial Art Forms: None. Choose either Basic Hand to Hand (Agent) or trade one secondary skill for Expert Hand to Hand (Agent), or two secondary skills for Martial Arts Hand to Hand (Agent).

Educational Level: Special Training; add +2% skill bonus to *all* skills gained from the gizmoteer programs.

Superspy Modifications Available: Choose two (2) from among Implants and Cyber-Disguises.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character can take any four (4) Gizmoteer Skill Programs and select one (1) from among the Basic Skill Programs, or Espionage Programs, or Military Programs, or Medical Skill Programs.

Secondary Skills: Select any four (4).

Money: \$15,000

Implant/Cyber Expense Account: \$500,000

Income: Base of \$600 a week from an agency.

Level Advancement Bonuses: Can replace one Implant or Cyber-Disguise at 4th, 8th and 12th levels. Get a *new additional*, Implant or Cyber-Disguise at 3rd, 6th and 10th levels. Note that the character must find an agency or otherwise find a way to pay for these changes. While they are not free, they are *automatically successful*, and the character does not have to roll for the surgery.

Social Contacts: Character keeps track of *every publicly known cybernetic researcher in the field*. There a 75% chance of recognizing or tracking down any of these researchers. In addition, there's a 15% chance that any cybernetic researcher will recognize the *Gizoid*.

The Tinker Gizmoteer

These characters are the most dedicated and serious of the Gizmoteers, and the only ones who manage to get all the way through their educational careers.

Attribute Requirements: I.Q. 11

Starting Age: 18

Base S.D.C.: 15 S.D.C.

Martial Art Forms: None. Choose either Basic Hand to Hand (Agent) or trade one secondary skill for the Expert Hand to Hand (Agent) or trade two secondary skills for the Martial Arts (Agent).

Educational Level: Special Training; add +6 bonus to *all* skills gained from gizmoteer programs.

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character selects any five (5) Gizmoteer Skill Programs *and* any one (1) from the Basic Skill Program, Espionage Program, or Medical Program.

Secondary Skills: Select any six (6).

Money: \$40,000

Income: Base of \$950 a week at an agency.

Level Advancement Bonuses: Receive two new Secondary Skills at 3rd, 5th, 8th, 10th and 12th levels.

Social Contacts: Character is well known in the academic world and can usually find a friend or colleague at any educational institution. The character's skill at tinkering is legendary and there's a 20% chance that the character will be recognized by, or will recognize a friend or fellow gizmoteer at any large university.

O.C.C. Mercenary

Mercenary characters have figured out how to turn their military skills into lifetime careers. The characters are usually veterans of one or more wars, and are fairly hardened to the business of killing.

Veteran Grunts started out as enlisted soldiers learning their profession in the line of duty. **The Cyborg Soldier** is a grunt character who went through a really traumatic injury and lost one or more body parts. The parts have been replaced with interchangeable Cyber-Attachments that provide a whole arsenal of possible uses. Finally, the **Academy Officer** is a professional military officer who started out in some kind of military college.

Why I love being a Mercenary O.C.C.

Are we talking power here? Isn't that what this game is all about? If it's power you're interested in, then check out Mercenaries. Naw, we're not interested in the power to chop toothpicks with your bare hands, and all that spy gizmo stuff is pretty cute but largely worthless. Ain't none of it that can compare to the sheer raw power of a .50 caliber machinegun, or a grenade launcher, or the roar of a barrage of artillery.

Academy Officer

The character has gone through a formal program of military officer training and has served for at least 10 years as a member of a national army, navy or air force. Among the possible characters that can be generated are Vehicle Specialist (land, sea, air), Intelligence Officer and Heavy Weapon Specialist.

Attribute Requirements: I.Q. 10

Starting Age: 18

Base S.D.C.: 15

Martial Art Forms: None. *Choose* either Hand to Hand Martial Arts (Agent) or Hand to Hand Assassin (Agent).

Educational Level: Military Academy Graduate, +10% skill bonus on *all* military skills.

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character automatically receives the *Basic Military Skill Program*. Also can take any four (4) Military Skills Programs and any two (2) General Skill Programs.

Secondary Skills: Select any five (5).

Money: \$50,000

Income: Base of \$650 a week at an agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 2nd, 4th, 6th, 8th, and 12th levels.

Social Contacts: The character is an avid student of worldwide military events and will carefully follow every war. As a result the character can recognize military figures (32%), knows where and when war will probably break out (20%), and has a good knowledge of the latest changes in military hardware (45%).

Commando Mercenary

Starting with a background in the military, the character eventually became attracted to the martial arts, especially those that dealt with the mystic Arts of Invisibility. Eventually the character turned into a specialist in commando operations requiring stealth as well as military prowess.

Attribute Requirements: P.E. 10 and P.P. 10

Starting Age: 21 (add Martial Art Skill Cost years)

Base S.D.C.: 25

Martial Art Form: Choose one martial art from the following list; Hand to Hand Assassin (Agent), Ch'in-Na, Drunken Style of Kung Fu, Kuo-Ch'Uan Dog Boxing Kung Fu, Monkey Style Kung Fu, Pao Pat Mei Leopard Style Kung Fu, Sankukai Karate, Snake Style Kung Fu, Tien-Hsueh Touch Mastery, Wui Wing Chun, or Wu Shu T'Sung P.R.C. Kung Fu.

Educational Level: Approximately two Years of College, +10% Education Bonus.

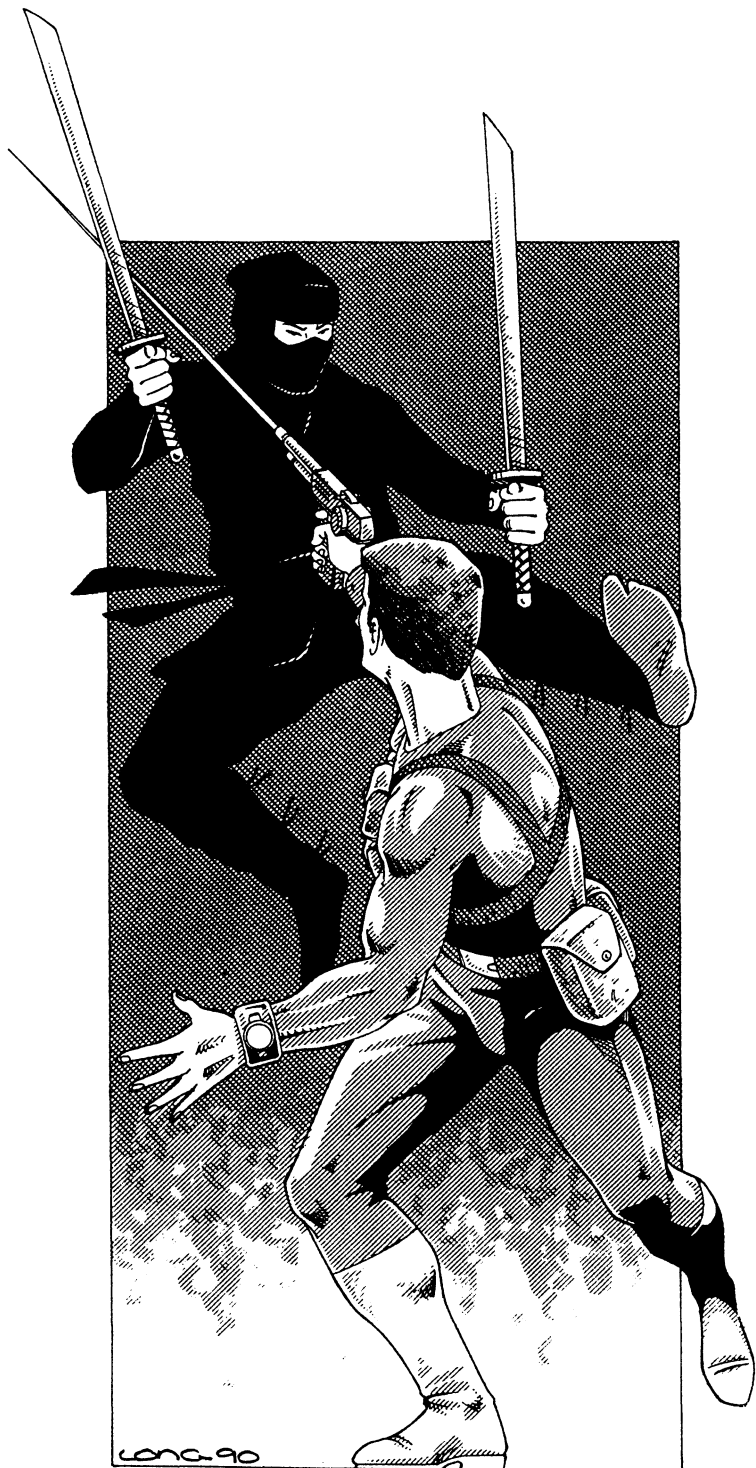
Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character automatically receives the Basic Military Skill Program, also select any two (2) additional Military Skills Programs and any one (1) General Skill Program, and one (1) Espionage Skill Programs.

Secondary Skills: Select any six (6).

Money: \$10,500.



Cyborg Soldier

The cyborg soldier is a man or woman who was once a government agent or military operative who has undergone massive cybernetic/bionic augmentation. Generally, cyborgs operating as mercenaries are fugitives who have abandoned the organization that has created them. Consequently, he or she is hunted by the original sponsoring agency who wants its expensive property back where it belongs. However, some cyborg soldiers have served their time with the agency and are free to operate independently (and secretly) as free agents. Many are still hired and repaired by powerful espionage organizations who have desperate need for these soldier's *special* abilities.

Roll to determine the soldier's level of freedom:

01-60 Run-away, wanted by sponsoring agency.

61-00 Free agent/mercenary.

Attribute Requirements: I.Q. 8 or higher

Starting Age: 20 + 2D4 years (age 22 to 28)

Base S.D.C.: 40 (plus cybernetic armor if **Heroes Unlimited**)

Martial Art Form: Choose either Hand to Hand Expert (Agent)

or Martial Arts (Agent) or can spend two (2) Secondary Skills for one of the following martial art forms: Tae Kwon Do Karate, Kyokushinkai Karate, Isshin-Ryu Karate, or Jujutsu.

Note: Cyborgs from **Heroes Unlimited** can not select a form of martial arts from **Ninjas & Superspies** (they are usually far more powerfully built with bionics and do not study the greater martial arts).

Educational Level: Equal to about two years of college; + 10% Education Bonus.

Superspy Modifications Available:

For a strictly Ninjas & Superspies campaign: All cybernetics are selected/purchased from among Implants, Cyber-Attachments and Cyber-Disguises are available for purchase. See Implant/Cyber Expense Account for available funds.

Combining Heroes Unlimited with Ninjas & Superspies:

If you are using this character in a campaign that mixes villains and super characters from **Heroes Unlimited**, then add 1D4 + 1 million dollars to the Implant/Cyber Expense Account (cybernetics must always be purchased) and the Cyborg Soldier can make purchases from any types of cybernetics/bionics found in both **Heroes Unlimited** (See *Bionics Section pages 60-67*) and **Ninjas & Superspies**.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character automatically receives the *Basic Military Skill Program*. Also select any two (2) additional Military Programs, and one (1) General Skill Program.

Secondary Skills: Select any six (6).

Money: \$12,000

Implant/Cyber Expense Account: \$450,000

Income: Base pay as an agent is \$1,200 per week.

Level Advancement Bonuses: Receive one new Secondary skill at 3rd, 6th, 8th & 12th levels.

THE MAN-MACHINE OPTION

Used only with the CYBORG SOLDIER character, this option gives the character expanded Superspy Modifications. Unfortunately, it's at the cost of several of the character's essential body parts. Only the following things are changed:

Income: Base of \$750 a week at an agency. \$300 to \$500 a week as an agent for a private investigation agency. Or about \$200 a week as a laborer.

Level Advancement Bonuses: Receive one new Secondary Skill at 4th, 7th, 10th, and 13th levels.

Social Contacts: The character keeps track of both sides of the war on terrorism, both the terrorist organizations, and the counter-terrorist forces of the various governments. As a result the character can recognize most prominent terrorist leaders (40%), along with the major commanders of anti-terrorist squads (30%). Keeping a very low profile, the character has only a 2% chance of ever being recognized.

Special Superspy Modifications Available: (roll percentile dice to see which condition applies to your character.)

- 1-30 Full Cranial Damage.** Fire has damaged the character's head, destroying both eyeballs and disfiguring all facial features. The character is allowed any number of replacement eyeballs (within budget). In addition, the character can have an unlimited number of Cyber-Disguises, with a *minimum of at least four Cyber-Disguises*. This is simply what it takes to fix up the character's mangled appearance. Any *two* jawbone Implants are also permitted. Remember, without appropriate Cyber-Attachments, the character is completely blind.
Implant/Cyber Expense Account: \$750,000.
- 31-60 Massive Body Trunk Damage.** The character has lost *both* the right and left arms and hands. Within the Implant/Cyber Expense limit, any number of replacements, attachments and augmentations are allowed. A total of two Lung and/or Body Cavity Implants can also be purchased.
Implant/Cyber Expense Account: \$650,000.
- 61-80 Right Side Destroyed.** A major accident has ruined the character's upper right side, destroying the Right Eye, Right Hand, Right Arm, Right leg and foot. Unlimited Cyber-Attachment replacements are available, so long as they're within Expense Account limits. Additionally, any *two* Cyber-Disguises, and any *one* Jawbone Implant can be selected.
Implant/Cyber Expense Account: \$520,000.
- 81-00 Left Side Destroyed.** A major accident has ruined the character's upper left side, destroying Left Eye, Left Hand, Left Arm, Left leg and foot. Unlimited Cyber-Attachment replacements are available, so long as they're within Expense Account limits. Additionally, any *two* Cyber-Disguises, and any *one* Jawbone Implant can be selected. **Implant/Cyber Expense Account:** \$520,000.

Veteran Grunt

The combat veteran who's been around the world and then some. The character won't "spook" in heavy fire situations and has come to expect danger as part of daily life. Pure Military, with a few "souvenirs" left over from previous wars. Character has also learned a Martial Art Form.

Attribute Requirements: I.Q. 8 and P.P. 8

Starting Age: 16

Base S.D.C.: 25

Martial Art Forms: Choose one (1) martial art form. Any of the 41 martial arts can be selected, except exclusive forms.

Educational Level: Military Training.

Superspy Modifications Available: None.

Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.

Available Skill Programs: Character automatically receives *the Basic Military Skill Program* with a +15% bonus on each skill in that program. The W.P. skill provides a bonus of +1 to strike. The character also selects three (3) Military Skill Programs *and* any one (1) from the General Skill Programs or Espionage Programs.

Secondary Skills: Select any ten (10).

Money: \$5,000

Income: Base of \$400 a week from an agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 5th, 7th and 10th levels. Also receives one new W.P. at 3rd, 8th and 12th levels (select from special skill list).

Social Contacts: The character has fought in enough armies to be on a first-name basis with most mercenary officers (60%). The character can also count on finding an old army buddy or enemy just about anywhere, 15% of the time.



COVER IDENTITIES AND BACKGROUND

For each "cover," a character will have a complete false identity. This includes a different name, background, "look" (different clothes, hair, glasses, etc.), identification papers, a fake job or employer, a circle of friends who know the character by the fake name, and a full background on the cover profession.

The following descriptions explain how each of the different cover professions can be useful in locating assistance and just how much time the character spent working "under cover." *Not* that the years listed should be added to the character's total age.

A cover does not automatically provide any appropriate skills, characters must get the matching skills normally.

Ease of Acceptance: This indicates how easily the character can convince strangers, even strangers in the cover identity's profession, of authenticity. Note that the maximum, regardless of level, is 98%.

Chance of Locating Friend: This is the chance, per day, of the character being able to locate a friend (someone who actually knows the character under the cover identity) in any logical location. Of course, this doesn't apply everywhere. There's really no chance of finding a banker friend in the middle of a desert, but a fellow roustabout (oil rig worker) could be located just about anywhere.

Chance of Accidental Discovery: Just as the character can search out a friend, so can friends occasionally stumble across the character. Usually this happens in well-trafficked places like airports and hotel lobbies, but it's something that can happen anywhere, any time. It can be especially embarrassing when the character is using a different identity.

Years of Employment: The amount of time the character actually spent working in the cover profession. During this period the character worked full-time, staying "in character" almost constantly.

1. Banking. The character knows how to dress, act and speak like a well-to-do international banking executive.

Acceptance: 60% + 10% per level

Locating Friend: 15% + 2% per level

Accidental Discovery: 5%

Years of Employment: 3 (as young executive)

2. Brokerage. A background in the international trade of stocks, bonds and securities.

Acceptance: 75% + 2% per level

Locating Friend: 10% + 2% per level

Accidental Discovery: 5%

Years of Employment: 2 (as brokerage clerk)

3. Cartographer. The character can pass for a professional map maker. This is particularly useful as an excuse for wandering around remote areas and for examining terrain with telescopes, electronic instruments, and by air.

Acceptance: 50% + 5% per level

Locating Friend: 5% + 2% per level

Accidental Discovery: 3%

Years of Employment: 1 (assistant/apprentice cartographer)

4. Chef. Obviously the character *must* also select cooking as a skill in order to be believable in this role. A great cover, since professionals often take extended vacations sampling the delights of various restaurants, swapping recipes and finding new ingredients.

Acceptance: 62% + 4% per level

Locating Friend: 35% + 5% per level

Accidental Discovery: 10%

Years of Employment: 2 (as apprentice)

5. Computer Consultant. Since new computers are constantly being installed all over the world, this is a very credible cover. Depending on the character's *real skill*, the cover can be as a software consultant (requiring computer programming skills), or hardware consultant (requiring computer operation and repair skills).

Acceptance: 80% + 2% per level

Locating Friend: 5% + 2% per level

Accidental Discovery: 3%

Years of Employment: None

6. Consulting Engineer. Engineers are often freelancers who travel anywhere in the world. The type of engineering performed should depend on the character's own skills (mechanical, electrical, etc.).

Acceptance: 64% + 2% per level

Locating Friend: 20% + 5% per level

Accidental Discovery: 8%

Years of Employment: 4 (as junior engineer)

7. Courier. Almost the perfect cover. Couriers are simply carriers of important items. They often have their cargo stored in a briefcase. The briefcase is then handcuffed to their wrists. This is a very small, very select, group of professionals. The only disadvantage is that couriers are often suspected of being espionage agents, a case of a cover that is sometimes too good.

Acceptance: 70% + 2% per level

Locating Friend: 4% + 1% per level

Accidental Discovery: Zero (couriers never identify each other; it's against their code of conduct)

Years of Employment: 1 (as full-time courier)

8. Croupier. This is a professional casino worker, somebody who specializes in dealing cards (like black jack or baccarat) and operating other gambling devices. The character can easily find work in most international gambling cities. Useful skills might include palming and concealment.

Acceptance: 80% + 2% per level

Locating Friend: 15% + 5% per level

Accidental Discovery: 24% (usually former customers)

Years of Employment: 1 (as full-time croupier)

9. Diamond Trader. The exclusive world of the international diamond cartel has its own cadre of dealers, the diamond traders. These characters know everything about identifying, grading and pricing diamonds. They are also frequent travellers.

Acceptance: 55% + 4% per level

Locating Friend: 5% + 1% per level

Accidental Discovery: 5%

Years of Employment: 3 (as apprentice)

10. Diplomat. A member of a nation's diplomatic corps. The character can easily pass among the elite international set of diplomats. The character will be totally familiar with protocol, manners, and the right way of dealing with most foreign nationals. **NOTE:** This cover is restricted to characters working for government agencies, and foreign language skills may be required.

Acceptance: 45% + 5% per level

Locating Friend: 10% + 5% per level

Accidental Discovery: 10%

Years of Employment: 2 (as minor functionary in an embassy)

11. Diver. The character has a background as a freelance professional diver. Work with offshore drilling companies, and as an instructor of Scuba diving, is easy to come by. Note that this cover works only in coastal areas.

Acceptance: 80% + 2% per level

Locating Friend: 15% + 5% per level

Accidental Discovery: 3%
Years of Employment: None

12. Freelance Airplane Pilot. Character can go just about anywhere and hang-out while waiting for piloting jobs. A great cover for hanging around airports or in remote areas where airplanes are the only reliable form of transportation.

Acceptance: 70% + 4% per level
Locating Friend: 30% + 5% per level
Accidental Discovery: 15%
Years of Employment: 2 (as copilot)

13. Geologist. Geologists are the modern day versions of old-time prospectors. Although their tools are more sophisticated, they still wander to the far corners of the earth looking for new deposits of ore, oil or anything valuable.

Acceptance: 55% + 4% per level
Locating Friend: 5% + 2% per level
Accidental Discovery: 5%
Years of Employment: 1 (as apprentice)

14. Gold Trader. The current price of gold, speculating in new or old gold mining companies, and the international trade in gold, all make for an excellent cover. This is one character who can appear rich or poor, and can have a good excuse to be just about anywhere, from the great cities to the most remote locations.

Acceptance: 60% + 3% per level
Locating Friend: 10% + 2% per level
Accidental Discovery: 6%
Years of Employment: 3 (as apprentice)

15. Horse Racing Professional. Although the character could be a jockey (if small enough), the more likely professions are horse owner, groom and stable hand. Since there are races all over the world, this often provides a good cover.

Acceptance: 80% + 2% per level
Locating Friend: 25% + 5% per level
Accidental Discovery: 26%
Years of Employment: 2 (as groom)

16. Import/Export Agent. Moving any kind of product from one country to another is a job for a professional, an import/export agent. In addition to the value of a flexible cover (they can be found anywhere in the world), this experience is also helpful when the character really needs to move stuff across international borders.

Acceptance: 60% + 3% per level
Locating Friend: 10% + 2% per level
Accidental Discovery: 15%
Years of Employment: 1 (as junior agent)

17. Insurance Agent. Investigating claims, checking on new policies, and transferring important papers, are all useful reasons for insurance agents to travel.

Acceptance: 74% + 2% per level
Locating Friend: 5% + 1% per level
Accidental Discovery: 6%
Years of Employment: 1 (as claims clerk)

18. Journalist. This refers to print journalists, newspaper and magazine writers only. As freelancers, or as representatives for different journals or wire services, journalists can usually pass unnoticed anywhere in the world. One advantage of this cover

is that the character has a credible reason for being near wars, natural disasters or other troubles.

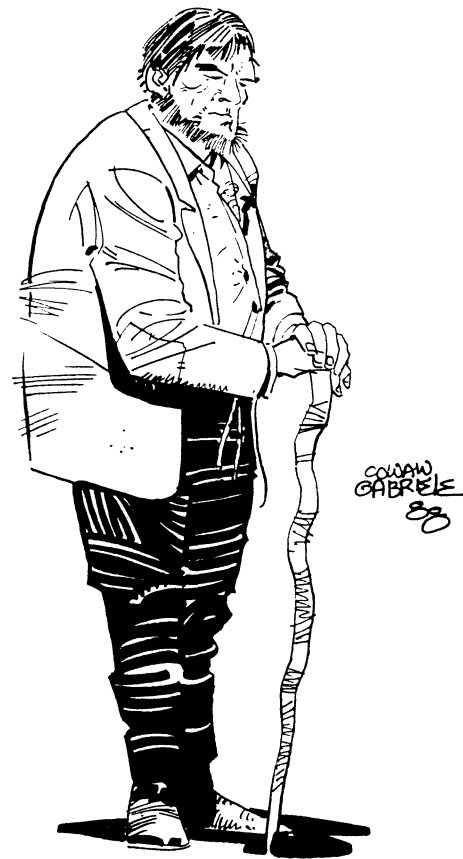
Acceptance: 40% + 5% per level
Locating Friend: 10% + 5% per level
Accidental Discovery: 8%
Years of Employment: None

19. Media Representative. Journalists who report to electronic media, either radio or television. Media reps swarm to any crisis location in the world. Characters should choose to be technicians, like sound specialists, photographers or engineers. The other alternative, that of on-air announcer, is too dangerous for agents since their faces and voices become too well known for anonymity (add + 50% to Accidental Discovery).

Acceptance: 40% + 5% per level
Locating Friend: 15% + 5% per level
Accidental Discovery: 8%
Years of Employment: 1 (as trainee)

20. Mercenary or Weapons Dealer. These characters are not combat personnel. Instead, they are the business representatives involved in contracting mercenary armies and/or arranging for arms shipments.

Acceptance: 34% + 4% per level
Locating Friend: 5% + 2% per level
Accidental Discovery: 5%
Years of Employment: None



21. Missionary. A cover as a member of a religious order, usually a church that sends missionary aid to remote areas. A good cover for travelling in any remote, populated land.

Acceptance: 34% + 6% per level
Locating Friend: 5% + 2% per level
Accidental Discovery: 5%
Years of Employment: None

22. Museum Representative. The character can claim to be looking for art, primitive artifacts, or even geological specimens. This search can lead to anywhere in the world, from the most exclusive city art galleries to the most remote archaeological dig. Even though the character is a buyer, the legendary slow budget process of museums allows the character to delay actual payment indefinitely.

Acceptance: 50% + 5% per level

Locating Friend: 2% + 1% per level

Accidental Discovery: 5%

Years of Employment: None

23. Nurse. Unlike doctors, who are too visible to fit under cover, nurses are relatively inconspicuous. They are also in heavy demand in hospitals and clinics the world over. Note that male nurses are quite common. First aid or paramedic skill will be very handy for this cover. Reduce acceptance by 30% if the character has no such skill.

Acceptance: 80% + 2% per level

Locating Friend: 15% + 5% per level

Accidental Discovery: 12%

Years of Employment: 1 (as nurse trainee)

24. Photographer. Freelance photographers are often world travelers, always looking for obscure/new subjects. This is an excellent cover, especially when it's necessary to conceal equipment, because of the amount of equipment that comes with the job.

Acceptance: 55% + 5% per level

Locating Friend: 10% + 5% per level

Accidental Discovery: 10%

Years of Employment: None

25. Roustabout. These are oil rig and oil drill workers. They are in high demand at oil exploration and drilling sites throughout the world. And, since they are very well paid, they vacation wherever they like. A good cover, with the main disadvantage being the overenthusiasm of fellow workers if and when the character is found.

Acceptance: 70% + 4% per level

Locating Friend: 35% + 15% per level

Accidental Discovery: 30%

Years of Employment: 1 (as junior roustabout)

26. Sales Representative. The character represents some line of goods frequently traded in the international market. Although the character should be initially familiar with just one line (pick one only), it's common for sales types to switch to other lines. Possibilities include foods, electronics, raw materials, jewelry, watches, clothing and books.

Acceptance: 70% + 2% per level

Locating Friend: 15% + 5% per level

Accidental Discovery: 10%

Years of Employment: None

27. Surveyor. (See also Cartographer) Unlike a map maker, the surveyor is mainly interested in taking specific measurements of distance, height and slope on a particular patch of ground. Makes for a good cover, since surveyors are hired and sent out to check any area before building or business deals begin.

Acceptance: 60% + 5% per level

Locating Friend: 10% + 2% per level

Accidental Discovery: 5%

Years of Employment: 1 (as surveyor's assistant)

28. Translator. In demand all over the world because of their language skills. Jobs involve either the translation of documents from one language to another, or directly interpreting between speakers of different tongues. Obviously, the character must have a good foreign language skill or two (or more).

Acceptance: 40% + 5% per level

Locating Friend: 15% + 5% per level

Accidental Discovery: 10%

Years of Employment: 1 (as working translator)

29. Tour Operator. The character is basically a guide for groups of tourists. This provides a wonderful excuse, and a wonderful cover, for visiting foreign countries. Since it also requires a background as a travel agent, the character will also know all about international travel, rates and schedules.

Acceptance: 45% + 5% per level

Locating Friend: 25% + 5% per level

Accidental Discovery: 25%

Years of Employment: 1 (as tour assistant)

30. Wine Buyer. An expert in tasting, identifying and evaluating wine, the character is one of a very select group. In fact, there are fewer than 1,000 qualified experts in the world. They tend to be well paid, and often travel around the world tasting various beverages (they also buy beer, liquor, and some after-dinner drinks, like coffee and tea).

Acceptance: 70 + 3% per level

Locating Friend: 10% + 2% per level

Accidental Discovery: 10%

Years of Employment: 4 (as apprentice)



SPY AGENCIES



DESIGNING PLAYER GROUP AGENCIES

When it comes to the game of international espionage, the player character's most powerful advantage isn't a gun, a car, or even a cybernetic implant. It's the character's *agency*.

Agencies come in all sizes, ranging from the one-man outfit over the corner laundromat to the worldwide organizations of international importance.

The game master can randomly roll-up both player and non-player agencies easily. **Just roll 1D6 for each category.** The GM can also feel free to *modify* any of the results so that the resulting agency will fit well into the rest of the campaign world.

Group Participation in Agency Design (OPTIONAL)

At the Game Master's option, the players can put together their *own* agency using the following point system. This saves the GM time and assures the players that their agency is satisfactory.

If the group designs the agency it should be by consensus, with everyone agreeing to the way the points are distributed. The exact number of points available depends on the GM. Here are some possibilities.

1. **Martial Arts School.** A campaign based largely on conflicts between martial artists will have fairly limited organizations. Usually run on a shoestring, these "agencies" will have very few resources and even less political power. 50 POINTS are available.
2. **Crime Buster Agency.** An organization dedicated to fighting common criminals and underworld crime gangs. 100 POINTS are available.
3. **International Espionage Agency.** This group is involved in the contest between the world's superpowers (the U.S. and the U.S.S.R.). The "war in the shadows" between national spies and counterspies should be the group's major concern. 200 POINTS are available.
4. **Superspy Agency.** The player characters' main enemies are villains with extraordinary powers, devices and/or skills. Because of this, the organization is generously funded and equipped. 300 POINTS are available.
5. **Mega-Spy Agency.** An agency of this size and power indicates that the role-playing world is extremely dangerous. Most, if not all, of the bad guys also belong to agencies with lots of points. And the opposition will have plenty of skills

and powers to test the mettle of the player characters. 400 POINTS are available.

NOTE: The points listed are the total available points for all the different agency features. Even with 400 points, selecting an agency feature can be difficult. If no points are spent on a particular feature (A through N), then the agency automatically has the *worst level*, level 1 (None), in that feature.

AGENCY FEATURES

A. Outfits. The standard clothing issued by the agency to its members. Replacement of any agency issued outfits is automatic.

1. None. The characters are responsible for their own clothing. No replacements of any kind are available. Agency Cost: None

2. Utility Outfits. The agency has a standard uniform for all its employees. This is typically a one-piece coverall, with insignia patches and shoes also provided free. The agency has plenty of replacements, in standard sizes, and also provides free laundry service. Agency Cost: 2 Points

3. Open Wardrobe. A complete range of civilian clothes, including disguises and foreign uniforms, is available to any agent of the organization. Quality is comparable to the stuff found in a discount department store or in a cheap mail-order catalog. Agency Cost: 5 Points

4. Specialty Clothing. Standard armor, protective clothing, pilot outfits, SCUBA gear, plus any other standard outfits, are available. In addition, the civilian clothing is fairly classy, equivalent to what's available in expensive clothing stores. Agency Cost: 10 Points

5. Gimmick Clothing. A full range of clothes, including standard armor, plus up to \$10,000 per outfit for clothing Gimmicks. The quality is high-fashion, with designer labels in the very latest styles. Agency Cost: 30 Points

6. Unlimited Clothing. The agency offers any and all clothing Gimmicks for any standard clothing, uniforms or specialty outfits. Any quality level is available, and the world's top designers are on call to specially make appropriate outfits for any agent. Agency Cost: 50 Points

B. Equipment. This describes all the equipment and supplies provided free of charge by the agency. Replacement of any lost or damaged, agency-issued equipment is automatic.

SPECIAL NOTE: Unlike other categories, it is possible to pay points to combine several of the following featured equipments. For example, by spending 15 Points, an agency would provide *both* Ninja (#3) and Electronic (#4) equipment as described below.

1. None. The characters are responsible for buying and replacing their own equipment. Agency Cost: None

2. Cheap Gear. Each character has up to \$500 worth of equipment available for each mission. Note that replacement costs, at the completion of a mission, are subtracted from the amount available for the next mission. Agency Cost: 2 Points

3. Ninja Equipment. An unlimited amount of Ninja and Martial Arts equipment is available. Agency Cost: 5 Points

4. Electronic Supplies. Up to \$5,000 worth of sensory and communications equipment is available for each agent. No

other equipment is available. Agency Cost: 10 Points

5. Gimmicked Equipment. Each agent has a budget of \$30,000 for any and all equipment issued at any one time. Replacement of lost or damaged equipment is automatic, but the total amount of agency supplied equipment can never exceed \$30,000. Agency Cost: 30 Points

6. Unlimited Equipment. Characters can take any equipment, *with any gimmicks included*, without a budget limit. Note that this does not include clothing or weapons. Requests around half a million dollars or more *may* be subject to review and final approval. Agency Cost: 50 Points

C. Weapons. This includes all the weapons issued from the agency's armory. Any agency-issued weapons come with an unlimited supply of ammunition. Any expended ammo or damaged weapons are replaced automatically.

1. None. The characters must buy their own weapons and ammunition. No automatic replacement. Agency Cost: None

2. Ammunition. The agency provides ammunition for character weapons. Agency Cost: 2 Points

3. Armed Agents. Each agent is issued one (1) weapon, with a maximum value of \$1,500. Ammunition is provided free. Agency Cost: 5 Points

4. Ninja Weapons. Any and all Ninja, Martial Arts and Ancient Weapons are provided. This includes swords, bows, spears and the like. Ammunition is restricted to arrows, shuriken, slingshot pellets and so forth. Agency Cost: 10 Points

5. The Arsenal. Each agent is allowed to choose up to \$50,000 worth of weapons, with all appropriate ammunition included. Agency Cost: 30 Points

6. Unlimited Weapons. Characters belonging to the agency can take any and all available weapons and gimmick weapons, as they are needed. Agency Cost: 50 Points

D. Vehicles. Transportation provided by the agency to the characters. Also includes information on the agency's fleet of vehicles.

1. None. Can you run? Fly? Swim? We sure hope so, because you're not going to get any kind of ride from the agency. Agency Cost: None

2. Public Transportation. The agency has no vehicles of its own and sends all agents out via commercial transit facilities. In other words, the characters can take buses, regularly scheduled airlines, trains and ships. It's also possible for the characters to hire taxicabs and rent vehicles, but they have to use their own money and will be *reimbursed* only if the proper receipts and paper work are done. A rented vehicle destroyed by an agent will be paid for by the agency, but may result in a reduction in pay, being prohibited the use of rented vehicles again or a desk job (reserved for reckless repeat offenders). Agency Cost: 3 Points

3. Fleet Vehicles. The agency maintains a fleet of standard, unmodified vehicles. Small cars, minivans, small boats and small aircraft are available. All vehicles are the most common and cheapest kind available. Agency Cost: 10 Points

4. Spy Cars. Aside from an unlimited selection of unmodified vehicles (valued at \$20,000-\$30,000), each agent has \$20,000 available for customizing or upgrading his or her

own vehicle. The vehicles are of high quality, but are limited to standard production line versions. Agency Cost: 20 Points

5. Specialty Vehicles. Unmodified vehicles are available in unlimited quantity and can be fairly expensive. Currently available sports cars and luxury cars are also available. Each agent's car may have up to \$200,000 worth of modifications. Agency Cost: 35 Points

6. Unlimited Vehicles. Any existing vehicle is available, including rare and expensive models (I'll take a 1928 Duesenberg, Model SJ.) Any and all modifications, including one "conversion" per vehicle, are available. Agency Cost: 50 Points

E. Communications. This is a measure of how good the communications network and devices are in the agency.

1. None. Characters must use public phones and pay for all calls out of their own pockets. Agency Cost: None

2. Basic Service. The agency has telephones, two-way radios (walkie-talkies) and uses regular mail service. No scramblers or bug detectors available. Agency Cost: 2 Points

3. Secured Service. All the agency's telephones and radios are equipped with scramblers. Important messages go by bonded, private courier and armored truck services. Agency Cost: 10 Points

4. Computerized. A computer network links up the various offices of the agency with the central HQ. In addition, all radio and telephone communications have sophisticated computer scrambling available. Special private couriers and armored truck services are also used. Agency Cost: 15 Points

5. Satellite Network. Instant communications anywhere in the world is provided through a system of ground-based, microwave transmitters and satellite relay stations. Each and every individual agent is wired with a scrambled, private signal channel. Computer networks and other sophisticated services are employed. Agency Cost: 30 Points

6. Unlimited Communications. The agency has a *private* satellite network with 12 dedicated satellites covering the globe, its own private telephone network, and a private mail carrier system. Plus a worldwide data network serviced by a supercomputer at each main HQ. Agency Cost: 50 Points

F. Offices and Distribution. Just how widespread the offices and personnel of the organization are.

1. None. All agency personnel, including the director, work out of her homes. There are no real offices connected with the agency. Agency Cost: None

2. Urban. All the agency's offices are crowded into one building in one city. No remote offices. Agency Cost: 2 Points

3. National. The agency has offices and field agents in only one country. Offices are in every major city of that country, with field agents in every medium-sized community. Agency Cost: 5 Points

4. Regional. The agency has offices in all the cities of its own country, and in all the major cities of all neighboring countries. Field agents cover all strategic areas in the home country and in any bordering countries. Agency Cost: 15 Points

5. International. Agency maintains major offices in every major city in the world. Has field agents in every capital city,

and in most strategic locations. Agency Cost: 25 Points

6. Ubiquitous. Every city in the world has an office or a field agent representing the agency. This agency is *everywhere*, with their people covering every population center of 50,000 or more. Agency Cost: 50 Points

G. Military Power. The amount of military force that the agency can command directly. Note that *directly* means just that; the agency can order around the unit without needing permission or authorization from any other source.

1. None. The agency's main security force is composed of its "own" agents. No additional support is available. Agency Cost: None

2. Security Guards. A few hired security guards with revolvers, are all the agency has. Agency Cost: 3 Points

3. Militia. The agency can call directly on a 150 man force of national guardsmen. They have access to standard military weapons and equipment. Agency Cost: 10 Points

4. Private Army. A small unit of 200 experienced mercenaries and combat veterans. They come complete with weapons and equipment. Constantly on duty and ready to be mobilized. Agency Cost: 20 Points

5. Strike Force. One of the country's commando battalions, with up to 450 soldiers, is ready to be airlifted to anywhere in the world at a moment's notice. Includes infantry weapons, eight tanks, and four artillery pieces, plus three armed helicopters. Agency Cost: 30 Points

6. Major Strategic Force. The agency directly commands a 5,000 soldier force complete with vehicles, aircraft, artillery and shipping. Agency Cost: 50 Points

H. Sponsorship. Exactly who is controlling the agency, providing them with their leadership and their real source of funds?

1. Secret. The player character agents have no idea who is really behind the organization or what hidden motives there might be in their assignments. Agency Cost: None

2. Military. The agency is run by a unit of the military that is specifically concerned with military goals. Spying on enemy armies, stealing military secrets, and national security are always top priorities. Agency Cost: 4 Point

3. Private Industry. The agency was set up by a private company that expects the organization to show a profit. Industrial espionage is important, as well as gaining information on international trade. May also offer its services (agents) for hire. Agency Cost: 6 Points

4. Government. This kind of agency is sponsored by an official government and is covered by the government's legal framework. The group's emphasis can range from fighting crime to internal security (ferreting out moles and traitors in government departments), to external investigation (international spying). Agency Cost: 10 Points

5. International Organization. Sponsored by an international body, the agency is free to set its own policies and to wage war against internationally distributed networks of criminal activity and terrorism. Agency Cost: 20 Points

6. Agent Sponsored. The agents themselves control the agency, and can set policy and choose whatever goals they like. Agency Cost: 50 Points



I. Budget. Reveals the money available, not for regular operating costs, but for any kind of *special projects*. In other words, how much money is available to “front” an operation. For example, if the agents are ready to trap some drug dealers, this would determine just how much cash the agency could afford to risk.

1. **None. No money available for any special projects.**
Agency Cost: None
2. **Nickels and Dimes.** Up to \$5,000 or even \$10,000 is available for any one operation. But it better be a success!
Agency Cost: 5 Points
3. **Small Potatoes.** Agency can dig up \$50,000. Agency Cost: 15 Points

4. **Large Loans.** Agency has up to \$1,000,000 to kick into any important mission. Agency Cost: 25 Points

5. **Big Bucks.** Agency can get up to \$100 million. Agency Cost: 35 Points

6. **Mega Bucks.** Agency has up to \$5 billion available. Agency Cost: 50 Points

J. Administrative Control. This determines just how much freedom the agents have.

1. **Rigid Laws.** All agents must *always* abide by the letter of the law or face prison. Agency Cost: None

2. **Loose Laws.** Agents can get away with minor violations (traffic offenses, littering) but must avoid committing any serious offenses, like kidnapping, murder, assault, blackmail, etc. Agency Cost: 5 Point

3. **Free Hand.** Characters are free to break most laws *in the pursuit of official agency goals*. Still liable for damages (can be sued) and will be held accountable for any accidental deaths. Agency Cost: 15 Points

4. **Agency Protection.** The agents will be protected by the agency at all costs, shielded from any legal suits or prosecution. Agency Cost: 25 Points

5. **License to Kill.** Each agent is specifically authorized to break any and all laws in execution of their duty. Murder, assassination, theft and illegal interrogation are all allowed. Agency Cost: 35 Points

6. **Above the Law.** The agency is given authority above the laws of *its* country. Agents can do anything they wish. Not possible in the U.S., or most Western democracies, but definitely an option in communist, most oriental and third world countries. Agency Cost: 50 Points

K. Internal Security. This is the level of internal infiltration that the agency is vulnerable to. Note that this is the only thing that prevents spies from already having been placed in the organization. It varies according to the agency’s security measures. Enemy agents, moles, “turned” employees, and other unreliaables can only be prevented with high levels of internal security.

1. **None.** No security. Anyone can walk in or out, and employees are not screened or given security background checks. 25% chance of each and every employee being an infiltrator. Agency Cost: None

2. **Lax.** A security guard at each entrance checks visitors in and out. Identification is simply printed and signed (no pictures or fingerprints). 15% chance of each employee being an infiltrator. Agency Cost: 5 Points

3. **Tight.** Alert security guards, electronic/alarms, and electronic picture I.D. cards are all part of the agency’s security system. A rigid check of prospective employees reduces the chance of infiltrators to 10%. Agency Cost: 10 Points

4. **Iron-Clad.** Every entrance and exit is under constant video monitoring. Everyone entering is checked for fingerprints signature, subjected to a metal detector and must be personally recognized. Only a 5% chance of finding a mole in any office. Agency Cost: 25 Points

5. Paranoid. Everybody entering is strip searched, and no one can so much as enter a bathroom without surveillance. Multiple checkpoints and constant personnel checking reduce infiltrations to less than a 3% chance in each office. Agency Cost: 30 Points

6. Impregnable. An insanely complicated barrage of tests, signs and countersigns, searches, and (choose one) either X-ray Checking (comparing skeleton/dental patterns to make positive ID), Retinal Scans, or Biochemical (checking a person's blood type and genetic markers for positive identification) for *each and every* person entering any office of the agency. Only a 1% chance of an infiltrator being found anywhere in the agency. Agency Cost: 50 Points

L. External Infiltration. A measure of how well the player characters' agency has infiltrated and corrupted enemy organizations. There are even attempts at infiltrating friendly or allied agencies (just in case). An important side benefit of external infiltration is that captured characters may be provided with "accidental" opportunities to escape by friendly infiltrators.

1. None. The agency has no infiltrations. Agency Cost: None

2. Rare Minor Traitor. The agency occasionally manages to pay off some low ranking persons in other organizations. These are usually janitors, clerks or technicians who rarely have any idea of what is really happening where they work. At best, they can give clues. 10% chance in each office of each enemy agency. Agency Cost: 5 Points

3. Information Source. A critical person who is privy to the enemy agency's secret communications is an agent of the group's agency. This agent is usually a secretary or communications officer who sees about half of all the secret messages. A 12% chance of an agent in each major *office* of each enemy agency. Agency Cost: 10 Points

4. General Infiltration. The agency has placed infiltrators and moles throughout the enemy agency's structure. There is a 5% chance that each employee of each enemy agency is working with the player characters. Agency Cost: 25 Points

5. Blanket Infiltration. Every enemy agent encountered is 5% likely to be secretly working for the group's agency. Agency Cost: 35 Points

6. Major Infiltration. Not only is the structure of all enemy organizations filled with informers, but the actual leadership of the opposition has at least one mole among them. Of course, this mole can only be used *once*, so it's likely that he/she will not be exposed for anything short of global catastrophe. Agency Cost: 50 Points

M. Agency Credentials. Just what is the reputation and authority of the agency? The credentials determine just how much respect the characters' agents can command.

1. Hunted. The agency is assumed by the public to be a group of criminals, outlaws, vigilantes, or terrorists. Agency Cost: None

2. Unknown. No one has even heard of the agency. They get no cooperation and receive no attention. Agency Cost: 3 Points

3. Faceless. The group is regarded as just another bunch of government employees sponging off the taxpayers. Coop-

eration from authorities, particularly police, will be slow and reluctant. Agency Cost: 5 Points

4. Known. The agency is known as an effective and loyal government agency. Police and local authorities will help in matters that are in their jurisdiction. Agency Cost: 10 Points

5. Recognized. Agents are known as "good guys" who deserve all the help they can get. Police, foreign governments, and bureaucrats will all help and cooperate fully with any investigations and operations. Agency Cost: 30 Points

6. Heroes. Characters are known as bigger-than-life heroes fighting against evil. Any official, and any citizen, will jump at the chance to risk their lives helping the character's agency. They always receive favorable press and are swamped with fan letters. Agency Cost: 50 Points

N. Agency Salary. The amount of money received weekly by the player characters. Check the character's O.C.C. for the base salary (it's listed under Income).

1. None. Ignore the base salary; the character must get a day job and work for the agency as a volunteer. Agency Cost: None

2. Pittance. The agency is strapped for money. Agents get just one half of their base salary. The agency runs a 5% chance per week of experiencing a labor strike. Agency Cost: 2 Points

3. Freelance. Agents are paid at the completion of each assignment. Price can vary, but generally it's 3 times the base salary per job. Agency Cost: 5 Points

4. Civil Servants. Characters receive exactly their base salary. The job doesn't pay well compared to private industry, but job security is solid. Will often get a 1D4 × \$100 bonus for a successful or profitable assignment. Agency Cost: 10 Points

5. Excellent. Characters get four (4) times their base pay. They can afford to dress well, eat well, and live upper-class lives. Agency Cost: 20 Points

6. Outrageous. Want your characters to hang around with Jackie and Princess Di and the rest of the jet set? This feature pays them twenty times their base salary. Agency Cost: 50 Points

Other Information:

Each organization should also have a name, insignia and symbol. It's also a good idea to come up with a director, an agent's executive officer, and a few technicians, all as non-player characters. Remember that interesting guards, secretaries, and fellow (*or senior*) agents can make an agency a lot more interesting.

EXAMPLE: TYPICAL CITY POLICE DEPARTMENT

Here's a breakdown of a typical city police department. Although the categories are the same, a few of the choices fall in between the standard offerings. For example, most city police are paid somewhat less than comparable federal police. So I have invented a choice between Pittance (5 Points) and Civil Servants (10 Points), a Poorly Paid Civil Servant (8 Points).



CYBERNETICS

CYBER-ATTACHMENTS, CYBER-DISGUISES & IMPLANTS

Cybernetics are a near-future form of the *Bionics* found in **Revised Heroes Unlimited**. Cybernetic devices tend to be weaker, less reliable and bulkier than their more advanced bionic relatives. However, there are two advantages to Cybernetics. First, many of them are *interchangeable*, meaning that a character can unplug one attachment and plug in another. Second, the *implants*, tiny cybernetic devices, can be inserted into normal human beings without doing permanent damage.

CYBER-ATTACHMENTS

The only way to get a cyber-attachment for a character is by discarding some part of the character's body. This is unpleasant and often dangerous. For example, if a cybernetic eye is used to replace the *real* eye, no matter what kind of cyber-attachment is purchased as a replacement, there's no way a character will ever 'see' *normally* out of an artificial eye.

MISSING BODY PART — DEFECT TABLE

For most **Ninjas & Superspies** player characters, the missing body part was caused by an accident earlier in the character's lifetime. The player can *choose* the character's missing part, or roll percentile on the following table.

01-20	Right Eyeball
21-40	Left Eyeball
41-50	Right Hand and Right Arm
51-60	Left Hand and Left Arm
61-70	Right Hand
71-80	Left Hand
81-90	Leg and Foot (left or right)
91-00	Foot Only

EYE REPLACEMENTS

This category includes any device that can be fitted into the socket left vacant by the removal of the normal eye. All these devices are *interchangeable*. The time needed to remove one artificial eye and replace it with a different one is usually a single melee round. Eye replacements come in different sizes, so attempting to use someone else's artificial eye will only fit 35-65% of the time, rolling too low means the eye is too loose and tends to roll or fall out, rolling too high means the eyeball is too big to fit in the socket.

BASIC EYE REPLACEMENTS

1. **Realistic Eyeball** — The classic "company" eyeball that's designed to fool observers into thinking that it is real. Tiny servomotors duplicate the movements of the natural eye inside the socket. The pupil expands and contracts with light levels. Even the veins in the white can be adjusted for anything from clear to bleary eyed (must be removed to adjust). It will generally be accepted as the real thing. During a medical examination, a doctor peering into the eye will automatically identify it as fake. **COST:** \$25,000.

A Crime Busting Agency

- | | | |
|---|---|------------------|
| A. <u>Outfits:</u> | Standard Police Uniforms (utility outfit) | 2 points |
| B. <u>Equipment:</u> | Police Department Gear | 3 points |
| Includes the department's investigative equipment (fingerprint kits, etc.), office equipment, radar detectors, and first-aid kits. Available to most police officers. | | |
| C. <u>Weapons:</u> | Armed with Standard Sidearms | 5 points |
| D. <u>Vehicles:</u> | Squad Cars and Helicopters | 20 points |
| E. <u>Communications:</u> | Basic Service | 2 points |
| F. <u>Offices and Distribution:</u> | Precinct Stations | 2 points |
| G. <u>Military Power:</u> | None | None |
| H. <u>Sponsorship:</u> | Government | 10 points |
| I. <u>Budget:</u> | Nickels and Dimes | 5 points |
| J. <u>Administrative Control:</u> | Rigid Laws | None |
| K. <u>Internal Security:</u> | Almost None | 1 point |
| <i>The internal security</i> of most police stations is pretty lax, with criminals, lawyers and citizens walking in and out all the time. On the other hand, prospective employees <i>are</i> screened for obvious criminal backgrounds. Or could be considered lax (5 points). | | |
| L. <u>External Infiltration:</u> | Common Minor Traitor | 5 points |
| Although police occasionally infiltrate criminal organizations, most of their tip-offs come from crooks who are plea bargaining or trading favors. | | |
| M. <u>Agency Credentials:</u> | Known | 10 points |
| N. <u>Agency Salary:</u> | Poorly Paid Civil Servants | 8 points |
| POLICE DEPARTMENT TOTAL | | 73 Points |

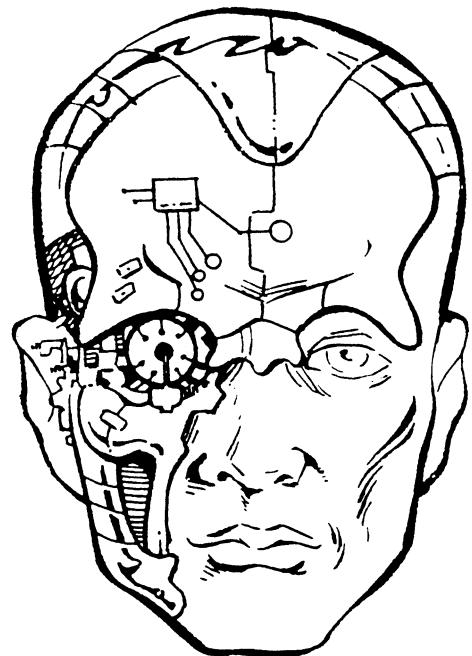
2. **Video-Nerve Interface Eyeball** — Designed to send signals to the character's brain along the optic nerve. It does *not* replace sight, but instead provides a crude monochrome (black and white) picture of the world. However, it can be fitted with some of the special optics listed under eye augmentation options. The lens is fixed, the rest of the eyeball looks somewhat machine-like, and there's a good chance (80%) that anyone looking closely at the character will spot the phoney eye. Getting this eyeball also involves surgically implanting a special nerve interface, so it's *impossible* to use anyone else's Video-Nerve Interface Eyeball. **COST:** \$30,000
3. **Camera Eyeball** — The character uses the muscles around the eyesocket to focus, adjust, and "snap" pictures with this tiny eyeball camera. Normally the eyeball is fitted to handle 48 exposures between reloading. Requires special film (\$40 per roll), but, in a pinch, it's possible to cut normal 35mm film down to the right size (\$2-\$12). It's a good imitation of a normal eye, passing even a close inspection 95% of the time. **COST:** \$10,000.
4. **Retinal Image Eyeball** — Designed for one, and only one, purpose. To get around retinal camera security devices. A "foolproof" way of checking identities is to photograph a person's retina (the back of the eyeball, what a doctor is looking at when peering into a patient's eye). A person's retina is just as unique as a fingerprint and far more difficult to fake. Of course, with this eyeball attachment, fooling the retina camera is simple.
In addition, the character can use the eyeball to *photograph* the retina of any other cooperative, captured, or unconscious character. Just pop out the eyeball, put it in front of the other character's eye, "snap" the image, and pop it back in. The eye is set up to "remember" 24 different retina patterns. The eyeball looks real, fooling careful observers 96% of the time. **COST:** \$30,000.
5. **Container System Eyeball** — This is a general purpose hiding place with only one "control" it can open up the iris to release its contents. Can be used to hold powders, liquids, gas, or any relatively small object. Removed from the socket, it can be opened by unscrewing along the orb's equator. It's fairly realistic, fooling people about 75% of the time. **COST:** \$5,000.
6. **Glass Eye** — A conventional glass eyeball. Comes in a variety of colors, and, unlike the others on this list, can be purchased in major cities everywhere. Fairly easy to spot (50%), but pretty cheap. **COST:** \$300.

EYE AUGMENTATION OPTIONS

Eye Augmentation Options can be used to modify and improve any of the six basic eye replacements. Each eye replacement must be outfitted separately. Let's say that "One-Eye Josh" has a Video-Nerve Interface Eyeball, a Camera Eyeball, and three Glass Eyes (brown, blue and green). He decides to augment the blue glass eye with an Eye-Grenade, so the total cost of the blue Glass Eye will be \$2,800 (\$300 plus \$2,500). He also decides he'd like to augment both his Video-Nerve Interface and Camera Eyeballs with Nightsight. Because he's augmenting *two* eyeballs, he'll have to pay for the Nightsight augmentation *twice*. That's \$44,000, plus the cost of the original eyeballs, \$32,500, for a total of \$76,500. **Note:** The number of artificial eyes a character may own is limited by his or her budget (See O.C.C.) or by

what the "agency" may be willing to provide.

1. **Needle Projector** — Can be used with any eyeball, but commercial glass eyes will require modification. Tiny darts, usually coated with either *anaesthetic* or *poison*, are fired out of the eyeball. The needle does no S.D.C. or hit point damage. Range is limited to 20ft (6.1m) and there is a maximum load of 6 shots between reloading. **COST:** \$6,000
Anaesthetics usually take 1D4 melees to knock-out an opponent (victims get to save vs non-lethal poison). *Poisons* generally inflict 3D6 damage plus 1D6 more damage for 2D4 melees (victims save vs poison).
2. **Spike Thrower** — This one-shot weapon is designed for low range (20ft/6.1m maximum) but high damage (1D8½) attacks. Spring operated, it can be reloaded in one melee action. **COST:** \$5,000
3. **Mini-Laser** — A micro-sized version of combat lasers. This weapon has a maximum range of 45ft (13.7m) and does 2D6 damage per blast. Unfortunately it can only hold *three* charges. Recharging time is 2 hours using standard electrical outlets. **COST:** \$80,000
4. **Eye-Grenade** — The idea here is to pop out the eyeball and throw it. Or, if the situation is really desperate, it can be used for a 100% reliable suicide device just leave it in when it's set off. Does 4D6 damage to target and 2D6 damage to everyone within 12ft (3.6m) of the detonation point. Of course, the eyeball is destroyed in any detonation. **COST:** \$2,500
5. **Telescopic Sight** — Can be used only with the Video-Nerve or Camera eyeball attachments. Allows for closeup views of targets up to 1200ft (366m) distant. **COST:** \$26,000
6. **Nightsight** — Can be used only with the Video-Nerve or Camera eyeball. Useful for seeing in conditions of near full darkness. Moonlight will seem like noon, starlight or a candle will light up an area to the equivalent of a cloudy day. Range: 600ft (189m). **COST:** \$22,000



7. **Infra-Red Heat Sensor** — Gives a blurry, color vision. Image of all the heat sources in an area up to about 200ft (61m) away can be detected. Anything over 400 degrees Fahrenheit (such as a fire) looks white, cooler heated objects (hot food, boiling water) looks orange-red, warmblooded animals look red to green, trees and vegetation look blue, and anything chilled to under freezing temperatures (less than 32 degrees Fahrenheit) looks black. Can be used only with Video-Nerve or Camera eyeball. **COST:** \$26,000
8. **Video Monitor** — Can be used with *any* eye attachment, except glass. Basically this is a simple video camera that records images and projects them on a short-range radio transmission (about 2 miles maximum). Can be used with Telescopic, Nightsight, or Infrared options, but *each* must be bought separately. Reception requires a special tuner that can be used with a standard T.V., or with a specially built receiver (add \$2,000 to cost) that has somewhat better resolution and range. **COST:** \$5,500
9. **Video Recorder** — A tiny video recorder that simply puts on tape anything the character is looking at. Can be used with any other form of visual sensing (Video-Nerve, Telescopic, Monitor, etc.). The main limitation of this device is that it has just *seven (7) minutes tape* built-in. That works out to about 2400 still picture frames. Reloading the tape is very quick, just one melee round, but it requires the eye to be popped out. This device can be easily hooked up to a T.V., VCR (video cassette recorder) or the video monitor of a computer. Note that the character can use the muscles of the eyesocket to set the device for play, rewind, record, or whatever. **COST:** \$5,000
10. **Video-Receiver** — Available for *Video-Nerve Interface only*. Effectively the character can receive video transmissions directly. This ranges from standard commercial broadcasts (catch your favorite soap opera) to special signals from the character's group or agency. It's just like having a T.V. built directly into your head. **COST:** \$3,500

HAND REPLACEMENTS

All the various devices that can be stuck on in place of a character's missing hand are "Hand Replacements." All of these devices are plug-compatible, ready to just be popped on and off at will. Trying to use a hand replacement from a different character is pretty risky there's only a 20% chance that the connection/control socket will fit. Changing from one hand to the next is pretty much instantaneous. It may take a while to get the extra hand, but unplugging and plugging one melee action.

Hand Augmentation Options must be bought *separately* for each Basic Hand Replacement. So if "Lefty Maskovini" has four hand replacements, and wants them all to have 3 extra levels of A.R. (Armor Rating), then it'll cost \$24,000 (three levels times \$2,000 equals \$6,000, times four hands equals \$24,000). Plus, of course, the base cost of each basic hand.

BASIC HAND REPLACEMENTS

1. **Realistic Hand** — The hand does nothing special other than imitate the real thing. It looks and feels like a real hand, right down to a heater that keeps it at normal body temperature, and an artificial fluid circuit that mimics blood circulation.

It's the only artificial hand that can go through close tactile (touch) inspection, as in a handshake, without being noticed. The hand can be used for normal activities but is relatively weak (maximum P.S. of 3 unless augmented). With a measly S.D.C. of 15, it is also easily damaged. **COST:** \$17,500.

2. **Combat Hand** — A three-fingered mechanical hand that matches the character's P.S. and can be used without penalty in combat situations. It looks nothing like a normal hand, having walnut-sized servo-motors working three opposable fingers with two joints and a fat rubber pad on each finger. It is tough steel, with an A.R. of 12, an S.D.C. of 80, and can be used without penalty for parrying. Also useful for firing weapons, using tools and otherwise acting as a normal hand without any P.P. penalty. **COST:** \$15,000.
3. **Micro-Manipulator Hand** — Comes equipped with tiny manipulators for delicate electronic and other micro-scale work. Using this hand's 14 appliances, means being able to work without a clamp, pliers, screwdriver, wrench, soldering iron, or most *common* tools. On the other hand, the Micro-Manipulator is delicate, having only 10 S.D.C. In combat situations the character must avoid using the hand for any Strikes or Parries since it will likely take damage. Using the Micro-Manipulator adds +10% to most skills that involve wiring or small tools. **COST:** \$25,000
4. **Power Grip Hand** — This hand comes with just two massive fingers and a wrist motor. Each finger has just a connecting joint motor, and a midjoint motor. Designed for raw power, the hand can push the fingertips together with a grip equal to a P.S. 20. While the strength of this hand is unmatched, it is not usable for handling weapons or tools with triggers or finger controls. It's also pretty tough, with an A.R. of 15 and an S.D.C. of 110. **COST:** \$12,000
5. **Neural Interface Hand** — A special neural hookup allows limited feeling/feedback from devices and sensors in the hand. Like the Video-Nerve Eyeball, this is *not* a good tradeoff for the loss of regular feeling and touch. The sensation is more of a tingling that ranges from very slight to very strong. The hand looks much like a normal hand with a thumb and four working fingers. It has a 70% chance of passing visual inspection without being noticed by observers. Anyone touching the hand will instantly realize there is nothing natural about it. Strength matches that of the user, the S.D.C. is 24. **COST:** \$21,000
6. **External Attachment Hand** — A stripped-down device that looks like a metal or plastic connection plug (which it is). All types of common modified weapons and tools can be easily plugged in. Thus, the hand can become an electric drill, screw driver, saw, motion detector, pistol, sub-machine-gun, crossbow, sword, and so on. Switching hand attachments is quick, about 2 melee (30 seconds). This device looks nothing like a normal hand, it has no fingers and looks like a mechanical device in place of a hand. The connecting device has a power pack with enough energy to last about two hours with constant use. Six hours is needed to recharge via any conventional electrical outlet. **COST:** The hand unit is \$5,000. Attachments run about \$300 to modify plus the cost of item.
7. **Claw Hand** — Designed exclusively as a weapon. The Claw Hand can *not* be used for normal gripping, touching or

tool using. It comes as a single blade which does 2D6 damage per attack. Alternate versions can be fitted as blunt weapons (a solid metal fist/hand) that does 1D8 plus P.S. bonus damage. Or as a metal hand with wicked blades for fingers doing 2D6 damage per attack. The hand is very durable, with an A.R. of 16, an S.D.C. of 60. Also pretty ugly. **COST:** \$3,500.

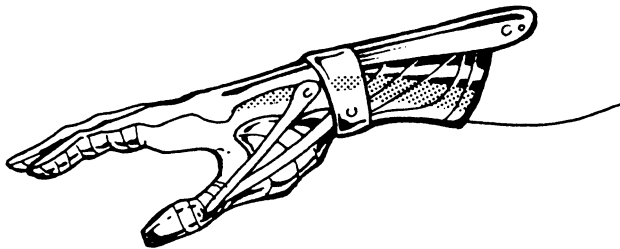
8. Container Hand — Although it looks like the real thing, right down to the adjustable fingers, it's actually a hollow shell used for transporting and hiding small objects. The Container Hand can *not* be used for fighting or handling tools and weapons. The hand is not mobile, it can just be bent into any natural position. Touching the hand will instantly reveal it to be artificial, but there's a 70% chance of it appearing real from a distance. S.D.C.:20. **COST:** \$2,000.

9. Base Hand with Detachable Fingers — This unusual hand has a motorized palm with fingers and a thumb that are easily removed. The palm itself moves normally, can control the digits, and can even be used with an ejection mechanism. Comes with a full set of *hollow* digits, each can be snapped off into two separate segments. The hand can pass visual inspection 60% of the time, although it will not be noticed unless someone is looking for something out of the ordinary. S.D.C.:24. **COST:** \$10,000

OPTIONAL WORKING THUMB. Useful with the Base Hand only and can be detached. **COST:** \$1,000.

OPTIONAL WORKING FINGER. Useful with the Base Hand only and can be detached. **COST:** \$800 each.

SIDE VIEW OF HAND AND WRIST



HAND AUGMENTATION OPTIONS

1. Extra Strength Can be applied to the Realistic Hand, Combat Hand, Power Grip, or Neutral Interface Hand. This augmentation improves the base strength of an artificial hand. It's used mainly in gripping operations (choking, etc.) and does not apply to damage bonuses using regular hand to hand weapons. Maximum hand strength is 28. **COST:** \$4,000 for each point of P.S.

2. Extra Armor — Can be used with *any* of the Hand Replacements. Extra A.R. is added to the existing A.R. of the hand. Basic artificial hands have a base A.R. of 4 unless otherwise noted. **COST:** \$2,000 for each point of A.R.

3. Extra S.D.C. — Any of the artificial hands can be toughened up to take more damage. As with any S.D.C. artifact, the hand no longer works when its S.D.C. is depleted. **COST:** \$200 for each point of extra S.D.C.

4. Heat Sensor — *Only the Neural Interface Hand* can be used for direct sensing, all others will have an audio buzzing signal. The heat sensor signals a dangerous amount of heat automatically. It's also possible for the character to "scan" objects and areas up to 40ft (12.2m) away. **COST:** \$6,000.

5. Radiation Detector — Same sensing restrictions as with the Heat Sensor above. The radiation detector pulses like a geiger counter in the presence of dangerous radioactive emissions. Range is 30ft (9.1m). **COST:** \$5,000.

6. Razor Sharp Nails — Can be used with any natural looking hand for an extra +2 of damage on claw attacks. The Combat Hand, Power Grip, and Claw Hand versions get a +4 damage bonus from the razor nails plus the hand's P.S. damage bonus. **COST:** \$10,000.

7. Retractable Claws — *Used only with natural-looking hands.* These hidden weapons can be instantly retracted or unsheathed by the character and do 1D6 points of damage, plus the hand's P.S. damage bonus. **COST:** \$40,000.

8. Needle Projector — Can be used with any Hand Replacement. Designed to be built-in to either a finger, thumb, palm, or along the back of the hand. Each is a *one-shot* weapon coated with either anaesthetic or poison. Range is 30ft (9.1m). The needle does no S.D.C. or hit point damage, the victim is effected on by the poison or drug. **COST:** \$1,000 each.

9. One-Shot Bullet — A single bullet, not unlike a derringer, can be built into the hand. This can be fitted with a small caliber shell like a .22 or .32 and it will do standard damage. Heavier shells, anything larger than a .32 or 7.62mm, will do damage to the hand itself as they are fired. Damage to the hand from heavy-duty bullets will be determined by rolling 1D20 to see if the shell has exceeded the hand's Armor Rating. A roll under the A.R. does *no* damage. A roll above the A.R. means the hand takes half the regular damage roll for the bullet. **COST:** \$1,500.

10. Mini-Laser — A handsized version of a combat laser. Maximum range is 75ft (22.9m) and damage is 2D6 per attack. Builtin power pack holds eight (8) charges. The power can be recharged at any standard electrical outlet, taking about one hour per charge. For example, if "Lefty" fires his laser three times, it'll take three hours to completely recharge the built-in power pack. **COST:** \$120,000.

11. Finger Camera — A tiny still camera that fits inside the tip of one finger. For those hands without natural fingers, like the claw or external attachment hand, it's just attached to the outside: See Camera Eyeball for more details and film costs. **COST:** \$600.

12. Sound Recorder — This micro-cassette recorder can be fitted inside of any of the artificial hands. Can be controlled directly by the character or set to record automatically when audible voices are detected. Uses standard commercial micro-cassettes (about \$5 each). A tape can record up to 2 hours of voices. **COST:** \$1,200.

13. Gas Finger Joint — *Usable only with the Base Hand.* This is one joint of an artificial finger. It's filled with concentrated tear gas and is designed to explode on impact. Easy to detach and toss. **COST:** \$100 each.

14. Grenade Finger Joint — *Usable only with a Base Hand.* One joint of the artificial finger can be detached and thrown. Works as a tiny grenade that does 3D6 damage to the target and 2D6 damage to everyone within 12ft (3.6,) of the detonation. **COST:** \$600 each.

15. Built-in Grapple and Line — Hand contains a grapple that can be ejected. It's attached to a super tough, very thin, light-weight 60ft (18.3m) line. Also built into the hand is a

motorized spool for retracting the line. This is strong enough to haul 250 pounds. **COST:** \$3,500.

16. Plastic Replacement Parts — This option replaces all the metal in an artificial hand with high-tech plastic. The plastic is just as tough as metal, but it's also nonmagnetic so it won't be sensed by metal detectors. **COST:** \$15,000.

17. Finger Light — An adjustable flashlight is built into the last joint of one of the fingers, or, if used with the Base Hand, into a detachable joint. Covered, with the artificial skin still on, the finger glows redly. Removing the skin-like, lens cap, allows for the use of the light as a pencil-thin beam or as a diffused room light. Lasts for up to 2 hours, can be recharged at a standard outlet in 6 hours. **COST:** \$400.

ARM REPLACEMENTS

Artificial arms extend from shoulder to the wrist connection of a Hand Replacement. The main advantage of a cyberarm comes with the sheer physical power. Heavy duty servomotors at the shoulder joint, elbow joint and wrist joint can provide a power unmatched by other cyber-attachments. As with other cyber-attachments, cyberarms are easy to plug-in and plug-out. Using a cyberarm from a different character will only work 20% of the time. It's the arm replacement's P.S. that is used to figure out any damage bonuses for physical strikes. The P.S. of replacement hands are only used in squeezing or grabbing damage.

Just as with Hand Augmentation Options, Arm Augmentation Options must be purchased separately for each Basic Arm Replacement. Getting back to "Lefty Maskovini," upgrading the A.R. by 3 of his two arm replacements will cost \$9,000 (three levels times \$1,500 equals \$4,500, times two arms hands equals \$9,000).

BASIC ARM REPLACEMENTS

1. Realistic Arm — Appears to be a normal human arm. The structure and size matches that of the character's natural arm. However, due to the relative small size of the arm it is fairly weak, having a P.S. of 5. It's also fairly delicate, with an S.D.C. of just 15. Still, the servomotors of the natural looking arm provides a completely realistic set of movements. The skin of the arm is completely realistic layer of skin that will fool even careful observers 90% of the time. **COST:** \$12,000.

2. Motorized Arm — This appendage looks more like a piece of industrial equipment than like a natural arm. Heavy-duty electric motors give the arm a base P.S. of 22, an A.R. of 7, and an S.D.C. of 50. It cannot be disguised as a real arm. Even hidden under a cloak or a loose sleeve, the bulges will seem strange and unnatural to any observer. **COST:** \$21,000.

3. Extension Arm — Both the upper and lower arms can be extended up to three times their normal length. Strength matches that of the character. S.D.C. is 24. The arm does not look normal but can be hidden under a sleeve with only a 15% of detection by an observer. **COST:** \$18,000.

ARM AUGMENTATION OPTIONS

1. Extra Strength — Used with any of the arms. The augmentation improves the overall strength of the arm. **COST:** \$3,000 for each point of additional P.S. (30 P.S. maximum).

2. Artificial Circulatory System — Used with the Realistic

Arm *only*. This gives the arm an artificial pulse and warms it to normal body temperature. It makes detection impossible from anything short of a medical examination or X-Rays. **COST:** \$3,500.

3. Plastic Replacement Parts — All the metal pieces of the arm are replaced by nonmagnetic plastic parts. This means the arm will not be noticed by a metal detector. **COST:** \$35,000.

4. Extra Armor — Can be used with *any* of the Arm Replacements. Extra A.R. is added to the existing A.R. of the hand. All artificial arms have a base A.R. of 4 unless otherwise noted. **COST:** \$1,500 for each point of A.R.

5. Extra S.D.C. — *Any* of the artificial arms can be toughened up to take more damage. As with any S.D.C. artifact, the arm no longer works when all the S.D.C. is gone. **COST:** \$100 for each point of extra S.D.C. Maximum S.D.C. is limited to 250.

LEG AND FOOT REPLACEMENTS

Replacing a missing foot, or combination foot and leg, is also possible with Cyber-Attachments. They're not recommended for starting player characters, but useful for NPCs and characters who might suffer "accidents" later in their careers. As with other Cyber-Attachments, legs and feet can be attached and detached at will.

The most important factor in selecting lower limbs is matching the character's attributes. For example, a character with a P.S. of 16, outfitted with a standard Running Foot, will only be able to lift an object that a person with a P.S. of 10 could handle. Beyond that and the foot would buckle under the weight. Likewise a character's running speed is going to be limited to the top speed of the slowest foot or leg that's attached.

BASIC LEG AND FOOT REPLACEMENTS

1. Realistic Foot — An imitation of the real thing. The foot and toes *look* real and function well enough to allow for normal walking and running (up to Spd. 10). The structure is pretty weak, useful for doing tasks only up to a P.S. of 5 unless augmented. S.D.C. of 16. **COST:** \$9,500.

2. Running Foot — This mechanical foot matches the character's Spd. and can be used without penalty in running, jumping and combat situations. Although it doesn't look anything like a real foot, it can be easily concealed inside normal shoes. Made of steel, it has an A.R. of 12, an S.D.C. of 60. It can only match a P.S. of 10 or less without requiring additional augmentation. **COST:** \$22,500.

3. Realistic Leg — Appears to be a normal human leg. The structure and size matches that of the character's natural leg. It performs with a P.S. of 7 and a maximum Spd. of 8 (unless augmented). No special A.R. and the S.D.C. is 24. **COST:** \$16,000.

4. Motorized Leg — A heavy-duty mechanism that matches the character's natural P.S. It will look strange, bulging with motors and pistons, even when concealed by a pant leg. Motors also allow the leg to keep up with a Spd. of up to 14. The leg's A.R. is 8, and it has an S.D.C. of 80. **COST:** \$18,000.

LEG AND FOOT AUGMENTATION OPTIONS

- 1. Extra Strength** — Can be applied to any Leg or Foot. Improves the base strength of an artificial attachment. The only advantage to improved P.S. is that characters can use their natural P.S. without fear of buckling under weight or strain. **COST:** \$3,500 for each point of P.S..
- 2. Extra Speed** — Can be applied to any Leg or Foot. Useful only in getting the limb up to the natural Spd. of the character. **COST:** \$4,500 for each point of Spd.
- 3. Extra Armor** — Can be used with any of the Leg or Foot Replacements. Extra A.R. is added to the existing A.R. All artificial limbs have a base A.R. of 4 unless otherwise noted. **COST:** \$2,000 for each additional point of A.R. Maximum A.R. is 18.
- 4. Extra S.D.C.** — Any of the artificial Legs or Feet can be toughened up to take more damage. As with any S.D.C. artifact, the limb no longer works when all the S.D.C. is depleted. **COST:** \$250 for each point of extra S.D.C. Maximum S.D.C. is 300.
- 5. Climbing Claws** — Hooked retractable claws are built into the toes of an artificial foot. Adds +20% to Climbing skills. Not useful for combat. **COST:** \$4,000.
- 6. Hidden Compartment** — These secret compartments each allow for storage *or* for the installation of gimmicks or weapons. Hatches are opened by pressing a concealed button. One per foot is possible, with the access hatch on either the top, bottom or side of the foot. Legs can have several compartments, two in the calf and up to four in the thigh. Foot and calf compartments for normal sized people are 6 inches long (152.4mm), 2 (50.8mm) inches wide and 2 inches deep. Thigh compartments are up to twice as long. **COST:** \$600 each.
- 7. Plastic Replacement Parts** — This option replaces all the metal in an artificial leg or foot with high-tech plastic. The plastic is just as tough as metal, but it's also nonmagnetic so it will not be detected by metal detectors. **COST:** \$20,000.

CYBER-DISGUISES

This category of cybernetics includes all the devices and modifications useful for characters interested in disguising themselves. Unless otherwise noted, all the cyberdisguises are *urgically implanted* and can't be removed without a medical operation.

- 1. Bio-Electric Wrinkle Manipulator** — Allows the character to change the wrinkling of the face by compressing or stretching the skin. The range of settings varies from a youthful, unlined look, all the way to that of a massively wrinkled ancient. The full range of changes takes just one melee round. **COST:** \$100,000.
- 2. Facial Silicon Layer** — The character can manipulate their own facial features. They start by pushing a sack of softening formula, usually located just under the ear, which releases a chemical and spreads it through the silicon. Ten minutes later the character can use fingers or a full-face mold to change their features. Cheekbones, chin, nose, lips and jawline are all changeable. Once the new face is finished, when the manipulation stops, then the silicon will automatically start to harden. Twenty minutes later the character will have a new

face that looks and feels completely normal. **Note:** Imitating someone else's face is never perfect. The chances of detection depend on two things, the familiarity of the observer with the original owner of the face, and the way the shaping is done. Base chance is 30% or equal to the character's disguise "skill." Using a face mold taken direct from the original (they should ideally be cooperative, unconscious, drugged or dead) increases the odds of a perfect disguise by 20%. Attempting to fool a co-worker or casual friend decreases the chances of success by 10%. Trying to fool a close relative drops the chances another 15%.

The facial silicon layer is really three layers, one protecting the natural skin, one of silicon, and the outer layer of realistic looking artificial skin. Note that the skin color, hair and other features will have to be changed using normal makeup, not by using other devices. **COST:** \$200,000.

- 3. Melanin Release Device** — This implanted device is designed to release melanin into the character's skin, thereby changing the skin color. The results are a skin tone that can range from albino white all the way to a pure black. Useful steps in between are freckled caucasian, light yellow asiatic (Japanese), dark yellow oriental (Mongolian), dusky brown (Indian-Hindu), and dark brown (American Black). The change from one color to another takes a full 8 hours. **COST:** \$60,000. **Bonus:** Adds +10% to disguise skill.
- 4. Eyelid Compression Device** — Tiny hydraulic pumps inflate and deflate the small sacks around a character's eyelids. These are used to change the appearance of the eyes from a flat, round-eyed, caucasian look, all the way to a full oriental epicanthic fold (what some would call "slant eyes"). Basically the eyes of the character can match any race. **COST:** \$45,000. **Bonus:** Adds +2% to disguise skill.
- 5. Adjustable Hair Follicles** — The character's scalp is imbedded with thousands of tiny artificial hairs. These have three important properties. First, they can be retracted or extended for a change of up to two inches in hair length. This hair length must be tailored to the character's specific needs. For example, a male character might want a range from one half inch (a crew cut) to two and one half inches (neat conservative hair cut). Or, another male version, would range from three inches (slightly shaggy short hair) to five inches (longish, unkempt hair). Female characters will probably want a minimum of three inches (page-boy short).

The second feature of the adjustable hair is its ability to take color. Unmodified, the artificial hair is pure white, but just about any commercial hair dye can be used to darken the hair to any desired color.

Finally, the actual shape of the hair can be changed. This is important because the shape of each individual hair follicle determines the type of hair. Perfectly round hairs are very thick and straight (like most orientals). Hairs with an oval crosssection are curly. Fat ovals make the hair wavy, but skinny ovals result in curlier hair. Hairs that are totally flat, almost like ribbons, make for tight kinky curls (like most africans). The shape of the adjustable hairs can be controlled so the character can have any of these types of hair. A mere five minutes is needed to change completely from one hair type to any other. **COST:** \$160,000. **Bonus:** Adds +10% to disguise skill.

- 6. Larynx Manipulator** — This electronic device is surgically implanted onto the character's vocal cords. The device itself actually stretches or contracts the cords, thereby changing the character's natural speaking voice. By manipulating the larynx, the character can imitate any other voice with *80% reliability*. Using some kind of sonic analysis machinery (a microphone, a tape recorder and an oscilloscope), the character can "fine tune" the vocal cords to raise the chance of *success to 90%*. Combining the Larynx Manipulator with the Imitate Speech **skill** brings the success rate up to 98%. **Note:** That the chances of fooling someone over a radio or telephone is easier than trying to do it in person. **COST:** \$75,000. **Bonus:** Adds +10% to impersonation skill and +5% to disguise skill.
- 7. Fingertip Silicon** — As with the facial layer, this is used to shape the loops and whirls of the fingertips. The softening agent must be injected and the tip should either be changed with a mold of the new prints (taken from the actual fingers of the original), or with a delicate sculpting that will take fine tools and at least an hour's work. Prints formed with a mold are 99% reliable. Prints made by sculpting are usually based on pictures of fingerprints and are usually 90% reliable. Note that this feature can be installed on a cyberhand attachment. **COST:** \$110,000.

IMPLANTS

With the latest advances in microelectronics the possibilities for tiny implanted devices in the human body are limitless. With earlier technology the most that could fit safely inside somebody's gut were primitive radios or direction finders. The latest devices give characters a huge range of choices and potential abilities. All these items must be *surgically* implanted and extracted. Removing them without proper medical procedures will do tremendous damage to the devices, not to mention to the carriers.

JAWBONE IMPLANTS

All the devices listed here are implanted in the jawbone, next to either the right or left ear. This location is ideal for communication oriented devices. The implant can 'speak' or 'sound' directly into the inner ear, without leaking detectable noises out of the body. In addition the character can manipulate switches on the devices by moving the jaw. It's also simple for the character to subvocalize (whispering without letting out sound) so that microphones in the jaw can pick up the message.

- 1. Built-In Telephone** — Works like a cellular (car) telephone. The character can make and receive radio-telephone calls anywhere in the world where services are available. Conversations can be held, and the "phone" dialed without observers having the slightest hint that anything is going on. Note that sensitive radio/electronic detectors will notice the signal. Includes a built in dialer and ringer. **COST:** \$150,000.
- 2. Built-In Radio** — Operates exactly like a twoway radio but with a wider range of frequencies. Range is usually up to five miles (8km), but large buildings, hills, metal walls, underground operations, and other obstructions can reduce communication distance by half. **COST:** \$130,000.
- 3. Built-In Scrambler** — Combined with a radio or telephone this allows the character to have securely coded and decoded

conversations automatically. Characters must preset their scrambler settings or they will find it impossible to communicate. Note that there must be scrambler devices on both ends of any communication, and both must be set to the same scrambler setting. **COST:** \$200,000.

- 4. Clock-Calendar** — A simple device that continuously keeps track of the exact time, down to a thousandth of a second. The character can set the device to regularly announce the time and date, to 'beep' at regular intervals, or to 'ring' like an alarm clock. **COST:** \$12,000.
- 5. Gyro-Compass** — A character with this device will always be able to locate north, all the other directions, up, down, and the exact position relative to the ground. Particularly useful when combined with air pilot skills. **COST:** \$40,000.
- 6. Radar-Imaging Device** — Unlike conventional radar, this is purely a motion detecting device. It warns the character of any movement in the area. In particular, it gives off a sharp warning of any fast moving, incoming objects (i.e.; bullets). This gives the character a chance to Dodge long-range attacks such as, bullets or thrown objects and is +2 to dodge or parry attacks from the rear also. The character can *not* be attacked from behind. **COST:** \$180,000.
- 7. Audio Recorder** — A simple recording device that the character has complete control over. Can be set to record, playback, rewind, or fast forward. The tape is built-in to the character's body and cannot be removed. Good for up to 12 hours of recording. **COST:** \$20,000.
- 8. Microphone-Speaker Unit** — While not particularly useful in itself, this option lets the character communicate directly with implant devices elsewhere in the body. **COST:** \$8,000.

LUNG IMPLANTS

Most of the devices implanted in the lungs are designed to assist the character's breathing. The items in this area operate automatically, without the character's interference or control.

- 1. Oxygen Storage Cell** — A special chemical cell, controlled by micro-processors, that stores oxygen from the character's normal breathing. Then, when oxygen is low, the oxygen is released back into the lungs. The net effect is to give the character the ability to go without breathing for up to 20 minutes. Note that the character must breathe normally for about 35 minutes to recharge the cells between uses. **COST:** \$160,000.
- 2. Toxic Filter** — Designed to filter *most* poison gases out before they enter the lungs. The filter is effective against all types of tear gas, smoke and purely chemical fumes. There is an 80% chance that it will also work with Nerve gases and poison gases. **COST:** \$40,000.
- 3. Molecular Analyzer** — Must be used with Jawbone Microphone Speaker Unit. This micro-chip based sensor is used for testing and analyzing impurities in the air. It can specifically identify any strange molecules, like the presence of gas, oil or other chemicals in large concentration, and the degree of industrial or automotive pollution. **COST:** \$35,000.

BODY IMPLANTS

Designed to fit in body cavities either in the chest or in the back of the character. Most items in the body operate automatically.

1. On-Body Computer (O.B.C.) — The equivalent of a powerful microcomputer, the On-Body Computer has a variety of interesting options. Characters with this implant should also have the *Jawbone Microphone Speaker*, as well as skill in Computer Operation and Programming. Built into the computer is a powerful computer processor, a major memory bank and a read-write optical disk for long-term storage and software. Note that the specifics of computer size and speed are not mentioned, mainly because these things are updated yearly as computers continue to improve. The on-body computer would be directly comparable to any current mini-computer, but make sure that it is current, even a year-old model is too old (in the \$10,000 range). **COST:** \$80,000.

A. Speech Synthesizer O.B.C. Option — This is a feature to be added to the On-Body computer. The computer can use a speech synthesizer chip to talk quietly with the character (without being heard outside the body). Also, with appropriate programming, it's possible to imitate and transmit other voices through other implants. **COST:** \$6,000.

B. Remote Modem O.B.C. Option — Using a powerful narrow-channel radio, and a microchip modem, the computer can use standard telephone lines to access computer networks. Characters who take this option will have to use the Computer Network Skill to get by security systems and to find information concealed in memory. Range: 12ft (3.6m). **COST:** \$14,000.

C. Tempest Monitor O.B.C. Option — To understand how this works you first have to understand that all computer monitors (video screens) operate like simple televisions, especially in the type of electronic signals they use. Those signals can be intercepted or generated by a character's On-Body Computer. This means that the display of most computers can be read up to 500 feet (152.5m) away and that the On-Body Computer can read text and graphics without actually being hooked up to any machine. This is especially useful for getting sign-on and identification codes. Any computer monitor, television or cathode-ray tube device within 150ft (45.7m) can also be used as a display device by the On-Body Computer. Note that shielded anti-tempest machines are available and will be found in most high-budget security installations. (An anti-tempest computer will cost an extra \$2500.00). **COST:** \$26,000.

D. Cryptographic-Decoding Processor Chip O.B.C. Option — Designed for the exclusive purpose of speeding up code-breaking, cipher analysis and computer decoding. With this chip the computer can operate as the equivalent of a supercomputer with a -10% penalty. The character should have the appropriate espionage and computing skills for decoding with a computer. **COST:** \$12,000.

E. Optical Scanner O.B.C. Option — Effectively this gives the computer an 'eye' that it can use for collecting and analyzing images. The optical sensor can be installed somewhere on the surface of the skin (disguised as a mole), in a Cyber-Attachment Eye or Hand, or build into the roof of the mouth. **COST:** \$18,000.

2. Air Pressure Detectors — Built as a network with the collection points centered along the spine and with surface sensors imbedded in the back, chest, back of the arms, and the back of the calves. These tiny sensors are ultra-sensitive

to changes in air pressure. Sensitive enough to detect any movement within 20 feet of the character. As a result the character will be aware of anyone approaching from behind, in darkness, or from a hiding place. **COST:** \$135,000. **Bonuses:** +1 on initiative, +1 to dodge and roll, and can not be surprised by a back/sneak attack.

3. Internal Medical Monitor — Used to keep track of the body's functions and life signs, including heartbeat, blood pressure, temperature, etc. With a Jawbone Microphone Speaker the monitor will keep the character informed about any dangerous conditions and irregular signs. It can also be used as a bio-feedback device, helping the character to avoid fear or panic by keeping the breathing and heartbeat low and steady. **COST:** \$70,000. **Bonuses:** Adds +1 to save vs gases, poisons and drugs.

EXTREMITY IMPLANTS

Located in the arms and legs, these implants can serve independent functions, or can operate as remote connections to other implants in the jawbone or body.

1. Electro-Stun Weapon — Small contacts, located at the thumb and one finger of either hand (but not both hands), are disguised as ordinary flesh. In reality they are electrical conductors, designed to deliver a nasty shock to a victim. Damage is 2D6 and the victim is *stunned* for 1D4 melee rounds. This damage cannot be done simultaneously with any other attacks, except for holds and joint locks. The weapon holds 8 charges and can be recharged at any standard electrical outlet, each recharge taking about 20 minutes. **COST:** \$120,000.

2. Arm and Leg Antenna Web — This implant puts tiny wires near the surface of the character's arms and legs. Used with a radio or telephone Implant, the antenna network gives the character a vastly improved range for sending and receiving signals. In fact, the character becomes a miniature satellite dish. And, when spread-eagled, with arms and legs spread apart, the character can actually communicate with orbital satellites. Total range is multiplied by ten, and if satellites are available overhead, the range can be unlimited. Combined with the O.B.C. Tempest options, the regular range is merely doubled. **COST:** \$40,000.

3. Microwave Web Option — An option to be used with the Arm and Leg Antenna Web. It allows the character to further augment the built-in antenna to handle microwaves without frying. As a communications medium it gives unlimited line of sight links with any microwave network (usually a ground network with boosterlink stations every eight to ten miles). It can also be used as a weapon, literally "microwaving" targets as if they were in a microwave oven. At ranges of 20ft (6.1m) or less they can inflict 2D6 damage to living things, as often as once per melee round. Against electronics (including Implants and Cyber-Attachments) the microwaves do 4D6 damage direct to S.D.C. Only four (4) blasts per day are possible due to limited built-in power. Recharging takes 24 hours. **COST:** \$120,000.

4. Finger-Tip Electrical Probes — A tiny, electrically sensitive, metal contact is built into the tips of the thumb and index fingers of both hands. These are sensitive probes that can detect electrical current up to two feet away from the

source of the power. In actual use, the character can reach out, not quite touching, and check to see if a wire is electrified or to see which of many wires (as in a booby-trapped bomb) is actually carrying current. When combined with a Built-In Telephone, it allows the character to "tap" telephone wires quickly and easily, listening in directly to any communications. **COST:** \$85,000.

IMPLANT AUGMENTATION OPTIONS

These are special options that can be used with any Implants, including Jawbone, Body and Extremity. Each implant must be paid for separately.

1. **Plastic Replacement Parts** — All the metal pieces of the implant are replaced by nonmagnetic plastic. This means the implant equipped character will be able to pass by metal detectors without raising an alarm. Not available for On-Body Computer. **COST:** \$75,000 for each Implant.
2. **Realistic Looking Implant** — The Implant is cleverly formed and implanted so it looks like a natural part of the character's internal anatomy. Inspection by XRay, even by trained doctors, will not usually reveal the artificial nature of the Implant. Includes changing metals to plastics (as above). Not available for On-Body Computer. **COST:** \$250,000 for *each* Implant.
3. **Disguised Implant** — The Implant has been disguised to resemble a normal metal or plastic replacement body part. In other words, the character can claim that wounds from an accident or war injury required the insertion of metal plates, artificial joints, etc. Inspection, even by medical experts, will not reveal the difference. **COST:** \$50,000 for each Implant.
4. **Electronic Shielding** — This option shields the Implant so that it's not picked up by sensitive electronic, radio, or magnetic detectors. Note that any transmissions made by the character would still be detectable, but normal inside the body operations would be shielded. **COST:** \$75,000 covers *all* implants in the character's entire body.



BUILDING THE SUPER VEHICLE

Attitude: In Heroes Unlimited, Ninjas and Superspies and TMNT, the use of vehicles, like cars, trucks, motorcycles and helicopters, makes combat a bit different. Yet the rules are not overtly complicated . . . the basic idea is that vehicles are treated exactly like powered armor . . . just as robots are.

When you get *into a car* you essentially don a suit of super powered armor . . . this armor augments *three basic things*:

1. S.D.C.
2. A.R.
3. Speed

Putting a vehicle together is a five-step process, an *expensive* five-step process. Just take 'em one at a time.

Step 1 — The Basic Vehicle

The purchase or construction of the basic body frame, body style, engine, tires, etc.

GROUND VEHICLE TABLE NOTES

Vehicle Type: The brand and model of the vehicle can be chosen by the player. For example, a sports car can be (player's option) a Corvette, Delorean, Jaguar, or Porsche. A luxury car can be a Cadillac, Mercedes Benz, Rolls Royce or Bentley.

Price: Represents the amount of money needed to replace missing parts, repair the frame, replace the tires, and generally get the vehicle moving again.

S.D.C.: The amount of damage the vehicle can take before it ceases to operate/ride.

Max. Seats: The number of comfortable seats available. This can be modified in many ways. For example, a street bike can seat two, a passenger holding onto the driver, or three, if a sidecar is added.

Max. Load: This is the absolute maximum weight, in pounds, that a vehicle can carry, including passengers. Bad roads or vehicle damage will reduce the maximum load possible. **NOTE:** *A vehicle cannot exceed cruising speed while carrying the maximum load.*

Turrets: The maximum number of rotating weapon turrets that can be added to the vehicle. For cars and truck cabs the turrets are built into the roof. Vans and commercial vehicles can have turrets on the sides, front or rear walls. Truck beds can have freestanding turrets.

Step 2 — Adding Speed to Vehicles

At this stage the vehicle isn't much more than basic transportation. Before it was fixed it had a negative Class Engine, it couldn't move at all. Now it has a Class 0 Engine and Alignment, which means the vehicle can go about 5mph. Which is fine for plowing fields, but hardly suitable for highway travel.

Important Note: When you're buying speed you're buying more than a hot engine. Without good alignment, the vehicle will shake itself to pieces before it ever reaches cruising speed. Transmission, drive train, carburetor and exhaust also have to be modified in order to achieve higher speeds.

BASIC GROUND VEHICLES

Type	Price	Main Body S.D.C.	Max. Seats	Max. Load	Turrets
Motorcycles (Gasoline/6 volt)					
Light Motorcycle	\$1000	75	1	250lbs	0
Heavy Motorcycle	\$2000 +	100	2	450lbs	1
Small Automobiles					
Compact	\$6000 +	250	4	1,250lbs	1
Sports Car	\$25,000 +	300	2	1,300lbs	1
Jeep	\$8,000 +	450	4	2,400lbs	1
Large Automobiles					
2-Door Sedan	\$6,500 +	350	5	1,400lbs	1
4-Door Sedan	\$10,000 +	400	5	1,500lbs	1
Luxury Car	\$15,000 +	450	6	1,700lbs	1
Station Wagon	\$8,000 +	450	8	2,000lbs	2
Vans					
Mini-Vans	\$10,000 +	400	8	1,800lbs	1
Full-Sized	\$8,000 +	450	10	2,500lbs	2
Utility	\$11,000 +	500	6	3,000lbs	2
Small Truck					
Small	\$8,000 +	350	2	1,500lbs	1
Pick-Up	\$12,000 +	450	2	3,000lbs	2
4-Wheel Drive	\$12,000 +	500	2	2,500lbs	2
Commercial Vehicles (Diesel/24 volt battery)					
Passenger Bus	\$30,000 +	500	45	9,000lbs	8
½ Ton	\$50,000 +	600	3*	15,000lbs	6
10-Wheeler	\$90,000 +	800	3*	60,000lbs	10
16-Wheeler	\$150,000 +	1,000	4*	160,000lbs	16

*Seats indicated are in the cab of the truck; an additional 30, 60 or 90 can be seated or placed in the trailer of the truck, depending on the size.

Adding Speed to Ground Vehicles

To buy Speed use the following table.

Speed Class	Spd.	Maximum	Cruise	Engine and Alignment Cost			
				Bike	Sport	Car/Truck	Semi
1	22	15 mph	10 mph	\$100	\$100	\$50	\$500
2	44	30 mph	20 mph	\$150	\$200	\$100	\$1,000
3	66	45 mph	30 mph	\$200	\$300	\$150	\$1,200
4	88	60 mph	45 mph	\$250	\$400	\$200	\$1,400
5	110	75 mph	55 mph	\$300	\$500	\$250	\$1,600
6	132	90 mph	60 mph	\$350	\$600	\$300	\$1,800
7	154	105 mph	65 mph	\$400	\$700	\$400	\$2,000
8	176	120 mph	70 mph	\$425	\$800	\$500	\$2,250
9	198	135 mph	75 mph	\$450	\$900	\$600	\$2,500
10	220	150 mph	80 mph	\$475	\$1,000	\$700	\$3,000
11	242	165 mph	85 mph	\$500	\$1,200	\$800	\$4,000
12	264	180 mph	90 mph	\$550	\$1,400	\$1,000	\$5,000
13	286	195 mph	95 mph	\$600	\$1,600	\$1,500	\$6,000
14	308	210 mph	100 mph	\$700	\$1,800	\$2,000	\$7,000
15	330	225 mph	105 mph	\$1,000	\$2,000	\$2,500	\$8,000
16	352	240 mph	110 mph	\$1,500	\$2,250	\$3,000	\$10,000
17	396	270 mph	115 mph	\$2,000	\$2,500	\$4,000	\$15,000
18	440	300 mph	120 mph	\$3,000	\$2,750	\$5,000	\$20,000
19	484	330 mph	125 mph	\$4,000	\$3,000	\$6,000	N/A
20	528	360 mph	130 mph	\$5,000	\$3,500	\$7,000	N/A
21	572	390 mph	135 mph	\$6,000	\$4,000	\$8,000	N/A
22	616	420 mph	140 mph	\$7,000	\$5,000	\$10,000	N/A
23	660	450 mph	145 mph	\$8,000	\$6,000	\$15,000	N/A
24	704	480 mph	150 mph	\$9,000	\$8,000	\$20,000	N/A
25	792	540 mph	155 mph	N/A	\$10,000	\$25,000	N/A
26	880	600 mph	160 mph	N/A	\$20,000	\$50,000	N/A

BASIC WATER VEHICLES

<u>Vehicle Type</u>	<u>Price</u>	<u>S.D.C.</u>	<u>Max. Seats</u>	<u>Max. Load</u>	<u>Speed Class</u>
Small Water Craft					
Sailboat	\$20,000	350	5	3,500lbs	2
Cabin Cruiser	\$25,000	400	7	3,500lbs	3
SpeedBoat	\$45,000	350	2	1,000lbs	4
Large Water Crafts					
Yacht	\$200,000	1,500	28	5,000lbs	2
Tugboat	\$150,000	2,800	9	30,500lbs	2
Barge	\$100,000	3,500	14	400,000lbs	1
Freighter	\$800,000	5,000	80	600,000lbs	2

BASIC AIR VEHICLES

<u>Type</u>	<u>Base Price</u>	<u>S.D.C.</u>	<u>Max. Seats</u>	<u>Max. Load</u>
HELICOPTERS				
Small Observation	\$200,000	150	1 or 2	400lbs
Civilian Transport	\$600,000	300	2 to 6	2,000lbs
Cargo Transport	\$2,000,000	500	2 to 14	10,000lbs
Combat Transport	\$2,800,000	400	2 crew (10 people)	4,000lbs
Combat Fighter	\$1,800,000	450	4	1,000lbs
CONVENTIONAL AIRPLANES				
Single Engine Civilian	\$65,000	200	2 to 4	800lbs
Single Engine Fighter	\$200,000	250	1	1,400lbs
Twin Engine Civilian	\$60,000	300	2 to 4	2,000lbs
Twin Engine Transport	\$80,000	500	2 crew (48 people)	16,000lbs
Twin Engine Fighter-Bomber	\$110,000	350	3	14,000lbs
Three Engine Transport	\$105,000	800	4 crew (60 people)	19,000lbs
Four Engine Bomber	\$250,000	600	4 crew (20 people)	12,000lbs
JET AIRCRAFT				
Personal Jet Pack	\$250,000	25	1	250lbs
Stunt Plane	\$350,000	250	1 or 2	300lbs
Single Engine Fighter	\$4,000,000	400	1	2,000lbs
Twin Engine Fighter-Bomber	\$6,000,000	500	1	8,000lbs
3 Engine Passenger	\$5,000,000	750	3 crew (80 people)	25,000lbs
4 Engine Wide-Body	\$8,000,000	850	3 crew (120 people)	50,000lbs
4 Engine Strategic Bomber	\$15,000,000	950	3 crew (48 people)	45,000lbs
HIGH-TECH VEHICLES				
Flying Harness/Jet Pack	\$30,000	50	1	1,000lbs
Flying Platform/Hover Craft	\$600,000	90	1 to 4	2,000lbs
Hover Vehicle — Small	\$1,000,000	350	2 to 4	4,000lbs
Hover Vehicle — Large	\$2,000,000	500	6 to 10	8,000lbs
Orbital Shuttle	500 Million	2,000	3 to 12	100,000lbs
Combat Fighter (Space)	800 Million	2,500	2 to 8	30,000lbs
CHARACTER FLIGHT TECHNIQUES (For comparison only)				
Mutant Animal Flight Power- 160mph	—	—	P.P.	equal to P.S.
Mutant Animal Glide Power	—	—	P.P.	equal to P.S.
Robot Hover Jets	\$500,000	—	5	equal to P.S.
Robot Booster Jets	\$750,000	—	5	equal to P.S.
Flame Flight (Super Power)	—	—	1	equal to P.S.
Sonic Flight (Super Power)	—	—	P.P.	equal to P.S.

TABLE NOTES

Spd: If the car were a person, this would be its equivalent to *Speed Attribute*. A character with a Speed of 22 can run 15mph. It's the same for vehicles, except they can go much faster. The land vehicle maximum is 880, which is 600mph or near the speed of sound (670mph).

Maximum: The vehicle's absolute maximum speed. Because this is pushing the machine to its limits, there must be a roll on the breakdown table for every 12 miles driven. Note that these speeds are impossible without excellent roads.

Cruise: Safe speed for extended travel (given good roads). The vehicle should be able to drive indefinitely at Cruising Speed.

Bike: Cost of equipping any Motorcycle with matching speed.

Sport: The price of engines for sports cars and specialized racing cars. Only specially equipped sport and racing cars can be modified for the very top speeds.

Car/Truck: Engine costs are the same for luxury cars, station wagons, full-sized and mini vans, small trucks, pickup trucks and all other medium-sized vehicles.

Semi: Includes all commercial vehicles, as well as tanks, construction machinery and moving equipment.

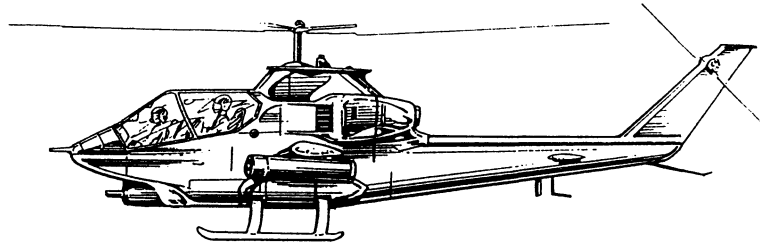
Heli: Cost of equipping a Helicopter with the matching speed. Helicopters are incapable of reaching the speed of sound.

Plane: Cost for souping up a propeller-driven airplane. These vehicles can neither hover or reach the speed of sound.

Jet: Engine costs for all conventional jet aircraft, ranging from commercial jet aircraft to jet fighters.

Scramjet: This high speed, hydrogen powered jet engine is only available as an add-on to other aircraft. The Scramjet can not operate at speeds less than Mach 2. Therefore, any aircraft with the Scramjet add-on must already be Speed Class 30 or better.

Special Option: The designer can fit an automobile or truck with hover capabilities. Set-up cost automobile (regardless of size): \$1 Million dollars. Set-up cost small truck (no semi): \$1.2 Million. Buy speed as usual; *see sub-sonic air vehicle table*.



SUB-SONIC SPEED CLASS AIR VEHICLE TABLE

Class	Spd.	Maximum	Heli	Plane	Jet	Hover Craft
0	Hover	0mph	\$0	N/A	N/A	\$6,000
1	22	15 mph	\$100	N/A	N/A	\$8,000
2	44	30 mph	\$200	\$0	N/A	\$10,000
3	66	45 mph	\$300	\$50	N/A	\$12,000
4	88	60 mph	\$400	\$75	\$0	\$14,000
5	110	75 mph	\$500	\$100	\$100	\$16,000
6	132	90 mph	\$600	\$150	\$200	\$18,000
7	154	105 mph	\$700	\$200	\$300	\$20,000
8	176	120 mph	\$800	\$250	\$400	\$22,000
9	198	135 mph	\$900	\$300	\$500	\$24,000
10	220	150 mph	\$1,000	\$400	\$600	\$25,000
11	242	165 mph	\$2,000	\$500	\$700	\$26,000
12	264	180 mph	\$3,000	\$600	\$800	\$27,000
13	286	195 mph	\$4,000	\$700	\$900	\$28,000
14	308	210 mph	\$5,000	\$800	\$1,000	\$29,000
15	330	225 mph	\$10,000	\$900	\$1,100	\$30,000
16	352	240 mph	\$15,000	\$1,000	\$1,200	\$31,000
17	396	270 mph	\$20,000	\$1,100	\$1,300	\$33,000
18	440	300 mph	\$25,000	\$1,500	\$1,400	\$36,000
19	484	330 mph	\$27,500	\$2,000	\$1,500	\$38,000
20	528	360 mph	\$30,000	\$3,000	\$1,750	\$40,000
21	572	390 mph	\$40,000	\$5,000	\$2,000	\$50,000
22	616	420 mph	\$50,000	\$10,000	\$3,000	\$60,000
23	660	450 mph	\$100,000	\$50,000	\$4,000	\$70,000
24	704	480 mph	\$400,000	\$100,000	\$5,000	\$100,000
25	792	540 mph	\$750,000	\$200,000	\$10,000	\$250,000
26	880	600 mph	\$1,000,000	\$500,000	\$20,000	\$750,000
27	968	640 mph	N/A	\$1,000,000	\$50,000	\$1,000,000
28	MACH 1	660 mph	N/A	N/A	\$150,000	\$2,000,000

SUPERSONIC SPEED CLASS AIR/SPACE VEHICLE TABLE

Class	Speed	Maximum	Jet	Scramjet	Spacecraft**
28	MACH 1	660 mph	\$150,000	N/A	N/A
29	MACH 1.5	990 mph	\$500,000	N/A	N/A
30	MACH 2	1,320 mph	\$1,000,000	N/A	N/A
31	MACH 2.5	1,650 mph	\$2,500,000	N/A	\$6,000,000
32	MACH 3	1,980 mph	\$5,000,000	N/A	\$8,000,000
33	MACH 4	2,640 mph	\$8,000,000	\$2,000,000	\$10,000,000
*34	MACH 5	3,300 mph	\$15,000,000	\$4,000,000	\$14,000,000
35	MACH 10	6,600 mph	\$50,000,000	\$6,000,000	\$25,000,000
36	MACH 15	9,900 mph	N/A	\$7,000,000	\$50,000,000
37	MACH 20	13,200 mph	N/A	\$8,000,000	\$70,000,000
38	MACH 30	19,800 mph	N/A	\$10,000,000	\$100,000,000
39	1% Lightspeed	6,700,000 mph	N/A	N/A	\$600,000,000
40	5% Lightspeed	33,500,000 mph	N/A	N/A	\$800,000,000
41	10% Lightspeed	67,000,000 mph	N/A	N/A	\$960,000,000
42	50% Lightspeed	335,000,000 mph	N/A	N/A	\$20 Billion

*Roughly Equivalent to Escape Velocity, the speed required to leave Earth's gravitational field and go into orbit in outer space.

**Beyond man's real life capabilities. Any such vehicles would be government/military or private industry top secrets and experimental. Industrial facilities are definitely needed.

AIR VEHICLE TABLE NOTES

Type: This is just the general category. There are hundreds of possible variations.

Base Price:

- Price as listed buys only the basic framework and engine. Speed Class, improvements in T.M.F., armor, weapons, and options are all extra.
- For scavenging aircraft, the Base Price is divided by 10. In other words, getting the hulk of a cargo helicopter back into usable shape would cost \$2,000,000.

S.D.C.: Destroying all the S.D.C. of a vehicle turns it into scrap metal. It may take considerably less damage to eliminate the vehicle's ability to fly.

Payload: This is the total amount of weight that the vehicle can carry. Pilot, crew and passengers, along with their seats and harnesses, missiles, bombs and cargo, all are part of the vehicle's payload. An aircraft simply won't get off the ground if it's overloaded. Built-in vehicle weapons and armor are not counted in the payload.

AIRCRAFT FUEL

Helicopters, airplanes, jets and scramjets all burn vast amounts of fuel. To avoid getting overly complicated, the rules for fuel consumption have been simplified as follows:

- At Maximum Speed the aircraft burns all its fuel in 15 minutes. Believe it or not, this is rather generous; many jet planes can burn their entire fuel load in under 3 minutes.
- From $\frac{3}{4}$ Speed to $\frac{1}{4}$ Speed, the aircraft will burn all its fuel in 3 hours.
- At Idling Speed, about $\frac{1}{10}$ Maximum speed, the aircraft will burn all its fuel in 5 hours.

Step 3 — Adding Vehicle Armor

Having weapons is nice. Unfortunately, there are plenty of other people on the road with similar ideas. To keep them from putting holes in characters and vehicles, you'll need armor.

Vehicle Armor

This armor protects the vehicle only, passengers are not covered. *Only one set of vehicle armor allowed.*

Light Armor	A.R.: 14	S.D.C.: 350	\$2,500	600lbs
Medium Armor	A.R.: 16	S.D.C.: 700	\$10,000	1800lbs
Heavy Armor	A.R.: 18	S.D.C.: 1,400	\$50,000	5000lbs

Passenger Armor

Armor for the passenger compartment for most vehicles. Note: Passenger Armor is not available for motorcycles. *Only one set of armor per compartment.*

Light Armor with Glass Windows	A.R.: 10	S.D.C.: 200	\$800
Light Armor with Plexiglass Windows	A.R.: 12	S.D.C.: 250	\$1,000
Light Armor with Window Slits	A.R.: 14	S.D.C.: 300	\$1,200
Medium Armor with Glass Windows	A.R.: 11	S.D.C.: 300	\$2,000
Medium Armor with Plexiglass Windows	A.R.: 13	S.D.C.: 350	\$2,500
Medium Armor with Window Slits	A.R.: 15	S.D.C.: 400	\$3,000
Heavy Armor with Glass Windows	A.R.: 12	S.D.C.: 400	\$4,000
Heavy Armor with Plexiglass Windows	A.R.: 14	S.D.C.: 450	\$4,500
Heavy Armor with Window Slits	A.R.: 16	S.D.C.: 500	\$5,000

Turret Armor protects both the weapon and the operator. Separate armor must be bought for *each* turret. *Only one set of armor per turret.*

Light Armor	A.R.: 10	S.D.C.: 350	\$800
Medium Armor	A.R.: 12	S.D.C.: 300	\$1,800
Heavy Armor	A.R.: 14	S.D.C.: 400	\$3,500
Empty Turret	A.R.: 8	S.D.C.: 100	\$1,000

Can be used with any weapon.

Flying Vehicle Armor

Armoring a flying vehicle helps protect it from enemy fire. However, all that armor is heavy and the aircraft's payload is reduced for every section of armor installed.

Aircraft Crew Compartment Armor. Armor can be installed for each crew station on a vehicle.

Each crew station armor must be bought separately.

Light Armor with Plexiglas Windows; A.R.: 12,

S.D.C.: 250 \$1,000 50 pounds

Medium Armor with Plexiglas Windows; A.R.: 14,

S.D.C.: 350 \$2,500 100 pounds

Heavy Armor with Plexiglas Windows; A.R.: 15,

S.D.C.: 550 \$4,500 200 pounds

Aircraft Drive Engine Armor

Protects the drive mechanism from enemy fire. One set of engine armor is allowed for each engine.

Light Armor; **A.R.:** 12 **S.D.C.:** 200 \$800 100 pounds

Medium Armor; **A.R.:** 13 **S.D.C.:** 300 \$2,000 300 pounds

Heavy Armor; **A.R.:** 14 **S.D.C.:** 400 \$5,000 600 pounds

Aircraft Vehicle Armor

This armor protects the entire vehicle. This armor must be penetrated before cargo, crew, engines or fuel are hit. Only one set of vehicle armor per vehicle allowed.

Light Armor; **A.R.:** 8 **S.D.C.:** 300 \$2,500 500 pounds

Medium Armor; **A.R.:** 10 **S.D.C.:** 500 \$10,000 1,200 pounds

Heavy Armor; **A.R.:** 12 **S.D.C.:** 900 \$50,000 4,000 pounds

Fuel Compartment Armor (Auto or Aircraft)

This armor serves two functions. To protect the fuel area from enemy fire, and to protect the vehicle's crew from the explosion when and if the fuel gets hit. Only one set of fuel armor per vehicle allowed.

Light Armor; **A.R.:** 10 **S.D.C.:** 200 \$500 150 pounds

Medium Armor; **A.R.:** 12 **S.D.C.:** 300 \$2,000 500 pounds

Heavy Armor; **A.R.:** 14 **S.D.C.:** 400 \$7,000 900 pounds

Note: Of course, you do not have to add any armor to any portion of the vehicle. It is your choice.

Step 4: Adding Weapons

FIXED MOUNT

This kind of weapon fires in only one direction, and aiming requires turning the entire vehicle. Usually set up to shoot straight ahead, but it can be mounted in any direction. Usually used by the vehicle's pilot.

Weapons	Damage	Range	Price
5.56mm Light Machinegun	5D6	1,500ft	\$1,500
7.62mm Medium Machinegun	6D6	3,000ft	\$2,500
20mm Automatic Cannon	1D4 × 10	4,000ft	\$10,000
30mm Automatic Gun	2D4 × 10	5,000ft	\$15,000

SWIVEL MOUNT

Weapon is mounted on a swivel that can be rotated 360 degrees. A gunner must operate the weapon from an open platform or turret.

Weapons	Damage	Range	Price
5.56mm Light Machinegun	5D6	1,500ft	\$3,000
7.62mm Medium Machinegun	6D6	2,000ft	\$4,000
.50 Calibre Heavy Machinegun	7D6	3,000ft	\$8,000
Empty Turret			
(Install with any weapon)			\$1,000

ORDNANCE

These weapons are mounted on the exterior of the craft. All ordnance weights must be subtracted from the vehicle payload.

Weapons	Damage	Range	Price
2.75" Rocket Launching Tube	1D6 × 10	6,000ft	\$500 ea.

Rockets are disposable weapons; once used, the entire thing must be replaced. *Speed Class is 19.* Explosion does 1D6 × 10 on everything within a 20 square foot area. Each loaded tube weighs 35 pounds.

Anti-Aircraft Missiles: **Damage:** 2D4 × 10, **Range:** 12,000ft, **Cost:** \$4,000 each. Anti-aircraft missiles have built-in infrared sensors for tracking the enemy target. Speed Class is 29. Explosion does 2D4 × 10 on everything within a 40 square foot area. Each missile weighs 250 pounds.

Flamethrower: **Damage:** 4D6, **Range:** 30ft, **Cost:** \$2,800. Does damage to everything in an 8 square foot area. All combustible items will ignite. If used on unarmored vehicles, the gas tank may detonate (30% chance).

Step 5: Optional Modifications, Equipment and Accessories

Note: Generally, all items can be built into ground and air vehicles.

Air Recycling System: Allows for unlimited time in space or underwater or in impure air (gas, pollution, etc.). The unit will recycle the vehicle's atmosphere as long as power remains. **Cost:** Includes making vehicle airtight. \$200,000 for a small vehicle, \$450,000 for a large one.

Anti-Missile Chaff: When triggered, it sends out a canister designed to decoy enemy anti-aircraft missiles. The canister heats up, attracting the missile's heat sensors, gives off a fake radio signal, and sends out streamers of aluminum designed to fool radar-guided units. **Cost:** \$3,500 each.

Ejection Seat: This specially built chair has built-in explosives designed to throw the chair and its occupant up and away from an injured vehicle. The parachute is designed to open automatically at the right altitude. **Cost:** \$6,000.

Ejection Seat Hover Vehicle: An ejection seat that is also a limited hover vehicle that functions like a jet pack. **Maximum speed:** 100mph (160kmph), **Range:** 15 miles (24km), **Fuel Capacity:** 15 minutes. **Cost:** \$125,000.

External Fuel Tank: Doubles the amount of available driving or flight time. The tank *cannot* be armored, but can be easily dropped if damaged. **Cost:** \$1,000 each.

Fusion Generator: A high-tech, experimental power source. With a fusion generator installed, the vehicle can operate continuously for 3 years. **Cost:** \$3 Million.

Loudspeaker: Simply a large speaker/amplifier mounted outside a vehicle. Can be heard clearly over vehicle noise up to 500' away. **Cost:** \$400.

Luxury Accommodations: For *large* trucks, vans and aircraft. A decorated living area with beds (from 1 to 6), small kitchen with sink and stove, bathroom with shower, conference/dining table, panelling and carpeting. The kind of thing usually found in private jets. **Cost:** \$15,000.

Maneuver Rockets: This is the only way to move or change position in the vacuum of outer space or underwater. A neces-

sity for Scramjets that are going to operate in orbit. **Cost:** \$15,000 each.

Night Sight Camera/Monitor: A forward-mounted camera that sees into the darkness and relays an amplified image to a monitor in front of the operator. Range is 2,000ft, and the camera clearly shows ground-based buildings, vehicles and creatures. Imaging is too slow to see aircraft. Any bright lights, including the vehicle's own headlights, blind the night sight camera. **Cost:** \$30,000.

Pontoons: Large floats/skids that can be used for landing on water. **Cost:** \$800.

Pressurized Cabin: A crew compartment that is airtight and comes with an on-board air supply. Good against poison gas, smoke, high altitude, and the vacuum of outer space. Effective underwater up to a depth of 1100ft (335m). **Cost:** \$200,000.

Searchlight: High-powered spotlight. Controlled by the pilot. **Cost:** \$400.

Second Engine: This is a back-up engine for the vehicle. The full price for second engine depends on Speed — see Speed Table. **Cost:** Car — \$1500, truck — \$3000, airplane — \$30,000, jet — \$60,000, *plus* speed costs.

Smoke Screen: The pilot can release smoke by changing the fuel mix in the engine. Available only for conventional automobiles and aircraft. **Cost:** \$1,200.

Theft Alarm System: A tamper-proof burglar alarm. When someone attempts to open the vehicle without the alarm key, a piercing siren will sound out. **Cost:** \$700 each.

Thief-Proof Locks: The vehicle's locks have been modified so that standard pry bars and skeleton keys will not work. Thief is —35% to pick locks. **Cost:** \$200 each.

V.T.O.L. Capacity: V.T.O.L., or Vertical Take-Off and Landing, allows planes and jets to hover in a stationary position, fly at very low speeds, and use small pads for landings. **Cost:** \$200,000.

Winch and Cable: Woven steel cable about 1,000' long and has a hook on one end. The winch can pull up to 300lbs, larger loads can be handled by locking the winch and moving the vehicle. Usually used on helicopters and space vehicles. **Cost:** \$1,000.

Radar (basic) System: 25 mile range (40km). **Cost:** \$40,000.

Radar Targeting Computer: 30 mile range (48km), able to identify 20 targets and simultaneously track 10 targets flying at 600ft (182m) while the aircraft is flying at 18,000ft (5486.4m). **Cost:** \$400,000 (has military capabilities).

Advanced Radar Targeting Computer: 62 mile range (100m), able to identify 60 targets and simultaneously track 30 targets flying below 200ft (60m) while the aircraft is flying at 20,000ft (6096m). **Cost:** \$990,000.

Optional Equipment Exclusive to Automobiles

Some equipment is standard with any basic vehicle, including headlights and brake lights, speedometer, odometer, and trouble indicator lights for brakes, oil and temperature. Also seats, seat belts, standard pedals, steering wheel and gearshift. AM Radio is free. Everything else must be bought.

Fold-Down Bucket Seats: These seats are more comfortable than the standard bench seats. They can also be folded down and turned into temporary sleeping space. **Cost:** \$200 Each.

Camper Option: Can be used with any van or larger vehicle. Includes beds (from 1 to 4), small kitchen with sink and stove, bathroom with shower, conference/dining table, and interior decorating with paneling and carpeting. **Cost:** \$5,000. Of course this severely limits cargo space.

Stereo System: Picks up AM/FM/Shortwave signals and delivers the signal in stereo. Also plays tape cassettes. **Cost:** \$400.

Refreshment Dispenser: A built-in unit that delivers coffee, tea, hot chocolate or hot soup (pick one) from one spout, and soft drinks, milk, ice water or fruit juice (pick one) from another. Must be recharged every few days. **Cost:** \$450.

Engine Readout Package: The instrument panel is modified to include a tachometer, temperature and oil pressure gauges, fuel mix indicator, and readout on the battery's charge. Adds +5% to Auto Mechanics diagnosis. **Cost:** \$250.

Radar Display: A monitor is mounted on the dash that displays the radar picture for an area 500ft around the vehicle. This shows solid obstacles (trees, rocks, buildings, airplanes), other moving vehicles, and moving bodies. It does *not* show pits, potholes, broken pavement or bodies. **Cost:** \$20,000.

Radio Locator: Directional locator that lets the vehicle's operators find the exact position of a radio transmission. Useful for finding planted "bugs". **Cost:** \$1,000. **Range:** 5 mile (8km).

Trailer Hitch: Allows a trailer to be attached to the vehicle. **Cost:** \$150.

Winch and Cable: Mounted on the front bumper is an electric winch; basically, a motor connected to a cable. The woven steel cable is 100ft long and has a hook on one end. The winch can pull up to 300lbs, larger loads can be handled by locking the winch and backing up the vehicle. **Cost:** \$500.

Fuel Efficiency Modification: Modifying the car's engine so that fuel consumption is cut by half. **Cost:** \$2,000.

Super Fuel Efficiency: By careful tinkering, the vehicle consumes only 10% of its normal miles per gallon rate. **Cost:** \$15,000.

Oil Slick: The pilot can release oil from a tank mounted on the underside of the vehicle. Contains enough oil for three oil slicks. **Cost:** \$1,200.

Vehicle Caltrops: A container of broken glass, nails and metal shards can be released by the pilot. **Cost:** \$300 for each container and release mechanism. \$100 per each, non-reusable, container; although homemade containers can be made for about \$30.

Ram-Prow: The ram-prow is a special, metal reinforced ram at the front of the vehicle. The ram may be a simple foundation of metal bars, train-like cowcatcher, or any variety of metal protrusions with the purpose of ramming.

The ram-prow protects the attacking vehicle from any damage that it would normally receive in a ram attack. (*See "Ramming" under Combat Tactics*). Also adds 75 S.D.C. to the vehicle. **Cost:** \$800.

Searchlight: High-powered spotlight. Mounted on a swivel next to the pilot's seat. **Cost:** \$200.

Siren: High-pitched emergency siren. Can be heard up to 2,500ft away. **Cost:** \$50.

Surface Water Capability: Gives ground and air vehicles the ability to perform water maneuvers. The vehicle is equipped

with floatation gear, a waterproof undercarriage, and a Speed Class 1, propeller-driven engine. Effectively the vehicle can land on the water and work as a boat. Improvements to the vehicle's water speed must be paid for separately. **Cost:** \$30,000.

Submersible Water Capability: Used to give any vehicle the ability to operate *underwater*. The vehicle's surface and exposed equipment is waterproof. A depth-controller and a propeller-driven engine (Speed Class 1) have been installed so that the vehicle can dive like a submarine. Pressurized cabin must be bought separately, otherwise the passengers will have to use Scuba gear while submerged. Maximum depth is 200 feet (61m). **Cost:** \$175,000.

Hover Engine Capability: Any vehicle can have this high-speed option installed. The modified craft can then travel up to Speed Class 5 on a layer of compressed air. Once elevated, the vehicle will float about 18 inches off the surface. Restricted to travel on smooth surfaces such as sand, calm water (waves must not exceed the 18 inch height of the air cushion), mud, grass and pavement. **Cost:** \$65,000.

Balloon Capability: An inflatable balloon, complete with a hot air generator, is concealed inside the vehicle. When the mechanism is activated, it turns the vehicle into the gondola of the balloon. As with any hot air balloon, there's no real control over direction, and the vehicle will simply travel with the prevailing winds. Still, it makes for a great emergency escape. Either by pilot control, or after four hours, or if the fabric is seriously punctured, the balloon will start to slowly descend. **Cost:** \$12,000.

Ground Travel Capability: This allows air or water craft to move on the ground. On the underside of the vehicle are installed a set of wheels. The built-in engine is initially capable of only Speed Class 1. **Cost:** \$40,000.

Helicopter Capability: Limited to automobiles, small trucks, motorcycles, small aircraft and small watercraft. A set of rotors can be attached to the top of the craft, allowing for Speed Class 2 helicopter travel. Takes 10 minutes to attach the rotors. *For vehicles with this modification, all weapon and armor improvements must be the aircraft type.* **Cost:** \$190,000.

Propeller Aircraft Capability: Limited to automobiles and small watercraft. A set of wings and a propeller can be attached, allowing for Speed Class 3 airplane travel. *For vehicles with this modification, all weapon and armor improvements must be the aircraft type.* **Cost:** \$170,000.

Jet Aircraft Capability: Limited to automobiles and small watercraft. A single jet engine is concealed in the center of the vehicle, and retractable, stubby wings are built into the sides. Just get up to take-off speed (about 80 mph), pop out the wings, and kick on the jet. Standard Speed Class is 16. For vehicles with this modification, all weapon and armor improvements must be the aircraft type. **Cost:** \$350,000.

Vehicle Active Suspension: The vehicle is equipped with a computer controlled, hydraulic suspension system. Essentially, this gives the vehicle something of a reactive "brain" for dealing with changing position and terrain. On an automobile, the computer can *lift up a wheel* rather than just tilting when hitting a curb or a rock. Confers a bonus of +15% on all control rolls. **Cost:** \$500,000.

MISCELLANEOUS EQUIPMENT

DRIVING SUITS OR ARMOR

Motorcycle drivers wear helmets and leathers for a reason; they help to protect them in an accident. Characters with full leathers, including heavy boots, helmet, leather jacket, leather pants and leather gloves, will be able to reduce the amount of damage taken in a crash. *The suit absorbs half the damage taken, up to a maximum of 24 points.*

For example, if Fran's character crashed and took 80 points of damage, she'd only have to take 56 points off her S.D.C. and Hit Points. On the other hand, if Mike crashed with 8 points of damage, he'd take 4 points off his S.D.C. (½ damage) and 4 off his Hit Points (the other ½).

Driving suits are no protection against bullets, explosions, weapons, or hand-to-hand attacks. They are useful for crash damage only. On the other hand, regular armor, either modern or ancient, gives *no protection against crash damage.*

Driving armor is just a safety measure. Or, according to some bikers, "You may break every bone in your body, but, at least, the leather will keep your body from coming apart. At the very least, leathers insure that your corpse will look good at your funeral."

Cost: \$200 for characters of Size Level 7 or lower, \$250 for up to Size Level 11, \$300 for Size Level 12 and 13, add \$100 for each additional Size Level.

FLIGHT SUITS

There are two good reasons for wearing flight suits. First, because they are protection against the thin air encountered at high altitudes. The second reason has to do with crash protection; *the suit absorbs half the damage taken in a crash, up to a maximum of 48 points.*

Flight suits provide *NO protection against bullets, explosions, or bladed weapons.* They *do* protect against punches, kicks, body blocks and other blunt attacks. Other than that, they are useful for falling and crash damage only. Regular armor, either modern or ancient, gives *no protection against falling or crash damage.*

COST: \$500 for characters of Size Level 7 or lower, \$550 for up to Size Level 11, \$600 for Size Level 12 and 13, +\$100 for each additional Size Level.

SPACE SUIT (A full environmental suit with oxygen supply)

Space suits are designed to give full body protection from the rigors of outer space. Unprotected, a body exposed to a vacuum will experience a bunch of very unpleasant things. For starters, the vacuum will freeze the skin's outer layers and evacuate all the air in the lungs. Then, if not rescued quickly (3 melees/45 seconds), there will be an explosive and messy decompression, where the inner pressures win the battle against the skin that's trying to keep everything inside. Finally, unless the body is hidden in a shadow somewhere, there will be a certain amount of boiling and frying.

To avoid all this unpleasantness, it is highly recommended that characters wear protective space suits. The suit also gives some protection against crashes, *absorbing half the damage taken in a crash, up to a maximum of 36 points.*

Space suits provide *no protection against bullets, explosions, weapons or hand-to-hand combat.* They are useful for crash damage only. **COST:** \$25,000-\$28,000 depending on size.

The atmosphere charge of a space suit will protect the wearer for up to 4 hours before needing a recharge.

A COMPENDIUM OF MARTIAL ARTS

LISTING OF 41 MARTIAL ART FORMS

Basic Hand to Hand (Agent)
Expert Hand to Hand (Agent)
Assassin Hand to Hand (Agent)
Martial Arts Hand to Hand (Agent)
Aikido
Bok Pai (Kung Fu)
Ch'A Ch'Uan (Kung Fu)
Chi Hsuan Men (White Fan)
Ch'In-Na (Seizing)
Choy-Li-Fut (Kung Fu)
Drunk Style (Kung Fu)
Fong Ngan (Kung Fu)
Fu-Chiao Pai (Tiger Claw Kung Fu)
Hwarang-Do (Karate)
Isshin-Ryu (Karate)
Jujutsu
Kuo-Ch'uan (Dog Boxing Kung Fu)
Kyokushinkai (Karate)
Lee kwan Choo (Non-violent)
Li-Chia (Short Hand Kung Fu)
Mien-Ch'uan (Cotton Fist Kung Fu)
Monkey Style (Kung Fu)
Moo Gi Gong (Karate)
Ninjitsu
Pao Pat Mei (Leopard Kung Fu)
San Kukai (Karate)
Shao-Lin (Kung Fu)
Snake Style (Kung Fu)
Sumo (Wrestling)
Tae Kwon Do (Karate)
Tai-Chi-Ch'uan
Taido (Spins & Falls)
T'ang-su (Karate)
Te
Thai Kick Boxing
Tien-Hsueh
Wui Wing Chun (Kung Fu)
Wu Shu T'sung (Kung Fu)
Xing Chiao (Eagle Claw Kung Fu)
Yu-Sool
Zanji Shinjinken-Ryu (Swordsmanship)



MARTIAL ART TERMS

AGENT: Forms listed with the phrase, (AGENT), are basically quick-and-dirty forms of combat and lack the style and techniques of the full, sophisticated, martial art forms. They're designed to teach the basics of combat in a matter of just a year or so of study.

Atemi: These powers require an intense understanding of the functions of the human body. Depending on the specific area

of study, an Atemi master is capable of healing or damaging someone with nothing more than a light touch of the index finger. At first level, only *Aikido*, *Chi-Hsuan Men*, *Ch'in-Na*, *Jujutsu* and *Tien-Hsueh* have this skill.

Chi: All living things have *chi*, but only trained martial artists can tap its power. With *Chi Mastery*, a character learns to see *chi* everywhere, to tap its power, and to use it as a weapon or a tool. At first level, only *Aikido*, *Mien-Ch'uan*, *Tai-Chi Ch'uan*, *Taido*, and *Yu-Sool* have the skill.

EXCLUSIVE: When you see the phrase (EXCLUSIVE) next to a form, that means it's only available as a Primary Martial Art. It can't be the second one picked for your dedicated martial arts character.

Form: Martial arts are called "forms." A form is a *complete* fighting style. The forms in previous Palladium RPGs are Hand to Hand: Basic, Expert, Martial Arts, and Assassin. There are 37 new forms in *Ninjas & Superspies*.

Typical phrases using the word are: "I'm going into *Jujutsu form*," "the Ninja switches *form* and attacks with a flying jump kick," and "the best Parry bonus my character can get is using my *Xing, Eagle Claw form*."

Kata: A kata is a practiced and formalized routine in the martial arts. Very often they are as graceful as a dance and can even be performed to music. The strength of a kata lies in its repetition. The martial artist repeats the same sequence of moves thousands of times until they become instinctive. Unfortunately, the weakness of katas is also their routine, they are relatively inflexible. To use a weapon with any form it's necessary to learn a special *weapon kata*.

Types of Forms: There are several dual ways of describing a martial art form. A "soft" form uses circular deflecting movements, while a "hard" form uses straight muscular movements. "Internal" schools stress the supremacy of mental and spiritual training, while "external" schools work on improving the body.

Zenjorike: These are the mystic and inexplicable powers of the martial arts. *At first level, only Aikido, Snake Style, Taido and Tien-Hsueh have the powers.*

NOTES ON THE MARTIAL ART FORM DESCRIPTIONS

Each of the Martial Art Forms is described in the same format. Here's some notes on each of the sections:

Entrance Requirements: The character's unmodified, original attributes must match the form's minimum attributes in order for the character to choose that form. Even to get a Secondary form, the character's *originally rolled* stats must

meet the minimum, not the attributes after they've been improved by the Primary form's bonuses.

On the other hand, the character's alignment does not have to match the one required by the form. Why? Because a character may have studied the form in earlier years and then gone through a change of heart. However, if a character has a form that is incompatible with his present alignment, that means the character is considered a traitor to the form and will be hated, hunted or ostracized by its masters.

Skill Cost: This is the number of years of study needed. Bear in mind that the characters in this game are *phenomenal* in training and ability. Each one is the equivalent of real life champions like Bruce Lee and Chuck Norris. Many also have *mystic powers* that may take decades to acquire. Usually these powers are only seen in aged martial art masters in their seventies and eighties.

Costume: A description of the average outfit worn in practice and training. It's also the outfit that's most comfortable for combat. Of course, a character may wear anything convenient in the outside world.

Some of the outfits are very common. Rather than describe them over and over again, we'll give a description right here.

Kung Fu outfits usually consist of a long sleeved, high collared, front-buttoned shirt; matching loose fitted pants, socks and soft-soled shoes or running shoes.

Karate outfits are made of fairly tough fabric. The shirt/jacket is loose-fitting, with sleeves that only extend to mid-forearm, open collars and a fold-over waist; it's tied once on the inside at the left waist, then the right side covers the left and is tied at the right side of the waist. Pants are loose and tied with a drawstring. Finally, the belt is colored according to rank and often tied in an exclusive "school/style" knot.

Judo outfits are exactly like the karate outfits but are made of a thicker, tougher material, often quilted.

Stance: This is the typical starting position of the form.

Character Bonuses: *These are one time only bonuses.* Players who receive *chi multipliers* should wait until the character is completely finished before using them.

Attacks per Melee: Represents the maximum number of Attacks per Melee when using this particular "Form" of martial arts at first level. It doesn't matter what kind of whiz-bang bonuses the character has, and it doesn't matter how many attacks per melee the character gets in another Form, this is the maximum, first level, attacks per melee when using this specific Form. Bonuses gained from two or more forms of martial arts are *not* combined with each other, but remain separate and distinct from each other. NEVER combine the bonuses of two or more "forms" for an overall bonus total. However, boxing and wrestling are not considered to be "forms" and can be combined with martial arts and each other.

Escape Moves: Methods of escaping combat or other dangers.

Attack Moves: Ways the character can move into combat or reduce the combat range.

Basic Defensive Moves: Usually Dodge, Parry and Automatic Dodge. Just about every form, including the Agent Hand to Hand forms, has these three basic moves.

Weapon Katas: Using any weapon with a martial art form takes special training. Basically, it involves practicing and modifying all the regular moves of the form to accommodate

the weapon. The only way to use a weapon not listed under *weapon katas* is to buy it using one of the *Specialty Kata skills*. Many forms have no katas and can not be used with weapons.

Martial Art Skills and Powers: Depending on the form, these could come from *Arts of Invisibility, Atemi Abilities, Body Hardening Exercises, Chi Mastery, Martial Art Techniques, Specialty Katas, and Zenjoriki*. Characters can only select powers from the categories listed. Thus, if martial arts techniques and body hardening are listed the player can only choose from those two categories and not any of the others. Usually, a total of three powers can be initially selected. That means, if two categories are available, the player can choose two powers from one and one from the other, or three from one of the two categories. Also note that one "power" can be traded in for "one" general skill program, *excluding* the physical skill program.

Other Skills: Languages, cultural skills, survival skills, physical skills, oriental skills and philosophical training all start at *first level*. There is no bonus for getting the same skill more than once.

For example, let's say you manage to get three different forms, each with Chinese language, each with Tao philosophy, and each with climbing. You still have just basic fluency in Chinese, standard Tao knowledge, and 1st level climbing.

Other Martial Art Forms: Martial art forms tend to be somewhat hostile toward each other. In particular, they usually give students from competing schools a hard time. However, there are usually schools that, for reasons of style or philosophy, get along fairly well. This is reflected in the shortened time required for study.

Level Advancement Bonuses: The bonuses are received automatically each time a character goes up in levels. Note that *bonuses apply only to their "own" form*. In other words, a +2 bonus to Dodge in Tien-Hsueh is applied only when the character is fighting with the Tien-Hsueh form.

IMPORTANT NOTE ABOUT HAND TO HAND ABILITIES

The martial artists depicted in this game have devoted years of intense practice to "master" that particular *form* of combat. Consequently, they have developed a number of special techniques, punches, kicks, moves and/or skills that are *automatic to that specific martial art form*. These are noted under the categories of *escape moves, basic defensive moves, advanced defenses, hand attacks, foot attacks, special attacks, holds/locks, and weapon kata*. The character knows and can use any and all abilities/skills listed under each of these categories.

The martial arts powers are additional super abilities gained from years of study, practice and philosophy. Specific powers are often limited to use with a specific martial arts form. **Note:** See the Game Master Section for information on how to combine **TMNT** or **Heroes Unlimited** characters with *Ninjas & Superspies*.

Here's a few important things to bear in mind when selecting Martial Art Forms.

—MARTIAL ART FORMS—

BASIC HAND TO HAND (AGENT)

Equivalent to JUDO

Attribute Requirements: None

Alignment/Doctrine Restrictions: None

Skill Cost (Years of Study Needed): 1

Attacks per Melee: 2

Escape Moves: Roll with Punch/Fall/Impact

Defensive Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch)

Foot Attacks: Kick Attack (1D6)

Special Attacks: Body Block/Tackle, Body Flip/Throw (does 1D6 Damage and victim loses initiative/action), Crush/Squeeze, Pin/Incapacitate

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike

Multiple Attackers: 1 Maximum

Preferred Range: Grappling

Simultaneous Attacks: Attacking without Defense

LEVEL ADVANCEMENT BONUSES

1st +2 to pull/roll with punch or fall

2nd +2 to Parry/Dodge

3rd +1 Attack per Melee

4th +1 to Strike

5th +2 to Damage

6th Kick Attack does 2D4 Damage

7th +1 Attack per Melee

8th Critical Strike or Knockout from Behind

9th KnockOut/Stun on natural 19 or 20

10th +2 to Parry/Dodge

11th +1 Attack per Melee

12th Critical Strike on Natural 19 or 20

13th +2 Pull/Roll with Punch or Fall

14th +2 to Damage

15th +1 to Strike

EXPERT HAND TO HAND COMMANDO (AGENT)

A quickie form of JIJITSU

Attribute Requirements: None

Alignment/Doctrine Restrictions: None

Skill Cost (Years of Study Needed): 2

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact

Defensive Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand

Foot Attacks: Kick Attack (1D6 Damage), Tripping/Leg Hooks

Special Attacks: Body Block/Tackle, Body Flip/Throw, Choke

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike From Rear, Death Blow

LEVEL ADVANCEMENT BONUSES

1st +2 to pull/roll with punch or fall

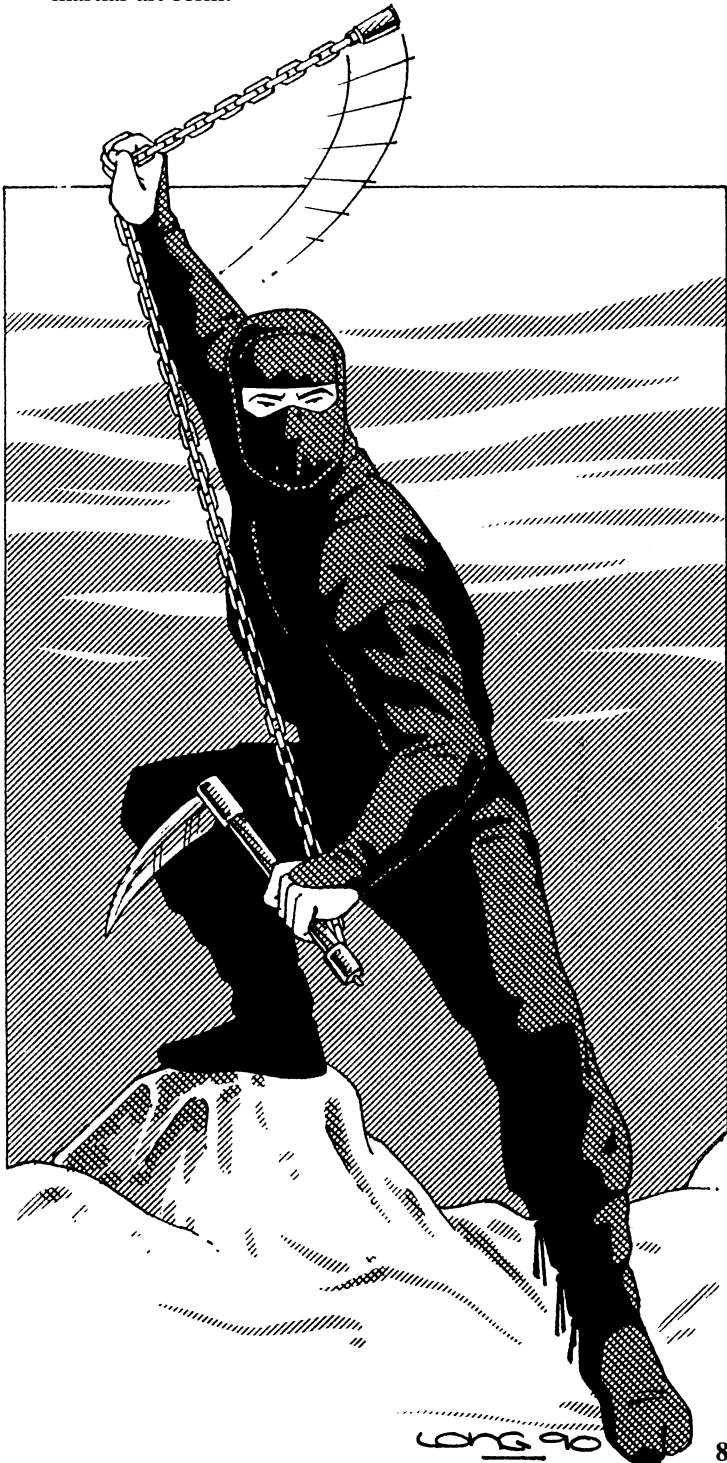
2nd +1 attacks per Melee

3rd +2 to Parry/Dodge

4th +2 to Strike

5th Kick Attack does 2D4 Damage

1. Each form must be used *separately*. For example, if your character gets a +2 to Parry in Tae Kwon Do, then that bonus can only be used when using Tae Kwon Do. It can **not** be used when performing any other form.
2. The use of a weapon with a martial art form, combining the form bonuses with the weapon skills, is *only* possible with a **weapon kata**. Some martial art forms include weapon katas, in others it's possible to get a *specialty kata skill in weapons*. Each weapon kata is designed for a specific form and can not be used with any other forms. There are many forms that have no weapon katas and no specialty katas. In these forms, the use of weapons is impossible.
3. Receiving the same skill more than once in different Martial Art forms does **not** provide multiple bonuses or advancement. Remember, each bonus applies to that one, specific, martial art form.



- 6th +3 to Damage
- 7th +1 Attack per Melee
- 8th Knock-Out/Stun on natural 19 or 20
- 9th Critical Strike or Knockout from Behind
- 10th +1 Attack per Melee
- 11th +2 to Damage
- 12th Critical Strike on Natural 19 or 20
- 13th +1 to Parry/Dodge
- 14th +1 to Strike
- 15th Death Blow on roll of Natural Twenty

ASSASSIN HAND TO HAND COMMANDO (AGENT)

Attribute Requirements: None

Alignment/Doctrine Restrictions: None

Skill Cost (Years of Study Needed): 2

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact

Defensive Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand, Fingertip Attack

Foot Attacks: Kick Attack (1D6 Damage), Tripping/Leg Hooks

Special Attacks: Body Block/Tackle, Choke

Holds/Locks: Arm Hold, Body Hold, Neck Hold

Weapon Katas: W.P. Dagger (also includes knives, etc.), Throw

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear, Death Blow

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Strike
- 2nd +1 Attack per Melee
- 3rd +3 Pull/Roll with Punch or Fall
- 4th +4 to Damage
- 5th +1 Attack per Melee
- 6th +3 to Parry/Dodge
- 7th Knock-Out/Stun on natural 18, 19 or 20
- 8th +1 Attack per Melee
- 9th Kick Attack does 1D6 Damage
- 10th Critical Strike on Natural 19 or 20
- 11th +2 to Strike
- 12th Death Blow on a roll of natural 20
- 13th +1 Attack per Melee
- 14th +2 to Damage
- 15th +2 to Strike

MARTIAL ARTS HAND TO HAND (AGENT)

A quickie form of TAE KWON DO Karate

Attribute Requirements: None

Alignment/Doctrine Restrictions: None

Skill Cost (Years of Study Needed): 3

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact.

Defensive Moves: Dodge, Parry, Automatic Parry

Hand Attacks: Strike (Punch), Knife Hand, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Drop Kick (Combination Fall/Dodge/Kick)

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack, Body Block/Tackle, Body Flip/Throw

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Parry/Dodge
- 2nd +1 Attack per Melee
- 3rd +4 to pull/roll with punch or fall
- 4th Kick Attack does 1D8+2 Damage
- 5th +2 to Strike
- 6th +1 Attack per Melee
- 7th Knock-Out/Stun on natural 20
- 8th Judo-Style Body Throw/Flip; Does 1D6 Damage and victim loses initiative and next attack in that melee
- 9th +1 Attack per Melee
- 10th Critical Strike on Natural 19 or 20
- 11th +4 to Damage
- 12th +2 to Parry/Dodge
- 13th +1 Attack per Melee
- 14th Death Blow on a roll of natural 20
- 15th +2 to Damage

AIKIDO (EXCLUSIVE)

Entrance Requirements: Alignment must be Principled (good), Scrupulous (good), Unprincipled (selfish), or Aberrant (evil). There are no attribute requirements.

Skill Cost (Years of Study Needed): 15

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

As in the center of a whirlwind, the Aikido master can fend off the attacks of any and all who approach. One attempts to accommodate the opponent as much as possible, so a person wishing to push a knife *there* should be allowed, no, helped, to do so. Of course, the Aikido master would never be so rude as to interfere with the path of the knife by getting in its way. And the attacker will have to follow his knife hand as it is speeded up by the hand of the Aikido defender. This kind of defensive action also involves an *Automatic Body Flip/Throw* that can be used in place of the Automatic Parry.

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

Costume: Standard Karate outfit with additional Black Hakama.

Stance: Aikido's standard position is the Shizentai Gamae, a natural stance that can be facing either right or left. In right stance, the feet are a shoulder's width apart, right foot facing forward, left foot pointing left, right arm loosely extended at chest level, left arm a hand's width from the body, hands extended loosely with all fingers separated.

CHARACTER BONUSES:

Double Normal CHI

Add 4 to M.E.

Add 2 to P.P.

COMBAT SKILLS:

Attacks per Melee: 1

Escape Moves: Roll With Punch/Fall/Impact, Breakfall

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry, Disarm

Hand Attacks: Knife Hand Knock-Out (SPECIAL! Does no damage, but knocks out opponent for 2D4 Melee Rounds. Can only be performed on someone already controlled with a Joint Lock. Requires a normal Strike roll.)

Foot Attacks: None

Special Attacks: Automatic Flip/Throw, Critical Flip/Throw

Holds/Locks: Automatic Finger Lock, Automatic Wristlock, Automatic Elbow Lock

Weapon Katas: None

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: You may select a total of 2 powers from among Atemi Abilities or Chi Mastery. You may also select one (1) Zenjoriki power. If desired, any number of powers can be traded, one for one, for any one "Basic" skill program (excluding the physical program).

Language: Japanese, Full Literacy

Cultural Skills (Pick Two): Ikebana (floral arranging), Bonsai (tending miniature trees), Calligraphy, Ukio-e (ink brush painting), Haiku (special poetry), or Go (the board game).

Philosophical Training: Zen.

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time. Kyokushinkai (5 Years), Jujutsu (3 Years), Sankukai (6 Years), ZANJI Shinjinken (4 Years) or Taïdo (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Parry/Dodge, +3 to Breakfall, +2 to Roll with Punch/Fall/Impact, +2 to Body Flip/Throw
- 2nd Select One (1) Additional Atemi or Chi Mastery Power
- 3rd +1 to Body Flip/Throw, +1 to Disarm.
- 4th +One (1) attack per melee
- 5th Critical Body Flip/Throw on Natural 18-20 (double damage)
- 6th +1 to Parry/Dodge, +1 to Body Flip/Throw (Body Flip does 2D6 extra damage from now on, instead of the usual 1D6).
- 7th +2 to Breakfall, +1 to Disarm
- 8th Add One (1) Zenjorike Power
- 9th +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact
- 10th Double Existing Chi, +1 to Body Flip/Throw
- 11th +1 to Breakfall, +1 to Disarm
- 12th +1 to Parry/Dodge, +1 to Body Flip/Throw
- 13th +2 to Body Flip/Throw
- 14th Select One (1) Additional Atemi or Chi Mastery Power, +1 to Breakfall
- 15th Add One (1) Zenjorike Power

Why Study Aikido?

As a self-defense art, Aikido can't be beat. It's good against an unlimited number of Multiple Attackers, can operate in Close Combat or Long-Range, and comes with a fair number of Martial Art Skills and Powers. It's also one of the only two arts that teaches both Atemi and Chi at first level. The main disadvantage is that it's totally defensive; there's not much you can do unless someone actually attacks you.

BOK PAI THE CRANE STYLE OF KUNG FU

Entrance Requirements: No Alignment or Attribute requirements.

Skill Cost: 15 Years (6 Years as Secondary Martial Art)

Bok Pai, also known as the *White Crane Style*, is one of the major styles of Kung Fu. According to legend, a lama priest once witnessed a battle between a crane and an ape where the crane managed to win by using the agility of its long legs, huge wings, and pecking movements. It is one of the more aggressive martial arts. Training is rigorous, involving years of practicing uncomfortable and complex stances, all designed to imitate the fighting positions of the crane. Study of posture, balance and energy circulation are all-important. There are many monasteries and martial art schools, as well as a large number of teachers available in Bok Pai.

A Bok Pai master, entering combat, advances very slowly, preferring to meet the attacks of an opponent rather than rushing forward. Attacks

can take the form of sweeping arm moves, rounded kicks and continuous turning movements. The form's main attack is the Crane Fist, a beak-like formation of thumb and fingertips pointed together, striking with a forward-and-down pecking motion.

The philosophy of Bok Pai can be summed up in four words: sim, "to evade," jeet, "to intercept," chun, "to penetrate," and chon, "to destroy." As a part of the training, all initiates are required to fight bouts on the Mui-Fa-Jeong, the "Plum Flower Stumps," which are a series of 36 pillars (like telephone poles) separated from four to eight feet apart and driven into the ground. Combat actually takes place on the tops of the poles. Students may learn Bok Pai in Taiwan, Hong Kong or Singapore.

Costume: Silk Kung Fu Outfit, preferably highly decorated.

CHARACTER BONUSES:

- Add 10 to CHI
- Add 4 to Spd.
- Add 2 to P.P.
- Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry

Hand Attacks: Crane Fist (SPECIAL! Beak-like formation of thumb and fingertips, does 1D8 damage), Backhand, Claw Hand, Palm Strike

Basic Foot Attacks: Kick Attack, Crescent Kick, Axe Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick)

Special Attacks: Death Blow, Body Flip/Throw, Critical Flip/Throw, Elbow, Forearm

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike

SPECIAL KATA:

Crane Stance is a one-legged stance with one leg straight and the other bent so that the ankle is right at the knee. Arms are outstretched with elbows up and hands pointing down in Crane Fist positions. The character cannot advance, retreat or dodge, and attacks are limited to the Crane Fist and Crescent Kick. Bonuses are +4 to Parry, +6 to Maintain Balance, and +2 to Strike. In addition, the crane stance bonus of +2 to strike bonuses count toward Critical Strikes (they don't have to be Natural rolls).

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: You may select a total of 2 powers from among Body Hardening Techniques and Specialty Katas. If desired, any number of powers can be traded, one for one, for any "Basic" skill programs (excluding the physical program).

Language: Chinese

Cultural Skills (Choose One): Gardening, Calligraphy, Chinese Cooking

Survival Skills: Fasting

Philosophical Training: Taoism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time. Fong Ngan Kung Fu (4 Years), Mien-Ch'uan (3 Years), Shao-Lin (4 Years) or Xing-Chiao (4 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Crane Fist Strike, +1 to Crane Fist Damage, +2 to Roll with Punch/Fall/Impact.
- 2nd +1 to Strike, +1 to Damage. Critical Strike on Natural 20
- 3rd +1 Attack per Melee
- 4th Select One (1) Additional power from Body Hardening, or Special Kata, or Atemi abilities.
- 5th Critical strike on natural 18, 19 or 20.
- 6th +1 to Parry/Dodge, Critical Strike on sneak attacks.
- 7th +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact
- 8th +1 to Crane Fist Strike, +1 to Crane Fist Damage, Knock-Out/Stun on natural 19 or 20.

- 9th Select One (1) Additional power from Body Hardening, or Special Kata or Atemi abilities.
- 10th Double Existing Chi, +2 to Parry/Dodge.
- 11th +1 Attack per Melee, Death Blow on roll of Natural 18 or better.
- 12th Select One (1) Additional Martial Art Power from Body Hardening or Special Kata or Chi Mastery
- 13th +1 Attack per Melee
- 14th +1 to Crane Fist Strike, +2 to Crane Fist Damage.
- 15th Select One (1) Zenjorike Power.

Why Study Bok Pai?

A good combination of advanced martial art techniques and skills. It's also balanced so, there are solid attacks and defenses. Techniques work well in combination with other forms and katas. It is also a very beautiful style. No major disadvantages.



CH'A CH'UAN KUNG FU

Entrance Requirements: No Alignment or Attribute requirements.
Skill Cost: 10 Years (6 Years as Secondary Martial Art)

To learn Ch'a Ch'uan Kung Fu is to go to the ends of the Earth and back to a lifestyle centuries old. The place is Mongolia, birthplace of the Genghis Khan and the Mongols. Sandwiched and landlocked between the U.S.S.R. and the People's Republic of China, it is about as remote from contemporary Western civilization as anywhere in the

world. In this northern desert there are still nomads who pass on a secret martial art form to any who would come and learn.

Invented by Muslims in northern China sometime in the 15th Century, Ch'a Ch'uan is designed for long-distance combat, and is punctuated by tremendous leaps and back flips. Attacking is started with a leap attack or flying jump kick, and is followed by as many strikes as possible, then by a leaping or back flip retreat. In a single combat round, one can leap in, fire off all but one action, and then leap out, to return at the beginning of the next melee round.

The student must live the life of a Mongolian, Islamic nomad to learn Ch'a Ch'uan. That includes learning to ride and fight from horseback, and desert survival skills, as well as, learning about herding horses, sheep and goats. It also involves participating in the Moslem daily rituals of prayer, and fasting. However, this is the Sufi version of Islam, and is not to be confused with the fanatical sects of Islam usually found in the Middle East.

So what is Sufism? Ask that question of a Sufi Teacher and he'd probably tell you that you're not ready to know. Much of Sufi teaching involves telling humorous and startling stories without any kind of explanation. A typical example, "As the slow train stopped for the hundredth time, a man got out of his car and ran up to the driver. 'Can't you go any faster?' he asked. The driver answered, 'Yes, but I'm not permitted to leave the train.'" In general, treat Sufi thought as Zen-like, with the addition of love and a generous sense of humor.

Costume: Loose pullover shirt, loose pants, soft boots and turban. Usually all a faded white or ivory color.

Stance: A natural, loose, standing position with arms at waist level.

CHARACTER BONUSES:

- Add 2 to P.S.
- Add 1 to P.E.
- Add 15 to S.D.C.

COMBAT SKILLS:

- Attacks per Melee:** 3
- Escape Moves:** Roll With Punch/Fall/Impact, Leap, Back Flip
- Attack Moves:** Leap, Back Flip
- Basic Defensive Moves:** Dodge, Parry, Automatic Parry
- Advanced Defenses:** Multiple Dodge
- Hand Attacks:** Strike (Punch), Backhand, Palm Strike
- Basic Foot Attacks:** Kick Attack, Wheel Kick, Reverse Turning Kick (Combination Dodge/Kick)
- Jumping Foot Attacks:** Jump Kick, Flying Jump Kick
- Special Attacks:** Death Blow
- Weapon Katas:** None
- Modifiers to Attacks:** Pull Punch, Knock-Out/Stun, Critical Strike

SKILLS INCLUDED IN TRAINING:

- Martial Art Powers:** You may select a total of 2 Powers from among Body Hardening Exercises and Martial Art Techniques. If desired, any number of Powers can be traded, one-for-one, for Basic Skill Programs (excluding physical).
- Language:** Mongolian
- Survival:** Fasting, Desert Survival, Tracking, Horse Riding
- Physical:** Archery, Gymnastics, Prowl, W.P. Sword, W.P. Spear, W.P. Rifle
- Philosophical Training:** Sufi (SPECIAL!)

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Drunken Style of Kung Fu (6 Years), Kuo-Ch'uan (5 Years) or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +1 to Roll with Punch/Fall/Impact, +2 to Leap/Jump (Add 6ft to Leap Distance), +1 to Strike.
- 2nd +1 to Parry/Dodge, +2 to Damage, Critical Strike on Natural 19 or 20.

- 3rd +1 Attack per Melee, +2 to Leap/Jump (Add 6ft to Leap Distance)
- 4th +2 to Back Flip, +1 to Strike, Death Blow on roll of Natural 20.
- 5th +1 to Leap/Jump (Add 6ft to Leap Distance), Select One (1) Additional power from Body Hardening or Martial Art techniques.
- 6th +1 to Parry/Dodge, Critical Strike on Sneak Attacks/Behind.
- 7th +2 to Back Flip, Knock-Out/Stun on a natural 19 or 20.
- 8th +2 to Leap/Jump (Add 6ft to Leap Distance), +2 to Damage.
- 9th +1 Attack per Melee
- 10th Select One (1) Additional power from Body Hardening or Martial Art techniques.
- 11th +1 to Leap/Jump (Add 4ft to Leap Distance), +1 to strike.
- 12th +1 Attack per Melee, +1 to Back Flip.
- 13th +1 to Parry/Dodge, Death Blow on roll of Natural 19 or 20.
- 14th +1 Attack per Melee, +1 to Leap/Jump (Add 6ft to Leap Distance)
- 15th Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art techniques or Chi Mastery.

Why Study CH'A Ch'UAN?

The whole idea is to overwhelm your opponents with powerful, long-distance attacks. It's fast, effective and it works very well against multiple attackers. The perfect outdoor martial art. Main disadvantage is in close combat and grappling situations where Ch'a Ch'uan's best kicks can't be used.

CHI HSUAN MEN — THE WHITE JADE FAN (EXCLUSIVE)

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 15 Years of Study

One of the most ancient, and strangest, martial arts in existence. Even its name, Chi Hsuan Men means "Unusual Style." Started in the 5th Century B.C. as a defense mechanism for the bureaucrat class of the ancient Chinese dynasties, all the movements involve the use of "the white jade fan," actually a fan-like metal weapon, for both disarming opponents and poking. The Chi Hsuan Men master will attempt to calm any enemy with both a relaxed pose and friendly words. Then, preferably when the enemy is off-guard, the fan can be whipped out of the sleeve and used either to disarm or attack. Masters are extremely rare and usually train only one or two students at a time, treating them as apprentices.

Costume: Prefer ornate, traditional Chinese gowns with sleeves that can wrap around the arm at least four times. Bright colors and ornate embroidery are favored. The traditional fan can be disguised as a normal fan and/or stored in a hidden pocket in the sleeve.

Stance: Almost at "attention," with legs only a foot apart and with hands crossed and fitted into sleeves.

CHARACTER BONUSES:

Add 5 to CHI

Add 1 to P.E.

Add 1 to P.P.

Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Hand Moves: Strike (Punch), Fingertip Attack

Basic Foot Attacks: None

Special Attacks: Death Blow, Disarm, Paralysis Attack (Vital Points)

Weapon Katas: W.P. Blunt: Uses White Jade Fan, W.P. Pair Weapons: Uses White Jade Fan — Paired

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear

Martial Art Powers: Select a total of 2 Powers from among Atemi Abilities and Body Hardening Exercises. If desired, any number of Powers can be traded, one-for-one, for Basic Skill Programs (excluding physical).

Languages: Chinese

Cultural Skills: Calligraphy and Go

Philosophical Training: Confucianism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Yu-Sool (6 Years), Tai-Chi Ch'uan (4 Years) or Tien-Hsueh (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +1 to Roll with Punch/Fall/Impact, +2 to Disarm. Critical Strike on Natural 20.
- 2nd +1 to Strike, +1 to Parry/Dodge
- 3rd +1 to Disarm, +2 to Damage
- 4th +1 to Roll with Punch/Fall/Impact, KnockOut/Stun on natural 19 or 20
- 5th +1 to Parry/Dodge, +1 Attack per Melee
- 6th +1 to Roll with Punch/Fall/Impact, +1 to Disarm
- 7th +2 to Damage, Critical Strike or Knock-Out/Stun from behind. Select One (1) Additional Power from Atemi, Body Hardening, or Chi Mastery.
- 8th Death Blow on roll of Natural 19-20
- 9th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Disarm
- 10th Select One (1) Additional Martial Art Power from Atemi, Body Hardening or Chi Mastery.
- 11th +1 attack per Melee
- 12th +1 to Parry/Dodge, Critical Strike on Natural 18 or better
- 13th +1 to Roll with Punch/Fall/Impact, +1 to Disarm
- 14th Select One (1) Additional Martial Art Power from Atemi, Body Hardening or Chi Mastery.
- 15th +1 to Parry/Dodge, +2 to Damage

Why Study CHI HSUAN MEN?

Aside from the rich tradition in this art, there is its common sense approach to battle. Attacks should be unexpected, should first make the opponent helpless, and then finish him off. One great disadvantage of Chi Hsuan Men is that it does not do well when dealing with multiple attackers. One of the rare arts that teaches Atemi.

CH'IN-NA THE ART OF SEIZING

Entrance Requirements: Any alignments admitted but Honorably aligned characters will tend to avoid Ch'inNa. There are no attribute requirements.

Skill Cost: 13 Years (6 Years as a Secondary Martial Art)

One of the first arts that involved studying the nerves, tendons, joints and muscles of the human body. This is the ancient precursor to Aikido, Jujutsu and many other modern forms. Although Ch'in-Na is really a form of wrestling, its precise holds, strikes and locks can be disabling or deadly. The student spends equal amounts of time studying the body, sparring with fellow students and teachers, and meditating in solitude.

The Ch'in-Na master will always seek to grasp at the body's most vulnerable and fragile parts. Injuries inflicted include severed tendons, dislocated joints, and nerve damage. Usually this starts with a paralyzing attack followed by systematically inflicting damage on the helpless victim.

All Ch'in-Na masters conduct their classes in the strictest of secrecy. Students take a blood oath to never to reveal the identity of any living

Ch'in-Na artist (although deceased masters can be talked about and revered). Initial acceptance also requires the potential student to make a large cash gift (from \$10,000 to \$100,000). Even after "graduation," a Ch'in-Na student may be expected to continue offering yearly gifts of from \$1,000 to \$5,000.

Costume: None, prefer to remain inconspicuous.

Stance: Standing upright, with forward foot facing forward and rear foot at a right angle, forward arm loosely extended, rear arm held just behind the body. Both hands at about waist level, with palms held vertical and toward the center of the body, thumb separate and fingers loose.

CHARACTER BONUSSES:

Add 5 to CHI

Add 1 to P.S.

Add 2D4 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Combination Parry/Attack (Every Parry is an attempt to disable), Disarm

Hand Attacks: Strike (Punch), Fingertip Attack, Claw Hand

Basic Foot Attacks: None

Special Attacks: Death Blow, Crush/Squeeze, Pin/Incapacitate, Choke, Paralysis Attack (Vital Points)

Holds/Locks: Arm Hold, Leg Hold, Neck Hold, Automatic Hold

Weapon Katas: None

Modifiers to Attacks: Knock-Out/Stun, Critical Strike, Critical Strike From Rear

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select two (2) Powers from among Atemi Abilities, and 1 Powers from Arts of Invisibility. These many *not* be traded for Skill Programs.

Languages: Chinese

Survival: Fasting

Philosophical Training: Taoism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (4 Years), Taido (6 Years) or Mien-Ch'uan (4 Years).

LEVEL ADVANCEMENT BONUSSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Strike, Knock-Out/Stun on Natural 20.
- 2nd +1 to Parry/Dodge, +3 to Damage. Critical Strike or Knock-out from behind.
- 3rd +1 Attack per Melee, +1 to Maintain Balance
- 4th Select One (1) Additional Martial Art Power from Atemi, or Invisibility, or Body Hardening Exercises.
- 5th +2 to Damage, Critical Strike on Natural 18 or better.
- 6th +1 to Parry/Dodge, Death Blow on roll of Natural 20.
- 7th +1 to Maintain Balance, +1 to Strike
- 8th +1 Attack per Melee, Select One (1) Additional Martial Art Skill.
- 9th +2 to Roll with Punch/Fall/Impact.
- 10th +2 to Damage.
- 11th +1 to Maintain Balance, +1 to Strike.
- 12th Select One (1) Additional Martial Art Power from Atemi or Invisibility or Body Hardening.
- 13th Add One (1) Zenjorike Power.
- 14th +1 Attack per Melee, +1 to Parry/Dodge.
- 15th +1 to Maintain Balance, +2 to Damage.

Why Study CH'IN-NA?

The secrets of the body's weak points (Atemi) gives the power of

pain over enemies. Any opponent falling under an attack risks permanent maiming. It's also discreet, since a victim can be left without any visible signs of damage. A major disadvantage is the inability to deal effectively with multiple attackers.

CHOY-LI-FUT KUNG FU

Entrance Requirements: No Alignment or Attribute restrictions.

Skill Cost: 10 Years (5 Years as Secondary Martial Art)

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

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

Instruction in Choy-Li-Fut is available in monasteries and martial art schools throughout China, as well as in Hong Kong, Taiwan and in the United States. At least part of the training is spiritual, concentrating on Taoist thought, the building (though not the use) of Chi and in the humble practice of Taoist monks.

Costume: Silk Kung Fu outfit.

CHARACTER BONUSSES:

Add 5 to CHI

Add 2 to P.E.

Add 1 to P.P.

Add 3 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Leap

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Circular Parry

Hand Attacks: Strike (Punch), Knife Hand, Fore-Knuckle Fist, Backhand Strikes, Overhead Fore-Knuckle Fist (SPECIAL! This special attack is so difficult that it's always done with a -4 to Strike, but does 1D10 damage.), Uppercut (SPECIAL! Like a boxing punch that comes from underneath and up into the chin; does 1D8 damage), Roundhouse Strikes (SPECIAL! No Parries can be used during this attack; does 1D10 damage.)

Basic Foot Attacks: Tripping/Leg Hooks, Snap Kick

Special Attacks: Elbow, Forearm

Weapon Katas: W.P. Spear: Pa-Kua Lance, W.P. Short Sword: Willow Leaf Double Swords — Paired, W.P. "Eighteen" Staff.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear

SPECIAL KATAS:

Bear Stance is a solid, two-legged stance where both legs are bent forward and both feet are pointed slightly outward. Arms are held in a wide wrestler-style position, with hands cupped forward in knife-hand position. Cannot retreat, circular parry, or dodge. Attacks are limited to Overhand Fore-Knuckle Fists, Backhand Strikes and Roundhouse Strikes. Bonuses are +2 to Parry, +4 to Maintain Balance, and +2 to Strike. Bonuses applicable only when using Bear Stance.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of 2 Powers from among Body Hardening Exercises and/or Specialty Katas. If desired, any number of Powers can be traded, one-for-one, for Basic Skill Programs (excluding physical).

Languages: Chinese

Survival: Begging

Philosophical Training: Taoism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Moo Gi Gong (4 Years), Lee Kwan Choo (4 Years), Bok Pai (4 Years), or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +2 to Leap (Add 4ft to Leap Distance), Knock-Out/Stun on Natural 20.
- 2nd +1 to Strike, +1 to Damage. Critical Strike or Knock-out from Behind.
- 3rd +1 Attack per Melee, Select One (1) Additional Martial Art Power from Body Hardening or Special Katas.
- 4th +2 to Leap (Add 4ft to Leap Distance).
- 5th +2 to Damage. Critical Strike on Natural 18, 19 or 20.
- 6th +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge
- 7th +1 to Leap (Add 4ft to Leap Distance), Select One (1) Additional Martial Art Power from Body Hardening or Special Katas.
- 8th +1 Attack per Melee, +1 to Parry/Dodge.
- 9th Knock-Out/Stun on Natural 18, 19 or 20.
- 10th +1 to Leap (Add 4ft to Leap Distance), +1 to Strike.
- 11th +2 to Roll with Punch/Fall/Impact, Select One (1) Additional Martial Art Power from Body Hardening or Special Katas.
- 12th +2 to Damage.
- 13th +1 Attack per Melee.
- 14th Select One (1) Additional Martial Art Power from Body Hardening or Special Katas.
- 15th +1 to Strike, +1 to Leap (Add 4ft to Leap Distance).

Why Study CHOY-LI-FUT?

A terrific, action-oriented martial art. Capable of dealing with multiple attacks or multiple attackers with equal ease. Relatively few special skills.

DRUNKEN STYLE OF KUNG FU

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 16 Years (8 Years as a Secondary Martial Art Form)

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

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

Drunken style may be humorous, but it is also very difficult to learn. Years are spent practicing each small movement, along with the tremendous variety of foot and leg techniques. Secret schools are found only in Hong Kong and Singapore. Admission is by invitation only, and acceptance often means swearing allegiance to a particular Triad Society.

Costume: None.

CHARACTER BONUSES:

Add 3 to M.A.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Somersault (Appearing Accidental)

Attack Moves: Stagger (SPECIAL! Sort of a broken walk/fall into combat. A successful roll means entering combat distance and gaining initiative.), Roll, Back Flip.

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Automatic Dodge, Combination Parry/Attack, Disarm, Automatic Roll.

Hand Attacks: Strike (Punch), Knife Hand, Backhand, Palm Strike

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Crescent Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick)

Special Attacks: Death Blow, Body Block/ Tackle, Crush/Squeeze, Pin/Incapacitate, Choke, Combination Strike/Parry, Combination Grab/Kick, Knee, Elbow, Forearm.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of two (2) Powers from among Arts of Invisibility and Body Hardening Exercises. If desired, any number of Powers can be traded, one-for-one, for Basic Skill Programs (excluding physical).

Languages: Chinese

Cultural Skills: Singing

Survival: Begging, Disguise, Fasting

Physical: Gymnastics, Prowl, Swimming

Philosophical Training: Taoism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Ch'in-Na (4 Years), Kuo-Ch'uan (5 Years), Monkey Style Kung Fu (5 Years), or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +3 to Roll with Punch/Fall/Impact, +2 to Somersault/Stagger/Roll/Back Flip. Critical Strike on Natural 19 or 20, Critical Strike from Behind.
- 2nd +1 to Rear Attacks (Backward Sweep, Backhand Strike), +2 to Parry/Dodge.
- 3rd +1 to Strike, Knock-Out/Stun on Natural 19 or 20.
- 4th +1 to Somersault/Stagger/Roll/Back Flip, +1 to Roll with Punch/Fall/Impact.
- 5th +1 Attack per Melee, +1 to Parry/Dodge.
- 6th Critical Strike or Knock-Out from Behind (Triple Damage).
- 7th +1 to Somersault/Stagger/Roll/Back Flip, +1 to Roll with Punch/Fall/Impact.
- 8th +1 to Rear Attacks (Backward Sweep, Backhand Strike), Select One (1) Additional Martial Art Power from Invisibility or Body Hardening.
- 9th +1 Attack per Melee.
- 10th +1 to Roll with Punch/Fall/Impact, +1 to Rear Attacks (Backward Sweep, Backhand Strike).
- 11th +2 to Somersault/Stagger/Roll/Back Flip, +2 to Damage.
- 12th +1 to Strike, Death Blow on roll of Natural 20.
- 13th +1 to Roll with Punch/Fall/Impact.
- 14th +1 Attack per Melee.
- 15th +1 to Somersault/Stagger/Roll/Back Flip, Select One (1) Additional Martial Art Power from Invisibility or Body Hardening.

Why Study DRUNKEN STYLE OF KUNG FU?

The perfect "hidden" form of martial arts, even the actual moves are disguised. Good, all-around, offensive and defensive actions along with a good number of secondary skills. Although the form is great against the unsuspecting, it's not as effective as other forms in straight combat.

FONG NGAN KUNG FU — PHOENIX EYE

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 10 Years (5 Years as a Secondary Martial Art Form)

Fong Ngan means “Phoenix Eye,” a duo-reference both to the Phoenix Eye Strike (actually a variation on the Double-Knuckle Strike) and the eyeball-to-eyeball contact that one attempts to make with an opponent. This form depends on crowding the enemy, forcing wrong moves. Simultaneous attacks and intimidation are common, retreating is discouraged.

At the first sign of a fight, the Fong Ngan Master will do a Leap Attack to get as close to the enemy as possible. Then, glaring directly into the enemy’s eye, the Fong Ngan Master will strike with a variety of hand and foot attacks, simultaneously attempting to *intimidate* the opponent.

Masters are fairly plentiful and training is available in martial art schools around the world.

Costume: Silk Kung Fu Outfit.

Stance: Feet a shoulder’s width apart, both facing forward, knees slightly bent. Left hand forward at chin level, right hand pulled back to the waist, both tightly clenched in Phoenix Eye Fist.

CHARACTER BONUSES:

Add 3 to M.A.

Add 1 to P.S.

Add 1 to P.E.

Add 15 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 4

Escape Moves: Roll With Punch/Fall/Impact, Backflip

Attack Moves: Leap

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Combination Parry/Attack, Power Block/Parry (does damage!), Disarm

Hand Attacks: Strike (Punch), Knife Hand, Fore-Knuckle Fist, Double-Knuckle Fist, Backhand, Finger-Tip Attack, Palm Strike.

Basic Foot Attacks: Snap Kick

Special Attacks: Death Blow, Body Block/Tackle, Crush/Squeeze, Combination Strike/Parry, Knee, Elbow, One-Hand Choke (SPECIAL! After latching on to the enemy’s throat with one hand, attacking is continued with the other hand and also with kicks, choking damage is 1D6 per turn until escaped or released.), Combination Grab/Kick (SPECIAL! Grabbing the opponent with both hands, preferably at the shoulders, head or arms, and following up with a solid kick to the groin. Roll once for Grab, if successful then roll a second time for the Kick. Damage is 2D6 and the victim is stunned for 1D4 melees. This move counts as two melee attacks/actions.)

Holds/Locks: Arm Hold, Neck Hold.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of 2 Powers from among Body Hardening Exercises and/or Martial Art Techniques. If desired, any number of Powers can be traded one-for-one for Basic Skill Programs (excluding physical).

Languages: Chinese

Survival: Fasting

Physical: Climbing, Gymnastics

Philosophical Training: Taoism

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Jujutsu (4 Years), Ch’in-Na (4 Years), Tai-Chi Ch’uan (4 Years) or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +2 to Strike, Critical Strike on Natural 20.
- 2nd +2 to Damage, Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.
- 3rd +1 to Leap (Add 4ft to Leap Distance). Critical Strike or Knock-out from Behind.
- 4th +1 to Strike, Critical Strike on Natural 18 or better.
- 5th +1 to Backflip, +1 to Parry/Dodge. +1 Attack per Melee.
- 6th Select One (1) Additional Martial Art Powers from Body Hardening or Martial Art Techniques.
- 7th +2 to Damage.
- 8th +1 to Roll with Punch/Fall/Impact.
- 9th +2 to Parry/Dodge, +1 to Strike.
- 10th Add One (1) Zenjorike Power.
- 11th Death Blow on roll of Natural 19 or 20.
- 12th +1 Attack per Melee, +2 to Damage.
- 13th +1 to Back-flip, +1 to Leap (Add 4ft to Leap Distance).
- 14th Select One (1) Additional Martial Art Power from Chi Mastery or Body Hardening or Martial Art Techniques.
- 15th Add One (1) Zenjorike Power.

Why Study FONG NGAN KUNG FU PHOENIX EYE?

Possibly the most aggressive of all martial arts, but at the same time one of the most dangerous. The practitioner must be fearless, pushing right into grappling range, willing to be subjected to enemy blows and ignoring threats from other opponents. Simultaneous Attacks is particularly favored.

FU-CHIAO PAI — TIGER CLAW KUNG FU

Entrance Requirements: No Attributes restrictions. Requires a Minimum M.A.: 8, minimum P.S.: 10 and minimum P.E.: 8.

Skill Cost: 8 Years (4 Years as a Secondary Martial Art Form)

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

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

Fu-Chiao Pai can only be learned at monasteries in remote locations in China and Tibet. In addition to standard practice and instruction, the student must also take at least one survival trip each year. These trips involve living alone in the wilderness, fasting, hunting (with bare hands) and living off the land.

Costume: Silk Kung Fu outfit but often bare chested.

Stance: Low knee bends, feet more than shoulder-width apart. Hands out-stretched in claw position.

CHARACTER BONUSES:

Add 2 to P.S.

Add 1 to P.P.

Add 3 to Spd.

Add 15 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance, Leap, Backflip

Attack Moves: Leap, Roll, Backflip

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Power Block/Parry/Claw (Special! An attempt to simultaneously Parry and Claw attack. Roll once for the Parry, if successful then roll a second time to see if the strike is effective. Does 1D6 damage.)

Hand Attacks: Power Punch, Backhand, Claw Hand, Palm Strike, Duo-Claw Strike (Special! This is a special ripping attack that uses both hands. Using this attack means giving up the Automatic Parry for the entire melee round. Successful attack does 2D6 damage.)

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Crescent Kick, Wheel Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick), DROP KICK (Combination Fall/Dodge/Kick)

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack, Combination Strike/Parry

Weapon Katas: W.P. Claws

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of two (2) Powers from Body Hardening Exercises and/or Special Katas. **Note:** Karumi-Jutsu Zenjoriki Power is received automatically. If desired, any Powers can be traded one-for-one for any Basic Skill Program (excluding the physical program).

Languages: Chinese

Cultural Skills: Gardening, Cooking

Survival: Fasting, Wilderness Survival, Tracking

Physical: Climbing, Gymnastics, Prowl, Swimming

Philosophical Training: Taoism

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. T'ang-Su (3 Years), Bok Pai (5 Years), Pao Kung Fu (2 Years) or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Strike, +1 to Leap (Add 6ft to Leap Distance), Critical Strike from Behind.
- 2nd +1 to Damage, +1 to Parry/Dodge
- 3rd +1 Attack per Melee, Critical Strike on Natural 18 or better.
- 4th +1 to Leap (Add 6ft to Leap Distance), Select One (1) Additional Martial Art Powers from Body Hardening or Special Katas.
- 5th +1 to Damage.
- 6th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge
- 7th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Body hardening or Special Katas.
- 8th +1 to Damage, +1 to Strike
- 9th +1 to Leap (Add 6ft to Leap Distance).
- 10th Select One (1) Additional Martial Art Power from Body Hardening or Special Katas. Death Blow on roll of Natural 19 or 20.
- 11th +1 Attack per Melee.
- 12th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge.
- 13th +1 to Leap (Add 6ft to Leap Distance).
- 14th Add One (1) Zenjorike Power.
- 15th +1 Attack per Melee, +1 to Damage.

Why Study FUCHIAO PAI?

Tiger Claw Kung Fu is simply the most powerful of all the martial arts. Channeling the body's strength into doing the maximum physical damage to the opponent is what it's all about. The only weakness of the form is against multiple attackers.



HWARANG-DO KARATE (EXCLUSIVE)

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 6 Years

Created almost 2,000 years ago, this is one of the most complex of all the martial arts, stressing a balance of Nae Gong "Internal Power," Wae Gong "External Power" and Shing Gong "Mental Power." Hwarang-Do is really the Korean "Way of the Flower of Manhood," and is meant to be a combination of hard and soft, circular and linear techniques. Weapon practice is designed to be more practical than ornamental.

A master will take the time to evaluate an opponent before charging into battle. The preferred method of combat is to wait for the enemy's attack and then to counter, with movements as different as possible. If the attack is linear (punches and straight kicks) then the response should be circular (parries and body flip/throws). If the attack is circular then the response should be linear. Once combat is joined then the idea is to continually keep on the move. Spinning and jumping kicks are preferred, with body flip/throws, hand strikes and chokes reserved for finishing off the victim. Weapon practice is not just ornamental, each W.P. is designed to be used with the bonuses and maneuvers of the form.

Hwarang-Do is taught only in Korea. In South Korea there are several Buddhist monasteries that specialize in the art. In North (Communist) Korea two monasteries have been converted to full-time martial art schools and often train agents from Russia and Communist Vietnam along with other Eastern European communist agents.

Costume: Standard Karate outfit but with a colored silk sash in place of the belt. Optional cloth wrappings around the wrist-forearm and calve-ankle.

Stance: A wide sideways stance with legs almost twice shoulder-width apart. The hands are held high, shoulder level, with one open in a knife-blade position and the other hand closed into a fist.

CHARACTER BONUSES:

- Add 2 to M.E.
- Add 1 to P.S.
- Add 1 to P.E.
- Add 3 to Spd.
- Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance, Leap, Backflip

Attack Moves: Leap, Roll, Backflip

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry

Hand Attacks: Strike (Punch), Knife Hand, Backhand

Basic Foot Attacks: Kick Attack, Crescent Kick, Wheel Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick)

Jumping Foot Attacks: Jump Kick, Flying Jump Kick.

Special Attacks: Death Blow, Leap Attack, Body Flip/Throw, Critical Flip/Throw.

Holds/Locks: Neck Hold-Choke

Weapon Katas (Pick One): W.P. Short Stick, W.P. Spear, W.P. Sword, W.P. Knives — Paired.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of two (2) Powers from among Body Hardening Exercises, Martial Art Techniques, and Special Katas. If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Korean

Physical: Gymnastics

Philosophical Training: Buddhism or Zen Buddhism

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Taïdo (5 Years), Moo Gi Gong (2 Years), or Yu-Sool (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +2 to Damage, Critical Strike on Natural 20.
- 2nd +1 Attack per Melee, +1 to Leap (Add 4ft to Leap Distance).
- 3rd Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques or Special Katas.
- 4th +1 to Strike. Critical Strike or Knockout from Behind.
- 5th +1 to Rear Attacks (Backward Sweep, Backhand Strike), Critical Strike on Natural 18, 19 or 20.
- 6th Select One (1) Additional Martial Art Power from Chi Mastery or Body Hardening or Martial Art Techniques or Special Katas.
- 7th +1 to Roll with Punch/Fall/Impact, +1 to Body Flip/Throw (Does 2D6 Damage).
- 8th +1 Attack per Melee.
- 9th Add One (1) Zenjorike Power.
- 10th +1 Attack per Melee, +1 to Rear Attacks (Backward Sweep, Backhand Strike).
- 11th Select One (1) Additional Martial Art Power from Chi Mastery, or Body Hardening or Martial Art Techniques or Special Katas.
- 12th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge.
- 13th Add One (1) Zenjorike Power.
- 14th +1 Attack per Melee, +1 to Body Flip/Throw.
- 15th +1 to Rear Attacks (Backward Sweep, Backhand Strike).

Why Study HWARANG-DO KARATE?

A well balanced martial art that is aggressive enough to handle multiple attackers but defensive as well. It's also flexible in combat distance, with leaps and jump kicks for long distance, a full range of combat distance strikes, and body flip/throws for grappling distance.

ISSHIN-RYU KARATE

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 10 Years (6 Years as a Secondary Martial Art Form).

Isshin-Ryu is an Okinawan form of Karate that emphasizes circular flowing technique with more snap motions than most kinds of karate. It's also relatively new, founded in the 1950's, but popular enough to spread throughout the world. Many of its movements are taken from other forms and it is flexible enough to continue the borrowing process.

A master will not rush into combat, but will wait until either an attack or an expected attack. The first move will almost always be a combination of an attack and a defense followed by a Jumping or Leaping attack.

Bo Staff work is integral to every movement in the form. Each kata can use the Bo Staff for both attacking and defending.

The eight-point rule of Isshinryu are as follows:

1. As the heart beats on and off, as heaven and earth rule man, so harmony should be in all things.
2. As the blood moves through the body, as the moon and sun move through the sky, so movement should be continuous.
3. As the body's fluids come in and out of the body, as all things are either hard or soft, blocks and deflections (Parries) should match the attack.
4. Weight and unbalance are the same, lightness and balance are also the same.
5. No direction is correct, so any direction must be subject to instant change.
6. Striking should be made only at those times and places when defense is weakest.
7. The eye must see in every direction.
8. The ear must hear in every direction.

Costume: Karate outfit with optional school patch worn on left side of the chest. The Bo Staff is often personalized with a bit of carving and/or with some leather hand grips. They can also be painted, varnished or stained in different colors.

Stance: Feet shoulder-width apart, forward foot pointing slightly away from the body, rear foot pointing towards the rear. One arm tight against the waist, the other loosely extended, both hands clenched in fists. Note that the fist is somewhat different, with the thumb wrapped over the top of the clenched fist rather than toward the palm.

CHARACTER BONUSES:

- Add 10 to CHI
- Add 1 to P.S.
- Add 1 to P.E.
- Add 1 to P.P.
- Add 3 to Spd.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Combination Parry/Attack, Disarm

Hand Attacks: Strike (Punch), Knife Hand, Fore-Knuckle Fist, Palm Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick)

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack, Combination Strike/Parry, Elbow

Weapon Katas: W.P. Bo Staff

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Receive the Special Kata: Bassai "Fortress Penetration" automatically. Select a total of 2 Powers from among Martial

Art Techniques and Specialty Katas. If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Japanese (Okinawan Dialect)

Cultural Skills: Gardening, floral arranging (Ikebana), Bonsai (tending miniature trees), Calligraphy, Haiku (special poetry), Music (instrumental or singing), cooking, sewing, dancing, Go.

Philosophical Training: Zen

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Jujutsu (4 Years), Sankukai (4 Years), Taido (6 Years) or Tae Kwan Do (3 Years)

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Strike, Critical Strike on Natural 20, Critical Strike from Behind.
- 2nd +1 to Maintain Balance, Add 3 Levels onto W.P. Bo Staff.
- 3rd +1 Attack per Melee, +1 to Parry/Dodge
- 4th +1 to Damage, Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques, or Special Katas.
- 5th +1 to Maintain Balance, Critical Strike on Natural 18 or better.
- 6th +2 to Roll with Punch/Fall/Impact, KnockOut/Stun on natural 19 or 20.
- 7th +1 Attack per Melee, +1 to Parry/Dodge
- 8th +1 to Maintain Balance, Death Blow on Natural 20.
- 9th Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques, or Special Katas.
- 10th +1 to Strike, +1 to Damage
- 11th +1 Attack per Melee, +1 to Parry/Dodge
- 12th +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.
- 13th +1 to Maintain Balance, Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques, or Special Katas.
- 14th Double Existing Chi.
- 15th Add One (1) Zenjorike Power.

Why Study ISSHIN-RYU?

A fairly “soft” form of karate that emphasizes the idea of movement over simply inflicting damage. It serves better as a defensive form than on offense. A good mix of Martial Art Skills and combat moves.

JUJUTSU

Entrance Requirements: No Honorable Alignment allowed. No Attribute restrictions.

Skill Cost: 9 Years (5 Years as a Secondary Martial Art Form)

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

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

Schools of Jujutsu (also called Jui Jitsu) are found everywhere in the world. Aiki-Jutsu, an older form, is also still taught in Japan, but has a long tradition of secrecy and accepts only highly placed students of purely Japanese origin.

Costume: Standard Judo outfit, just like the karate outfit but made of heavier material. Usually the top is white and the pants are black.

Stance: Feet are less than shoulderwidth apart, at right angles, with the knees slightly bent. Arms and hands are usually loosely extended in a variety of positions.

CHARACTER BONUSES:

- Add 5 to CHI
- Add 2 to P.P.
- Add 1 to P.E.
- Add 5 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Disarm, Breakfall

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick)

Jumping Foot Attacks: Jump Kick

Special Attacks: Leap Attack, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow, Paralysis Attack (Vital Points).

Holds/Locks: Arm Hold, Leg Hold, Wrist Lock, Body Hold, Neck Hold

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear, Body Flip/Throw, Critical Flip/Throw

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of three (3) Powers from among Atemi Abilities, or Special Katas, and/or Martial Art Techniques. If desired, any number of Powers can be traded one-for-one for any from Basic Skill Programs (excluding physical).

Languages: Japanese

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Isshin-Ryu (5 Years), Taido (6 Years), Moo Gi Gong (4 Years) or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +3 to Roll with Punch/Fall/Impact, +2 Parry/Dodge, Critical Strike from Behind.
- 2nd +1 to Strike, +1 to Disarm.
- 3rd +1 to Body Flip/Throw (Does 2D6 Damage, instead of the normal 1D6), +2 to Maintain Balance.
- 4th +1 Attack per Melee, Critical Strike on Natural 18, 19 or 20.
- 5th +2 to Roll with Punch/Fall/Impact, Knock-Out/Stun on natural 20.
- 6th Select One (1) Additional Martial Art Power from Atemi or Martial Art Techniques, or Special Katas. +1 to Disarm, and Death Blow on a natural 20.
- 7th +1 to Body Flip/Throw. +1 to Disarm.
- 8th +1 Attack per Melee, +1 to Maintain Balance.
- 9th +2 to Roll with Punch/Fall/Impact, +1 to Damage.
- 10th +1 to Parry/Dodge, +1 to Disarm.
- 11th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Atemi, or Martial Art Techniques, or Special Katas.
- 12th +1 to Parry/Dodge, +1 to Strike.
- 13th +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.
- 14th +1 Attack per Melee, KnockOut/Stun on natural 19 or 20.
- 15th Select One (1) Additional Martial Art Power from Atemi or Martial Art Techniques, or Special Katas.

Why Study JUJUTSU?

Because it’s designed to get the job done! There’s no such thing as an “unfair” move in Jujutsu, anything that works against the enemy is acceptable. It’s also great for adopting moves from other martial arts. It is one of the rare arts that teaches Atemi.

KUO-CH'UAN — DOG BOXING KUNG FU

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 14 Years (7 Years if as Secondary Martial Art Form)

If ever there was a martial art that was downright silly, this is it! Dog boxing involves stupid-looking paw attacks from ground level, ridiculous barking and yipping noises, and the ability to walk around on all fours (or all threes). The reasoning behind this madness is that the moves often deliberately bait other martial artists, causing them to underestimate their opponents and therefore make mistakes.

A dog boxing expert, upon being attacked, may immediately fall to the ground and begin wailing as if terribly hurt. Then attacks are made only when the enemy continues to attack.

Students of Kuo-Ch'uan are sworn to secrecy when recruited into the school. They are not allowed to reveal their techniques, their teachers or even their fellow students. The school's public policy is to give demonstrations, but to make them ridiculous enough so that no one will take them seriously. For example, in any fight that is not serious, the Dog Boxer is supposed to lose deliberately. This helps keep future opponents off guard.

Costume: None, loose fitting street clothes are preferred.

Stance: Starting position is usually squatting on the ground, with elbows down, arms up and hands bent down, exactly like a dog begging for scraps while on hind legs.

CHARACTER BONUSES:

Add 2 to P.S.

Add 1 to P.E.

Add 1 to P.P.

Add 3 to Spd.

Add 15 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance, Backflip, Somersault

Attack Moves: Handstand, Cartwheel, Roll, Backflip

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Disarm, Automatic Roll, Breakfall

Hand Attacks: Strike (Punch), Knife Hand, Fore-Knuckle Fist, Backhand, Claw Hand, Palm Strike

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Wheel Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick)

Special Attacks: Death Blow, Combination Strike/Parry

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of 2 Powers from among Arts of Invisibility, Martial Art Techniques and Body Hardening Exercises.

If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Chinese

Survival: Begging, Fasting

Physical: Acrobatics, Gymnastics, Prowl

Philosophical Training: Taoism

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Ch'in-Na (5 Years), Bok Pai (5 Years), Drunken Style (5 Years), or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

1st +2 to Roll with Punch/Fall/Impact, +2 to Backflip/Somersault/

Cartwheel/Handstand, +1 to Rear Attacks (Backward Sweep, Backhand Strike), Critical Strike from Behind.

2nd +1 Attack per Melee, +1 to Parry/Dodge.

3rd Select One (1) Additional Martial Art Power from Invisibility, or Body Hardening, or Martial Art Techniques, +1 to Backflip/Somersault/Cartwheel/Handstand.

4th +1 to Strike, +1 to Rear Attacks (Backward Sweep, Backhand Strike), Critical Strike on Natural 19 or 20.

5th +1 Attack per Melee, +1 to Parry/Dodge.

6th Select One (1) Additional Martial Art Power from Invisibility or Martial Art Techniques, or Body Hardening.

7th +2 to Roll with Punch/Fall/Impact, Death Blow on roll of Natural 19 or 20.

8th +1 Attack per Melee, +1 to Parry/Dodge.

9th Select One (1) Additional Martial Art Power from Invisibility or Martial Art Techniques, or Body Hardening.

10th +1 to Strike, +1 to Backflip/Somersault/Cartwheel/Handstand.

11th +1 Attack per Melee, +1 to Parry/Dodge.

12th +1 to Roll with Punch/Fall/Impact.

13th Select One (1) Additional Martial Art Skill, Knock-Out/Stun on natural 18, 19 or 20.

14th +1 Attack per Melee, +1 to Parry/Dodge.

15th +1 to Strike, +1 to Rear Attacks (Backward Sweep, Backhand Strike).

Why Study KUO-CH'UAN?

Well, you've got to have a sense of humor to start with! The art is effective but not very glamorous. Better for defense than offense. Also one of the best martial arts for an espionage agent, especially because it also teaches the Arts of Invisibility.

KYOKUSHINKAI KARATE

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 8 Years (6 Years as a Secondary Martial Arts Form)

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

In a fight, a master will attack aggressively. All defenses should be soft followed by hard counter-attacks. The emphasis is always on rapid blows and speed.

Training is very hard and very competitive, with full-body contact in matches. Although protective body armor is worn initially, advanced students are expected to harden their bodies enough to take handle sparring strikes and kicks. All advanced teaching is done in Japan.

Costume: Standard Karate outfit. Note that even the most advanced Kyokushinkai artist will often prefer to wear the lowly white belt of the student.

Stance: Legs shoulder-width apart, feet at right angles, body at a 45 degree angle to the opponent. One hand pulled back tightly to waist, the other loosely extended at naval level, both hands clenched into fists and facing toward the enemy with palms down.

CHARACTER BONUSES:

Add 10 to CHI

Add 2 to P.S.

Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry, Combination

Parry/Attack, Breakfall

Hand Attacks: Strike (Punch), Knife Hand, Power Punch

Basic Foot Attacks: Kick Attack, Snap Kick, Reverse Turning Kick (Combination Dodge/Kick).

Jumping Foot Attacks: Jump Kick

Special Attacks: Leap Attack

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Automatically receive 5th level skill in Tamashiwara. Select a total of 1 Power from among Martial Art Techniques and 2 Special Katas (**Note:** Weapon Katas *not* available). If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Japanese

Cultural Skills (Choose One): Calligraphy, Haiku (special poetry), Hojo-Jutsu, Music (instrumental or singing), or Go.

Philosophical Training: Zen or Bushido

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Zanji Shinjinken (5 Years), Taido (6 Years), Te (3 Years), Tae Kwan Do (3 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +1 to Roll with Punch/Fall/Impact, +2 to Damage, Critical Strike on Natural 20, Critical Strike from Behind.
- 2nd +1 Attack per Melee.
- 3rd +1 to Parry/Dodge, +1 to Strike.
- 4th +1 Attack per Melee, Knock-Out/Stun on natural 19 or 20.
- 5th Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques, or Special Katas.
- 6th Critical Strike on Natural 18 or better.
- 7th +1 to Parry/Dodge, +2 to Damage.
- 8th +1 to Strike, +1 to Roll with Punch/Fall/Impact.
- 9th Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques, or Special Katas.
- 10th +1 Attack per Melee.
- 11th +1 to Parry/Dodge, Critical Strike on a Natural 18, 19 or 20.
- 12th +1 to Damage, Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques, or Special Katas.
- 13th Double Existing Chi, +2 to Damage.
- 14th Add One (1) Zenjorike Power.
- 15th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques, or Special Katas.

Why Study KYOKUSHINKAI KARATE?

If you like the idea of breaking things with your bare hands then this is the form for you! To join kyokushinkai is to fully exploit the destructive power of the human body. Each blow or kick becomes an instrument of sheer destruction.

LEE KWAN CHOO

Entrance Requirements: No Alignment or Attribute restrictions.

Skill Cost: 17 Years (7 Years as a Secondary Martial Arts Form)

Lee Kwan Choo is a totally non-violent martial art. It is simply impossible to hurt anyone using it. The bonuses and techniques of the form may be introduced into other forms and katas but Lee Kwan Choo itself can not be modified.

Students learn to meditate while fighting. Techniques are ALL avoidance (Parry/Dodge) and leaping from combat. There are attacks in Lee Kwan Choo but they do NO DAMAGE.

For example, while fighting in the Lee Kwan Choo style, the combatant would avoid all attacks. Suddenly, she will lash out with a devastating punch between the eyes of the opponent. In any other style this would be a killing blow, but here the fist stops a fraction of an inch from the victim. The defender would take NO DAMAGE, but the shock will cause a stun that lasts from 1 to 6 Melee Rounds.

Learning the art requires a retreat to a remote Tibetan monastery for the study of the meditative skills. While at the monastery the student is expected to participate in all the domestic arts needed to produce the community's food and clothing, as well as helping in the ritual recopying of ancient manuscripts.

Costume: Prefer a simple monk's robe.

Stance: Relaxed standing position, with arms loosely at the sides.

CHARACTER BONUSES:

Add 10 to CHI

Add 3 to M.E.

Add 3 to M.A.

Add 6 to Spd.

COMBAT SKILLS:

Attacks per Melee: 1

Escape Moves: Roll With Punch/Fall/Impact, Leap

Attack Moves: Leap

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry, Disarm

Hand Attacks: Duo-Knuckle Strike (SPECIAL! Does Shock/Stun Only, NO S.D.C. or Hit Point Damage.)

Basic Foot Attacks: Snap Kick (SPECIAL! Shock/Stun Only, NO S.D.C. or Hit Point Damage.)

Weapon Katas: None

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of one (1) Power from among Body Hardening Exercises or Martial Art Techniques. Also select one (1) Zenjorike Power. If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Tibetan

Cultural Skills: Gardening, Calligraphy, Cooking, and Sewing

Survival: Fasting, Mountaineering

Philosophical Training: Tibetan Lore, Taoism

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Taido (6 Years), YuSool (6 Years), or TaiChi Ch'uan (5 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +3 to Parry/Dodge, +3 to Leap (Add 4ft to Leap Distance).
- 2nd +2 to Strike, +3 to Roll with Punch/Fall/Impact.
- 3rd +1 to Parry/Dodge, Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.
- 4th +1 Attack per Melee, Double Existing Chi.
- 5th +1 to Parry/Dodge, +1 to Leap (Add 4ft to Leap Distance).
- 6th +1 to Strike, +2 to Roll with Punch/Fall/Impact.
- 7th +1 to Leap (Add 4ft to Leap Distance), Add One (1) Zenjorike Power.
- 8th +1 Attack per Melee, Knock-Out/Stun on a Natural 18, 19 or 20.
- 9th +1 to Parry/Dodge, Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.
- 10th +1 to Strike, +2 to Roll with Punch/Fall/Impact.
- 11th +1 to Leap (Add 4ft to Leap Distance).
- 12th +1 Attack per Melee, Double Existing Chi.
- 13th +1 to Parry/Dodge, +1 to Leap (Add 4ft to Leap Distance).
- 14th +1 to Strike, +2 to Roll with Punch/Fall/Impact.
- 15th Add One (1) Zenjorike Power, Select One (1) Additional Martial Art Power from Body Hardening or Martial Art Techniques.

Why Study LEE KWAN CHOO?

In exchange for giving up the ability to injure one receives the ability to shock and impress. As a purely defensive art is hard to beat. It's also one of only four martial arts that teaches a Zenjorike power immediately.

LI-CHIA — SHORT-HAND KUNG FU

Entrance Requirements: No Attributes or Alignment restrictions.

Skill Cost: 10 Years (5 Years as a Secondary Martial Arts Form)

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

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

Schools are located throughout China, as well as in Singapore, Hong Kong, Taiwan and in the U.S.

Costume: Silk or cotton Kung Fu outfit.

Stance: Forward stance with feet at right angles, less than shoulder-width apart. One fist forward at chin level, the other drawn back to the chest, both clenched and pointing upward, with the palm toward the body.

CHARACTER BONUSES:

Add 1 to P.E.

Add 1 to P.P.

Add 4 to Spd.

Add 20 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack

Hand Attacks: Strike (Punch), Knife Hand, Fore-Knuckle Fist, Double-Knuckle Fist, Backhand, Finger-Tip Attack, Palm Strike.

Basic Foot Attacks: Kick Attack, Snap Kick.

Special Attacks: Death Blow, Combination Strike/Parry, Knee, Elbow, Forearm.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of 2 Powers from among Body Hardening Exercises and Special Katas. If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Chinese (Mandarin Dialect)

Philosophical Training: None

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. T'ang-Su (4 Years), Ch'in-Na (5 Years), Choy-Li-Fut (3 Years), or Mien-Ch'uan (4 Years).

LEVEL ADVANCEMENT BONUSES

1st +1 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, Critical Strike from Behind.

2nd +1 to Strike, Select One (1) Additional Martial Art Power from Body Hardening or Special Katas.

3rd Critical Strike on Natural 19 or 20.

4th +1 Attack per Melee, Death Blow on roll of Natural 20.

5th +1 to Damage, KnockOut/Stun on natural 19 or 20.

6th Select One (1) Additional Martial Art Power from Body Hardening or Special Katas.

7th +1 Attack per Melee, +1 to Damage

8th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge.

9th +2 to Strike, Death Blow on roll of Natural 19 or 20.

10th Select One (1) Additional Martial Art Power from Body Hardening or Special Katas.

11th +2 to Damage, +1 Attack per Melee.

12th +1 to Strike.

13th +1 Attack per Melee.

14th +1 to Parry/Dodge, Select One (1) Additional Martial Art Power from Body Hardening or Special Katas.

15th +1 to Roll with Punch/Fall/Impact.

Why Study LI-CHIA?

A straight-forward art of hand to hand combat. It's more effective than most against non-martial artists but lacks the defenses of most other arts. The strongest thing about Li-Chia is the easy Knock-Outs and Critical Strikes as one advances in levels of experience.

MIEN-CH'UAN — COTTON FIST KUNG FU

Entrance Requirements: Limited to Unprincipled (selfish), Anarchist (selfish), and Dishonorable Alignments. No Attribute Minimums required.

Skill Cost: 17 Years (10 Years as a Secondary Martial Arts Form)

Like the Japanese Aikido, the Korean Yu-Sool, and the Okinawan Taido, Mien-Ch'uan concentrates on internal, circular and deflecting movement. And, like them, it also provides plenty of Chi training. However, unlike those forms, Mien-Ch'uan ignores the concepts of "fair play" and "honor" to concentrate on the all important dictates of victory.

A master will approach any combat encounter cautiously, carefully evaluating the enemy's technique. Other martial artists, especially those who use a lot of kicking attacks, the Mien-Ch'uan master will keep to constant sequence of Automatic Dodges and Circular Parries and strike out with hand strikes when its safe to do so.

Students do not choose to study Mien-Ch'uan, instead the masters choose the students. They prefer youths who are purely self-centered and who can be enticed by promises of power and profit. A master will always keep at least four apprentices around as servants.

Costume: Cotton or silk Kung Fu outfit.

Stance: Prefer a forward stance, with legs bent and shoulder-width apart. One hand extended loosely and held at the stomach in a fore-knuckle fist.

CHARACTER BONUSES:

Add 10 to CHI

Add 1 to P.E.

Add 4 to Spd.

Add 10 to S.D.C

COMBAT SKILLS:

Attacks per Melee: 1

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry

Advanced Defenses: Multiple Dodge, Automatic Dodge, Circular Parry, Disarm.

Hand Attacks: Strike (Punch), Fore-Knuckle Fist, Backhand, Palm Strike.

Basic Foot Attacks: None

Special Attacks: Death Blow, Combination Strike/Parry, Elbow, Forearm.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of three (3) Powers from among Body Hardening Exercises, Chi Mastery, and Special Katas. If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Chinese

Cultural Skills (Choose Two): Gardening, Calligraphy, Poetry, Music (instrumental or singing), Cooking.

Oriental: Geomancy

Philosophical Training: Taoism

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Sankukai (5 Years), Taïdo (6 Years), Tai-Chi Ch'uan (5 Years), or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge.
- 2nd +2 to Maintain Balance, +1 to Strike.
- 3rd +1 to Disarm, Select One (1) Additional Martial Art Powers from Chi Mastery or Special Katas.
- 4th Double Existing Chi, Critical Strike on Natural 18 or better.
- 5th +2 to Roll with Punch/Fall/Impact, +1 to Damage.
- 6th +1 Attack per Melee.
- 7th +1 to Maintain Balance, Select One (1) Additional Martial Power from Body Hardening or Chi Mastery, or Special Katas.
- 8th +1 to Parry/Dodge, +1 Attack per Melee.
- 9th +1 to Roll with Punch/Fall/Impact, Add One (1) Zenjorike Power.
- 10th Double Existing Chi.
- 11th +2 to Maintain Balance, +1 to Strike.
- 12th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Chi Mastery or Special Katas.
- 13th +1 to Roll with Punch/Fall/Impact.
- 14th +1 to Parry/Dodge, Add One (1) Zenjorike Power.
- 15th +2 to Maintain Balance.

Why Study MIEN-CH'UAN?

The secret moves of Mien-Ch'uan give powerful defensive advantages. While there are relatively few attacks, they are designed to be used without risk of personal damage. It's also one of the few arts to provide mystic Chi skills.

MONKEY STYLE KUNG FU

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 12 Years (6 Years as Secondary Martial Arts Form)

Monkey Style Kung Fu, sometimes referred to as Tai Sing Pek Kwar, is based on the movement of apes and monkeys. Each position imitates the clown-like flips, acrobatics, and loose body of the creatures.

To best understand the whys and wherefores of the Monkey form just pay a visit to the Monkey House of the nearest zoo and spent some time watching. They have the ability to be completely relaxed yet constantly alert, they always roll smoothly away from attacks, yet they can turn and leap attack instantly. They have the patience to watch and wait for an indefinite period, waiting to catch someone else off guard. Some of the monkey-imitation strikes include double-knuckle punches, slaps, arcing fingers and devious overhead raps.

A Monkey Style master will bare his teeth, make "ook" noises and roll on the ground before entering combat. Responding to attacks he'll roll and whimper and pantomime imaginary wounds, eventually appearing completely helpless. Eventually, when the enemy has been lulled into carelessness, or enraged, the master will leap or roll into a full-scale

attack.

Instruction is available in China, Hong Kong, Singapore, and along the West Coast of the U.S. Many students work as street performers and acrobats while they take their training. Of the special Monkey Katas, usually only one set is taught to a student, the one which the instructor feels best suits the student's personality, body type and abilities.

Costume: No special outfit, some schools prefer Kung Fu outfits, others like loose karate outfits, and still others use cut-offs and t-shirts.

Stance: The monkey stance is a low, bowlegged and offcenter one, with the body slumped over and ready to roll forward or back at any time. Arms are held monkey-style with elbows out and hands inward and loosely hanging down.

CHARACTER BONUSES:

Add 10 to CHI

Add 5 to M.A.

Add 1 to P.S.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Leap, Backflip, Somersault

Attack Moves: Leap, Cartwheel, Roll, Backflip.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Automatic Dodge, Disarm, Breakfall.

Hand Attacks: Knife Hand, Fore-Knuckle Fist, Double-Knuckle Fist, Backhand, Claw Hand, Palm Strike.

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Backward Sweep, Drop Kick (Combination Fall/Dodge/Kick).

Special Attacks: Death Blow, Leap Attack, Body Block/Tackle, Choke, Knee, Elbow, Forearm.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear

SPECIAL KATAS (Choose one of the following, others can be added in place of the usual Special Katas).

Drunken Monkey: Very similar to the bizarre imbalance and broken rhythm of the Drunken Style. All attacks are designed to look accidental. Includes an Automatic Dodge, +2 on all parries, +2 on all hand strikes.

Lost Monkey: Works very much like a Dog Style maneuver. The Monkey artist stays on all fours and acts crippled. Then attacks are made from the floor. The only defense is a Multiple Dodge. Bonuses are +3 to Kick or Backsweep.

Tall monkey: Going almost to full height (but still keeping the legs slightly bent), the Tall Monkey uses long sweeping arm movements much like those in the Crane Form. Defense is a Circular Parry (+2) and there is a +2 to Strike and a +3 to Damage.

Stone Monkey: A blindly aggressive Kata that involves walking with legs deeply bent, frequent leaps and acrobatic maneuvers. There are no parries or dodges. Bonuses include +1 Attack per Melee Round, +4 to Strike, +2 to Damage, and +2 to Roll.

Wood Monkey: Not really a Kata, but more of a ruse. The idea is to lay in a heap on the floor pretending to be dead, asleep, unconscious, or badly wounded. Then, when the enemy is in range, it turns into a leap to the attack. Cannot move, parry, dodge or commit any other actions before the attack nor for the entire melee round of the attack itself. Two and only two attacks can be performed in the melee round of the trap. Any hand attacks are possible. Bonuses are +6 to Strike and +4 to Damage.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of two (2) Powers from among the Arts of Invisibility and Body Hardening Exercises, or, from among remaining "Monkey Katas" above. If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Chinese

Survival: Begging

Physical: Acrobatics, Climbing, Gymnastics, Prowl.

Philosophical Training: Taoism

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Bok Pai (5 Years), Drunken Style (7 Years), Fong Ngan (4 Years), or Xing-Chiao (3 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Parry/Dodge, +2 to Roll with Punch/Fall/Impact, Critical Strike or Knockout from Behind.
- 2nd +2 to Leap/Backflip/Somersault/Cartwheel, +1 to Damage.
- 3rd +1 Attack per Melee, +2 to Breakfall.
- 4th +2 to Roll with Punch/Fall/Impact, Select One (1) Additional Martial Art Power from Chi Mastery or Monkey Katas or Special Katas or Invisibility or Body Hardening.
- 5th +1 to Leap/Backflip/Somersault/Cartwheel, +1 to Parry/Dodge.
- 6th +1 Attack per Melee, +1 to Damage.
- 7th +2 to Roll with Punch/Fall/Impact, Knock-Out/Stun on natural 19 or 20.
- 8th +1 to Leap/Backflip/Somersault/Cartwheel, Select One (1) Additional Martial Art Power from Chi Mastery or Monkey Kata, or Special Katas, or Invisibility or Body Hardening.
- 9th +1 Attack per Melee, +1 to Parry/Dodge.
- 10th +1 to Roll with Punch/Fall/Impact, Critical Strike on Natural 18 or better.
- 11th +2 to Leap/Backflip/Somersault/Cartwheel; Death Blow on roll of Natural 20.
- 12th Double Existing Chi, +1 Attack per Melee.
- 13th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge.
- 14th +1 to Leap/Backflip/Somersault/Cartwheel, +2 to Damage.
- 15th Select One (1) Additional Martial Art Power from Chi Mastery or Monkey Katas, or Invisibility, or Body Hardening.

Why Study MONKEY STYLE?

The combined flexibility and defensive power is hard to beat. On the other hand, it helps if the character doesn't take himself too seriously. Another great advantage is that the 5 Monkey Katas imitate forms that would require years of training to get separately.

MOO GI GONG

Entrance Requirements: No Attributes or Alignment restrictions.

Skill Cost: 10 Years (6 Years as Secondary Martial Art Form)

This is actually a subform based on Hwarang-Do Karate and is often taught in the same monasteries and schools. In this art the student learns to use any object as a weapon. As a practical matter that means any ancient weapon described in the game. **NOTE:** This does not include guns or other *modern* weapons.

An expert in Moo Gi Gong prefers to enter a combat totally unarmed, but in an area where there are plenty of potential weapons laying around. Once entered into combat she'll use whatever items come to hand. Just about any room or area contains suitable hand to hand and throwing weapons. Places like kitchens and tool rooms are veritable arsenals of death for a master of this art.

Special: Hwarang-Do and Moo Gi Gong are unique in that they



are designed to work together. When a character has both, then all the attacks per melee, bonuses, abilities, and powers of *Hwarang-Do* are used in wielding weapons, weapon proficiencies, and weapon katas of *Moo Gi Gong*. Any martial art powers and abilities from *Moo Gi Gong* are used with *Hwarang-Do*.

Costume: Standard Karate outfit but with a colored silk sash in place of the belt. Optional cloth wrappings around the wrist-forearm and calve-ankle.

Stance: A wide sideways stance with legs almost twice shoulder-width apart. Hand position varies according to weapon availability.

CHARACTER BONUSES:

- Add 1 to P.E.
- Add 1 to P.P.
- Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance, Leap, Backflip.

Attack Moves: Leap, Roll.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge.

Hand Attacks: Strike (Punch), Knife Hand, Backhand.

Basic Foot Attacks: Kick Attack, Crescent Kick, Backward Sweep.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap Attack.

Holds/Locks: None

Weapon Katas: W.P. For All Ancient Weapons, with a +1 bonus to strike; W.P. For All Paired Weapons.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select One (1) Power from among Body Hardening Exercises or Martial Art Techniques. If desired, a Power can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Korean

Physical: Archery

Philosophical Training: Buddhism or Zen Buddhism

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Jujutsu (3 Years), Te (3 Years), Ch'in-Na (5 Years), or Shao-Lin (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st Any small found objects not usually considered a weapon (anything from pencils, to bottles, to credit cards) becomes a 1D6 damage weapon when used in hand-to-hand. Throwing one of these found objects does 1D4 damage. Critical strike with any weapon on a natural 19 or 20.
- 2nd +1 to Damage with any object.
- 3rd +1 to strike with any object, +1 attack per melee.
- 4th Found flexible objects (like coat hangers, t-shirts, and plastic bags) can be used for choke attacks (see Combat Section — Choke) doing 1D4 damage per melee.
- 5th +1 to parry, +2 to entangle with any object.
- 6th Select One (1) Additional martial art power from body hardening or martial art techniques.
- 7th +1 to damage with any object. +1 attack per melee.
- 8th +1 to strike with any object.
- 9th Critical Strike on Natural 18 or better.
- 10th Select one (1) additional martial art power from body hardening or martial art techniques.
- 11th +1 to parry, +1 to entangle.
- 12th +1 to damage with any object, +1 attack per melee.
- 13th +1 to strike with any object.
- 14th Death Blow on roll of Natural 20.
- 15th Select one (1) additional martial art power from body hardening or martial art techniques.

Why Study MOO GI GONG?

By itself it offers a perfect espionage or martial art ability, that of using any object as an effective weapon. Combined with Hwarang-Do it becomes a composite martial art the equal of any other in offensive capabilities.



NINJITSU (EXCLUSIVE)

IMPORTANT NOTE!: Because Ninjitsu includes both the arts of Ninjitsu and the Ninja's fighting art of Tai-Jutsu, it must be both the Primary and Secondary Martial Art Forms for the character. In other words, Ninjitsu counts as two Martial Art Forms.

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 14 Years

Ninja! The feared assassins of the medieval Japan still have an air of mystery about them. Warriors of the night, they carry an arsenal of tricks and techniques designed for infiltration, penetration, assassination and terror.

Ninjitsu masters always attempt to finish their fights as quickly as possible. That can mean a devastating attack with bare hands or weapons, or just the throwing of shuriken to cover an escape. Remember that Ninja masters only care about the mission, killing is unimportant unless it becomes absolutely necessary.

When entering the Ninja world the character becomes one member of a large organization. Initially the position held is that of Genin or

“Field Ninja,” one of the multitude who hear and obey. They report to the next level, Chunin, middle-ranked ninja, who deal with the customers. At the top level, seen only in the practice hall and by Chunin, are the Jonin, the leaders of the ninja clans.

Another responsibility of the modern Ninja is that of establishing different identities. Traditionally that has meant that each Ninja will have at least one complete set of false identification, complete with disguise and background information. Characters playing Ninja should have one “public” identity that is known to the other players, and one “true” identity revealed only to the Game Master and the superiors of the Ninja society. In addition, each Ninja should be ready to play the part of at least six “types” of people. Note that these are not the equivalent of an agent's Covers. Here's a list of some of the Ninja's traditional disguises along with their modern equivalent:

1. Surugaku — Traveling Actor/Jet-Setting Type wearing high fashion outfit.
2. Komuso — Itinerant Priest/Minister wearing suit with clerical collar.
3. Sukke — Buddhist Priest/Eastern-Style Priest wearing robes.
4. Hokashi — Travelling Entertainer/Tourist with obnoxious clothes, camera and travel bags.
5. Tsunegata — Farmer Type/Blue Collar Worker dressed in work clothes.
6. Akindo — Merchant/Businessman dressed in suit and carrying a briefcase.

Costume: Black ninja outfit including tabi (split-toed, lightly soled socks), leggings, pants, jacket, gloves and hood. White or camouflage outfits are also available.

Stance: Low, wide legged, side stance, with most of the body centered over the back leg, forward leg resting lightly on the ball of the foot. Forward hand is held out and open, the rear hand is pulled back and out at waist level.

CHARACTER BONUSES:

Add 2 to M.A.

Add 1 to P.S.

Add 1 to P.E.

Add 1 to P.P.

Add 4 to Spd.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Leap, Back Flip.

Attack Moves: Leap, Cartwheel.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack.

Hand Attacks: Strike (Punch), Knife Hand, Palm Strike.

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Drop Kick (Combination Fall/Dodge/Kick).

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap Attack, Roll/Knock-down (SPECIAL! This is a knock-down attack that does no damage, standard Roll bonus applies.), Body Flip/Throw.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold.

Weapon Katas (Pick Two): W.P. Ninja Sword, W.P. Knife, W.P. Kusari-Gama, W.P. Kyoketsu-Shoge, W.P. Manriki-Gusari, or W.P. Staff (Shikomi-Zue: Hidden Blade Staff)

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of 2 Powers from the Arts of Invisibility, and a total of two (2) more skills from among Body Hardening Exercises, Martial Art Techniques, or Special Katas. If desired, any number of Powers can be traded one-for-one for any Basic Skill Programs (excluding physical).

Languages: Japanese



PAO PAT MEI — LEOPARD STYLE KUNG FU

Entrance Requirements: No Attribute or Alignment restrictions.
Skill Cost: 8 Years (4 Years as Secondary Martial Art Form)

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

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

Teaching is available only at remote monasteries in China, Vietnam, and Laos.

Costume: Silk Kung Fu outfit.

Stance: Narrow stance with feet close together, one in front of another. Fists are held tight to the center of the chest, one on top of the other, almost touching.

CHARACTER BONUSES:

- Add 2 to M.A.
- Add 1 to P.S.
- Add 1 to P.P.
- Add 8 to Spd.
- Add 10 to S.D.C.

COMBAT SKILLS:

- Attacks per Melee:** 3
- Escape Moves:** Roll With Punch/Fall/Impact
- Attack Moves:** Leap
- Basic Defensive Moves:** Dodge, Parry, Automatic Parry.
- Advanced Defenses:** Multiple Dodge, Combination Parry/Attack.
- Hand Attacks:** Strike (Punch), Backhand, Claw Hand.
- Basic Foot Attacks:** Kick Attack, Tripping/Leg Hooks, Snap Kick, Backward Sweep.
- Special Attacks:** Death Blow, Leap Attack, Combination Strike/Parry.
- Weapon Katas:** None
- Modifiers to Attacks:** Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Arts of Invisibility, Body Hardening Exercises, and Special Katas. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Chinese

Survival: Fasting, Wilderness Survival, Tracking

Physical: Prowl

Philosophical Training: Taoism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: T'ang-Su (4 Years), Ch'in-Na (5 Years), Fong Ngan (3 Years), Shao-Lin (5 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Parry/Dodge, +1 to Strike, +1 to Roll with Punch/Fall/Impact, Critical Strike on Natural 20, Critical Strike or Knockout from Behind, Death Blow on roll of Natural Twenty.
- 2nd +1 Attack per Melee, +1 to Rear Attacks (Backward Sweep, Backhand Strike).
- 3rd +1 to Leap (Add 3ft to Leap Distance), +2 to Damage.
- 4th Select One (1) Additional Martial Art Power from Invisibility, or Body Hardening, or Special Katas.

Physical: Acrobatics, Archery, Climbing, Swimming, W.P. Shuriken, W.P. Fukiya (Blow Gun), W.P. Fukimi-Bari (Mouth Darts), W.P. Kawanga (Rope/Grapple). W.P. Knife, W.P. Kusari-Gama, W.P. Kyoketsu-Shoge, W.P. Manriki-Gusari, W.P. Nekode (Cat Claws), W.P. Shikomi-Zue (Hidden Blade Staff).

Philosophical Training: Bushido

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Kyokushinkai (5 Years), Jujutsu (3 Years), Sankukai (5 Years), or Te (4 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +3 to Roll with Punch/Fall/Impact, +1 to Strike, Critical Strike on Natural 20, Critical Strike from Behind.
- 2nd +1 to Parry/Dodge, +2 to Roll/Knock-Down.
- 3rd +1 Attack per Melee, +1 to Leap (Add 4ft to Leap Distance).
- 4th +1 to Strike, +2 to Back Flip/Cartwheel.
- 5th Select One (1) Additional Martial Art Skill.
- 6th +1 Attack per Melee, +2 to Roll/Knock-Down.
- 7th Knock-Out/Stun on natural 19 or 20, +2 to Leap (Add 4ft to Leap Distance).
- 8th Critical Strike on Natural 18 or better, Death Blow on a roll of natural 20.
- 9th +1 to Parry/Dodge, +1 to Backflip/Cartwheel.
- 10th +1 to Leap (Add 4ft to Leap Distance), +2 to Damage.
- 11th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Invisibility, Body Hardening, or Martial Art Techniques, or Special Katas.
- 12th +2 to Roll with Punch/Fall/Impact.
- 13th Death Blow on roll of 19 or 20, +1 to Roll/Knockdown.
- 14th +2 to Back Flip/Cartwheel, +2 to Damage.
- 15th +2 to Roll with Punch/Fall/Impact, Add One (1) Zenjorike Power.

Why Study NINJITSU?

To become a shadow warrior! Flexibility, surprising attacks and deadly moves are all the Ninja's trademarks.

- 5th +1 to Roll with Punch/Fall/Impact, Critical Strike on Natural 18, 19 or 20.
- 6th +1 Attack per Melee, +1 to Parry/Dodge.
- 7th +1 to Rear Attacks (Backward Sweep, Backhand Strike), +1 to Strike.
- 8th Select One (1) Additional Martial Art Power from Invisibility, or Body Hardening, or Special Katas.
- 9th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact,
- 10th Knock-Out/Stun on Natural 20, +2 to Damage.
- 11th +1 to Leap (Add 3ft to Leap Distance), +1 to Parry/Dodge.
- 12th Select One (1) Additional Martial Art Power from Invisibility, or Body Hardening, or Special Katas.
- 13th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.
- 14th +2 to Damage, +1 to strike.
- 15th +1 to Leap (Add 3ft to Leap Distance), +1 to Parry/Dodge.

Why Study PAO PAT MEI?

When it comes to quick and deadly, this is possibly the best of the martial arts. It's also relatively inflexible, offering few of the mind-oriented abilities.

SANKUKAI KARATE

Entrance Requirements: Restricted to Honorable Alignments. No Attribute restrictions.

Skill Cost: 13 Years (7 Years as a Secondary Martial Arts Form)

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

When attacked, a Sankukai master will spend the first melee round avoiding the enemy (Multiple Dodge or Circular Parry). If attacks are largely hand based, then the response will be an Automatic Hold. If the attacks were mostly kicks, then the response will be either a Backward Sweep or a Tripping/Leg Hook; a knockdown attack. Finally, if the aggressor is attempting grappling attacks, then the reaction would be to stand off and start delivering Jump Kicks.

Study is restricted to Japanese, Zen Buddhist monasteries. The student must experience the monastic life for at least a year before martial arts training begins.

Costume: White karate pants and top. Over that is a short (knee length) black, cotton, sleeveless robe. The final touch is a thick cloth belt that wraps around twice and then is tied in a complex knot.

Stance: Front stance with legs a shoulder's width apart, feet forward and knees slightly bent. One hand is outstretched at eye level, the other is a hand's width in front of the stomach, both hands are held open with fingers wide apart.

CHARACTER BONUSES:

- Add 5 to Chi
- Add 1 to P.E.
- Add 4 to Spd.
- Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack, Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch), Knife Hand, Backhand.

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick).

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap Attack, Body Flip/Throw, Combination Grab/Kick, Knee.

Holds/Locks: Automatic Wrist Hold, Automatic Elbow Hold.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Arts of Invisibility, Martial Art Techniques, or Special Katas (NOTE: Weapon Katas not allowed). If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Japanese

Cultural Skills (Choose Two): Ikebana (floral arranging), Ukio-E (ink brush painting), Bonsai (tending miniature trees), Calligraphy, Haiku (special poetry), or Go.

Philosophical Training: Zen

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Taido (4 Years), Moo Gi Gong (5 Years), Lee Kwan Choo (6 Years), Tai-Chi Ch'uan (5 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Rear Attacks (Backward Sweep, Backhand Strike), Critical Strike from Behind.
- 2nd Select One (1) Additional Martial Art Power from Invisibility, or Martial Art Techniques, or Special Katas.
- 3rd +1 to Parry/Dodge, +1 to Damage, +1 to Strike.
- 4th +1 Attack per Melee, +1 to Maintain Balance.
- 5th +2 to Roll with Punch/Fall/Impact, Critical Strike on Natural 19 or 20.
- 6th +1 to Parry/Dodge, Death Blow on roll of Natural 20.
- 7th Select One (1) Additional Martial Art Power from Invisibility, or Martial Art Techniques, or Special Katas.
- 8th +1 to Damage, Knock-Out/Stun on natural 19 or 20.
- 9th +1 Attack per Melee.
- 10th +1 to Roll with Punch/Fall/Impact, Critical Strike on Natural 18 or better.
- 11th +1 to Strike, +1 to Parry/Dodge, +1 to Maintain Balance.
- 12th Select One (1) Additional Martial Art Power from Invisibility, or Martial Art Techniques, or Special Katas.
- 13th Add One (1) Zenjorike Power.
- 14th +2 to Roll with Punch/Fall/Impact, +1 to Damage.
- 15th +1 Attack per Melee.

Why Study SANKUKAI?

Along with being a well balanced martial art, offering both strong offenses and defenses, quite a few skills are available.

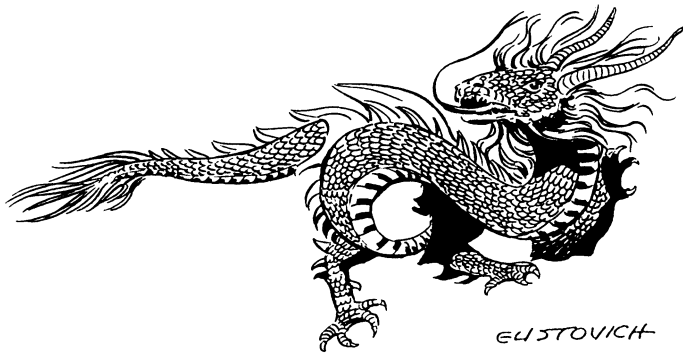
SHAO-LIN KUNG FU

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 12 Years (8 Years as a Secondary Martial Art Form)

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

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



the government eventually sent an army against the Shao-lin. Only five monks managed to survive the battle and burning of the temple.

Currently, Shao-lin training is available only in Taiwan and Hong Kong.

Costume: Silk or cotton Kung Fu outfit.

Stance: A side stance, with one foot pointing toward the opponent, and the other on a right angle to the first.

CHARACTER BONUSES:

- Add 2 to M.E.
- Add 2 to P.S.
- Add 1 to P.E.
- Add 1 to P.P.
- Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact, Back Flip.

Attack Moves: Leap, Back Flip.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Disarm.

Hand Attacks: Strike (Punch), Knife Hand, Double-Knuckle Fist, Backhand, Palm Strike.

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Crescent Kick, Wheel Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap Attack, Forearm.

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SPECIAL KATAS:

Dragon: Building energy and power throughout the melee round, but holding back until the very *last* chance to attack. The kata takes up the entire melee round and the only defense available is the Automatic Parry. All this energy turns the attack into a Critical Strike (Double Damage). The attack can be any hand strike, a Kick Attack, Snap Kick, or Crescent Kick.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Body Hardening Exercises, or Special Katas. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Chinese

Physical: Gymnastics

Philosophical Training: Taoism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Bok Pai (3 Years), Choy-Li-Fut (3 Years), Drunken Style (5 Years), Fong Ngan (3 Years), Fu-Chiao Pai (2 Years), Kuo-Ch'uan (4 Years), Monkey Style (4 Years), Pao Kung Fu (2 Years), Snake Style (7 Years), or Xing-Chiao (2 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +3 to Roll with Punch/Fall/Impact, +2 to Strike, Critical Strike on Natural 19 or 20, Critical Strike from Behind.
- 2nd +1 to Back Flip/Leap, +1 to Parry/Dodge.
- 3rd +1 Attack per Melee.
- 4th Select One (1) Additional Martial Art Power from Body Hardening, or Special Katas.
- 5th +1 to Roll with Punch/Fall/Impact, +1 to Damage.
- 6th +1 to Strike, Knock-Out/Stun on Natural 18 or better.
- 7th +1 Attack per Melee, Death Blow on roll of Natural 19 or 20.
- 8th +1 to Back Flip/Leap, Select One (1) Additional Martial Art Power from Body Hardening, or Special Katas.
- 9th +1 to Roll with Punch/Fall/Impact.
- 10th +1 Attack per Melee.
- 11th Select One (1) Additional Martial Art Power from Body Hardening, or Special Katas.
- 12th Critical Strike on Natural 18 or better.
- 13th +1 to Back Flip/Leap, +1 to Damage.
- 14th +1 to Roll with Punch/Fall/Impact, +1 to Strike.
- 15th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Body Hardening, or Special Katas.

Why Study SHAO-LIN?

A solid, combat effective form that stresses quickness and power. Bonuses can also be used with weapon forms.

SNAKE STYLE KUNG FU

Entrance Requirements: Strictly limited to Dishonorable and Evil Alignments. Requires minimum I.Q.: 10, M.E.: 12 and P.P.: 7.

Skill Cost: 18 Years (9 Years as a Secondary Martial Art Form)

Snake Style Kung Fu seeks to tap into the Yin power of darkness, building up forces of negative Chi.

The Snake Master will stand his ground in combat, swaying slowly from side to side, examining the opponent. When attacked, the response is to whip back or slump to the side. At the first sign of an opening, the master attacks with a single finger strike, channeling dark Chi into the enemy's body. This strike can leave the victim crippled, damaged or merely gasping for air. And a light stroke from the master can reverse all the damage.

Throughout the world, there are less than fifty masters and students of Snake Style, each keeping their training secret. Entry into their dark studios requires a blood oath of loyalty. Betrayal is rewarded with a sentence of death.

Costume: None, formal clothing preferred. However, Snake Masters tend to cultivate very long fingernails, up to 2 inches, especially on the index fingers.

Stance: Upright, feet at right angles and slightly apart, hands held over chest, one cupping the other with index fingers extended.

CHARACTER BONUSES:

- Double Normal CHI
- Add 4 to M.E.
- Add 4 to M.A.

COMBAT SKILLS:

Attacks per Melee: 1

Escape Moves: Roll With Punch/Fall/Impact.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack.

Hand Attacks: One-Finger-Tip Attack (SPECIAL! Does absolutely no damage, but serves to channel for Chi attacks directly to Hit Points.), Palm Strike.

Basic Foot Attacks: None

Special Attacks: Death Blow, Choke.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select one (1) Power from among Arts of Invisibility or Chi Mastery. Also select 2 Zenjoriki Powers. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Chinese

Cultural Skills: Calligraphy

Oriental: Geomancy

Philosophical Training: Taoism (Yin of the Yin-Yang)

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Yu-Sool (6 Years), Ch'in-Na (5 Years), Tai-Chi Ch'uan (5 Years), or Pao Kung Fu (3 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +1 to Roll with Punch/Fall/Impact, +1 to Strike, Critical Strike from Behind.
- 2nd +1 to Parry/Dodge, +1 to Damage.
- 3rd Select One (1) Additional Martial Art Power from Invisibility, or Chi Mastery.
- 4th Double Existing Chi, Critical Strike on Natural 19 or 20.
- 5th Add One (1) Zenjorike Power.
- 6th +1 Attack per Melee, Death Blow on roll of Natural 20.
- 7th Select One (1) Additional Martial Art Power from Invisibility, or Chi Mastery.
- 8th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge.
- 9th Double Existing Chi, Critical Strike on Natural 18 or better.
- 10th +1 Attack per Melee.
- 11th Select One (1) Additional Zenjorike Power.
- 12th +1 Attack per Melee, +1 to Parry/Dodge, +1 to Strike.
- 13th Select One (1) Additional Martial Art Power from Invisibility, or Chi Mastery.
- 14th Double Existing Chi.
- 15th +1 to Roll with Punch/Fall/Impact, +2 to Damage.

Why Study SNAKE STYLE?

Starting with two Zenjorike powers, Snake Style is by far the greatest mystic form in the martial arts. Deadly negative Chi attacks more than offset the relatively weak physical moves.

SUMO (EXCLUSIVE)

Entrance Requirements: No Alignment restrictions. Attributes must be P.S.: 12 and P.E.: 12.

Skill Cost: 6 Years

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

Before sumo combat begins, there are several rituals to be performed. Included are clapping, showing open hands, and stomping with each foot, scattering of salt on the mat, and, finally, Shikiri, consisting of low squatting, glaring at the opponent, and pounding the mat while getting worked up for combat.

Combatants do not know exactly when the match will start, they must attack with lightning speed when the signal is finally given. Attacks may start with a series of powerful Palm Strikes designed to test the opponent's resolve. Then the sumo attempts some kind of grapple or hold, actually hoisting the opponent off the ground when successful. This is followed by a tremendous toss, hurling the opponent to the ground with great force.

Sumos are trained exclusively in a single school in Japan. For years they are required to obey strict rules of conduct while learning their craft. The very highest Grand Champion is the Yokozuna. However, most player characters are lower in rank, either Ozeki (champion), Sekiwake (3rd rank), or Komusubi (4th rank).

SPECIAL NOTE: Rolling height and weight for Sumo characters is special. For height, roll 2D6 for the number of inches to be added to six feet. Weight is determined by rolling 2D6, multiplying the result by ten, and adding it to 240 pounds. So rolls of 7 and 10 would result in a character 6ft 7in tall and 340 pounds.

Costume: The official Sumo costume is just a huge loincloth. In practice, Sumo artists wear loose sweatsuits or Judo outfits.

Stance: Called Shiko-Daichi, it has the feet pointed at a 45 degree angle outward from the body, feet splayed wide, double shoulder width or more, with knees bent nearly half. Hands spread in a wide wrestler-style position.

CHARACTER BONUSES:

Add 5 to CHI

Add 2 to P.S.

Add 2 to P.E.

Add 1 to P.P.

Add 30 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Attack Moves: Leap.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Power Block/Parry (does damage!), Disarm, Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch), Power Punch, Backhand, Palm Strikes.

Basic Foot Attacks: None

Special Attacks: Body Block/Tackle, Automatic Flip/Throw, Critical Flip/Throw, Crush/Squeeze, Pin/Incapacitate, Choke, Forearm.

Holds/Locks: Automatic Arm Hold, Body Hold, Neck Hold.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Critical Strike.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select one (1) Power from among Body Hardening Exercises or Martial Art Techniques. If desired, any number of Powers can be traded, one-for-one, for Basic Skill Programs (excluding physical).

Languages: Japanese

Cultural Skills (Choose One): Calligraphy, Haiku (Japanese poetry) or Go.

Philosophical Training: Zen/Shinto

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Kyokushinkai (4 Years), Jujutsu (3 Years), Sankukai (5 Years), and Taido (6 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +3 to Parry, +1 to Dodge, Critical Strike on Natural 20.
- 2nd +3 to Maintain Balance, +2 to Body Flip/Throw (Does 2D6 Damage instead of the usual 1D6).
- 3rd Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques.
- 4th +1 to Parry, +2 to Damage, +1 to Strike.
- 5th +1 Attack per Melee, Critical Strike on Natural 19 or 20.
- 6th +2 to Roll with Punch/Fall/Impact.
- 7th +1 to Maintain Balance, +1 to Body Flip/Throw (Does 2D6 Damage instead of the usual 1D6).
- 8th Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques.

- 9th +1 Attack per Melee, +1 to Strike, +1 to Parry.
- 10th Double Existing Chi.
- 11th +1 to Maintain Balance, +1 to Body Flip/Throw (Does 2D6 Damage instead of the usual 1D6 damage)
- 12th +1 to Roll with Punch/Fall/Impact, +1 to Parry.
- 13th Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques.
- 14th +1 Attack per Melee.
- 15th +1 to Maintain Balance, +1 to Body Flip/Throw (Does Critical/Double Damage, for a total of 4D6 plus damage bonus).

Why Study SUMO?

The sumo's massive size is an asset in any kind of combat. True, the actual combat techniques are not the best, but the intimidation value alone is pretty worthwhile.

TAE KWON DO KARATE

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 8 Years (5 Years as a Secondary Martial Art Form)

Tae Kwan Do, loosely translated as the "way of hands and feet," is studied in many of the world's military organizations. The idea is to efficiently combine kicks and punches for the best possible attack form. Probably the most kick-oriented of all the martial arts.

A master will attack quickly, preferably with some kind of flying jump kick. If the opponent is able to avoid or counter the kicks, then the second approach will be to move in with a volley of punches and short-range kicks.

Schools of Tae Kwon Do are found all over the world. While South Koreans have widely spread the form in the U.S. and Canada, so have the North Koreans taught it in the U.S.S.R. and Eastern Europe.

Costume: Standard Karate outfit.

Stance: Feet shoulder's width apart, forward foot pointed ahead and to the outside, rear foot pointed out and to the front, knees bent. Forward fist rigidly extended on a straight line from the shoulder, rear fist tight against the waist.

CHARACTER BONUSES:

- Add 1 to P.S.
- Add 2 to P.E.
- Add 1 to P.P.
- Add 4 to Spd.
- Add 15 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 4

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Power Block/Parry (does damage!), Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch), Knife Hand, Backhand, Palm Strike, Duo-Fist Strike.

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick).

Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turning Kick.

Special Attacks: Death Blow, Leap Attack, Combination Grab/Kick, Butjapgo Chagi (Special! One opponent is grabbed and another is kicked simultaneously. Only takes one melee action, but requires two successful Strike Rolls. Does 1D6 damage to the opponent grabbed and 2D6 damage to the opponent kicked).

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Body Hardening Exercises, Martial Art Techniques, or Specialty Katas (**NOTE:** Weapon Katas not allowed). If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Korean

Philosophical Training: Zen or Bushido

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time. Jujutsu (4 Years), Zanji Shinjinken (5 Years), Taido (6 Years), or Lee Kwan Choo (5 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Maintain Balance, Critical Strike from Behind, Death Blow on roll of Natural Twenty.
- 2nd +2 to Roll with Punch/Fall/Impact, +2 to Damage.
- 3rd +1 Attack per Melee.
- 4th +2 to Parry/Dodge, Critical Strike on Natural 18, 19 or 20.
- 5th +2 to Maintain Balance, +1 to strike.
- 6th +2 to Roll with Punch/Fall/Impact, +1 to Damage.
- 7th +1 Attack per Melee.
- 8th +1 to Parry/Dodge, Knock-Out/Stun on Natural 18 or better.
- 9th +1 Attack per Melee, +2 to Maintain Balance.
- 10th +2 to Roll with Punch/Fall/Impact, Select One (1) Additional Martial Art Power from Martial Art Techniques, or Body Hardening, or Special Katas.
- 11th +1 to Strike, +1 to Damage.
- 12th +1 to Parry/Dodge, Death Blow on roll of Natural 19 or 20.
- 13th +1 Attack per Melee, +1 to Maintain Balance.
- 14th +1 to Roll with Punch/Fall/Impact, +1 to Damage.
- 15th Select One (1) Additional Martial Art Power from Martial Art Techniques, or Body Hardening, or Special Katas.

Why Study TAE KWON DO KARATE?

A modern, effective combat form that copes well with multiple attackers. Best used on nonmartial artists.

TAI-CHI CH'UAN

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 15 Years (6 Years as a Secondary Martial Art Form)

The most common martial art form in the world. Tai-Chi Ch'uan is also the national exercise program of China, practiced by young and old every morning. It takes many years of study before it becomes a practical combat technique, but the time is well used in, the development of Chi.

A master will appear to move in slow-motion. Never hurrying, always seeming to anticipate the opponent's attacks with gentle parries and an occasional open palm shove (see below).

Costume: Loose cotton tunic and pants.

Stance: Rear leg bent slightly at the knee, forward leg a few inches off the ground, forward hand loosely outstretched, rear hand loosely at waist.

CHARACTER BONUSES:

- Add 15 to CHI
- Add 2 to M.E.
- Add 2 to M.A.
- Add 1 to P.P.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Automatic Dodge.

Hand Attacks: Backhand, Push Open Hand (Special! Essentially a knockdown Strike that also does 1D6 damage. Any victim failing to counter the attack will be knocked back a number of feet equal to the attacker's Chi.), Palm Strike.

Basic Foot Attacks: Kick Attack, Snap Kick, Crescent Kick.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Chi Mastery or Special Katas. Also select 1 Zenjorike Power. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Chinese

Philosophical Training: Taoism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Taido (7 Years), Fong Ngan (4 Years), Mien-Ch'uan (7 Years), or Xing-Chiao (3 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +2 to Dodge, Critical Strike from Behind.
- 2nd +2 to Maintain Balance, +1 to Parry/Dodge.
- 3rd Double Existing Chi.
- 4th +1 to Parry/Dodge, Critical Strike on Natural 19 or 20.
- 5th Select One (1) Additional Martial Art Power from Chi Mastery, or Special Katas.
- 6th +1 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge.
- 7th Double Existing Chi, +1 to Strike.
- 8th +1 Attack per Melee, +2 to Maintain Balance.
- 9th Add One (1) Zenjorike Power.
- 10th Select One (1) Additional Martial Art Power from Chi Mastery, or Special Katas.
- 11th Double Existing Chi.
- 12th +1 to Roll with Punch/Fall/Impact, +1 to parry or Dodge.
- 13th +2 to Maintain Balance, KnockOut/Stun on Natural 19 or 20.
- 14th Select One (1) Additional Martial Art Power from Chi Mastery, or Special Katas. +1 Attack per Melee.
- 15th Add One (1) Zenjorike Power, Double Existing Chi.

Why Study TAI-CHI CH'UAN?

While far from the most powerful of combat forms, Tai-Chi nevertheless provides strong Chi power to its students.

TAIDO

Entrance Requirements: Characters must be of an Honorable Alignment and committed to a Zen Doctrine. Attribute requirements are I.Q.: 10 and M.A.: 8.

Skill Cost: 10 Years (8 Years as a Secondary Martial Art Form)

Taido is the newest and most revolutionary of all the martial arts. An Okinawan system, it seeks to combine the three principles of movement, ground, feet and air, into a radically new kind of combat. Movements are based on waves, tornadoes, clouds, whirlpools and lightning. Special techniques include untai, "flinging techniques," sentai, "spinning," hentai, "falling/toppling," nentai, "spiral moves," and tentai, "movement of spheres."

Seeing a master in combat is nothing short of spectacular. Every move, defensive as well as offensive, will involve leaving the ground in some kind of turning or spinning movement. There are no straight punches allowed. Anything worth doing in Taido is worth doing in a circular and complicated way.

There is but one school of Taido, the one run by Master Guishen Mishota. Students must meet his rigorous intellectual standards and are expected to study Zen just as much as the martial arts.

IMPORTANT NOTE: Since the special 'Turns' and 'Spins' of Taido rely strictly on training, no P.S., P.P. or Spd. bonuses can be used in this kind of combat. In other words, it doesn't matter how high your attributes are, there are no bonuses attribute to Damage, Strike, Parry, or Dodge!

Costume: White sleeveless tunic, white pants, white headband and white wrist and ankle bands.

Stance: Right leg bent out to the right and forward, left leg at a right angle, with knee bent out to the back. Shoulders twisted at angle from the waist. Right arm extended and curved back, left arm back and curved upward and forward.

CHARACTER BONUSES:

Add 10 to CHI

Add 3 to M.A.

Add 1 to P.S.

Add 1 to P.P.

Add 5 to Spd.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Back Flip, Turn With Punch/Fall/Impact (SPECIAL! An advanced version of the classical Roll. Character uses rotary motion, combining a 'head-over-heels' roll with a 'side-to-side' turn. Successful roll reduces damage to one quarter. Use 'Turn' bonus.)

Attack Moves: Forward Spin (SPECIAL! A move into combat that causes the opponent to lose the first attack of the melee round. Must roll separately using 'Spin' bonus.)

Basic Defensive Moves: Dodge, Parry, Automatic Parry, Backward Turn (SPECIAL! A move used to get out of combat range. Can be used instead of a Parry or Dodge to avoid damage completely. Use 'Turn' bonus.)

Advanced Defenses: Multiple Dodge, Circular Parry, Spinning Evasion (SPECIAL! This is a combination Dodge, Parry and movement maneuver. Uses 'Spin' bonus to counter any attacks, no matter what the weapon. Takes an entire Melee Round and can not be used with any attacks.)

Hand Attacks: Backhand, Rotary Palm Strike (SPECIAL! Does normal damage, but also works as a knockdown attack.)

Basic Foot Attacks: Tripping/Leg Hooks, Crescent Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick).

Jumping Foot Attacks: Flying Reverse Spinning Kick (SPECIAL! A flying jump that involves a complete somersault in midair. Damage is 2D6. Takes an entire Melee Round. Can use only 'Spin' bonus, not 'Strike' bonus. Also works as a simultaneous Automatic Parry.)

Special Attacks: Spinning Leap Attack (SPECIAL! This spectacular leap attack allows for two Strikes: one kick that does 1D8 Damage, and one Palm Strike that does 1D6 Damage. Use 'Spin' bonus for kick and 'Strike' bonus for Palm Strike. Takes an entire Melee Round to perform. Also works as a simultaneous Automatic Parry.)

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Chi Mastery and Martial Art Techniques. Also, select 1 Zenjorike Power. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Japanese (Okinawan Dialect)

Physical: Gymnastics

Philosophical Training: Zen

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (2 Years), Isshin-Ryu (4 Years), Tai-Chi Ch'uan (4 Years), or Li-Chia (4 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +3 to Turn (either with Punch/Fall/Impact or Forward/Back), Critical Strike from Behind.
- 2nd +2 to Back Flip, +1 to Strike.
- 3rd Double Existing Chi.
- 4th +1 to Spin, Knock-Out/Stun on Natural 19 or 20.
- 5th Select One (1) Additional Martial Art Power from Chi Mastery, or Martial Art Techniques.
- 6th +1 to Back Flip, +1 to Parry/Dodge.
- 7th +1 Attack per Melee, +1 to Spin.
- 8th Double Existing Chi.
- 9th Add One (1) Zenjorike Power, +1 to Turn (either with Punch/Fall/Impact or Forward/Back).
- 10th +1 to Backflip, +1 to Parry/Dodge.
- 11th Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques.
- 12th Add One (1) Zenjorike Power, +1 to Spin.
- 13th Double Existing Chi, +1 to Turn (either with Punch/Fall/Impact or Forward/Back), Critical Strike on 19 or 20.
- 14th +1 to Parry/Dodge.
- 15th Select One (1) Additional Martial Art Power from Chi Mastery or Martial Art Techniques.

Why Study TAIDO?

Since this form has the greatest number of new and unusual techniques, it is often baffling to students of other martial arts. The integration of philosophy with movement makes it a powerful style, but it may be overly complicated.

T'ANG-SU KARATE

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 8 Years (5 Years as a Secondary Martial Art Form)

Developed in the 7th Century, this is the most ancient of the Korean Martial Arts. T'ang-Su, or "T'ang hand," is the precursor to all forms of Karate. It's also the "hardest" Karate form, the one that holds damaging strength over speed or agility.

Training combines martial art techniques with wilderness survival. Students often have to run through snow, climb mountains, and swim rivers, all while in their skimpy Karate outfits. Schools are found in both North and South Korea, usually in fairly remote regions.

Costume: White Karate outfit.

Stance: Very wide stance, with feet double shoulder-width apart and feet slightly "pigeon-toed," knees bent, hands extended straight down and away from the body and clenched in fists.

CHARACTER BONUSES:

Add 2 to P.S.

Add 15 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Power Block/Parry (does damage!), Disarm.

Hand Attacks: Strike (Punch), Power Punch, Backhand, Duo-Fist Strike.

Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Axe Kick, Reverse Turning Kick (Combination Dodge/Kick).

Jumping Foot Attacks: Jump Kick, Flying Jump Kick.

Special Attacks: Death Blow, Leap Attack, Combination Strike/Parry, Combination Grab/Kick, Forearm, Combination Grab/Head Bash (SPECIAL! First the attacker rolls for a successful Strike. That's followed by a second Strike roll that represents a bash of the attacker's forehead directly into the victim's face or head. Damage is 2D6. No Parry or Dodge possible during the attack. Normal Critical Strike rolls apply.)

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Body Hardening Exercises or Martial Art Techniques. If desired, any number of Powers can be, traded one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Korean

Survival: Fasting, Wilderness Survival

Physical: Climbing, Prowl

Philosophical Training: Bushido

If this is your Primary Martial Art Form then the following other forms can be learned in a shorter time: Sankukai (5 Years), Zanji Shinjinken (5 Years), Yu-Sool (6 Years), or Lee Kwan Choo (5 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Strike, Critical Strike from Behind.
- 2nd Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques.
- 3rd +1 Attack per Melee.
- 4th +1 to Parry/Dodge, Critical Strike on Natural 18 or better.
- 5th +1 to Roll with Punch/Fall/Impact, +2 to Damage.
- 6th +1 Attack per Melee, Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques.
- 7th +1 to Parry/Dodge, Knock-Out/Stun on Natural 19 or 20.
- 8th +1 to Maintain Balance, Death Blow on roll of Natural 19 or 20.
- 9th +1 to Roll with Punch/Fall/Impact.
- 10th +1 Attack per Melee, +1 to Maintain Balance.
- 11th Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques.
- 12th +1 to Parry/Dodge, +1 to Strike.
- 13th +1 Attack per Melee, +1 to Maintain Balance.
- 14th +1 to Roll with Punch/Fall/Impact, +2 to Damage.
- 15th Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques.

Why Study T'ANG-SU?

Good offensive abilities combined with a toughening program that involves wilderness survival and strength development.

TE

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 8 Years (5 Years as a Secondary Martial Art Form)

Te, or "Hand," is the most ancient martial art form of Okinawa, started sometime in the 14th Century. Because Okinawans were constantly forbidden to use or practice with weapons, they ended up developing superior "empty hand" combat techniques. Likewise, all the weapons of Te are really converted farming tools. This weapon practice is designed to be more practical than ornamental.

A master in the art will never attack without reason, and will not even get into a ready stance until actually attacked. A common tactic is to pretend to be helpless and ignorant, while at the same time trying to talk peacefully with the aggressor. The instant that an attack is

launched, the Te master will go into a stance and spend the first melee round dodging and parrying. From that point on there will be attacks at every opportunity, using about two hand strikes for every kick attack.

Learning Te is easy for anyone from Okinawa. There are experts in the art in every village, and secret techniques are usually passed down through the generations.

Costume: Black Karate outfit.

Stance: Feet a shoulder's width apart, both knees partly bent, forward fist extended at navel level, and rear fist pulled tightly back to waist.

CHARACTER BONUSES

Add 1 to P.S.

Add 1 to P.E.

Add 1 to P.P.

Add 4 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Hand Attacks: Strike (Punch), Knife Hand, Fore-Knuckle Fist, Double-Knuckle Fist, Power Punch, Palm Strike, Duo-Fist Strike.

Basic Foot Attacks: Kick Attack, Snap Kick.

Special Attacks: Death Blow, Combination Grab/Kick, Knee, Elbow, Forearm.

Weapon Katas (Pick Two): W.P. Bo Staff, W.P. Sai — Paired, or W.P. Nunchaku — Paired, W.P. Paired Weapons.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select a total of two (2) Powers from among Body Hardening Exercises, Martial Art Techniques, and Special Katas. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Japanese (Okinawan Dialect)

Cultural Skills (Choose One): Ikebana (floral arranging), Bonsai (tending miniature trees), Calligraphy, or Go.

Weapon Skills: W.P. Bo staff, W.P. Sai — Paired, or W.P. Nunchaku — Paired.

Philosophical Training: Zen/Bushido

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Zanji Shinjinken (4 Years), Taido (6 Years), Tae Kwan Do (3 Years), or Shao-Lin (7 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Strike, Critical Strike from Behind.
- 2nd +1 Attack per Melee.
- 3rd +1 to Damage, Select One (1) Additional Martial Art Power from Martial Art Techniques, or Body Hardening, or Special Katas.
- 4th +2 to Roll with Punch/Fall/Impact, Add 2 Levels to one W.P. Kata.
- 5th +1 Attack per Melee, Knock-Out/Stun on Natural 20.
- 6th +1 to Parry/Dodge, Critical Strike on Natural 19 or 20.
- 7th Select One (1) Additional Martial Art Power from Martial Art Techniques, or Body Hardening, or Special Katas.
- 8th +1 Attack per Melee.
- 9th +1 to Roll with Punch/Fall/Impact, +2 to Damage.
- 10th +1 to Parry/Dodge.
- 11th +1 Attack per Melee, Death Blow on roll of Natural 20.
- 12th +1 to Strike.
- 13th +1 to Roll with Punch/Fall/Impact, Select One (1) Additional Martial Art Power from Martial Art Techniques, or Body Hardening, or Special Katas.
- 14th +1 Attack per Melee, +1 to Parry/Dodge.
- 15th +2 to Damage, Critical Strike on Natural 18 or better.

Why Study TE?

A good, strongly offensive form of martial arts that also includes weapon skills.



THAI KICK BOXING (EXCLUSIVE)

IMPORTANT NOTE!: Because Thai Kick Boxing is so intense, it must be *both* the Primary and Secondary Martial Art Forms for the character. In other words, Thai Kick Boxing counts as *two* Martial Art Forms.

Entrance Requirements: No Alignment restrictions. Minimum Attributes are P.S.: 8, P.E.: 8, P.P.: 12 and Spd.: 8.

Skill Cost: 6 Years

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

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

The main difference between Eastern Kick Boxing and Western-style championship boxing is the ritual. Each Kick Boxer must perform the Ram Muay, or ritual dance, before each fight.

One of the major problems with Thai Boxing, and the reason why many fighters leave the sport, is the gangster influence. Boxers who refuse to "take a fall" may find their family threatened, their bouts cancelled, or they may even end up being permanently disqualified for

“cheating” or violating the rules. In severe cases, the boxer may go to jail for trumped up “crimes,” or may be permanently disabled.

SPECIAL NOTE: Rolling height and weight for Thai Kick Boxer characters is special. The real martial art champions are in the lowest weight classes. For height, roll 1D8 for the number of inches to be added to four feet, ten inches. Weight is determined by rolling 4D6, multiplying the result by ten, and adding it to 80 pounds. So, rolls of 7 and 10 would result in a character 5ft, 5in and 90 lbs.

Costume: In the ring, one wears light boxing gloves, trunks, and foot wrappings. Other, optional, items include the Kruang Rang, a religious artifact (usually Buddhist) tied around the upper arm with a bright cloth wrapping, and the Monkon, a brightly colored headband that identifies the fighter’s teacher.

Stance: Like a boxing stance, except the weight is shifted from leg to leg in preparation for kicking.

CHARACTER BONUSES:

- Add 2 to P.S.
- Add 2 to P.E.
- Add 1 to P.P.
- Add 2 to Spd.
- Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Breakfall.

Hand Attacks: Strike (Punch), Power Punch, Backhand, Palm Strike.

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Roundhouse Kick, Crescent Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick), Shin Kick (SPECIAL! Works like a normal Kick Attack, but does 1D6 damage directly to Hit Points. Only available once per melee round.)

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack, Combination Strike/Parry, Combination Grab/Kick, Knee, Elbow, Forearm.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SPECIAL KATAS:

Lighting Form: This is the style most often used in competition. It allows all the normal attacks per melee round to be delivered in the first attack. In other words, if the character has five attacks per melee, then all five strikes can be made at one time. It must be done as the first attack in a melee round and the character must have the initiative. The problem is that after the attack the character cannot Dodge and has no bonuses to Parry for the rest of that Melee Round.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Select one (1) Power from among Body Hardening Exercises, or Martial Art Techniques, or Special Katas (NOTE: Weapon Katas not allowed.) If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).

Languages: Thai

Cultural Skills: Ritual Dancing

Philosophical Training: None

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: T’ang-Su (4 Years), Tai-Chi Ch’uan (5 Years), Choy-Li-Fut (2 Years), or Xing-Chiao (3 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Parry, +1 to Dodge, +2 to Maintain Balance, +2 to Strike, Critical Strike from Behind.
- 2nd +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact.
- 3rd Knock-Out/Stun on Natural 19, or 20.
- 4th +2 to Damage, Critical Strike on Natural 18, 19, or 20.
- 5th +1 Attack per Melee, +2 to Maintain Balance.
- 6th +1 Attack per Melee, +1 to Strike.
- 7th Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques, or Special Katas.
- 8th +1 to Maintain Balance, +1 to Roll with Punch, Fall or Impact.
- 9th +1 Attack per Melee.
- 10th +1 to Maintain Balance, +2 to Parry/Dodge
- 11th +1 Attack per Melee.
- 12th +1 to Damage, +1 to Strike.
- 13th +1 to Roll with Punch/Fall/Impact, Select One (1) Additional Martial Art Power from Body Hardening, or Martial Art Techniques, or Special Katas.
- 14th +1 Attack per Melee, +1 to Parry.
- 15th Death Blow on a Natural 19 or 20.

Why Study THAI KICK BOXING?

Without exception, this is the world’s deadliest martial art. Thai boxers have dominated the world’s martial art contests for years, forcing most other forms to adopt their styles and techniques. The only weakness comes from the lack of training in the “internal” arts.

TIEN-HSUEH TOUCH MASTERY (EXCLUSIVE)

Entrance Requirements: Minimum attributes include I.Q.: 11 and M.E.: 8. Restricted to characters of Diabolic (Evil) alignment. **NOTE:** It is possible for characters to have taken this form and then go through an alignment change.

Skill Cost: 20 Years

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

The teaching of Touch Mastery is highly restricted. Although its masters control powerful organizations, there are never more than a dozen people who know the art in the entire world. Students must be born into the family of a master in order to be accepted. The result of acceptance is as likely to be death as training in the art.

It can truly be said that the masters of Tien-Hsueh bury their mistakes. Once trained, a student will never be free of the control of the Touch Masters. Disobeying a command, failing in a mission, or showing disrespect for a master, or revealing any of the secret arts, will result in an automatic death sentence. And the instant that student is condemned, the international organization will offer a “bounty” for the recovery of the corpse.

Costume: Traditional, Chinese Silk Gowns.

Stance: Upright stance with legs together, one arm up, the other at waist, both hands held loosely with the forefinger pointing.

CHARACTER BONUSES:

- Double Normal CHI
- Add 4 to M.E.
- Add 2 to M.A.



COMBAT SKILLS:

Attacks per Melee: 1

Escape Moves: Roll With Punch/Fall/Impact.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Hand Attacks: Fore-Knuckle Fist, Fingertip Attack.

Basic Foot Attacks: None

Special Attacks: Dim Mak (**SPECIAL!** This is the feared delayed Death Blow. See Atemi Abilities for more information.), Paralysis Attack (Vital Points).

Weapon Katas: None

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of three (3) Powers from among Arts of Invisibility, Atemi Abilities, or Chi Mastery. Also select 1 Zenjorike Power. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Program (excluding physical).

Languages: Chinese

Oriental: Geomancy

Philosophical Training: Confucianism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Moo Gi Gong (4 Years), Li-Chia (4 Years), or Xing-Chiao (3 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +1 to Roll with Punch/Fall/Impact, +1 to Strike, Critical Strike from Behind.
- 2nd +1 to Parry, +1 to Dodge, Dim Mak (Death Blow).
- 3rd Select One (1) Additional Martial Art Power from Invisibility, or Atemi, or Chi Mastery.
- 4th Double Existing Chi.
- 5th Add One (1) Zenjorike Power.
- 6th +1 to Parry, Critical Strike or Knockout from Behind (Triple Damage).

7th +1 to Roll with Punch/Fall/Impact, +1 to Strike.

8th Double Existing Chi, +2 to Dodge.

9th +1 Attack per Melee, Critical Strike on a roll of Natural 18 or better.

10th +1 to Parry/Dodge, Add One (1) Zenjorike Power.

11th +1 to Damage, +1 to Parry.

12th Select One (1) Additional Martial Art Power from Invisibility, or Atemi, or Chi Mastery.

13th +1 to Roll with Punch/Fall/Impact, Add One (1) Zenjorike Power.

14th +1 to Parry/Dodge.

15th Double Existing Chi.

Why Study TIEN-HSUEH?

The most powerful of the "Internal" schools of the martial arts. Every effort is placed on the development of the mind and Chi energy. The exclusive teacher of the dreaded Dim Mak. Relatively weak in physical combat.

WUI WING CHUN (EXCLUSIVE)

Entrance Requirements: No Attribute or Alignment requirements.

Skill Cost: 15 Years

Wui Wing Chun is a Kung Fu system that's open to *women only*. Strikes are at extremely close range. Combination attack/defense moves are favored, as well as rapid hand technique combined with low kicks.

All training is done in secrecy and all students are sworn never to reveal the form to any male. Teachers are found just about anywhere there is a Chinatown, from Hong Kong to San Francisco.

Costume: Silk or cotton Kung Fu outfit.

Stance: Body sideways, legs a shoulder's width apart with feet at a right angle to each other. Both hands held up to shoulder height, leading hand extended, rear hand tucked just below the chin, both hands in "claw" position.

CHARACTER BONUSES:

- Add 10 to CHI
- Add 3 to M.A.
- Add 2 to P.S.
- Add 1 to P.P.



COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch), Knife Hand, Double-Knuckle Fist, Power Punch, Backhand, Palm Strike.

Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Backward Sweep, Reverse Turning Kick (Combination Dodge/Kick).

Jumping Foot Attacks: Flying Jump Kick.

Special Attacks: Death Blow, Leap Attack, Combination Strike/Parry, Combination Grab/Kick, Knee, Elbow, Forearm.

Holds/Locks: Combination Hand Hold/Strike (SPECIAL! A two-hand Strike where one hand grabs the victim's hand and the other hand strikes with a hand attack. Requires two successful rolls. No Parries or Dodges for the melee round. Bonus is +3 to damage with the hand strike.)

Weapon Katas: W.P. Knives — Paired, W.P. Bo Staff.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of two (2) Powers from among Arts of Invisibility, Martial Art Techniques or Special Katas. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Program (excluding physical).

Languages: Chinese

Physical: Archery, Climbing, Gymnastics, Prowl, Swimming

Philosophical Training: Taoist (Feminist)

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (4 Years), Isshin-Ryu (4 Years), Ch'in-Na (4 Years), or Bok Pai (4 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Strike, Critical Strike from Behind.
- 2nd +1 Attack per Melee, +1 to Damage.
- 3rd +2 to Maintain Balance, Select One (1) Additional Martial Art Power from Invisibility, or Martial Art Techniques, or Special Katas or Chi Mastery.
- 4th Critical Strike on Natural 18 or better, Add 4 Levels to W.P. Naginata (spear).
- 5th +1 Attack per Melee, Knock-Out/Stun on Natural 19 or 20.
- 6th +2 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge.
- 7th Select One (1) Additional Martial Art Power from Invisibility, or Martial Art Techniques, or Special Katas.
- 8th +1 Attack per Melee, +1 to strike.
- 9th Double Existing Chi, +1 to Maintain Balance.
- 10th +1 to Parry/Dodge, Select One (1) Additional Martial Art Power from Invisibility, or Martial Art Techniques, or Special Katas.
- 11th +1 Attack per Melee.
- 12th +1 to Roll with Punch/Fall/Impact, +1 to Damage.
- 13th Add One (1) Zenjorike Power.
- 14th +1 to Maintain Balance, Death Blow on roll of Natural 20.
- 15th Double Existing Chi.

Why Study WUI WING CHUN?

A very well-rounded form that tries to have a bit of everything, from kicks to weapon skills, to Chi training. Because of the lack of specialization, they tend not to be outstanding in anything.

WU SHU T'SUNG PEOPLE'S REPUBLIC OF CHINA KUNG FU (EXCLUSIVE)

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 12 Years

The official martial art of Communist China, Wu Shu ("War Arts") is practiced by millions of people and is a requirement for Chinese espionage agents.

This is a very structured form of Kung Fu where each phase of training is carefully programmed and controlled. Because Chi is "officially" considered to be superstitious nonsense, the art is strictly physical. Wu Shu artists are also performers, with the best looking, most talented students joining touring companies to put on exhibitions.

A master of the art will fight while continuously in motion, combining cartwheels, back flips, somersaults and leaps with either strikes or weapons. Almost no effort is given to defense, so that as many attacks as possible can be made.

Training is very formal, consisting of Bare Hand Exercises, Weapon Practice, Partner Exercises, and Group Exercises. Ba Ji are the hand movements, Di Tang are tumbling moves, Tung Bi are full arm moves, and Xing Yi are the animal katas. There is also a great deal of time given to "Political" Training; this assures that everyone is conforming to proper Communist Party doctrine. All students and teachers must be accredited by the Central Committee of National Physical Culture.

Costume: Circus acrobat outfits, usually tights, sweat suits or body suits.

Stance: Legs are spread wide, two shoulder widths apart, with one outstretched and the other with the knee bent. Shoulders are relaxed with arms held apart, both hands in "knife-blade" position.

CHARACTER BONUSES:

- Add 2 to M.A.
- Add 1 to P.E.
- Add 1 to P.P.
- Add 4 to Spd.
- Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance, Leap, Back Flip, Somersault.

Attack Moves: Leap, Handstand, Cartwheel, Roll, Back Flip.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Disarm, Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch), Knife Hand, Fore-Knuckle Fist, Double-Knuckle Fist, Power Punch, Backhand, Palm Strike.

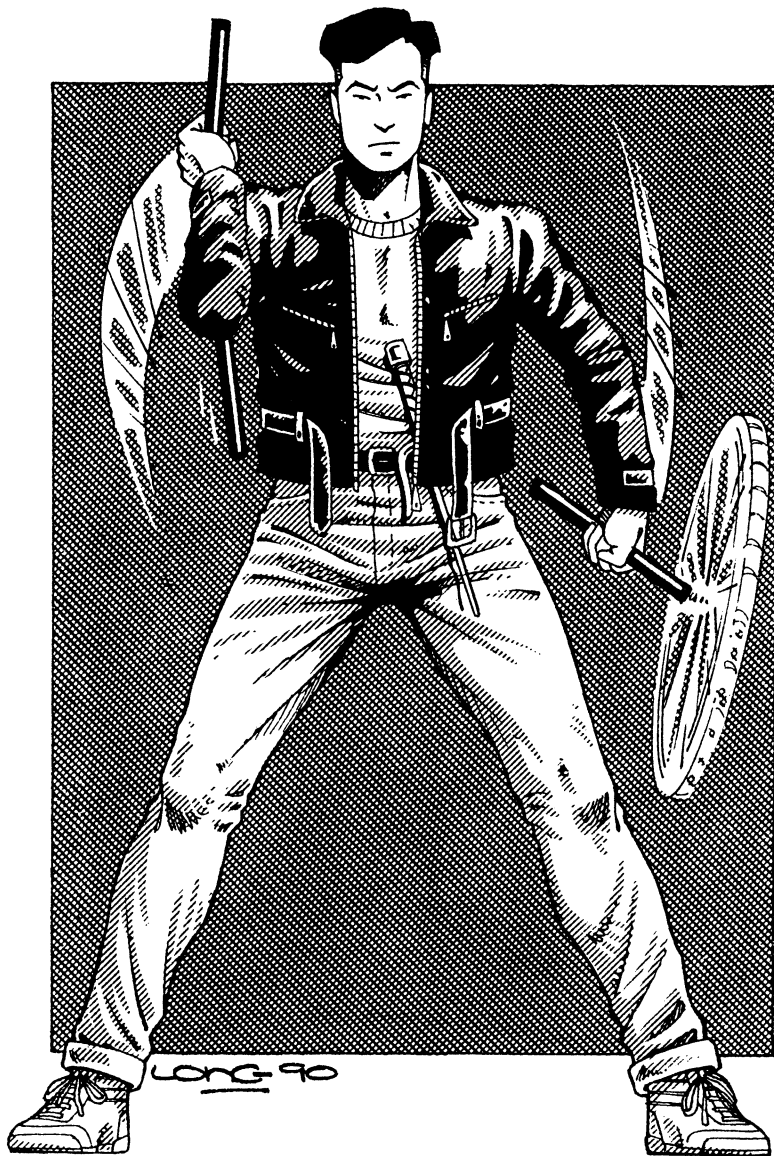
Basic Foot Attacks: Kick Attack, Tripping/Leg Hooks, Snap Kick, Crescent Kick, Wheel Kick, Axe Kick.

Jumping Foot Attacks: Jump Kick

Special Attacks: Death Blow, Leap Attack, Elbow.

Holds/Locks: Arm Hold, Body Hold, Elbow Lock.

Weapon Katas (Pick Three): W.P. spears, W.P. cudgels, W.P. scimitars, W.P. broadswords, W.P. daggers, W.P. swords (PAIRED),



W.P. broadswords (PAIRED), W.P. hooks (PAIRED), W.P. whips (PAIRED), W.P. sword plus whip (PAIRED), W.P. nine-section whips, W.P. three sectional staffs, W.P. meteor hammers, W.P. rope darts.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SPECIAL KATAS:

Mao's Pride: This is a special "Show-Off" Kata that does no attacks and does no damage. The idea is to whirl around with weapons or strikes in a planned series that doubles the number of normal attacks per melee round. While it can't be used in combat, a demonstration of this Kata is often enough to intimidate opponents into retreating.

SKILLS INCLUDED IN TRAINING:

Martial Art Power: Select one (1) Powers from among Arts of Invisibility, or Body Hardening Exercises, or Special Katas. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Program (excluding physical).

Languages: Chinese

Physical: Acrobatics, Climbing, Gymnastics, Prowl

Philosophical Training: Maoism (Special!)

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Tae Kwan Do (3 Years), Tai-Chi Ch'uan (4 Years), Drunken Style (5 Years), or Pao Kung Fu (3 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Strike, Critical Strike from Behind.
- 2nd +1 to Leap (Add 6ft to Leap Distance), Critical Strike on Natural 19 or 20.
- 3rd +2 to Back Flip/Somersault, +1 to Parry/Dodge.
- 4th +2 to Handstand/Cartwheel, Select One (1) Additional Martial Art Power from Body Hardening, or Invisibility, or Special Katas.
- 5th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.
- 6th +1 to Leap (Add 6ft to Leap Distance), Death Blow on a Natural 20.
- 7th +1 to Back Flip/Somersault, +1 to Damage.
- 8th +1 to Handstand/Cartwheel, +1 to Parry/Dodge.
- 9th +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact.
- 10th +1 to Back Flip/Somersault, Select One (1) Additional Martial Art Power from Invisibility, or Body Hardening, or Special Katas.
- 11th +2 to Leap (Add 6ft to Leap Distance), Knock-Out/Stun on Natural 19 or 20.
- 12th +2 to Handstand/Cartwheel, +1 to Parry/Dodge.
- 13th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.
- 14th +1 to Strike, +1 to Damage.
- 15th Select One (1) Additional Martial Art Power from Invisibility, or Body Hardening, or Special Katas.

Why Study WU SHU T'SUNG?

Combination of good martial art moves and an impressive collection of weapon skills. Disadvantages are the total lack of Chi powers and a certain rigidity in the forms.

**XING CHIAO
EAGLE CLAW KUNG FU**

Entrance Requirements: No Attribute or Alignment restrictions.

Skill Cost: 10 Years (4 Years as a Secondary Martial Art Form)

The Eagle Claw system, known as Xing Chiao (also known as Fann Tzu) is highly acrobatic. It stresses high leaps and kicks, along with claw-like attacks to the eyes and throat.

The master of Eagle Claw will attack an opponent at first opportunity, preferably moving in quickly with some acrobatic attack. Ideally, he will retreat in the last action of every melee round and return with a distance attack at the beginning of the following one.

Finding someone to teach Eagle Claw is very difficult. Teachers prefer living in isolated wilderness areas and are never very encouraging to students. If accepted, the student lives the life of a hermit, seeing the instructor only once or twice a week and practicing alone the rest of the time.

Costume: Silk Kung Fu outfit.

Stance: Feet shoulder's width apart with knees bent about halfway down, back and shoulders straight upright. The hands and arms as if they were holding an imaginary piece of wood away from the body and vertical to the ground; the top hand holding the wood at the top and the bottom hand holding it at the bottom.

CHARACTER BONUSES:

Add 10 to CHI

Add 3 to P.S.

Add 1 to P.P.

COMBAT SKILLS:

Attacks per Melee: 3

Escape Moves: Roll With Punch/Fall/Impact, Leap, Back Flip, Somersault.

Attack Moves: Leap, Handstand, Cartwheel, Roll, Back Flip.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Power Block/Parry (does damage!).

Hand Attacks: Strike (Punch), Eagle Claw Hand (SPECIAL! This secret attack does 2D6 damage, but can only be performed once per melee round.)

Basic Foot Attacks: Kick Attack, Crescent Kick, Wheel Kick, Axe Kick.

Jumping Foot Attacks: Jump Kick, Flying Jump Kick.

Special Attacks: Death Blow, Leap Attack, Elbow.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of two (2) Powers from among Martial Art Techniques or Specialty Katas. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Program (excluding physical).

Languages: Chinese

Physical: Acrobatics

Philosophical Training: Taoism

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Kyokushinkai (4 Years), Isshin-Ryu (5 Years), Moo Gi Gong (5 Years), or Shao-Lin (5 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +1 to Roll with Punch/Fall/Impact, +1 to Back Flip/Somersault, +1 to Strike, +1 to Parry, Critical Strike from Behind.
- 2nd +1 Attack per Melee, +2 to Handstand/Cartwheel.
- 3rd +2 to Leap (Add 6ft to Leap Distance), Critical Strike on Natural 18 or better.
- 4th +2 to Back Flip/Somersault, +1 to Parry.
- 5th +1 to Handstand/Cartwheel, Select One (1) Additional Martial Art Power from Chi Mastery, or Martial Art Techniques, or Special Katas.
- 6th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.
- 7th +1 to Leap (Add 6ft to Leap Distance), Death Blow on Natural 20.
- 8th +1 to Back Flip/Somersault, Double Existing Chi.
- 9th +1 to Handstand/Cartwheel, +1 to Parry.
- 10th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.
- 11th +1 to Back Flip/Somersault, Select One (1) Additional Martial Art Power from Chi Mastery, or Martial Art Techniques, or Special Katas.
- 12th +1 to Leap (Add 6ft to Leap Distance), Knock-Out/Stun on 19 or 20.
- 13th +2 to Handstand/Cartwheel, +1 to Parry.
- 14th +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact.
- 15th Double Existing Chi.

Why Study XING CHIAO?

Highly mobile and damaging, but the art is short on defensive maneuvers.

YU-SOOL

Entrance Requirements: Restricted to "Service" types with Good Alignments or Bushido discipline. No Attribute requirements.

Skill Cost: 12 Years (8 Years as a Secondary Martial Art Form)

Yu-Sool is a unique combination of the "Soft" Avoidance Defenses found in Aikido, and the "Hard" Attacks found in Korean Karate. Throws, or Mechigi, Grapples, or Kuchigi, and Assaults, or Kuepso Chirigi, are all integral parts.

A master will approach combat cautiously, attempting to first evaluate the opponent's style before taking any action. From that point on, the philosophy of Yu-Sool will dictate any actions. That means that if the attack is strong, one must receive it gently, and if the attack is gentle, one must counter with power.

Training is available only at two martial art retreats in rural Korea, one in the South, the other in the North. Each time a student enters the school, it is for a one year commitment. And at the end of every year, all students are evaluated to determine whether it is worthwhile for their training to continue.

Costume: Karate outfit with white top and dark pants.

Stance: Front stance, with one leg advancing and the other behind, arms are held out in front of the body with one hand clenched in a fist and the other held open.

CHARACTER BONUSES:

Add 10 to CHI

Add 1 to P.P.

Add 2 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Roll With Punch/Fall/Impact, Back Flip.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Combination Parry/Attack, Disarm.

Hand Attacks: Strike (Punch), Backhand, Palm Strike.

Basic Foot Attacks: Kick Attack.

Special Attacks: Death Blow, Body Block/Tackle, Automatic Flip/Throw, Critical Flip/Throw, Crush/Squeeze, Choke, Combination Grab/Kick, Paralysis Attack (Vital Points).

Holds/Locks: Automatic Arm Lock.

Weapon Katas: None

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of three (3) Powers from among Body Hardening Exercises, Chi Mastery, or Special Katas (NOTE: Weapon Katas not allowed.) If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Program (excluding physical).

Languages: Korean

Philosophical Training: Zen

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Sankukai (5 Years), Te (4 Years), Tae Kwan Do (3 Years), or Tai-Chi Ch'uan (5 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, Critical Strike or Knockout from Behind.
- 2nd +1 to Strike, +1 to Back Flip.
- 3rd +1 to Damage, +2 to Body Flip/Throw (Does 2D6 Damage, instead of the usual 1D6.)
- 4th Select One (1) Additional Martial Art Power from Chi Mastery, or Body Hardening, or Special Katas.
- 5th +1 to Roll with Punch/Fall/Impact, Critical Strike on Natural 18, 19 or 20.
- 6th +1 Attack per Melee, +1 to Damage.
- 7th Double Existing Chi, Knock-Out/Stun on Natural 19 or 20.
- 8th Select One (1) Additional Martial Art Power from Chi Mastery, or Body Hardening, or Special Katas.
- 9th +1 to Parry/Dodge, +1 to Strike.
- 10th +1 to Roll with Punch/Fall/Impact.
- 11th +1 Attack per Melee.

- 12th Select One (1) Additional Martial Art Power from Chi Mastery, or Body Hardening, or Special Katas.
 13th +2 to Parry/Dodge.
 14th Double Existing Chi.
 15th Add One (1) Zenjorike Power.

Why Study YU-SOOL?

Combining the power of Karate-style kicks and punches with the defenses of Aikido, Yu-Sool is also one of the rare martial arts to offer Chi Training.

ZANJI SHINJINKEN-RYU

Entrance Requirements: Limited to those of Honorable Alignments. Minimum attributes include: I.Q.: 9, P.P.: 10, and Spd.: 8.

Skill Cost: 10 Years (6 Years as a Secondary Martial Art Form)

Zanji Shinjinken-Ryu is an ancient school of Samurai swordsmanship, and one of the early methods of training Bugei or warriors. One important difference between Zanji and other martial arts is that the form is designed to kill. Not wound, not injure, not knockout. A sword is an instrument of death and it is the main tool of the Zanji.

A master of the sword art will carefully evaluate any opponent. Standing motionless, he will wait until the exact moment when, without thought or direction, he can attack instantly. If attacked, the response will be to parry and counterattack instantly.

Acceptance by a teacher of Zanji usually means months of having to go through rejection. The student must ask again and again, constantly suffering rejection, until the teacher is sure that the student is really motivated. Once accepted, the instruction is one-on-one, with constant discipline imposed and physical punishment used constantly as reinforcement. The student must change everything and in every way, from his way of thinking to his way of moving, to the most minute habits of everyday life.

Costume: Keikogi (quilted, navy-blue jacket) and Hakama.

Stance: Facing opponent, with one foot forward and the other back, arms extended forward and holding sword in a two-handed grip.

CHARACTER BONUSES:

- Add 10 to CHI
- Add 2 to M.E.
- Add 2 to P.P.
- Add 1 to P.E.

COMBAT SKILLS:

Attacks per Melee: 4

Escape Moves: Roll With Punch/Fall/Impact, Maintain Balance.

Basic Defensive Moves: Dodge, Parry, Automatic Parry.

Advanced Defenses: Multiple Dodge, Circular Parry, Combination Parry/Attack, Power Block/Parry (does damage!), Automatic Roll, Breakfall.

Hand Attacks: Strike (Punch).

Basic Foot Attacks: Kick Attack, Backward Sweep.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Death Blow, Leap Attack, Combination Strike/Parry, Combination Grab/Slash (SPECIAL!), Forearm.

Weapon Katas (NOTE: May select either Katana or Wakizashi W.P. at 4th level, or the W.P. Daisho at 3rd level. All the rest are taken at 1st level.): W.P. Sword — Katana, W.P. Sword — Wakizashi, W.P. Daisho — Paired, W.P. Bokken, W.P. Bo Staff, W.P. Spear, W.P. Naginata.

Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of two (2) Powers from among Body Hardening Exercises or Martial Art Techniques. If desired, any number of Powers can be traded, one-for-one, for any Basic Skill Program (excluding physical).

Language: Japanese

Cultural Skills (Choose three): Ikebana (floral arranging), Bonsai (tending miniature trees), Calligraphy, Haiku (special poetry), Ukio-E (Ink brush painting), or Go.

Physical: Archery, Prowl

Philosophical Training: Zen

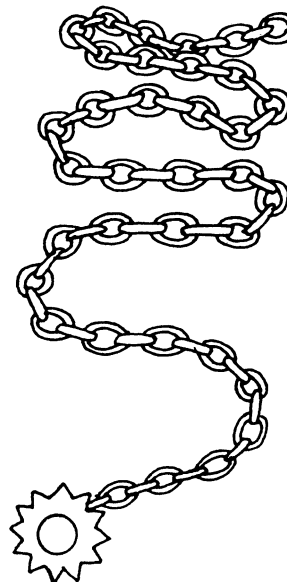
If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (3 Years), Taido (5 Years), Moo Gi Gong (4 Years), or Ch'in-Na (5 Years).

LEVEL ADVANCEMENT BONUSES

- 1st +2 to Strike, +1 to Dodge, +1 to Roll with Punch/Fall/Impact, Critical Strike from Behind.
- 2nd +2 to Parry, +1 to Maintain Balance.
- 3rd Select One (1) Additional Martial Art Power from Body Hardening, or Special Katas, or Chi Mastery.
- 4th +1 to Strike, +1 Attack per Melee.
- 5th Critical Strike on Natural 18, 19, or 20.
- 6th +1 to Roll with Punch/Fall/Impact, Death Blow on roll of Natural 20.
- 7th Select One (1) Additional Martial Art Power from Chi Mastery, or Body Hardening, or Special Katas.
- 8th +1 Attack per Melee, +1 to Maintain Balance.
- 9th Double Existing Chi.
- 10th +1 Attack per Melee, +2 to Parry.
- 11th Select One (1) Additional Martial Art Power from Chi Mastery, or Body Hardening, or Special Katas.
- 12th +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.
- 13th +1 Attack per Melee.
- 14th +2 to Dodge, Knock-Out/Stun on Natural 19 or 20.
- 15th +1 Attack per Melee, Add One (1) Zenjorike Power

Why Study ZANJI SHINJINKEN-RYU?

A deadly martial art that has the single disadvantage of being dependent on a weapon for effective combat.



A LIST OF MARTIAL ARTS POWERS

ARTS OF INVISIBILITY

Stealth
Hiding
Evasion
Vanishing
Disguise
Escape
Mystic Invisibility

ATEMI ABILITIES (Vital Points)

Healing
Neutral Atemi (Paralyze)
Blood Flow (Hit Point Attack)
Grasping Hand (Dislocate Joints)
Open Hand (Deafen or Stun)
Withering Flesh (S.D.C. Attack)
Dim Mak (Kills Chi)

BODY HARDENING EXERCISES

Stone Ox
Winter Training
Iron Hand
Chi-Gung (Natural A.R.)
Dam Sum Sing
Wrist Hardening
Kick Practice

CHI MASTERY

Chi Awareness (automatic with any Chi Power)
Chi Relaxation (automatic with any Chi Power)
Chi Combat (automatic with any Chi Power)

Positive Chi Skills

Chi Healing
Dragon Chi
Body Chi (attribute bonuses)

Positive or Negative Chi Skills

Hardened Chi (Extra S.D.C.)
Soft Chi
Find Weakness (Strike & Damage Bonus)

Negative Chi Skills (Available to evil alignments *only*)

One Finger Chi (Force Bolt)
Fist Gesture (Death Blow)
Dark Chi (Negative Chi)

MARTIAL ARTS TECHNIQUES

Falling
Kaijutsu
One Life, One Shot, One Hit, One Kill
Breaking
Awareness
Sword Drawing (Initiative Bonus)

SPECIAL KATAS

Fortress Penetration
One Mind
Warrior Spirit (Intimidation)
Five Principles (Multiple Parry)
Windmill (Special Parry)
Weapon Kata

ZENJORIKI

Calm Minds
Karumi-Jutsu (Reduce Weight)
Mind Walk
Vibrating Palm (Affects only inanimate objects)

MARTIAL ART POWERS

Available only through specific Martial Art Forms.

ARTS OF INVISIBILITY

There is more to the art of invisibility than moving quietly and sticking to the shadows. Ninja and other secretive martial artists learn from the Japanese Kabuki puppet theatre, where handlers, although dressed in black, are in clear view and yet manage to “vanish.” For the puppeteers, as for other practitioners of the Arts of Invisibility, stealth combines mental silence and absolute physical control over the body’s movement, breathing and heartbeat.

1. **Art of Stealth or Pi Mi Hsing Tung:** This is the martial art equivalent to the skill of *Prowl*. Using stealth a character can move silently and out of sight of observers. So long as the character is in the dark and unsuspected, this is done *automatically*, without needing to roll the dice. If the character’s area is subjected to inspection (for example, a guard tower turns a spotlight on the character) then the chance to remain undetected is 50% with +3% per level.

The character also learns **Jung Hua**, the art of melting into the water. This gives one the ability to silently move out of, into, or through water. Base chance is 70% with a +2% per level. Note that the character must have the Swimming Skill in order to use this ability while in deep water.

2. **Art of Hiding or Inpo:** Training in the art of hiding involves studying the essential characteristics of all kinds of objects. For example, how does one move when hiding in long grass so as not to be different from the surrounding blades? The character learns to become “One” with another object, remaining motionless, and moving imperceptibly when necessary. There is usually *no chance that the character will be detected* while hiding. However, if the area is well lit or subject to careful inspection, then the chance of remaining undetected is 43% + 3% per level.

This ability works only as long as the character stays *motionless* and has something to hide behind or among. The character can stay motionless for hours, and even *days*, using this technique. However, the moment he or she moves to attack, the character is completely visible. The character can not hide/vanish while in clear view and being watched.

3. **Art of Evasion or Hsing Tsia:** Ever play a kid’s game where you try to stay behind somebody, turning as they turn, constantly trying to stay out of view, until they’re turning and twisting like a dog chasing its tail? That’s what *evasion* is all about. This works automatically if the enemy is *unaware* of the character’s presence. If the enemy knows *or suspects*



that someone is behind him then the character must roll to avoid being seen. Character's with this skill have a chance of success of 30% + 3% chance per level.

This is a particularly deadly ability if the character uses Critical Strike or Knock-Out from Behind. The character can attack continuously so long as he can remain unseen. This *does not work* if the victim has a friend handy who can yell, "look out," or if the victim backs up against a wall. If the character using evasion is **ever sighted** by his opponent then there's no chance of returning to the evasion, unless one can vanish as well (see next ability).

4. **Art of Vanishing or Sun Shih K'an Chien Chih:** From clear view, even in the middle of combat, the character has the ability to simply *disappear!* The way it works is resembles sleight of hand magic trick. The character distracts the observer and instantly falls to the ground, rolls to the side, or otherwise vanishes from sight.

Chance of success at vanishing depends on conditions. In darkness (full night), with many objects to hide behind, the character has a 70% chance plus 1% per level, of success. However, there is a penalty of -30% in good light, and -20% on clear, flat, featureless ground (Penalties are accumulative).

For example, let's say two characters are fighting in the middle of a fully lit baseball diamond. A successful vanish for a first level character would require a roll of 20% or less on percentile, because the area is well lit and flat with no place to hide. If the roll is successful then the character has just disappeared for an instant. The art of vanishing lasts only a moment (about 4 seconds or *one* melee action). To remain invisible the character must try one of his other skills, like the Art of Evasion or Art of Hiding.

5. **Art of Disguise or Hensho Jutsu:** This is far more than the simple use of makeup and clothing. The Art of Disguise trains the character to radically change posture, stance, walk and expression, all those clues that people usually use for identifying each other. Consider how you usually look at someone, generally you don't study them, you simply glance

at them. And you don't have to see them from the front, you can spot most people you know just by the way they walk and the way they hold themselves.

With the Art of Disguise the character has the ability to imitate the movements and postures of many different people. For example, to have the walking and sitting position, groans, and non-verbal complaints of a truck driver exhausted from hours on the road.

Using this ability means being able to change instantly. Here's an example, two policemen are chasing a woman in ordinary dress. She goes around the corner and the police run after. Just around the corner they pass an old woman, she too slowly tries to move out of the way and they easily side step her. A few feet later they discover they've lost their quarry. Of course the "old woman" was the woman they were searching for, she had the same clothes, the same face, but her visual clues were so different that they completely missed her.

In a large crowd (50 or more people) with the character able to blend in, this trick works *automatically*. However, in most circumstances a roll for success is required. Characters start with 52% and get an extra 3% per level. Combining the Art of Disguise with the Disguise Skill gives the character a bonus of +10% to avoid detection.

Incidentally, this won't work if the character is dressed in some outrageous manner. For example, someone in a ninja outfit is still going to look like a ninja no matter what stance they take. However, it takes just a moment (one melee/15 seconds) to whip off the hood, or change the garments in some other way.

6. **Art of Escape or Inton Jutsu:** This is a skill like that of **Escape Artist**. The difference is that the character learns to actually dislocate the bones of the body. In just a few (1D6) melee rounds the character can escape from any handcuffs, chains, manacles, rope or plastic bonds automatically (no die roll is needed).J

This is also extremely useful against the martial art moves *holding and joint locking*. Against holds, the character can escape in one melee round *attack*. Escaping from joint locks requires *one full melee round*. Note that this does not give one the ability to pick locks or squeeze through bars.

7. **Art of Mystic Invisibility or Chi Zoshiki:** The character learns to use Chi to cloud the minds of observers. Unlike the Chi Mastery abilities, this gives the character no other control over Chi. It is oriented toward the single purpose of deceiving the opponent (affects only one person per melee).

The most amazing thing about *Chi Zoshiki* is that the character can simply stand in full view, stare into the eyes of the enemy, and simply ceases to exist! The character will remain invisible to his opponent for the full melee, if he remains completely motionless. *To move* and remain invisible uses one point of Chi for every melee action/attack. Obviously, this means it's a good idea to hide in a more conventional way before all Chi points are gone.

This ability can also be combined with any of the other Arts of Invisibility. By expending a Chi point for each movement/action, the character can remain invisible while running or attacking. The martial artist can attempt invisibility at any moment, but such an attempt costs one melee attack/action

and one chi point. A failed roll means the character is not invisible. **Chance of Success:** 50% + 3% per level.

IMPORTANT NOTE: This ability automatically shields the character from a Chi Master's *Chi Awareness*, the ability to sense the presence of other characters with high chi.

ATEMI ABILITIES

THE VITAL POINTS

If you've ever hit the "funny bone" in your elbow or knee then you already know what Atemi is all about. A proper strike in the right area can paralyze limb, disrupt the nervous system or knock someone out altogether. These vulnerable points that can be used to affect the body and mind in numerous ways.

Each Atemi ability can be used only with the form where the atemi skills are available. In other words, if you get an Atemi ability through Aikido, you can *not* use the ability with any other form; only with Aikido.

1. Healing Atemi or Duatsu: Includes a thorough study of the art of *acupuncture* (healing by inserting needles into the body). The result is the ability to resuscitate a character by touch alone. Duatsu can be used to instantly *reverse* the effect of any other Atemi attack, except Dim Mak! It can also be used to snap a character *out of* a Knock-Out, Stun, Paralyze or any other form of temporary shock. It only takes one melee round attack/action to perform Healing Atemi. **Note:** Healing Atemi does *not* restore hit points, S.D.C. or chi.

2. Neural Atemi or Kyosho: The ability to touch and paralyze different *parts* of the body. The character must declare which body part is to be paralyzed and makes a successful strike (is not dodged or parried). When hit by a successful Kyosho "paralysis" punch/touch, the attack does no damage, but *automatically* (victim cannot Roll with Punch/Fall/Impact) paralyzes the specified limb. It takes 2D6 *minutes* (8 to 48 melee rounds) to recover the feeling in a paralyzed hand, arm or leg.

Paralyzing an enemy's entire body is also possible. The attacker using Kyosho must first make two successful paralyzing touches on the same opponent. A third paralysis touch will completely immobilize one's opponent for 2D6 minutes. For example: The first Kyosho paralysis punch paralyzes his opponents left arm, the second punch is blocked, the third dodged, the fourth paralyzes the right leg. That's TWO successful Kyosho punches (out of 4 attacks). The next punch strikes the opponent in the neck, a third successful Kyosho neural Atemi, and the opponent falls over completely paralyzed.

3. Blood Flow Atemi or Chirigi: Damage from this kind of skill is done *direct to hit points, bypassing any of the victim's S.D.C.* A successful attack is one that has not been parried or dodged and the roll to strike is no less than 9. Normal Strike bonuses are allowed. This attack must be done directly with a *fingertip attack or fore-knuckle strike*. Forms without these strikes can not take Blood Flow Atemi. Attacks do 1D8 damage *with no bonus to Damage allowed*.

4. Grasping Hand Atemi or Kansetsu Waza. The character can, at will, dislocate the joints of any opponent. These are damaging bone-locking techniques that have been outlawed by most martial arts. The attacking character must first succeed in a *hold or joint lock maneuver*. The victim takes no damage on the first attack/action that melee of the hold. But the rest of that melee and subsequent melees, this hold inflicts 2D6 damage per melee round. The character also gets an additional bonus of +1 to damage at 2nd, 4th, 6th, 8th, 10th, 12th and 14th levels.

5. Open Hand Atemi: This is an attack based strictly on sound, the sound made by a *single clap of the hands*. There are four possible types of attacks. One possible attack temporarily deafens the victim, knocking out the sense of hearing totally for 2D6 melees. Another stuns, the victim for 2D6 melee rounds, leaving him unable to do any more than defend himself (all dodges, parries, and rolls are -3). The third throws the opponent off balance, and knock's the opponent to the floor, but does no physical damage. The victim knocked down, loses is one melee attack and initiative.

Finally, there's the sonic wave attack which does damage directly to the character's hit points. This attack does 1D6 damage to the hit points of one's opponent (*no damage bonuses allowed*). This attack also temporarily deafens the character for 2D6 melees.

All Open Hand Atemi attacks must be made relatively close to the victim, with the actual "clap" no more than two feet away (0.6m). Because of the unexpected nature of the attack, there is always a +4 to strike from the *first* Open Hand Atemi attack. There is also no way for the victim to Roll with Punch/Fall/Impact. The Open Hand Atemi can be used equal to the number of attacks per melee. **Note:** Temporarily deafened victims are -1 to parry and dodge, and can not defend against sneak attacks or hear warnings or other danger signals.

6. Withering Flesh Atemi or Iken Hisatsu: This attack literally knocks out a victim's natural S.D.C., leaving them vulnerable to attacks directly on hit points. The victim can attempt to Roll with Punch/Fall/Impact and, if successful, reduce the damage to *only 1D6 S.D.C.* Otherwise, the first successful Iken Hisatsu punch leaves the victim with half (1/2) his S.D.C. *The second* punch reduces the S.D.C. to ONE point. This attack *never does any damage to hit points*.

7. Dim Mak: Available to characters with the *Tien-Hsueh* Martial Art Form automatically. Only three other Martial Art Forms make *Dim Mak* available, *Chi Hsuan Men* (at 7th level), *Ch'in-Na* (at 12th level) and *Jujutsu* (at 11th level). Other Martial Art Forms can NOT take Dim Mak.

One of the most insidious attacks in the history of martial arts, a successful Dim Mak dooms the victim to a slow and wasting death! This works by disrupting the bodies natural ability to regenerate chi and therefore loses the ability to heal. Gradually the victim's chi wears away to zero. At zero chi the victim can not recover S.D.C. or hit points, becomes more and more vulnerable to injury, disease and death. Unable to heal themselves, the characters are in serious peril and a legendary cure must be sought.

Characters must use a *one finger attack* in order to deliver the Dim Mak. Strike, Parry and Dodge rolls work in the usual

way. If successfully parried or blocked Dim Mak is avoided. If the parry or dodge roll fails the character is struck, but can try to roll with the Dim Mak attack to avoid full damage. A successful Roll with Punch/Fall/Impact means the victim takes *one (1) point of damage, plus the attacker's damage bonus, direct to hit points*, but is not afflicted by Dim Mak.

NOTE: Character's with good alignments will never use Dim Mak. It's just too evil. *See the Game Master Section* for finding a cure to Dim Mak.

BODY HARDENING EXERCISES—

Martial artists are often fanatical about building up their bodies. Diving under the ice of frozen lakes in order to get a swim, chopping wood with bare hands until they bleed, and fasting in the wilderness until coming close to death. These are all signs that martial artists are *serious* about hardening up their frail flesh.

Unlike most martial art skills, the bonuses from Body Hardening Exercises can be used with any martial art form.

1. **Stone Ox.** The ultimate body hardening exercise, the character practices taking damage by sitting under waterfalls, taking punches and kicks from fellow students, and chopping outrageous amounts of wood. The end result is an increase of: **Bonuses:** +2 to P.E., and +25 to S.D.C.
2. **Combination of Kangeiko and Shochu Geiko.** Kangeiko is winter training in martial arts. Taking ice-cold showers under freezing waterfalls. Shochu Geiko is hot summer training, working out unprotected under a blistering tropical sun. Characters with this skill can resist severe weather unprotected for a full day without ill effect. For example, a Kangeiko trained character stranded in the arctic snow without winter clothing would be just fine (suffers no damage) for a full 24 hours. **Bonuses:** 2D6 to S.D.C., 1D6 to hit points, +1 to P.E.
3. **Iron Hand or Kanshu.** This is the development of the "Penetration Hand," a toughened hand that will not take damage from hitting hard objects. The hands are plunged into barrels of rice, then sand, then pebbles. This constant training toughens the hands enormously. **Bonuses:** +1 to P.S., +2 to Damage on all hand strikes regardless of form, and +5 to S.D.C.
Note: Combined with *Tamashiwara* (see Martial Art Techniques), a martial artist can break things with hand strikes and take no damage, even when failing a roll.
4. **Chi Gung.** Part Chi, part physical training, part mysticism, Chi Gung results in a toughening of the skin so that blades cannot cut it and arrows cannot pierce it. In terms of the game system that means the character's A.R. (Armor Rating) goes up for the *entire melee round* when Chi Gung is in use. Chi Gung costs 2 Chi point for each melee round of use and must be turned on before the *start* of the melee round (before Initiative is determined).

Another aspect of Chi Gung is being able to do spectacular demonstrations. These involve resisting sharp blades, sword points and walking on burning coals and shards of jagged glass without harm.

Chi Gung does not work against energy blasts, psionics, magic, bullets, explosives, and most modern weapons. However, ChiGung does work against flame attacks, fires and flame throwers.

At first level a character using ChiGung has an A.R. of 13. The character also gets an additional +1 to Chi Gung A.R. at 3rd, 6th, 9th, 12th and 15th levels. There's also a one time **bonus** of +10 to S.D.C.

5. **Dam Sum Sing.** A combination strength and endurance building exercise. Practitioners repeatedly strike each other with full power strikes and blocks to build strength and resistance. **Bonuses:** +1 to P.S., +1 to P.E., and +10 to S.D.C.
6. **Wrist Hardening.** The wrists, often the weakest part of the body, are built up using special exercises. Characters with this augmentation have a +5% to escape from Arm Holds and can escape Wrist Joint Locks without harm. **Bonuses:** +1 to P.S., +4 to S.D.C.
7. **Kick Practice or Chagi.** Repeated kicks at all heights. The character develops the flexibility to do the "splits," to kick straight up over the head, and to jump up, kick something directly overhead, and return to a standing position. **Bonuses:** +2 to strike and +1 damage on all kick attacks and +1D6 to Speed.



GUSTOVICH

CHI MASTERY

Everyone has Chi. Yet only those characters with at least one Chi Mastery skill understand how to use the power of their Chi. Even then, characters must *focus their Chi* on a particular Chi skill before it can be used. Focusing takes one melee round action, but can be done during combat or at any other time. After the Chi is focused, the character can perform that one, particular Chi skill continuously. Switching to another Chi Skill means focusing the Chi once again, and requires another melee action. So you can't do more than one Chi ability at a time.

Regardless of which Chi Mastery skills the character takes, choosing any Chi Mastery skills *automatically* gives the character the following three (3) abilities:

1. Chi Awareness: The ability to sense the level and type of chi in others. The range of Chi Awareness is limited to 40ft (12.2m). The character will be able to instantly recognize any of the following conditions:

- A person with zero chi.
- A person with only 1 or 2 points of chi.
- Anyone with more than 10 points of chi.
- Anyone with *chi* skills (from Arts of Invisibility, Body Hardening, Katas or Martial Art Techniques).
- Anyone with *Chi Mastery* skills.
- Anyone with more chi than the character's own.
- The presence of *negative* or *positive* chi in any person, place or thing. Living things are usually charged with *positive chi*. This is the force of life and healing that makes it possible for things to grow and survive. *Negative chi* is used by those trained in Snake Style or Tien Hsueh. This negative chi is not necessarily evil, but it is based on the forces of nonlife, and it prevents healing in living things.

2. Chi Relaxation: The ability to "calm" the mind. This means the character can go to sleep instantly, eat without indigestion, relax in the face of danger, and otherwise "cool it" whenever necessary. This also gives the character great resistance to the *effects* of insanity or drug addiction. Of course, the character can still have an insanity, be a drug addict or an alcoholic, it's just that the character can hide the symptoms and resist the temptations. This resistance will disappear when the character's chi is weakened and drops below 10.

For example, let's look at our old friend Kajo, who is a recovered alcoholic. So long as Kajo has a high level of chi, he can easily resist the temptation of drink. However, after a battle has depleted his chi, he finds himself shaken and tense. Suddenly, he needs that drink. Rather than meditating to recover his chi he succumbs to his desire for a beer. From that point on the character is lost, either too drunk or too shaken to recover his lost chi. Kajo will continue to drink and have the affects of an alcoholic until he is made to recover. *Affects of alcohol & drugs on chi in the Insanity Section.*

Any character with Chi Mastery can use Chi Relaxation to regain lost chi. A full hour's meditation will recover *all* lost chi, no matter what the amount. Note that this does *not* cure Chi "damaged" Dim Mak nor does it work if the character is infected with Negative Chi.

3. Defend against Chi Attacks: *Chi Combat* is pretty unusual. It's something that's only used by those rare characters with Negative Chi, and it's only used against opponents with Positive Chi. Defending against Chi Attack is automatic and takes no melee round action. Here are the main features of Chi Attacks:

Defensive Chi: Each point of Positive Chi used to defend is capable of destroying 1D6 of attacking Negative Chi points.

Offensive Chi: The amount of Positive Chi destroyed by one point of Negative Chi is 3D6 points. Once the victim has reached zero Chi, then each point of Negative Chi will enter the victim's body.

Non-Chi Masters in Chi Combat: Those without training in Chi Mastery are totally vulnerable in Chi Combat. Their Chi can be easily destroyed and, once they're at zero, they can be filled with negative chi.

Getting Rid of Negative Chi: There are two ways to dispel Negative Chi. The easiest is to be treated by someone with the Chi Healing (Chiatsu) ability. The only other way of purging Negative Chi is by meditating in a place of great Positive Chi. By staying in a wild forest, or by a waterfall, or in some other natural place, the character can eliminate 1D6 Negative Chi points per day.

EXAMPLE OF CHI COMBAT

Alan is playing Chan Wey, a 1st level character with the *Tai-Chi Ch'uan* martial art form. Chan starts with 28 points of Chi. His opponent is a mysterious figure in a red hood.

GM: The red-hooded figure steps out of the shadows and faces you. You can see neither his hands, crossed and tucked into sleeves, or his face, shadowed by the hood. Alan, what are you doing?

ALAN: I'll go into a fighting stance. Also, what's this guy's Chi like?

GM: You have the *Chi Awareness skill*?

ALAN: Yeah! I got it free when I took the *Chi healing, Chi-Atsu skill*.

GM: Okay, your first melee attack (action) is spent on you focus your Chi on Chi Awareness. That instantly tells you that the hooded figure is charged with *negative Chi*. You also know that he's got *Chi Mastery*, and that his Chi level is higher than yours. What are you doing?

ALAN: Well, I'm trying not to be intimidated. After all, Chi isn't everything and I may be a better fighter.

GM: Good thought, I hope you're right. So far he hasn't done anything else. What are you doing?

ALAN: I'm going to focus on Chi Defense and advance into combat range with this joker.

GM: It's lucky you decided to defend against Chi attack. You're still not in physical combat range but you feel a blast of 6 points of *negative Chi energy* smashing toward you!

ALAN: Euk! Can I defend against it?

GM: Sure, just tell me how many points of your positive Chi you want to use as a shield.

ALAN: Mmmm . . . Any points I spend are wasted, right?

GM: Yes. And each of your points can take out 1D6 of his incoming negative Chi. That means you get to roll one six-sided die for each point of Chi you use.

ALAN: So I could destroy his attack with just one point of positive defense?

GM: Sure, if you roll lucky and get a six. Otherwise any points that get through your defense will do 3D6 of damage to your Chi.

ALAN: I don't want to take chances, I'll use 2 points of Chi.

GM: You're still taking a chance. Go ahead and roll two six-sided, one for each point.

ALAN: I roll a . . . Oh No! I rolled a crummy 4!

GM: Your four points neutralizes four of his negative chi points. That leaves two points of negative Chi to slam into your body. 3D6 points per negative Chi for each of his negative chi points (2) means you take 6D6 . . . (rolls) . . .that's 21 points off your Chi!

ALAN: Aagh! After spending 2 points on the defense, and taking 21 damage, that only leaves me 5 points!

GM: I take it that means you're not going to use your Chao Jin now?

ALAN: You got that right! I'm going to save all the Chi I've got for defense. Now, can I attack physically?

GM: Not until next melee round. While you're getting close enough, your opponent has yet another Chi attack... (rolls) He's attacking with another barrage of 6 negative Chi.

ALAN: This time I'm not taking chances, I'll use 3 of my remaining Chi to defend.

GM: Well, it's still a chance, but I guess it's pretty safe.

ALAN: I want to keep at least 2! I roll 3D6 and get . . .

GM: What?

ALAN: (whimper) A miserable 4.

GM: Well, I warned you . . . That's another 2 points of negative Chi that bust through. The first does 3D6 . . . (rolls) . . . or 7 Points, which wipes out the last of your positive Chi. And the other Negative Chi goes into your undefended body and leaves you with a *1 point negative Chi infection*.

ALAN: Groan! Well, at least I can hit the guy now . . .

POSITIVE CHI SKILLS

These are "healthy" Chi skills used by characters with positive Chi. Note that they can also be taken by characters who use negative Chi, but their bodies must be charged with positive Chi to use these skills.

1. Chi Healing or Chi-atsu: Curing with Chi involves channeling positive Chi into a wounded body. So long as the character is conscious, it's also possible to heal oneself with Chi-atsu.

Each point of Chi-atsu Chi does three things all at once. First, one point of Chi will heal one hit point. Second, that same point of Chi will also restore up to ten points of S.D.C. Finally, each time Chi-atsu is used on a comatose character it gives that character an extra chance to recover.

Another Chi-atsu ability is that of *dispelling negative Chi*. When characters have been infected with negative Chi they cannot heal or regenerate their normal Chi, S.D.C. or hit points. Each point of Chi-atsu Chi will destroy two (2) points of negative Chi. Note that destroying negative Chi does not simultaneously heal any hit points, or S.D.C., but does heal the positive Chi so that natural healing (and treatment) can resume.

CHI-ATSU EXAMPLE: Kajo decides to save a comatose Bruno from death. Bruno is down 28 S.D.C. and is at 5 hit

points. He also suffers from 2 points of negative Chi. Without medical attention Bruno will die.

First, Kajo must use one point of Chi-atsu to destroy the 2 points of negative Chi. Until the negative Chi is destroyed Bruno can not be healed. Then, once the Chi balance has been restored, Kajo decides to use 5 Points of Chi on Chi-atsu for Bruno. Bruno instantly heals 5 hit points, which brings him to zero (0) hit points. Kajo simultaneously has his 28 S.D.C. healed (he could have gone up to 50 S.D.C., but that's more than Bruno's natural S.D.C.). Finally, Bruno gets an extra roll (best two out of four rolls), with a +5 bonus, to recover from his coma.

2. Dragon Chi or Fu Zhensong. This ability allows the martial artist to "tap" the dynamic Chi of the world. This works three ways. First, a character can replenish any lost Chi simply by dynamically charging with internal energy, thereby replacing lost Chi every melee round. Secondly, a character can "borrow" Chi from another person, drawing it directly from their body to another. Finally, a character can "channel" the surrounding Chi into Chi attacks or other Chi Mastery skills. Once focused on channeling, the character can then use other Chi skills without losing the effects of the Dragon Chi.

All of the Chi tapped by Fu Zhensong *must be used in the same melee round in which it is obtained*. In other words, if the martial artist is in a "Six Chi Place," then it's possible to use 6 points of Chi every melee round without depleting the character's own supply.

If someone volunteers to help, it's possible to use Fu Zhensong to "tap" that person's Chi and channel it into Chi combat or Chi Mastery skills. The volunteer must be touched by, or must be touching, the character performing the Fu Zhensong. Note that this Chi cannot be forced out, it must be donated freely.

The amount of Chi available depends on conditions. Just about everywhere above ground there are 3 points of Chi ready to be tapped each melee round. Places of nature, like thick forests, jungles, and healthy grasslands, provide as much as an additional 3 or 6 *Chi points* per melee round. Places with active natural phenomena, like waterfalls, volcanos, and ocean front areas with active surf, can add up to 3 more points, providing 9 Chi points per melee round.

The maximum Chi that can be tapped is equal to the character's current level of positive Chi. Note that if the character ever reaches zero Chi, or is infected with negative Chi, then it becomes impossible to tap natural Chi.

3. Body Chi or Kokyu. This is the ability to "focus" Chi to directly influence the character's body (attributes). Chi is directed into either M.E., M.A., P.S., P.P., or Spd. Each point of Chi adds five (5) points directly to the attribute for one full melee round. Characters can use some or all of their Chi, in one or more of their attributes. For example, a character can decide to raise his/her P.S. by 5, their P.P. by 10 and their Spd. by 20, all in the same melee round (15 seconds). The cost would be 7 points of Chi (1+2+4). Attribute bonuses would then be based on the new, temporary attribute scores.

POSITIVE OR NEGATIVE CHI SKILLS

These are “universal” Chi skills that can be used by characters with either positive or negative Chi. It doesn’t matter which kind of Chi powers them, the effects are the same.

1. **Hardened Chi or Shi Jin.** This Chi ability lets the character boost physical attacks and resistance. The character “shapes” Chi into hard lines of force that give extra force to punches and kicks, adding to the damage roll. In defense, Hardened Chi is like a wall of force, adding extra S.D.C. to the character’s body. Hard Chi fits in with the more combat oriented martial art forms.

When used as a defense, the Chi from *Shi Jin* works like extra S.D.C., soaking up the damage that would otherwise hurt the character. Each point of Chi expended absorbs *five (5) points of physical damage*. Any one attack, per melee round action, including gunfire, explosions and energy, can be blocked by the Chi force absorbing the damage.

When used offensively, Shi Jin adds an extra damage bonus to any of the character’s normal physical attacks. Every Hardened Chi point spent on any one attack er melee and adds two (2) points to the damage roll. If the damage is *critical*, then make sure to add in the Chi bonus *before* doubling the damage. Extra damage can only be added to *hand to hand strikes*, not to attack with weapons or thrown objects.

Hardened Chi is never wasted. In an attack, if the attack misses or is dodged, then no Chi is used. Defensively, Chi is used only if the character is actually going to take damage. Characters can shift between defensive and offensive Shi Jin instantly, using it on each attack and each defense throughout combat. The Shi Jin effect lasts only one melee or until used.

2. **Soft Chi or Chao Jin.** The character can “shape” Chi into arcs of force. This can be used either to defend against attacks or to flip opponents. Specifically, Chao Jin is used for bonuses for both Parries and Body Flips/Throws. Soft Chi is generally compatible with the more defensive and mystic of the martial art forms.

One point of Chi will add a +1 to all Parries and Body Flip/Throws used in a single *melee round*. In other words, for the entire combat round, every Parry and Body Flip/Throw will have the bonus, and at the cost of just one Chi point. More than one Chi point can be spent, and each additional Chi point adds another +1 to the Parries and Body Flip/Throws for that melee round.

SPECIAL NOTE FOR TAIDO USERS: Chao Jin can be used to add to any move that involves Turns, Spins or Circles.

3. **Find Weakness:** A character can “focus” Chi on an opponent (or an object) and eventually “feel” any inherent weaknesses. The first melee round the character must devote his/her energies on “focusing” the Chi. This might be thought of as a sort of combat meditation. During this first melee of intense concentration, the martial artist can *not* attack/strike, but only defend. The next melee round, the character can add a +1 to Strike and a +2 to Damage on the person or object of the focus. As long as focus is maintained on that one target only, the bonuses will remain for all subsequent combat melees until the opponent is defeated or a new opponent is engaged. This skill requires no expenditure of Chi points, and can be used so long as the character isn’t drained of Chi.

NEGATIVE CHI SKILLS

These are skills that rely on *negative, or dark, Chi*. One big disadvantage to being filled with negative Chi is that it prevents the character’s body from healing, since only positive Chi can heal. This is a particular problem if the character’s hit points fall below zero. Unconscious, the character is unable to flush out the negative Chi. Then, unless there is some outside aid, the character has no chance of recovery. The only cure is to destroy all the negative Chi and replace it with at least a point of positive Chi.

Taking *any one* of the negative Chi skills gives a character the following two (2) abilities:

1. **Negative Chi Control:** The character can “flush” the normal, positive, Chi out of the body, and replace it with negative chi. It also works in reverse, draining negative and filling with positive. This takes two melee rounds (30 seconds); one to flush, and one to fill. During the transition the character cannot use any Chi skills. This process also works in reverse, allowing the character to clear out negative Chi and replace it with positive Chi. **NOTE:** When a character is charged with negative Chi, negative Chi attacks directed at him/her do no damage.
2. **Negative Chi Attacks:** Using the force of negative Chi the character can attack the positive Chi in others. See the previous description on Chi Combat.

NEGATIVE CHI SKILLS

1. **One Finger Chi or Negative Empty Chi.** The character can “focus” negative Chi into a completely disembodied force. This can then be used to attack from a distance, without the character actually touching the target. Maximum range is 30 feet (9.1m). Roll 1D20 to strike as usual, but the physical bonuses to strike do *not* apply, instead the Chi force is +3 to hit its target (mentally directed). Knock-Outs, Critical Strikes and Death Blows are not possible with the One Finger Chi attack.

When negative Chi is used as a telekinetic force to attack and damage, the amount of force available varies according to the number of Chi points expended. One point per melee round gives the character a force equal to 3 points of S.D.C. damage. Victims of this attack can *not Parry or Dodge*, so any strike roll above a 4 hits, but can Roll with Punch/Fall/Impact to reduce the damage. There is no limit to the number of negative Chi that can be “pumped” into this attack. Negative Empty Chi can only be used once per melee round, and takes the place of all physical attacks.

2. **Fist Gesture.** This works like a long-distance Death Blow. A blast of negative Chi is directed at the enemy in a single gesture of the fist. The character must have the “Death Blow” combat attack, and must make his normal, *Natural*, unmodified roll to strike on a Twenty-Sided die in order to succeed with the attack. In other words, if the character needs to get a Natural 19 or 20 for Death Blow in physical combat, he’ll need the same roll for Fist Gesture. Each Fist Gesture *costs eight (8) points of negative Chi*. Can be done but once per melee round, and takes the place of all physical attacks for that melee. Range is 35 feet (10.7m) maximum. *The usual Death Blow conditions apply.*

MARTIAL ART TECHNIQUES

Spectacular and secret martial art skills require years of dedicated practice under the most rare and talented instructors. Once learned, any of these skills can be used in conjunction with any martial art form.

3. **Dark Chi or Chakuri-Chi.** Just as the positive Chi skill Fu Zhen song channels positive Chi, so does Chakuri-Chi channel negative Chi. This ability allows the martial artist to “tap” the negative Chi of the world. First, if there is negative Chi in the area, a character can replenish any lost Chi simply by dynamically charging himself with internal energy, adding extra Chi every melee round. Second, a character can “channel” the surrounding negative Chi into Chi attacks or other Chi Mastery skills.

When channeling, the negative Chi of the area can be expended each melee round, without depleting the character’s personal Chi. Channeling and replenishing are separate activities and must take place in different melee rounds.

The amount of Chi available depends on conditions. Just about everywhere *below ground* there are 6 points of negative Chi ready to be tapped. Caves, tombs, basements and tunnels are the natural battlegrounds of the Chakuri-Chi master. Above ground, there is negative Chi only in ugly or desolate places of darkness. A dark night while inside of shuttered building, will generate up to 3 points of negative Chi. There is no negative Chi in a well-lit area above ground. And, even at deepest night, there is no negative Chi in a dense jungle or forest, beautiful places, or in any other place of powerful Positive Chi.

The maximum Chi that can be tapped is equal to the character’s current level of Negative Chi. Note that if the character ever reaches zero Chi, it becomes impossible to tap negative Chi.

1. **Falling Technique.** The character learns the fine art of falling. Not just from a few feet, but from dozens of feet, and then from hundreds of feet. The character also learns to always land properly, automatically bouncing back to a two foot, one foot, or cross-legged stance. At “safe” distances of 50 feet (15.2m) or less, the character takes no damage. At “minimal damage” distances (60 to about 360ft) the character takes one (1) point of damage for every 50 feet of the fall. Even at very great distances, of 400ft (122m) to about 1200ft (366m) the character takes only one point for every 20ft (6.1m) of distance fallen.
2. **Kaijutsu.** The art of the Kiai (pronounced “Kee-Ai-Ei!”) or martial art yell. This is a powerful skill that can knock over multiple opponents with the use of the voice alone. Depending on the Kiai used, victims can be unbalanced, damaged, or even killed. Maximum range for all Kiai is 40ft (12.2m). The yell takes the place of all melee attacks/actions and must be the first attack of the melee. Here are the various types of yells:

Stun Yell. A Kiai that stuns anyone in range who fails to Save vs. Pain. Victims will be stunned for 1D4 melees and can only defend themselves, not attack.



Force Yell. This is a Kiai that simply knocks the enemy backwards without damaging them. Everyone, friend or foe, within 40ft (12.2m) is affected. All victims must Save vs. Pain (with P.E. bonus) to avoid being affected. All who fail the save are knocked back 3D6 feet and lose one attack that melee.

Shock Yell. Anyone in range (40 feet) who fails to Save vs. Pain will end up taking 1D6 damage. A successful Roll with Punch/Fall/Impact (10 or higher) will reduce the damage by one half.

Death Yell. This Kiai is done on *one* person only, and that person must be less than 20ft (6.1m) away. The victim must roll to save vs. Lethal Poison (roll 14 or better with P.E. bonus added in). Failing to Save results in inflicting 4D6 damage. Victims can Roll with Punch/Fall/Impact normally.

3. **One Life, One Shot, One Hit, One Kill.** In spite of the long name, this skill does one simple thing. It allows the character to focus entirely on the result of a single shot. It can be used with any weapon, ancient or modern. The result is a Critical Strike.

Here's how it works: The character starts by concentrating for one full melee (15 seconds) on the one target. By the beginning of the next melee (15 seconds) the character will have a +1 to Strike. Each melee (15 seconds) of concentration will add another +1 to Strike. Any other actions, whether a hand to hand attack or a defense, even simply talking to another character, *will disrupt* the bonus to Strike, negating it completely. However, if the concentration remains uninterrupted, and if the Strike, with bonuses, is 20 or better, then the result will be a Critical Strike (double damage). **Note:** This bonus applies only to attacks made with "weapons" and can *not* be part of a hand to hand attack.

4. **Tamashiwara.** Otherwise known as the "Art of Breaking." This is the **Ninjas & Superspies** version of board breaking. Characters practice breaking wood, bricks, stones, ice and, eventually, glass, and they use their fists, feet, elbows, knees and even foreheads. Although this technique allows for just *one attack per melee round*, the damage from that attack can be awesome. In this kind of attack the A.R. and S.D.C. of the object are irrelevant because the martial artist is really breaking the Chi of the object.

What is important is the character's roll to Strike. This is done with the character's usual bonus to Strike, and, to be successful, the roll must be 14 or better. If the roll is successful, then the target object is *broken* or has a hole in it. This means the martial artist can punch a hole in a door, split a 2 by 4 in half, shatter a lock and so on. If the roll is under 5, it is a complete miss, and the character does no damage whatsoever. If the roll is between 5 and 13, then the Tamashiwara practitioner does full normal damage from the blow (plus damage bonuses), but the martial artist also takes half that damage. A roll of 14 or higher means successfully punching or kicking another human being inflicting double damage (plus damage bonus) directly to hit points (not S.D.C.).

5. **Martial Art Awareness or Zanshin.** In Japanese, this is often called **Tsuki No Kokoro**, which means "Mind like the Moon." That's because it is said that the martial artist's mind floats above the body, calmly sensing all activity around it.

A threat, no matter how slight, will disturb that calm. As a **Zanchinshi** might put it, "As someone thinks to attack me, that person's Chi comes toward me. I have only to follow the Chi, and I will know the source of the attack."

This ability is one of readiness and awareness. Training involves being constantly on the alert, even while sleeping or when in the bathroom!

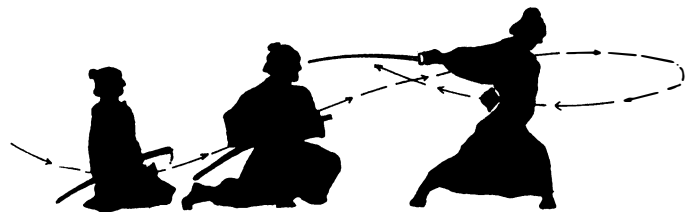
The martial artist will *instantly* sense anybody who enters his **Zanshin circle**, including animals and even those with intangibility and/or invisibility (although he can not see the invisible).

Bonuses: +6 on initiative, +2 to parry, +4 to dodge, and can not be surprised from attacks from behind. When fighting an invisible foe (or character with superhuman speed) these Zanshin bonuses do not apply, but his other combat skills remain unimpaired due to his mystic awareness (this character does not suffer the usual penalties from fighting an invisible foe).

Characters with this ability also have a reduced form of **Chi Awareness** that allows them to evaluate the Chi of anyone they can see who is inside their **Zanshin circle**.

At first level, **Zanshin** extends for an area of 6ft (1.8m) around the character. This is increased by 2ft (0.6m) for every level of advancement.

6. **Iai-Jutsu.** Actually, the "sword-drawing art," but used here for its extreme quickness. The character simply gets a bonus on *initiative*. At first level it's +1, and an additional +1 is added at 3rd, 6th, 9th, 12th and 15th levels.



SPECIAL KATAS

Martial Artists practice Katas like dancers practice dance steps, memorizing and perfecting a series of moves until they become instinctively fast and accurate. These special routines are practiced over and over again until major bonuses are achieved.

The drawback of any kata is that it lacks flexibility, it's only set up to do one thing well. Attack-oriented katas ignore the character's defenses, and defense-oriented katas usually allow no attacks. Each kata is developed based on a specific martial art form and can only be used with that one martial art form.

Kata's must always be performed for an entire melee round. Characters cannot slip in or out of a kata during a single melee attack/action. There is no problem changing from one kata to another at the beginning of a new melee round.

1. **"Fortress Penetration" Kata or Bassai Kata.** A single-minded attack on a single opponent, this Kata is designed to penetrate the defenses of any opponent. All Strike rolls receive a +3 bonus plus the character's normal attribute and form

bonuses. Otherwise, the character uses the usual number of Attacks per Melee Round and performs all other defensive moves at a -3 (that means -3 to parry, dodge and roll).

2. **“One Mind” Kata or Kime Kata.** A gathering of all the body’s physical and psychic forces in one spot, to be channeled into one use. *Kime* can be used to add to a Strike roll, a Damage roll, a Parry roll, or a Dodge roll. Using a One Mind Kata limits the character to only *offensive (attacks) or defensive actions per melee round*. Obviously, this must be the *first* (and only) attack the character can make that entire melee.

As an attack, *Kime* can be used to enhance one attack per melee. The ability doubles either the Strike roll or the Damage roll of one of the character’s attacks that melee; player’s choice. All remaining attacks are normal without benefit of *any* bonuses of any kind. If the *Kime* is used for attacking, then the character can do absolutely no defensive moves for the remainder of the round (only a roll with punch/fall or impact is possible).

Defending by using the *Kime* works much the same way. It can be used to double the roll of one Parry or Dodge that melee. If used for defense, the character can do no attacks/strikes and can only make defensive moves like parries, dodges and rolls (all have the character’s normal bonuses).

Using *Kime* does not cost Chi points, but characters whose Chi has reached zero, or who have negative Chi, are unable to use *Kime*. *Kime* enhancement can be used only once per melee round.

3. **“Warrior Spirit” Kata or Debana-O-Kujiki Kata.** This is known in Japan as the “Unnerve at the outset” kata. The idea here is to win without fighting by psyching out the opponent. The character has the choice of moving forward resolutely, or standing his ground defiantly. In either case, the enemy will perceive a relentless and indomitable opponent, fearsome in every respect. The character with the “warrior spirit” can Parry and Dodge with normal bonuses, but is unable to attack/strike. This kata temporarily increases the person’s M.A. to 20 or adds a bonus of $+6$ to characters who already have a Mental Affinity (M.A.) of 20 or higher. The opponent must roll *over* the percentile for M.A. intimidation or become unnerved by the “warrior spirit.” An unnerved opponent will either backdown, run off, or fight with a penalty of -4 to *strike*.

4. **“Kata of five principles” or Itsutsu-No-Kata.** Developed from the *Taido form*, this Kata makes use of purely circular movements. The kata is purely defensive, so the character can **not** make any attacks. Included in the kata is a complex combination of Circular Parries and a Multiple Dodge. This kata can only be used as a defense against *multiple attackers*.

Every attack made on the character in the *Itsutsu-No-Kata* will result in an automatically circular or multiple parry with a $+2$ bonus (to parry), and an automatic multiple dodge with a $+2$ bonus. All normal bonuses which the characters may already possess are also added.

5. **“Windmill Kata” or Yadomejutsu Kata.** This kata enables the character to knock away or to deflect a variety of airborne attacks, from every possible direction. The character goes through a “windmill” sort of movement, and all hand propelled projectiles, including arrows, thrown spears, darts and rocks,

are automatically deflected. The deflected objects can, if desired, also be grabbed after they are deflected (see “Grab Attack” in the combat section for more details). Unfortunately, the kata is not effective against guns, explosions and energy weapons, nor against hand to hand attacks. The character using the kata is restricted to defensive moves only. The character can fend off hand to hand attacks that same melee with his usual parry and dodge abilities (and normal bonuses), but can not use the windmill to strike out at others or against hand to hand attacks. Likewise, the defensive nature of the kata prevents any attacks/strikes for the melee that it is used.

6. **Weapon Kata or Kobu-Jutsu.** This simply allows the character to use a particular weapon *with* any martial art form. Unlike other katas, this does not have the restrictions of requiring a full melee round or of not allowing other actions. It’s good for one W.P. only and one martial art form only! Taking this kata automatically gives the character full W.P. with the weapon named.

For example, a character with *Isshin-Ryu* could take a *Spear Weapon Kata*. That would allow the use of a spear while fighting with the usual *Isshin-Ryu* moves and bonuses. But he can only use the spear with *Isshin-Ryu* combat.

ZENJORIKI

There are, in the martial arts, certain powers that defy conventional explanation. Call them supernormal, “Spirit Powers,” or *Kamijitsu*. *They are all Zenjoriki*. Although the *Zenjoriki* powers don’t use Chi, they all require that the character be charged up with at least one point of Chi (positive or negative). Characters whose Chi is zero will be unable to do any *Zenjoriki* powers.

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1. **Calm Minds.** Using this ability is like spreading oil on the troubled waters of an angry mob. It lasts for three minutes (12 Melee Rounds). Range is 120ft (36.6m) and each character must make a Save vs. Calm (roll 16 or better on Twenty-Sided, normal M.E. bonus can be added). Everyone affected (friend and foe alike) by the *Calm Minds* will immediately stop any attacks (although they can still defend normally or flee) and will be unable to resume offensive actions until the *Calm Minds* is over. Other than attacking, those affected by *Calm Minds* can do anything else they wish.

It only takes one melee action to perform *Calm Minds*. After that, the effects continue automatically for a full three minutes. However, if the martial artist using the calming affect makes any kind of attack, then the *Calm Minds* is instantly dispelled and everyone in the area can immediately resume their attacks.

Usually the *Calm Minds* is used to give the characters enough breathing space to either talk (“Hey, we came to negotiate, not fight!”), run, or buy some time waiting for the cavalry to show up. It’s quite possible that combat can start up again after the *Calm Minds* is over, and the *Calm Minds* power can’t be used against the same people for another hour.

Calm Minds also temporarily dispels fear and any other hysterical emotions, no matter what the cause. This also neutralizes psionic and magical mind control or emotional attacks.

Note: When used with *Heroes Unlimited* or *TMNT*, psionic/psychic characters get their usual bonuses. “Calm Minds” is considered a psionic attack.

2. **Karumi-Jutsu.** The character has a mystic ability that allows him to reduce his body’s weight by 85%. Thus, a 200lb (90kg) man would weigh a mere 30lbs. There are only a few restrictions. First, it only works on the character’s own body, not on any possessions or clothing. Second, it works only when invoked, and definitely does not work if the character is in combat or unconscious. It requires total concentration, and the character can perform no other attacks, defenses or actions during the melee round when the character is using the power. *Karumi-Jutsu allows for the following abilities:*

Falling: The character can fall from up to 2000ft (610m) distance and land without suffering more than 2D4 damage. Great distances will do one (1) point of damage for every additional 20ft (6.1m) of height.

Jumping: The ability to jump great distances, up to 10 times the character’s normal distance (usually about 50ft/15m).

Climbing: The character can climb any surface without fear of failure/falling.

Treading Lightly: The character can walk across delicate surfaces, or extremely fragile bridges, without fear of collapse. Likewise, the character can walk on objects as delicate as china teacups without causing damage or disturbance.

Note: Duration is indefinite, as long as the character continues to concentrate on being lightweight. Combat will break the concentration.

3. **Mind Walk.** The character’s spirit can leave the body and move about the world. While in this form the character becomes pure Chi, with no substance whatever. Chi Masters with Chi Awareness will be able to spot the spirit of the character, and Chi Combat is also possible in this form.

While in spirit form, it is the character’s embodied Chi that is travelling. The character can see and hear normally, and can use any known Chi powers, but is completely invisible and insubstantial. Because of this, other Chi Masters (those with Chi Awareness) will be able to detect the Chi spirit. Communication, mind to mind, is possible with any person that the Chi spirit *touches*.

The Chi, whether positive or negative, of the Mind Walking character can’t be changed while out of the body. In other words, a character filled with negative Chi who does a Mind Walk will become a negative Chi spirit, unable to perform positive Chi powers, and unable to change to positive Chi without revisiting the body.

Movement, while in spirit form, is either by *drifting* or by *teleportation*, and the character can’t do both at once. **Drifting** allows the character to slowly move from place to place, with a Spd. of 2. There are no restrictions either from objects or by directions with drifting, and the character can move equally fast straight up, or directly through any solid objects.

Teleportation allows the character to move any distance instantly, simply by visualizing the destination. However, the act of visualizing requires that the character concentrate, while motionless and inactive, for four full melee rounds. Another limitation is that characters may only teleport to specific,

known places or persons. You can’t teleport to a place or person you’ve never seen in person. In other words, a photograph or a description is not enough to form a focus for teleporting the Chi spirit.

While a Chi spirit, the character can perform any of his/her known Chi powers normally, just as if the character were present in body. For example, the character could deliver a punch with the Hardened Chi power, delivering no physical damage but doing damage from the Hardened Chi only.

The Chi spirit is also vulnerable to Chi attacks. For example, any Hardened Chi, Soft Chi, Negative Chi Attacks, or One Finger Chi attacks directed against the Chi spirit, will do damage directly to Chi. Chi spirits can Parry or Roll with Punch against Chi attacks (without bonuses), but cannot Dodge. When a Chi spirit reaches zero Chi, it is dead, with no hope of any recovery. **Note:** *Fist Gesture* is the most deadly attack to Chi spirits since, if successful, it completely destroys the Chi spirit.

While a character’s body is empty of the Chi spirit, it is completely vulnerable to any and all attacks. In addition, because the body is empty of all Chi during a Mind Walk, no healing is possible. After a body has been empty for two hours, it becomes possible that it will lapse into a coma (see the section on Coma and Death). For the first day there is a 20% chance of a coma every hour. After twenty-four hours, there is a 60% chance of lapsing into a coma every hour. All the normal risks (hit point loss, death) of coma will apply. Return of the Chi spirit will instantly cure the coma, but the effects of the coma will remain.

4. **Vibrating Palm.** The vibrating palm move shatters any material object by setting up sympathetic vibrations that are destructive. The first melee *round* of a Vibrating Palm will result in disrupting just 1 point of S.D.C. However, each succeeding melee round doubles the amount of disruption damage. So that the second melee round destroys 2 points of S.D.C., the third round gets rid of another 4 points, the fourth round wipes out 8 points, and by the tenth melee round, the character is able to destroy 512 points of S.D.C., the maximum possible. Uninterrupted, the character can shake virtually any object to pieces.

Vibrating Palm requires the character’s complete and undivided attention. No other attacks, actions, or defenses can be performed, and the character can’t even talk without withdrawing from the vibrations. The martial artist can maintain concentration even under attack, enduring up to 20 S.D.C. or 8 hit points before the pain ruins his concentration. Of course, getting knocked down, pulled away, knocked out, and so on, will interrupt the power of the vibrating palm. If a Vibrating Palm is stopped or interrupted, all vibrations stop and no more damage is added. Starting up again means starting back at the beginning, with 1 S.D.C. on the first melee round.

Note: The character must focus his attention on each specific target, thus he can *not* juice up on one target and then switch to another without having to start the whole process again, beginning with one S.D.C. of damage. **The vibrating palm will only affect inanimate, non-living, objects; not people! It also takes the place of all melee attacks and/or actions.**

HAND TO HAND COMBAT



The combat system of **Ninjas & Superspies** expands on the system that's already been presented in other Palladium games. The main difference is that a lot of new martial art moves have been added. The concept of distance in hand to hand combat is also pretty new; it was sort of there all along, but now it's a little more formal. Still, as with all our games, the main idea behind the system is to keep the game quick and easy to understand.

Notice that combat has been divided into two categories: **Hand to Hand Combat**, which includes unarmed and contact weapons, and **Gun Combat**, which includes bows, thrown weapons and the like. Both combat categories operate on the same basic principles:

1. Twenty-sided dice are used to resolve all combat actions (except damage).
2. Strike rolls determine the success of an attack.
3. Parry and Dodge rolls are used to avoid attacks.
4. Damage rolls determine the effectiveness of attacks.
5. Roll with Punch/Fall/Damage is a way of reducing damage.

Resolving Hand to Hand Combat: A Step-By-Step Introduction

Here are the steps required for figuring out who gets hit and how badly. As a running example, we'll look at Bruno the Battler as he attempts to smash little Kajo.

STEP 1: Determine Initiative

Any time opponents square off for battle, the game master must determine who has the initiative. In other words, who will attack first. If a character manages a successful Sneak Attack, he gets the initiative automatically. Likewise, if a character decides to pass the initiative,

then his opponent gets the initiative automatically. Otherwise, whoever rolls highest on a twenty-sided die will attack first. In the case of a tie, reroll. Initiative is rolled only once per melee. That roll will determine the pace for that entire melee.

EXAMPLE: Kajo, seeing that Bruno is charging him, decides to defend rather than attack. In other words, Kajo is giving up the Initiative to Bruno, and Bruno is attacking first.

STEP 2: Attacker Rolls Strike

The next step is for the character with Initiative to make some kind of move. If it's an attack, then the attacker rolls a twenty-sided die. If the result is a four or less (counting bonuses), then the attacker misses. Any roll above a four (4) will hit the opponent unless he can avoid it (parry or dodge).

Special attacks, like Knock-Out/Stun and Death Blow, must be declared *BEFORE* rolling to strike. The success of these attacks depends on the *unmodified* Natural roll.

Body Armor can still get in the way of an attack. If the roll is a five (5) or better, and less than the opponent's Armor Rating (A.R.), then damage may be done only to the S.D.C. of the opponent's armor (see Body Armor and Natural Body Armor). A roll over the opponent's A.R. does direct damage to the character's S.D.C. and Hit Points. If a special attack (Knock-Out/Stun, Critical Strike or Death Blow) roll is less than the A.R., then it has no effect.

EXAMPLE: Bruno decides to punch Kajo and makes a roll to Strike. His Natural roll is a 3, normally a miss but he gets to add in his Strike bonus of 4. That makes the total Strike roll a 7, which is a hit.

STEP 3: Defender May Parry, Dodge or Entangle

Any time an attacker rolls a successful hit, the defender can choose to parry, dodge, or perform some other defensive maneuver. To be successful, a *defense* roll must tie/equal or better the attacker's Strike roll. Defenders always win ties.

Parrying can be done automatically by anyone trained in any form of Hand to Hand combat. That means that the parry can be performed without wasting a melee attack. **Non-combat trained** characters will lose their next melee attack every time they parry. Parries only work against relatively slow-moving hand to hand strikes, kicks and weapons.

Bullets and energy attacks cannot be parried, but can be **dodged**. Defending by dodging usually means giving up the next melee attack.

Other defensive maneuvers include **Entangle**, which snares the opponent's weapons or arm, **Disarm**, which knocks away a weapon, and **Body Flip/Throw**, which uses the attacker's momentum to knock her away. Each of these maneuvers uses up a melee round attack.

Usually the defender can only defend against attacks within his line of vision. Attacks from the rear cannot normally be parried, dodged or entangled.

EXAMPLE: Kajo decides to Parry Bruno's punch. He rolls a twenty-sided and, with phenomenal bad luck, gets a 1. Even with his +5 bonus to Parry added in, the total is just 6. That doesn't beat Bruno's Strike roll of 7. Kajo's defense fails.

STEP 4: Attacker Rolls Damage

If a successful strike is not parried, dodged or entangled, the attacker rolls for the amount of damage inflicted and adds any damage bonuses. **Critical strikes** do double damage. **Combined critical strikes**, like a natural twenty and a jump attack, do triple damage. Add the damage bonus to the roll after doubling or tripling. A **natural, "unmodified," 20** is always a critical strike.

EXAMPLE: Bruno's successful punch does 1D4 worth of damage. Bruno rolls a puny 1, but his +4 bonus to Damage is added in to make the total equal to 4.

STEP 5: Defender May Attempt To Reduce The Damage

After the damage has been determined, if the attack was a blunt physical attack (fist, foot, club, staff, etc.), then the defender can attempt to **Roll With The Punch**. In order to roll with punch, the defender must roll a twenty-sided die and equal or better the attacker's roll to strike. Successfully rolling with a punch means the character takes *half damage*.

Successfully rolling with a knockout punch means the character takes double damage, but is not unconscious or stunned. **Successfully rolling with a death blow** results in the loss of *half* of all the victim's remaining S.D.C. and hit points.

Failing to roll with the punch, fall or impact means taking full damage off the defender's S.D.C. and/or hit points.

EXAMPLE: Kajo attempts to Roll with Bruno's successful punch. His dice roll is 12, easily better than Bruno's Strike of 5. That means Kajo takes only half damage, half of 5 being 3 (always round up for fractions). So Kajo takes 3 off his current S.D.C. (damage is usually subtracted from S.D.C. first).

Continuing The Combat

Once the previous moves are completed, the process is repeated. So long as the opponents have melee attacks left, the combat continues back and forth. When all the attacks or actions per melee round of each of the opponents are finished, it's time to start a new melee round. Initiative is redetermined at the beginning of every melee round. That is to say, that if a character has four attacks per melee, when all attacks are used, a new melee round begins.

EXAMPLE: Now it's Kajo's turn to attack. He doesn't have to attack, he could retreat, dodge, or try some other maneuver. However, Kajo has to do something, otherwise he'll lose one of his melee round attacks.

The Pace of Combat, An Example

To illustrate a complete combat melee round let's continue with the Kajo vs. Bruno combat. We're still in the first attack of the melee round, and this is Kajo's attack coming up.

Attack 1/Initiative Winner attacks (Bruno): We've already seen Bruno's attack and Kajo's attempt at automatic parry and a roll with punch. That was all one attack or combat action. The whole event lasted only a few seconds. Next, Kajo attacks. It's still the same melee round (15 seconds).

Attack 1/Initiative Loser Attacks: Kajo, slightly hurt, decides to respond with a Crescent Kick. He gets a 12 to strike, with bonuses added, a hit. Bruno responds with a Parry, and rolling 1D20, gets a 19, easily avoiding the attack.

Attack 2/Initiative Winner Attacks: Bruno, having connected with a punch the first time, tries to Strike again. He rolls a 5; added to his +4, that makes it 9. Kajo tries to parry again, rolls another 1, and fails, even with his +5 to Parry. Bruno rolls 2 damage, adds +4, for 6 total. Kajo tries to Roll with a punch, and this time the dice show a 4; even with +3 to Roll, that's only 7, and not enough to beat Bruno's 9. Kajo takes a full 6 points of damage off his S.D.C.

Attack 2/Initiative Loser Attacks: Kajo's second attack, this time a Palm Strike, and the roll is a 2. Bruno easily parries with an 8.

Attack 3/Initiative Loser Attacks: Bruno has only two attacks per melee, so he is out of Melee Attacks. All he can do is use automatic defenses! Kajo still has two more melee attacks and uses the opportunity for another Crescent Kick and gets a 15 (with strike bonuses added). Bruno rolls an automatic parry and gets a 16. Once again, Kajo's attack fails.

Attack 4/Initiative Loser Attacks: Kajo can again do whatever he pleases because he has ONE melee attack/action left and Bruno is more or less frozen, on the defensive. Kajo decides on a Palm Strike and gets a 16. Bruno parries, rolls 1D20 and gets a 15, but he gets to add his +2 to Parry bonus, makes it a 17. Kajo fails again as Bruno successfully parries the attack and suffers no damage.

The first melee round is finally over. The second combat round starts with Step 1 all over again. Kajo and Bruno roll for Initiative.

COMBAT TERMS

NOTE: Terms marked (NEW!) are presented here for the first time and are not found in any preexisting Palladium games (**Heroes Unlimited, Palladium RPG, Robotech™ RPG, Beyond the Supernatural or Teenage Mutant Ninja Turtles and Other Strangeness**). Individual game masters may wish to include or exclude these new combat maneuvers as they see fit.

A.R.: This is a character's Armor Rating. The A.R. indicates what an attacker must roll in order to do damage to the character. All characters have a natural A.R. of 4. Any roll of 5 or better will strike a character with no body armor.

Characters with Artificial Body Armor, metal armor, bullet-proof vests, etc., are protected from attacks that fall *under* the armor's A.R. These attacks do damage to the S.D.C. of the body armor, but not to the S.D.C. of the defender. Any Strike *over* the armor's A.R. will damage the character's personal S.D.C. and/or hit points.

Example: Bruno is wearing a battered, padded vest with an A.R. of 8; the vest has 12 S.D.C. remaining. A roll of 1, 2, 3, or 4, would totally miss. If the attacker rolls 9 or better, then damage is

done directly to Bruno. A roll of 5, 6, 7, or 8, would only do damage to the vest's S.D.C., and Bruno would be unharmed so long as the vest could absorb the damage. Damage of 12 or less would hurt only the body armor. After the vest has sustained 12 points of damage it offers *no* protection, and any damage points will hit Bruno.

ACTIONS PER MELEE: Each character will have only so many attacks or *actions* per melee. An action is a specific movement that takes the place of one attack that melee round. For example: Rather than engage a foe, the Aikido Martial Artist may go to apply the Duatsu, "healing touch," to snap his friend out of unconsciousness (knocked out).

ATTACKS PER MELEE: The number of attacks per melee are limited by the type of hand to hand combat/martial arts one knows. Most martial arts forms start with two (2) or three (3), but some are only one while a few start with four. Normal humans start out with one attack per melee. Extra attacks are gained by accumulating experience in combat/martial arts. These attacks are also called *actions*.

AUTOMATIC: Moves that can be done without expending a melee round attack. They are usually reflex moves made by characters who can perform them without thinking. The Parry is the best example; characters with this ability just automatically fend off any incoming blows. Also includes *Automatic Dodge and Automatic Body Flip/Throw*.

BODY ARMOR: This is some kind of protective covering designed to deflect, absorb or minimize attacks. Body Armor has its own A.R. and S.D.C. Any attack that rolls between a 5 (the minimum number needed to Strike) and the A.R. of the Armor hurts the Armor, but not the wearer. When the S.D.C. of the body armor is at zero, it's effectively broken and no longer provides any protection.

BACK FLIP (NEW!): The back flip has been in Palladium systems before, but not as a combat maneuver. It involves throwing oneself backwards, with the arms and shoulders, and flipping the legs completely up and over, and coming back down onto the ground in a standing position. The result is that one quickly moves backwards by a full body. Doing a back flip counts as one melee attack/action.

Back Flip — Defensive. If used in place of a Dodge, the character must roll above (or equal) the opponent's Strike roll using only the bonus to back flip (not dodge). Failure to beat the Strike means taking full damage *without a chance to Roll with Punch*. Success means avoiding the attack and escaping from combat (moves out of immediate, range requiring the opponent to use up an attack/action to close ranks). The back flip counts as one melee attack/action.

Back Flip — Escape. If used in place of a Strike (when it's the back-flipping character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the back flip character the initiative.

Back Flip — Attack. This is especially useful against someone attempting some kind of back-strike. Once the opponent is detected in the rear, the back flip moves the character back into combat range. An attack back flip can also be used as a combined Strike against an opponent to the rear of the character when used with either an Axe Kick, Snap Kick, or Backhand Strike. If striking with a Back Flip use only the bonus to Back Flip. Must be used as the first attack in a melee round. *Cannot be used with Death Blow or Knock-Out/Stun.*

BODY BLOCK/TACKLE: This is a combination of a damage causing body block and a knockdown attack. A successful attack does 1D4 damage (full damage bonuses apply) and the opponent is knocked down. The victim can do only one defensive move, a dodge. A successful Dodge means no damage and no knockdown, but failure means damage, knockdown and loss of one attack that

melee. A *successful Maintain Balance* means the victim is not knocked down and does not lose an attack, but does take full damage. A successful Roll with Punch/Fall/Impact or Breakfall means the victim takes half damage, but is still knocked down. No Automatic moves are possible for the attacker while doing a Body Block/Tackle.

BODY FLIP/THROW: Using leverage, the character throws the opponent off the ground. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. A character's damage bonuses are also added in.

Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one melee attack. With a Breakfall the damage is reduced in half, *even if the roll fails*.

As an attack, it is possible to throw the victim of a body flip/throw into something or someone. To determine success, roll another Strike. The second victim, the one who's getting hit with the thrown body, can attempt to defend with Parry, Dodge, etc. If the two bodies collide, then they *both* take the same amount of damage, lose initiative, are knocked down and lose one melee attack.

AUTOMATIC BODY FLIP/THROW (NEW!): Certain martial artists can do a body flip/throw *in place of a Parry*. That means that instead of blocking or deflecting the blow, the character attempts to leverage the attacker's own force into a flip. Success requires beating the attacker's Strike just like a parry, but using the bonuses for body flip/throw only. Failure means taking full damage from the attack without a chance to Roll with Punch/Fall/Impact.

CRITICAL BODY FLIP/THROW (NEW!): Characters with Critical Body Flip/Throw can do critical strikes (double damage) by rolling a certain Natural number(s). A natural strike roll is one without bonuses. **NOTE:** Critical Body Flips/Throws never happen during Automatic Body Flips/Throws. The critical body flip is an *attack*, the automatic body flip is a defensive move; a character can do one or the other, not both.

BREAKFALL (NEW!): Also known as Ukemi, this is an advanced version of Roll with Punch/Fall/Impact. The character takes no damage if the Breakfall is successful, and only half damage if the roll for Breakfall fails. Can also be used against a knockdown attack. A successful roll against knock-out means the character takes normal damage, but is not stunned. **Note:** The Breakfall uses up one melee attack each time it is used.

CARTWHEEL (Attack) (NEW!): Holding the body rigidly extended, the character rolls like a wheel by using the arms and legs as spokes. This maneuver can be used to move quickly into combat range. A Cartwheel can also be used as a part of a combined Strike against an opponent to the rear of the character when used with either an Axe Kick, Wheel Kick or Knife Hand. If striking with a Cartwheel, use only the Cartwheel bonus. Must be used as the first attack in a melee round. **Note:** Cannot be used with Death Blow or Knock-Out/Stun.

CHOKE (NEW!): Simply, the attack involves grabbing someone by the throat. Normal Strike and Damage bonuses apply. Both hands must be used, and the *attacker* can do no defensive moves, including Parries, Dodges, or Rolls, during a choke. In other words, the attacker just stands there and ignores all other attacks. Critical or Knock-Out/Stun attacks from the rear can also be done to someone doing a choke.

Once a choke is made (just like an ordinary roll to strike), the attacker can continue applying it as long as he likes, doing 1D6 damage directly to hit points.

The victim of a choke attack cannot reduce damage by using Roll with Punch/Fall/Impact or Breakfall. The victim can continue to attack with punches (no kick attacks are possible) or try to break free of the hold.

There are two ways to get out of a choke. The first is by using brute strength. Everyone involved, the victim, any helpful friends, and the attacker, all roll a twenty-sided die and add that roll to their P.S. attribute (this is a combat rule, not a P.S. bonus). Highest P.S. wins. If the attacker wins, then the choke continues. If the victim or his friend wins, then the choke is released/forced away. The other way out is to use a *Joint Lock* maneuver to force the attacker to let go. Or to knock-out/stun or kill the person doing the choke.

COMBAT RANGE (NEW! and OPTIONAL): When it comes to hand to hand combat a couple of feet can make a world of difference. Consider the differences in distance between the wrestler and the boxer. The wrestler wants to be as close as possible, within easy grappling range. The boxer wants enough distance to move away, dodge and weave. When they're fighting each other it becomes a dance, with the wrestler moving forwards and the boxer retreating. And each is at a disadvantage at the other's distance.

In *Ninjas & Superspies* we've worked out three distances. **Grappling Range** is the crowded distance of the wrestler. **Combat Range** is the measured fighting distance of boxing and most martial arts. **Long Range**, about 10ft (3m), gives the necessary distance for leaps and flying jump kicks.

Moving in from one distance to another can be done by any character automatically. Moving out is another matter. Characters can move from grappling to long range automatically. Moving from grappling to combat range, or from combat to long range, can't be done automatically because the opponent can automatically move with you. Movement can also be done with special moves. Characters can move into attack range by using Back Flips, Cartwheels, Handstands, Leaps, and Rolls. Moving out of range is possible with a Back Flip, Leap, Roll, or Somersault.

Grappling Range: This is when the characters are right on top of one another. Just about all attacks are possible except for certain kicks. Only the Snap Kick, Tripping/Leg Hook, Reverse Turning Kick, and Drop Kick work in grappling range. Escaping grappling range in order to get away from a determined opponent requires a melee round action or some kind of escape move.

Combat Range: The only attacks you can't make at combat range are the flying kicks. On any melee round attack, you can move in closer or farther away.

Long Range: Only the Leap Attack, Jump Attack and the Flying Jump Kicks are possible from long range. From this distance, a character can run away from combat altogether.

IMPORTANT NOTE: Remember the Palladium combat slogan, "Keep it quick and simple!" Combat range isn't for every game master. If Combat range starts slowing down the game, or if it stops being fun, then get rid of it.

COMBINATION MOVES (NEW!): Putting two or more moves together in a single action. Remember, when using any combination move, no other automatic moves are possible, including automatic parry. Combination moves cannot be used as Knock-Out/Stun or Death Blow attacks.

Combination Moves Include:

Combination Parry/Attack
Power Block/Parry
Combination Grab/Kick
Reverse Turning Kick
Drop Kick

Combination Parry/Attack: Against one opponent, once per melee round, the character can simultaneously parry and attack. First, the character must roll a successful parry. If the parry works, then the character rolls to strike by using either a Backhand, Knife Hand, or Palm Strike, or a hand weapon. No Strike or Damage bonuses allowed. The victim of a Combination Parry/Attack must

use a melee round action to defend against it (Automatic Parry won't work). Uses up one melee attack/action.

Power Block/Parry: The character uses a powerful, damaging block against the opponent's strike. First roll for a successful parry. Then, if that works, roll for a Strike that does 1D6 Damage. No bonuses to Strike or Damage. The victim cannot Parry, but can attempt to Roll with Punch/Fall/Impact.

Combination Grab/Kick: First roll to Strike to grab the opponent with both hands. If that's successful, then roll to Strike on a Kick Attack or Snap Kick. Critical Attack, does double damage. Strike and damage bonuses can be applied. Uses up one melee attack.

Reverse Turning Kick: This is the combination of a Dodge and a Kick. The kick can be either a Kick Attack or a Snap Kick. It's done in place of a Dodge as a defensive move. First, make the roll to Dodge. If successful, then roll to Kick. The opponent can defend normally. The martial artist using the reverse turning kick gets no bonuses to Dodge, Strike, Kick or Damage. Uses up one melee attack.

Drop Kick: This is the combination of falling to the ground, a Dodge and a Kick. The kick can be either a Kick Attack, a Snap Kick, or a Crescent Kick. It's done in place of a Dodge as a defensive move. First, make the roll to Dodge. If successful, then roll to Kick. The opponent can defend normally. No bonuses to Dodge, Strike, Kick or Damage. Uses up one melee attack/action.

Note: Dodge (in combination). When a Dodge is included as part of a combination move, it is a Standard Dodge. No other kinds of Dodges or Parries (including Automatic Parry) can be made at the same time. When used as part of a combination move, Dodge Bonuses can NOT be used!

Note: Parry (in combination). When a Parry is included as part of a combination move, it is a Standard Parry. No other Parries or Dodges (including Automatic Parry or Automatic Dodge) can be used at the same time. When used as part of a combination move, Parry Bonuses can NOT be used!

CRITICAL STRIKE: A particularly effective blow that does *double damage*. First, damage dice are rolled, the sum is doubled, and finally the damage bonuses are added to determine the final damage.

Critical Strike from the Rear or from Behind means a sneak attack that automatically does double damage (if successful). *Jump Kicks, Leap Attacks, and Power Punches* are all critical strikes that do double damage when successful.

If two critical strikes are combined, then the total damage will be tripled. For example, a successful Jump Kick combined with a Natural Twenty means two critical strikes, so the total damage is tripled (normal damage roll $\times 3$ plus additional damage bonuses).

CRUSH/SQUEEZE: Roll to Strike. If the squeeze attack is successful, and not Parried or Dodged, then the attacker has a "bear hug" on the victim. Both hands must be used and the attacker can do no defensive moves, including Parries, Dodges, or Rolls. In other words, the attacker just stands there and ignores all other attacks. Critical or Knock-Out/Stun attacks from the rear can also be done to someone doing a crush. The victim of a crush/squeeze is *also* helpless to attack or defend until released.

Once a crush/squeeze succeeds, the attacker can continue applying it as long as he likes, doing 1D4 damage per melee round attack with normal damage bonuses added. Damage cannot be reduced by Roll with Punch/Fall/Impact or Breakfall.

Getting out of a crush/squeeze requires brute strength. Everyone involved, the victim, any helpful friends, and the attacker, all roll a twenty-sided die and add that roll to their P.S. attribute (this is a combat rule, not a P.S. bonus). High roll wins. If the attacker wins, then the crush/squeeze continues. If the victim or a helpful friend

wins, then the victim is released. The other way out is to use a Joint Lock to force the attacker to let go. Or to knock-out/stun or kill the person doing the crush/squeeze.

DAMAGE BONUS: Characters with great strength (P.S. attribute) or special combat training will have a Damage Bonus. This is a number added to the regular damage roll. Damage Bonuses do not apply to bows, guns or energy weapons.

DAMAGE: This is the amount of physical harm done to the victim of an attack. Damage is usually subtracted first from the defender's S.D.C., and, when that is at zero, from the defender's Hit Points.

Damage Table (Basic) Weapons:

Blackjack — 1D6
Bull-Whip — 1D8
Thrown Small Objects — 1D4
Falling — 1D6 per 10ft
Collision — 1D8 per 10mph
Smashing through Glass — 1D4
Dropped or Thrown Large Objects
1D8 per 100lbs
1D8 per 40ft
1D4 per 4mph

Damage Table (Martial Arts)

Hand Strikes:

Human Fist (Punch) — 1D4
Knife Hand — 1D6
Fore-Knuckle Fist — 1D6
Double-Knuckle Fist — 1D8
Power Punch — 1D10
Backhand — 1D4
Fingertip Attack — 1 Point Damage
Claw Hand — 1D6
Palm Strike — 1D6
Double-Fist Punch — 2D4

Foot Strikes:

Kick Attack — 1D8
Snap Kick — 1D6
Roundhouse Kick — 2D6
Wheel Kick — 1D10
Crescent Kick — 1D10
Axe Kick — 1D10

Backward Sweep — No damage, but Knocks down opponent if strike is successful.

Tripping/Leg Hook — No damage, but Knocks down opponent if strike is successful.

Jump Kick — 1D8, Critical Strike
Flying Jump Kick — 1D10, Critical Strike
Flying Reverse Turning Kick — 2D6, Critical Strike

Other Strikes:

Knee — 1D6 Elbow — 1D4
Forearm — 1D4

DEATH BLOW: Potentially, an automatic kill because the attack inflicts double damage (plus damage bonus) direct to his points (no S.D.C. damage). The defender can try to roll with death blow by rolling over the attacker's strike. *A Death Blow must be announced before rolling the Strike.* An unsuccessful Death Blow does 1D6 damage.

The defender can only attempt to survive by parrying (must equal or better the attack roll with a natural, unmodified, die roll to parry) and/or by doing a *Roll with Punch*. If the roll with punch is successful (over the attacker's Strike roll), then the victim's hit point damage is reduced by half. Dim Mak is not a Death Blow. See sections on Chi and Atemi for more information.

NOTE: The actual effect is the immediate stopping of the heart.

In other words, it simulates a massive heart attack. All the damage is to the victim's Hit Points, not to S.D.C. If CPR-type resuscitation is available, the victim *may* be mobile in less than an hour. Roll to save vs coma/death.

DISARM (NEW!): The act of disarming is simply getting rid of the opponent's weapon. It can be used as a defensive move or can be done as a Strike during a hold, a joint lock, or during any one-handed, grappling maneuver. Normally it counts as one melee attack/action. However, it can take the place of an automatic parry. Disarm does not give the weapon to the character making the disarm move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground.

DODGE: A character dodges by moving out of the way of the attack. Dodging always takes up one attack/action per melee round. To successfully Dodge, the defender must roll higher than the attacker's strike roll on a twenty-sided die.

Unlike the Parry, a Dodge roll is good against *multiple attacks*. For example, on any given melee round attack, the Dodge will work against all visible strikes. For example, a character can try to Dodge the punch of a guy within grappling distance, a dagger being tossed at him, and pistol bullets being fired at him from the end of the block, all simultaneously (because he can see each of these simultaneous attacks).

So, what happens if all the character's attacks per melee round have been used up? That's too bad! That means that the character can not Dodge or Strike for the rest of the melee round, he can only try to parry further attacks.

Multiple Dodge is the ability to Dodge all incoming attacks, no matter where they're coming from. In other words, it's effective even against rear attacks.

Automatic Dodge is like the Automatic Parry, it allows the character to Dodge without using up a melee round actions. However, there are some restrictions. First, it works only for attacks that the character is aware of, not against rear or surprise attacks. Next, the Automatic Dodge does use one melee attack, and it must be the character's *first attack* of the melee round. What if your character loses the Initiative? Sorry, you can't use the Automatic Dodge against that first attack. **Note:** Not all martial art forms provide an automatic dodge.

One last note. Multiple Dodge and Automatic Dodge can't be done simultaneously. A character can do one or the other, but not both at the same time. So long as there's a melee action left, a character with both types can use Multiple Dodge any time, but using it will mean dropping the Automatic Dodge.

DODGE ILLUSTRATION:

Let's assume Kajo has decided to run across an enemy's field of fire, where a whole bunch of guys are ready to fire with guns. He needs to make only one Dodge roll in the first attack of the melee. That one roll is all he gets to beat all the attackers' rolls for the first melee round attack, because they are firing simultaneously. If he rolls great, he may Dodge everything. If he rolls lousy, he may get hit a lot. And the Dodge only works against the attackers on one side. The Dodge would have no effect on any attack from the rear or above.

Let's look at the problem from another point of view. Suppose it takes Kajo a full melee round to make his little run. That means the shooters have a full melee rounds' worth of attacks in which to fire. The guys with one, two, three or four attacks per melee are no problem, because Kajo can make four Dodges during the round. However, if somebody has five attacks per melee, then Kajo is in trouble. That fifth attack can't be Dodged. Good Luck Kajo.

As it happens, Kajo has two other kinds of Dodges. He can do Multiple Dodge and Automatic Dodge. Unfortunately, he can't do

both of 'em at once. He's got a rough decision: he can either use Automatic Dodge, in which case he can dodge and still have melee attacks, or he can use Multiple Dodge, and then there's no problem with getting hit in the back.

One last thing. It's possible for Kajo to be a little bit cagy. He can start out with the Automatic Dodge. That way, he knows he can strike out at his attackers. And if it turns out that there's somebody behind him, he can always switch to the Multiple Dodge later that same melee.

ENTANGLE: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and counts as one melee attack. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon entangled every full melee round. In order to get free, the entangled opponent must roll a dodge against the entangle roll.

GRAB ATTACK: Anybody, during their melee attack/action, can attempt to grab just about anything in reach. Attempting a Grab always takes a melee action. The target of a Grab can be a weapon, somebody's hand, or any item laying around. The defender, whoever is holding it, can attempt to hold onto it with a Parry, Dodge, or with an escape move.

Grabbing flying objects, especially incoming missiles like daggers and arrows, is more difficult. First, the attack must be Parried (Dodging means avoiding the projectile altogether). If the Parry is successful, then the character can attempt to grab the projectile. Grabbing hand-tossed objects requires a Strike Roll of 10 or better (yes, character bonuses are allowed). Grabbing objects fired by a device like a bow, crossbow or sling will require a Strike Roll of 14 or better (again, the character's bonuses to strike/grab are allowed). Projectiles fired from any kind of gun can NOT be grabbed.

GRAPPLING: See *Combat Range*.

HAND TO HAND COMBAT: Fighting skills that provide the characters with attacks per melee, bonuses, and techniques. Characters without combat training have only *one attack per melee and have no automatic chance to parry*. Includes Basic, Expert, Martial Arts, Assassin, and any of the Martial Art Forms.

HANDSTAND (Attack) (NEW!): The character flips over and stands on his hands. Can be used to move quickly into or out of combat range. A Handstand can also be used as a *combined Strike* against an opponent to the rear of the character when used with either a Kick Attack, Snap Kick or Axe Kick. If striking with a Handstand, use only the bonus to Handstand, not the bonus to Strike. Must be used as the first attack in a melee round. Cannot be used with Death Blow or Knock-Out/Stun.

HIT POINTS: This is the number of points of damage a character can take before dying. Characters don't lose hit points until their S.D.C. is down to zero. A character's base hit points is the P.E. plus 1D6. Another 1D6 hit points are gained every time the character advances an experience level. Lost hit points are not recovered without medical attention.

HOLD (NEW!): Using both hands, the attacker grabs on to some part of the opponent's body and attempts to immobilize him. If the Strike is successful, then the victim is helpless until released. Holds do no damage. Neither the attacker nor the victim can attack, parry or dodge while hold is working. It's easy for the attacker to hold the victim so that some third character can attack unopposed or attack from the rear.

Getting out of a hold requires agility. Both the victim and the attacker roll twenty-sided and add in their P.P. attribute score. The person doing the hold also gets to add in all his bonuses to hold and to Strike. High roll wins! If the attacker wins, then the hold continues. If the victim wins then the hold is released and combat can continue.

Types of Holds Include:

Arm Hold
Leg Hold
Body Hold
Neck Hold
Automatic Hold

Arm Hold: This involves twisting the arm around to the victim's back. Any items in the hand of the arm being held can be easily removed.

Leg Hold: The victim is on the ground with his leg held up. There's no way for him to get up until the hold is released.

Body Hold: Any of a number of wrestling holds. The victim can be held on the ground or in a standing position.

Neck Hold: The victim is held around the neck from behind. This leaves the victim totally vulnerable to attacks from any other character.

Automatic Hold: Can be used with any other hold, but only as an automatic defense in place of a parry. If used, this is the only automatic move that can be used that melee attack/action. If it used in place of a Parry/Dodge, and if it fails (doesn't beat the attacker's Strike), then the character takes full damage with no chance to Roll with Punch/Fall/Impact or Breakfall.

INITIATIVE: Whoever gets to attack first is considered to have the Initiative. Initiative is automatic in sneak attacks and long-range attacks. In most other cases, each opponent rolls a twenty-sided; highest roll gets the initiative. Rolling for initiative takes place at the beginning of each melee round of combat.

JOINT LOCK (NEW!): These are advanced, one and two hand versions of Holds. Unlike other holds, locks make it impossible for the victim to escape unharmed once he/she is controlled. Joint Lock Holds do no damage, *unless* the victim tries to escape. The victim is incapable of attacking, parrying or dodging while held in a joint lock. The attacker, if using a one-hand lock, can continue to use the other hand for Parries and Strikes.

Joint Lock Holds Include:

Finger Lock
Wrist Lock
Elbow Lock
Automatic Lock

Finger Lock: One of the victim's fingers has been twisted around. The victim can choose to escape by sacrificing the finger. Doing this results in 1D4 damage, a Save vs Pain, and, of course, a broken finger.

Wrist Lock: A wrist is twisted away from the victim's body. The victim can escape by accepting a broken wrist, 1D6 damage, and a Save vs Pain.

Elbow Lock: Requires the attacker to use both hands. There is no escape for the victim. The attacker can not attack, parry or dodge while using this lock. Trying to use brute force to pull or twist away will cause 1D4 damage with no real chance of success.

Automatic Lock: Can be used with any other lock, but only as an automatic defense instead of a parry. If used, this is the only automatic move that can be used that melee attack/action. If it is used in place of a Parry/Dodge, and if it fails (doesn't beat the attacker's Strike), then the character takes full damage with no chance to Roll with Punch/Fall/Impact or Breakfall.

JUMP KICKS AND FLYING JUMP KICKS: A Jump Kick is performed by leaping completely off the ground and attempting to land foot-first on an opponent. Jump Kicks can be used only by those skilled in hand to hand martial arts. The advantage of a jump kick is that it works as a critical strike and doubles the normal damage inflicted. The disadvantage of a jump kick is that no other

attack may be performed in that melee round (all attacks for that melee are used up in the kick). The jump kick must be the character's first attack of that melee round. For the rest of the melee round, the character can only parry, dodge or move into position.

Jump Kick: Does 1D8 Damage and Critical Strike.

Flying Jump Kick: Must be made from long range. The character launches into the air, taking a position that will smash one foot into the opponent. Does 1D10 Damage and Critical Strike.

Flying Reverse Turning Kick: Must be made from long range. The extra twisting and turning of the body adds power to do 2D6 Damage and Critical Strike.

KATAS AND SPECIAL KATAS (NEW!): These are complex, miniature martial art forms. They are designed to give the character large bonuses for specific moves, but at the cost of flexibility and many of the usual bonuses. See Special Kata section and individual Martial Art Forms for more information.

KICK ATTACK: A whole range of foot-based attacks. Each kick attack works differently and does different amounts of damage. *Also see Jump Kicks and Flying Jump Kicks.*

Kick Attack: This is a conventional karate-style kick. It starts with bringing the knee, leg folded, up to chest level, then the foot is completely extended. Does 1D8 Damage.

Snap Kick: A very short, very fast kick. Usually delivered low, striking the opponent somewhere below the waist. It works well in confined spaces and in grappling range, but does relatively little damage (only 1D6).

Roundhouse Kick: By turning the body and swiveling the hips, there's tremendous power packed into this kick. Can be used only once per melee round, and no other kicks can be used in that same melee round. Does 2D6 Damage.

Wheel Kick: A damaging kick that involves sweeping the leg completely around the body. Cannot come right before or right after another kick. Does 1D10 Damage.

Crescent Kick: A swivel-hipped kick that sends the foot out in a sweeping arc. Does 1D10 Damage.

Axe Kick: A very high kick that goes up and over the opponent, coming down on the neck or shoulder. Can't be used in the same melee round with any other kicks. Does 1D10 Damage.

Backward Sweep: Used only against opponents coming up from behind the character. Does No damage, it's purely a Knockdown attack. Cannot be parried, but can be dodged.

Tripping/Leg Hook: An attack on the opponent's legs. Does No damage, it's purely a Knockdown attack. Cannot be parried, but can be dodged.

KNOCK-OUT/STUN: Anyone hit by a knockout or stun attack will be temporarily incapacitated. The victim will not necessarily be unconscious, just dazed for 1D4 Melee Rounds. The player **must announce** that his character is attempting a knock-out before rolling the Strike. An unsuccessful Knock-Out/Stun does no damage. The dazed person can not attack or take any action and is -4 to parry and dodge.

LEAP: This can be used to move into or out of combat range. **NOTE:** A bonus to leap can be used either for a leap attack, leaping into combat, or for leaping away from combat.

LEAP ATTACK: An airborne assault where the weapons and fists are wielded in mid-leap. A leap attack must be made only at the beginning of a melee round and, like the jump kick, uses up all attacks for that melee. Usually, only a single strike can be made during a leap attack. However, if two opponents are close together, the attacker can leap between them and strike both of them at the same time; roll to strike each opponent. After the leap, the character

may not attack again until the next melee round, but can parry, dodge, or move into position. Automatic parries work in mid-leap, but dodges are impossible. A successful leap attack is a *critical strike and does double damage.*

LONG-RANGE ATTACK: By using a long-range weapon from a great distance, an attacker can perform an undetected, first strike. Provided the attacker is not seen, the defender automatically loses initiative and may not dodge the first attack that melee round. Not to be confused with "*long range*" described in *combat range.*

MAINTAIN BALANCE (NEW!): When some kind of knockdown attack has succeeded, while the character is starting to fall over, this is his last chance attempt to recover. A successful roll (over the opponent's Strike roll) means that the character will immediately regain his balance and remain standing, and be able to continue fighting. If Maintain Balance is used, then Roll with Punch/Fall/Impact or Breakfall can't be.

M.D.C.: Although not used in Ninjas & Superspies, M.D.C. is an important enough concept in the overall Palladium game system to merit some explanation. M.D.C. stands for Mega-Damage Capacity. This is the resistance that very large and very strong things have to normal damage. For example, bank vaults and army tanks are designed to take huge amounts of damage. One M.D.C. is roughly equal to 100 S.D.C. M.D.C. objects are too tough to be damaged by non-Mega-Damage weapons. And, by the same token, Mega-Damage weapons ignore the A.R. of non-M.D.C. objects.

MELEE OR MELEE ROUND: Exactly 15 seconds. The segment of time combatants have to strike, counter and/or return strikes. Generally, playing characters have two or more attacks/actions per melee.

MULTIPLE ATTACKERS: Takes place when an opponent is faced by more than one attacker. Characters with hand to hand combat skills can attempt to parry any attacks within their line of sight. The defender from multiple attackers can strike at only one target at a time (*see leap attack for a rare exception*).

IMPORTANT NOTE: No more than four hand to hand attackers can strike in any one melee round. Any more than that and they'll just get in each other's way.

NATURAL BODY ARMOR: This is not something found on normal humans. However, some animals, aliens and certain mutants have natural body armor. It's quite different from regular Body Armor. Any hit below the A.R. of Natural Body Armor results in no damage. And the S.D.C. of Natural Body Armor is combined with the creature's natural S.D.C.

NATURAL ROLL: This is the result when rolling a twenty-sided die, *before any bonuses or modifiers are added.* Therefore a Natural Twenty means that a "20" was rolled on the dice. Special attacks, such as a Critical Strike, Knock-Out/Stun or Death Blow, can only be done when the Natural Roll equals or exceeds the required number.

NATURAL TWENTY: Any strike with a natural twenty is a critical strike (double damage). If someone with a strike bonus of +2 rolls an 18, then they have an attack roll of 18 plus unnatural bonus modification, NOT a natural twenty, and not a critical strike. A natural twenty beats all other rolls and can only be parried or dodged by another natural twenty.

NECK HOLD/CHOKE: Works just like a normal Neck Hold, but does 1D4 damage per melee round attack. Unlike a regular choke, the damage is not direct to hit points, but first subtracted from S.D.C.

PAIRED WEAPONS: Certain kinds of weapons, such as Sais, Nunchaku, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two different opponents at the same time. In other

words, warriors skilled in paired weapons often can do two actions for every one of their melee attacks. BUT, every time they use twin attacks they LOSE their automatic parry.

PARALYSIS ATTACK (Vital Points): A low level version of Atemi, the Paralysis Attack merely stuns the victim. Victims can not attack, lose all bonuses and are affected for 1D6 melee rounds. However, victims can continue to Parry and Dodge.

PARRY: A defender can attempt to parry most physical attacks. This is done by blocking the attacker's blow with a weapon or hand. Characters *trained* in hand to hand combat can *automatically parry* without losing melee attacks. Bullets and energy attacks cannot be parried! To Parry successfully the character must roll above his attacker's roll to Strike on a twenty-sided die (plus bonuses).

Unlike the Dodge roll, each and every Parry must be rolled separately. If the character is attacked four times in a single melee round attack, then the Parry must be rolled four times. **Note:** All martial artists, spies, super heroes and combat trained characters get an *automatic parry*.

CIRCULAR PARRY (NEW!): The main idea here is that the martial artist can parry all attacks that come in, regardless of direction. So long as the defender is *aware* of the attackers, there's no limit to how many blows can be parried. Works like an automatic parry. However, using a Circular Parry limits the character to only one attack/strike action per melee round. Several Circular Parries can be done per melee, just like a normal parry.

PIN/INCAPACITATE: This is the wrestling version of Body Hold. It must be declared before the strike is rolled. Successful only on a roll of Natural 18, 19 or 20. The only advantage to Pin/Incapacitate is that it can be done by any character with the Wrestling skill.

PULL PUNCH: The ability to control the force of a hand to hand attack. Usually used to reduce the blow to less than killing force. After the damage is rolled, the character can choose to reduce it to half damage, quarter damage, a single point or no damage at all. A character must declare a *pulled punch* before the Strike is rolled. **Untrained or AGENT trained** characters must roll 15 or better (with bonuses) for a successful pulled punch. Characters with any Martial Art Form need only a 7 or better to succeed. Failure means full damage is inflicted.

Pull Punch can also be used with weapons. If successful, it means that the victim was hit with a blunt part of the weapon or with a glancing blow. Again, damage can be reduced to half, a quarter, or less.

ROLL WITH PUNCH/FALL/IMPACT: Hand to Hand combat fighters can reduce the damage from blows, explosions and falls by rolling. If the defender is successful, only half damage is taken. Victims must roll higher than the attacker's roll. *Falling* characters must roll a 14 or higher, on a twenty-sided die, to roll with the fall. Roll with punch/fall does not work against energy blasts, bullets, fire, bladed weapons, psionics or radiation.

NOTE: The bonus for roll applies to all Rolls, including attacks and retreats from combat.

Automatic Roll: Normally a character can only roll with one attack in each melee round action. With Automatic Roll, the character can roll away from an unlimited number of attacks.

SAVING THROWS: Occasionally, characters must roll to save against exotic attacks like poison, gas, insanity, psionics, etc.

Lethal Poison — + 14 or better

Non-lethal Poison — + 16 or better

Harmful Drugs — + 15 or better

Acids — No save possible – Dodge!

Insanity — + 12 or better

Psionics — + 15 or better for non-psionics
+ 10 or better for psionics

Pain — + 14 or better; failure means the character loses consciousness until revived.

S.D.C.: This stands for **Structural Damage Capacity**, which is the amount of damage an object can absorb before breaking. Living creatures also have S.D.C.; it represents their physical resistance to damage. All the S.D.C. of a living thing must be reduced to zero before the hit points can be affected.

S.D.C. Table (Basic)

The following are the Structural Damage Capacity values for a variety of objects. When an object's S.D.C. is reduced to zero, it is considered broken. Game masters should exercise common sense in applying these values. For example, a normal human cannot break through a vault door with bare fists, no matter how many times natural twenties are rolled.

The S.D.C. of different weapons is applied *only* if someone is actually attempting to break the weapon. A properly wielded sword can inflict or parry many times its S.D.C. On the other hand, using the sword to wedge open a door could easily snap it off.

It is also important to note that the Structural Damage Capacity (S.D.C.) applies to the entire object. A bullet can penetrate many objects, with only a small fraction (about 2%) of S.D.C. loss. For example, if a bullet punching through an exterior brick wall hit a target, it would inflict its normal damage.

Airplane, Single Engine	400 S.D.C.
Airplane, Jet Airliner	2000 S.D.C.
Boat, Canoe/Rowboat	40 S.D.C.
Boat, Cabin Cruiser	450 S.D.C.
Boat, Cargo Freighter	8000 S.D.C.
Box, Cardboard	2 S.D.C.
Box, Wood Shipping Crate	12 S.D.C.
Box, Metal Shipping Crate	48 S.D.C.
Car, Compact	250 S.D.C.
Car, Luxury	450 S.D.C.
Car, Door Only	150 S.D.C.
Car, Windshield Only	100 S.D.C.
Door, Interior Wood	100 S.D.C.
Door, Exterior Wood	170 S.D.C.
Door, Metal Grill	350 S.D.C.
Door, Solid Metal	600 S.D.C.
Door, Metal Safe	800 S.D.C.
fDoor, Bank Vault	5000 S.D.C.
Handcuffs, Regular	60 S.D.C.
Handcuffs, Heavy	120 S.D.C.
Lock, Common Latch	40 S.D.C.
Lock, Dead Bolt	100 S.D.C.
Lock, Heavy Padlock	75 S.D.C.
Motorcycle	100 S.D.C.
Truck, Medium Sized Pick-up	450 S.D.C.
Truck, Half-Ton Pick-up	600 S.D.C.
Truck, 18 wheeler	800 S.D.C.
Wall, Interior Plaster	120 S.D.C.
Wall, Exterior Wood	150 S.D.C.
Wall, Exterior Brick	200 S.D.C.
Wall, Cinder Block	300 S.D.C.
Wall, Reinforced Concrete	400 S.D.C.
Weapon, Hard Wood	40 S.D.C.
Weapon, Metal Sword	100 S.D.C.
Weapon, Small Pistol	35 S.D.C.
Weapon, Assault Rifle	75 S.D.C.
Weapon, Artillery Piece	1500 S.D.C.
Window, Ordinary Glass	20 S.D.C.
Window, Plexiglass	35 S.D.C.

SIMULTANEOUS ATTACK: Instead of defending with a parry, dodge or entangle, a character can choose to do a simultaneous attack. In this case, the character does not defend (“Go ahead, hit me; I can take it!”) and simply attacks in response. The advantage of a simultaneous attack is that *neither* opponent can parry, dodge or entangle. In all probability, both will take damage. *Exception:* An opponent with paired weapons can engage in simultaneous attack with one weapon AND parry with the other, OR, both the paired weapons can be used to strike with NO parry.

SNEAK ATTACK: An attacker may lie in wait (ambush), attack from behind, or sneak up (prowl) on an opponent. If the foe does not discover the attacker, then the sneak attack is successful. The sneak attacker always has initiative, and the defender is not able to parry or dodge the first strike of the sneak attack.

SOMERSAULT (NEW!): This is an escape maneuver used to get in or out of combat range. If used in place of a character’s attack, it means the character can move into combat range or leave the combat area. If used instead of a Parry or Dodge, it means that the character must roll over the attacker’s Strike, and use only the bonus to Somersault. Success means avoiding the attack and rolling out of combat range. Failure to beat the Strike means taking full damage without a chance to Roll with Punch.

SPECIAL MOVES: Here’s a list of Special Combat Moves arranged according to their martial art form. For more details, see that particular form.

Aikido — KNIFE HAND KNOCKOUT

Bok Pai — CRANE FIST

Choy-Li-Fut — OVERHEAD FORE-KNUCKLE FIST, UPPER-CUT, and ROUNDHOUSE STRIKE

Fong Ngan — ONE HAND CHOKE and COMBINATION GRAB/KICK

Fu-Chia Pai — POWER BLOCK/PARRY/CLAW and DUO-CLAW STRIKE

Lee Kwan Choo — DUO-KNUCKLE STRIKE and SNAP KICK

Ninjitsu — ROLL KNOCKDOWN

Snake Style — ONE-FINGERTIP ATTACK

Tae Kwon Do — BUTJAPGO CHAGI (Combination grab/kick)

Tai-Chi Ch’uan — PUSH OPEN HAND

Taido — TURN WITH PUNCH/FALL/IMPACT, FORWARD SPIN, BACKWARD TURN, SPINNING EVASION, ROTARY PALM STRIKE, FLYING REVERSE SPINNING KICK, and SPINNING LEAP ATTACK

T’ang-Su — COMBINATION GRAB/HEAD BASH

Thai Kick Boxing — SHIN KICK

Wui Wing Chun — COMBINATION HAND HOLD/STRIKE

Xing Chiao — EAGLE CLAW HAND

Zanji Shinjinken-Ryu — COMBINATION GRAB/SLASH

STRIKE: Anyone attempting to hit an opponent must roll to strike. As with all combat rolls, a roll to strike is made with twenty-sided dice. After bonuses are added, the roll must be a 5 or better to hit. Rolling a 4 or less means a miss. The defender can always try to parry (or dodge) a strike. The following are specific martial arts attack strikes:

Human Fist (Punch): This is a conventional clenched fist punch. Does 1D4 Damage.

Knife Hand: An openhanded strike with the blade of the hand. Does 1D6 Damage.

Fore-Knuckle Fist: The fist is clenched, with the first joint of the forefinger sticking out. Does 1D6 Damage.

Double-Knuckle Fist: A clenched fist with the forefinger and index finger knuckles protruding. Does 1D8 Damage.

Power Punch: Winding out from the waist, this punch corkscrews out from the body for extra power. Common to many karate forms. Does 1D10 Damage.

Backhand: Usually used on an opponent coming up from behind the character. Can be done without turning around. Does 1D4 Damage.

Fingertip Attack: Usually used only to deliver Chi or Atemi based attacks. Does just 1 Point Damage.

Claw Hand: The hand is held in a claw position and used to rake the flesh of the opponent. Does 1D6 Damage.

Palm Strike: An open-hand strike done with the ‘heel’ of the palm. Does 1D6 Damage.

Double-Fist Punch: Both fists strike simultaneously, doing 2D4 damage. Cannot Parry during this strike.

Knee: Does 1D6 Damage.

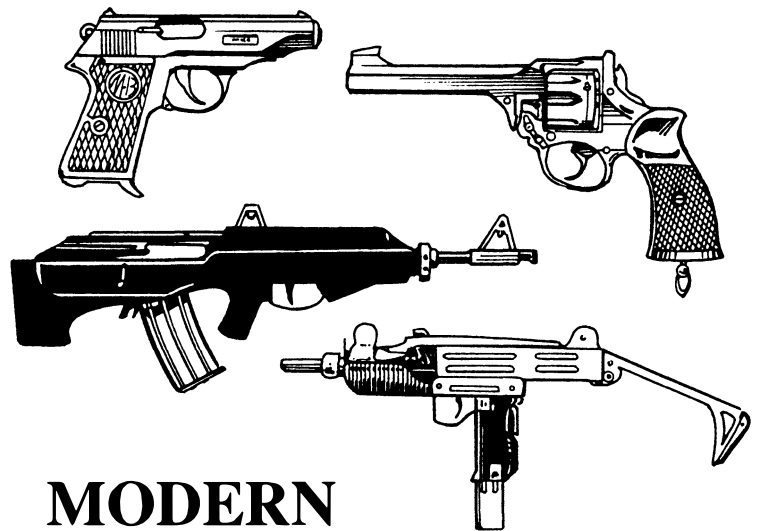
Elbow: Does 1D4 Damage.

Forearm: Does 1D4 Damage.

THROW: Simply, this means throwing a weapon. Rolling to throw is exactly the same as rolling to strike, except that there are different bonuses per weapon type. *See Weapon Proficiency.*

NOTE: A character can throw anything, but gets no combat bonuses without a Weapon Proficiency (W.P.) with that particular item. This applies to modern and ancient weapons.

TRIPPING/LEG HOOKS (NEW!): This attack is not designed to do damage, just to knock an opponent off balance. *See Kick Attacks.*



MODERN WEAPON COMBAT

The Modern Weapon Combat presented here represents the very latest in Palladium’s arsenal of role-playing techniques. This is the definitive system for dealing with high-volume modern weapons. It’s a bit of a change from the older system found in the original **Mechanoids**, **Heroes Unlimited** and **Teenage Mutant Ninja Turtles and Other Strangeness**. However, you might as well get used to it, since it’s going to be in most Palladium games from now on. For example, it’s already used in **Robotech** and in the new **Revised Heroes Unlimited**.

Certain aspects of the original rules are probably a little more realistic, but they’re worth sacrificing to speed-up the play of the game. Believe me, you’re going to like this new system.

Resolving Modern Weapon Combat: A Step-by-Step Introduction

Use the following steps for evaluating combat actions and their results.

STEP 1: DETERMINE INITIATIVE

Initiative works the same as hand to hand combat; whoever rolls highest on a twenty-sided die will attack first. In the case of a tie, reroll. However, characters attacking from long-range, such as a sniper, will automatically get the Initiative.

STEP 2: ATTACKER ROLLS STRIKE

The procedure for ascertaining a strike is unchanged. The attacker rolls a twenty-sided die (1D20). A roll of 1, 2, 3, or 4, is an automatic miss. A roll of 5 or higher is a potential strike/hit. And a Natural Twenty is always a critical hit.

Normal Strike bonuses and combat skill bonuses are not counted in Strike rolls with modern weapons. *Only Weapon Proficiency (W.P.) bonuses count when using modern weapons.*

STEP 3: DEFENDER MAY DODGE OR DIVE FOR COVER

The only way to defend against a modern weapon attack is by *Dodging or moving out of sight*. A Parry will not work against modern weapons.

Against single shots, the defender must Dodge each melee attack/strike. If the defender runs out of Dodges before the attacker runs out of melee round attacks, then the defender becomes a sitting duck. **ALL** characters are -4 to dodge modern weapons/guns.

STEP 4: ATTACKER ROLLS DAMAGE

If the victim of a modern weapon attack is hit, the attacker should roll damage. Damage is based entirely on the weapon. Hand to Hand — Martial Arts and physical strength damage bonuses never apply to modern weapon damage.

MODERN WEAPON PROFICIENCIES

Weapon Proficiencies (W.P.) are areas of training and practiced skill with a particular type of weapon, such as revolver or sub-machinegun. This skill provides special bonuses to strike when using that weapon. Do not add this strike bonus to your character's hand to hand or combat skill bonuses to strike.

Weapon Proficiencies provide the following bonuses:

Aimed: +3 to strike.

Burst: +1 to strike.

Wild: No bonus or penalty.

Training also enables the character to easily reload, disassemble, unjam, clean and otherwise maintain the weapon. **Recognizes weapon quality** — 30% at level one and +6% per each additional level of experience. **Add a bonus** of +1 to strike for every THREE levels of experience beyond level one. When firing a weapon, there are three main modes or categories of attack: *aimed, burst or wild*.

AIMED

An **aimed shot** means a person takes the time to carefully aim and squeeze off one, well placed shot. Each individual shot takes one full attack. Thus, if a character has four attacks per melee he/she can shoot FOUR aimed shots. This applies to all weapons. Roll to strike for each shot.

Bonus to Strike is +4 with a revolver or +3 for all others.

BURST

A **burst** is the shooting of several rounds, immediately one after another. Aim is more hasty and the recoil moves the weapon with each shot, reducing the accuracy. *Semiautomatic/automatic weapons, machineguns and sub-machineguns*, are designed for burst firing. The concept is that, while accuracy is reduced, the odds of hitting one's target with multiple rounds is increased because more shots are fired. Bonus to Strike is +1 with all weapons.

Note: Roll to strike once to see if the entire burst hits. Do not roll for each individual bullet. If the burst misses its target, then all the rounds in that burst miss.

BURSTS OR SPRAYS FROM AUTOMATIC WEAPONS AND SUB-MACHINE GUNS

Short bursts fire 20% of the entire magazine; i.e., 30 round magazine — 6 rounds/bullets are fired. Damage: Roll the normal damage dice for ONE round \times 2. Uses up one attack. Can be fired at only one target.

Long burst fires 50% of the entire magazine; i.e., 30 round magazine — 15 rounds/bullets are fired. Damage: Roll the normal damage dice for ONE round \times 5. Uses up one attack. Can be fired at only one target.

Entire magazine: Shooting off the entire clip/magazine within a melee round is possible. 100% of the rounds are fired. Damage: Roll the normal damage dice for ONE round \times 10. Uses up *two* attacks that melee. Can be fired at only one target. Machineguns are the only exception to this rule.

Spray: Shooting a burst at several targets at once is possible, but the same as shooting wild. You must fire a *long burst or an entire magazine* in order to spray. See shooting wild.

SHOOTING WILD

Shooting wild occurs when a trained character shoots without taking time to aim. This usually applies when the person is blinded, angry, running, rolling, leaping, shooting from a moving vehicle, etc.

Bonus to Strike: With W.P. there is no bonus or penalty; with no W.P. the person strikes at -6. Long bursts or the entire magazine must be fired. Counts as two attacks. Can be fired at one target or in a spray. Damage for shooting wild at one target: Roll normal damage dice for ONE round \times 2. Roll once to strike with the wild burst. Hitting an innocent bystander is a real possibility when shooting wild; 20% chance. Roll for each wild burst fired. Damage is the normal damage from one round (a wild shot).

Spraying an area with bullets can be dangerous and is considered to be shooting wild. The object of a spray is to hit several targets simultaneously. **First**, roll once to determine if you strike the target area; 1D20; 5 or higher strikes as usual. Then roll 1D4 to determine how many individual targets are struck within the target area. However, each target gets a roll to dodge to avoid getting shot. Damage is the normal damage from one round. Hitting an innocent bystander is even more likely; 50% chance. Damage is from one round (wild shot).

Bursts or Sprays from a machinegun is different only in the number of rounds fired, targets struck, and chance of hitting a bystander. Machineguns have a much greater ammunition capacity, so it does not have to use the same percentage of its entire clip.

COMBINATION MOVES: Firing a weapon while doing anything else is the same as *Shooting Wild*. For example, a character may be trying to run, Dodge, fight hand to hand, or Parry. It's physically impossible to do these things and fire accurately at the same time.

MOVING TARGETS: It is a lot harder to hit someone while they are moving. -3 to strike at moving, running or leaping targets. -6 to strike anything speeding 40mph or more.

NATURAL TWENTY: As with all attacks, modern weapons do double damage when the Strike is a Natural Twenty.

RATE OF FIRE: Indicates any limitations as to how many times a modern weapon can be fired per melee, and/or the number of rounds or missiles in a burst or volley. See *Weapon Section for specifics*. Archery weapons are also rated by Rate of Fire, which determines how many arrows a character can shoot in a single melee round.

RELOADING: Almost all modern weapons come equipped with easy to load clips (also called magazines). There are even "quick loaders" for revolvers. This means that characters can reload a full clip in a single melee attack/action. However, older weapons like bolt action, muzzle-loaders, hand-loaded revolvers and most shotguns, will require a full melee round (or more) to reload. Note that it may take longer to reload while in the thick of battle, especially if some maniac is attacking you.

EFFECTIVE RANGE: The longest distance that the weapon can be fired without losing accuracy or damage. Guns can be fired beyond their effective range, but with no bonuses to Strike and with a -4 to Strike for every 25 feet beyond the range.

EXPLOSIVES: This category includes grenade launchers, hand grenades, satchel charges, and so forth. The target person or item takes full damage. Everyone else who is in the blast radius of an explosive takes half damage and can Roll with Punch/Fall/Impact. Most hand grenades should be treated as thrown weapons. Grenade launchers are used as *W.P. Grenade Launcher*. See equipment section for more information.

FLAME THROWERS and FIRE BASED ATTACKS: All fire-based weapons can fire but once per melee round. Because of the stream of fire, the attack is always *Shooting Wild, Short Burst/One Target or Shooting Wild, Long Burst Spray*.

GRENADES: Unlike most weapons, the Strike roll for a grenade must be 6 or better to strike. Successfully Dodging a grenade does not escape it altogether, just enough to take *half damage*. Everyone else in range of the grenade also takes half damage. **NOTE:** Anyone can Roll with Punch/Fall/Impact to further reduce the damage from a grenade attack. **Grenade Throwing:** The maximum range one can throw a grenade is 10 feet (3m) for every Physical Strength (P.S.) point of the character. Thus, a hero with a P.S. 10 can throw a grenade 100ft, while a hero with a P.S. 25 can throw it 250 feet.

SHOTGUNS: Shotguns can usually fire just once per melee round. Double-barrelled shotguns can fire twice per melee, either simultaneously, or one at a time. If firing two rounds simultaneously roll to Strike just once, and roll damage for each shot. Buckshot scatters, and will strike the specific target plus 1D4 others within its blast area (approximately a 15ft/4.6m area). Reloading takes one full melee.

DAMAGE TABLE (Modern Weapons): The amount of damage caused by modern guns depends more on the ammunition than on the actual weapon. Pistol ammunition, no matter how large the shell, is driven by a small amount of powder. Rifle cartridges are far longer, have a *lot* more powder, and do a lot more damage.

For example, a typical 9mm pistol round delivers 250 foot-pounds of energy at 100 yards. Compare that to the 2200 foot-pounds of the 30-06 bullet at the same distance. Here's the typical damage for different kinds of ammunition:

The reason why sub-machineguns do so little damage is because they use pistol ammunition. Full-sized machineguns and assault rifles do much more damage because they use rifle ammunition.

<u>Caliber</u>	<u>Damage</u>	<u>Penetration Value</u>
.25 Pistol	1D6	Poor: Deflects off bone
7.65mm (.32) Pistol	1D8	Fair: Deflects off bone
.32 Pistol	1D8	Fair: Deflects off bone
.38 Pistol	2D6	Adequate: May lodge in bone
.38 Super Pistol	3D6	Good: May break bone
9mm Automatic Pistol	2D6	Adequate: May lodge in bone
.357 Magnum Pistol	4D6	Excellent: Shatters bone & wood; goes through cinderblock
.45 Automatic Pistol	4D6	Excellent: Shatters bone & wood; goes through cinderblock
.44 Magnum Pistol	5D6	Excellent: Shatters bone & wood; goes through 1/2 plate armor steel
5.56mm Assault Rifle	4D6	Excellent
7.62mm Assault Rifle	4D6	Excellent
30-06 Hunting Rifle	5D6	Very Excellent
.50 Machinegun	5D6 + 6	Superior: Shoots through brick, metal and a car's engine block

VEHICLE CONTROL & COMBAT (optional)



AUTOMOBILE CONTROL ROLLS

Drivers are in constant danger of losing control of their vehicle. To avoid losing control, the characters must roll against their Pilot skill. *Control Rolls must be made for each of the following situations:*

Exceeding Cruising Speed: Any time a driver exceeds the Cruising Speed for the vehicle, there's the danger of losing control. Every melee round of excessive speed requires a Control Roll. See Road/Speed Table for penalties.

Exceeding Road Speeds: Going too fast on back roads or trails is dangerous, no matter how well built the vehicle is. Any travel over 75mph on a back road, or over 45mph on a trail, requires a Control Roll. This is not the case with Highways. A vehicle can travel all the way up to Cruising Speed on a Highway without rolling for Control. See Road Speed Table for penalties.

Exceeding Maneuver Speed: Every *turn, swerve or lane change* made while exceeding Cruise Speed or Road Speed *requires another Control Roll with a -12 penalty.*

Driving in Reverse: Attempting to drive in reverse at any speed over 25mph. Roll a Control Roll with a -30% penalty.

Poor Road Conditions: Requires a Control Roll. This can include anything from rain to steep inclines. -30% or optional. See Road Quality and Obstacle Table for specific penalties.

Avoiding Obstacle: Swerving around any object requires a Control Roll — no penalty. If the swerve or dodge involves leaving the road surface, then the penalty is -40%.

CAR COMBAT RULES

Car to Car combat is not all that different from other kinds of combat. That is, the game master should work at keeping things clean, quick and simple. The only two differences are in rolls to Dodge and rolls to Strike.

Dodge: Vehicle-to-Vehicle

In spite of their advanced Speed, cars have absolutely *no bonus to dodge against firearms*. Why? Well, first off, a vehicle just isn't as maneuverable as a person, it generally goes in a straight line, and, even on curves, the faster the thing is going the smoother the curve. The other thing to bear in mind is the car's size.

However, drivers *can dodge attacks from other vehicles*. When someone is attempting to cut-off, ram or sideswipe the vehicle, a Dodge roll is possible. A vehicle making a Dodge can't do anything else in that Melee Round.

Strike: Vehicle-to-Vehicle

Rolls to Strike in Vehicle-to-Vehicle combat are exactly like ordinary rolls to strike. The only difference is that a vehicle is several targets in one package. *Every strike on a vehicle must be "called."* The attacker has to specify which target is being attacked: *the crew compartment (driver), a turret, or the vehicle itself* (main body).

"*Ramming*", or striking one vehicle with another, always attacks the vehicle itself. *Area affect weapons*, like explosives and fire, can attack the vehicle, the turret and the occupant(s). *See vehicle combat tactics*.

Melee Rounds: Vehicle-to-Vehicle

The melee round system hasn't really changed. The idea is still to get the combatants in close quarters and let 'em slug it out 'til somebody goes down.

Don't get carried away with the possible complexities of the systems. For example, avoid the trap of over-calculating the exact number of seconds required for a car going 187 miles per hour to catch up with a car going 193 miles per hour.

Remember that, in the real world, things are never that simple! Cars have to swerve and weave, acceleration is never constant and, at high speeds, drivers make mistakes constantly. Just read a newspaper account about a police car chase. Usually the police car is much faster than the criminal's. Even so, the chase can go on for dozens of miles at very high speeds.

Keep it simple; if the pursuer is faster, then he'll catch up. If the leader is going faster than the pursuer, then he leaves the other car in the dust. *There should only be three possible conditions*: 1) either the cars are neck-and-neck, or 2) one is behind the other in firing range, or 3) the two cars are too far away for combat.

Another important thing to remember about Melee Rounds is that the use of a vehicle as a weapon to ram or sideswipe, etc., is limited to *one attack/action per Melee Round*. So, if the driver has other Melee Actions left, he can use them to shoot out the window, grab a fire extinguisher, or get a cup of coffee.

Vehicle Combat Tactics, Maneuvers & Techniques

The Ram

Ramming is a vehicle-to-vehicle attack where one vehicle attempts to bash into the rear of another. The speed of the ramming/attacking vehicle must exceed 10mph of the vehicle it is attacking. Speeds greater

than 10mph above the defending vehicle's constitutes a crash; use the Crash and Damage rules to determine the damage to both vehicles. Likewise, head-on collisions/rams, and ramming stationary objects at speeds over 10mph constitutes a normal crash, damaging all parties.

Ramming damage varies with the size of the attacking/ramming vehicle.

Damage to Target Vehicle

	<u>Inflicts</u>
Motorcycle	4D6
Automobile, small truck, mini van	6D6
Full-Sized truck or van	6D8
½ ton truck or bus	6D10
10 or 16 wheeler/semi-truck	10D10

Note: The attacking vehicle also suffers damage, but only 1/3 of that which it inflicts on its target. Only if the attacking vehicle has a ram-prow built onto it will the vehicle take no damage.

Control Rolls: Immediately after a successful ram, both vehicles must make control rolls. The attacker is -25 and the defender is -40.

The Sideswipe

When cars are neck-and-neck, they can attempt to shove each other off the road. Works exactly like the Ram except that damage is half those listed. **Control rolls** are the same as for Ramming.

The Cut-Off

The attacker pulls in front of the defender, cutting off the lane and forcing the defender to either hit/crash or swerve to avoid hitting. The attacker rolls to strike and must make a control roll. A failed strike means the maneuver is unsuccessful/incomplete and can be tried again. A failed control roll means a crash. If the attacker succeeds and the defender fails to dodge (either by missing the roll or by not rolling), then there is a collision. *Use the standard Crash and Damage Rules*. **Control Rolls:** the attacker at -30, and defender at -25.

The Block

Basically, this happens when the attacker wants to keep the defender in some position. A good example is where the cars are neck-and-neck, the right-hand car sees an oncoming truck in the left lane and decides to force his opponent to stay in that lane. This same technique can be used to keep one's opponent from passing as well. If the attacker rolls a successful strike, and if the defender does not try to dodge or fails to dodge, then the defender is stuck in that lane until the next melee. Neither a *Sudden Brake* or a *Drag Race* is good against a Block. Executing a block may require high speeds and/or quick maneuvering, like switching lanes, swerving, etc. Control rolls should be made for each block/strike maneuver and dodge/evasive action. **Standard Control Rolls apply**.

The Sudden Brake

When two cars are side-by-side, preferably in different lanes, one of them can attempt to get behind the other by hitting the brakes. Whether or not the braking car actually pulls behind depends on a straight, twenty-sided die, initiative roll. Both cars roll; high roll wins. However, the braking car reduces speed by half for one melee. An unsuccessful Sudden Brake means the opposing car is still side-by-side. **Control Rolls** must be made with a -15 penalty. **Warning:** Don't attempt to brake with anyone immediately behind you unless you want a collision.

The Bootleg Turn

This is a special maneuver that lets the vehicle completely change direction. Basically, the driver turns, slams on the brakes and "fishtails" the car into the opposite direction. While in the Bootleg the vehicle has *no chance to Dodge*. **A Control Roll** must be made with a -50 penalty.

Drag Racing

When two cars are neck-and-neck and trying to pull ahead of each other, that's a Drag Race. The same thing happens when one car is behind another and both decide to speed up. A lot depends on the Speed Class of the vehicle, the higher the better. However, there's a lot more to drag racing than engine performance. The driver's skill and reflexes, as well as raw luck, are just as important.

Rolls for Drag Racing are made on twenty-sided dice. There are two modifiers. First, each driver can add in the Speed Class of his/her vehicle. Second, the driver's P.P. bonus can be added.

If both cars were neck-and-neck, then the winner will be way out in front. When one car is trying to overtake another, then winning means catching up and losing means falling way behind. In case of a tie, the cars maintain their current positions. A Natural Twenty is perfect luck, either leaving a pursuer in the dust or coming up neck-and-neck with a fleeing prey.

Note: There is a -5 penalty when driving any vehicle for the first time. In other words, if a character just stole a car and is trying to escape in it, he'll have a -5 penalty on the initiative rolls.

Vehicle Damage

Motorcycle	1D6 per 10mph
Automobile, Small Truck, Mini Van	1D8 per 10mph
Full-Sized Trucks and Vans	1D8 + 1 per 10mph
½ Ton Trucks and Buses	1D10 per 10mph
10 or 16 Wheeler Semi-Trucks	2D6 per 10mph

Damage is based on relative speed. When something hits a stationary object, the only thing to worry about is the speed of the moving object. When two moving objects meet, whichever does the most damage will determine the actual damage. Round up in all cases.

If Mike is driving a car north at 38mph and runs into something standing still, like a telephone pole, then both his car and the pole take 4D8 damage. Note the 38mph is rounded up to 40; 1D8 per 10mph = 4D8 damage.

Now let's look at Mike running head-on. Mike is travelling at 40mph and a motorcycle approaches from the opposite direction at 60mph. Their added speeds are 100mph, so the damage to both vehicles is 10D8. Since Mike's car is larger/heavier and does more damage, we use the automobile damage formula rather than the motorcycle.

CRASH AND DAMAGE RULES

Driver & Passenger Damage

Anyone not wearing a Seat Belt must roll to see if they are thrown clear in an accident. With percentile dice, a roll of 25% or higher indicates the character bounces around inside the vehicle and takes double damage. If the roll is under that, then the character is thrown clear and bounces around outside, taking 2D6 damage for every 10mph of vehicle speed.

Characters wearing Seat Belts or other restraining straps take 1D6 damage for every 20mph. The addition of crash helmet and specially padded, asbestos suit reduces the damage by half.

Motorcycle crashes are even more deadly. With helmet and leather body covering, or some kind of protective garments, the character(s) takes 1D6 for every 10mph. Without helmet or protective garments: 2D6 per 10mph.

Lucky Fall: With all vehicles, motorcycle, car, van, truck, etc., there is a slim chance that each passenger and driver will be thrown

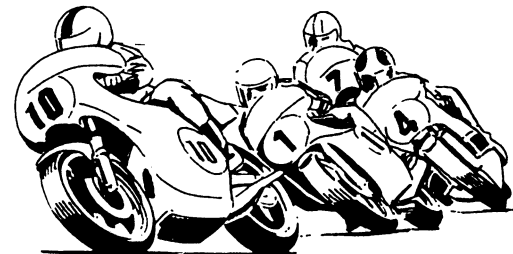
clear, or luck-out with only minor damage, even in a terrible crash. **Roll Percentile Dice:** 1-20 — Lucky Fall, 2D6 — total damage, 21-00 — full normal damage.

LOSS OF CONTROL TABLE

The game master or player should roll on the following table every time a character fails a Control Roll. Roll percentile dice.

- 01-10 Pothole!** Vehicle slams into something and rebounds. Or, just as likely, the vehicle bottoms out, smashing the underside into broken pavement or a pothole. Vehicle takes 4D6 points of damage to S.D.C. and Speed Class is reduced 1D6.
- 11-25 Out of Control!** The vehicle skids out of control. Ends up off the road, in a ditch or in some other embarrassing situation. Stuck 3D6 Melee Rounds.
- 26-44 Stall!** Forced to make a sudden stop; the car stalls out. Getting it going again takes 2D6 Melee Rounds.
- 45-76 Skid!** Skid out of control and into an object. The vehicle takes half normal damage from this minor crash. Speed Class is reduced 1D6 levels. See Crash and Damage rules.
- 77-90 Crash!** Skid out of control into an object. The vehicle takes full damage and occupants take half damage. Speed Class is reduced 2D6 levels. See Crash and Damage rules.
- 91-97 Totaled!** Vehicle crashes and is totally destroyed. Occupants take full damage.
- 98-00 Roll and Burn!** The vehicle goes completely out of control and rolls over 1D6 times. Vehicle takes double damage, occupants take normal damage. In 1D10 melee rounds the vehicles fuel tank will explode; anyone remaining inside will be torched. See Crash and Damage rules.

Note: Speed Class is found in the under "Building the Super-Vehicle".



Pedestrian Impact Damage

Vehicle-to-Pedestrian Combat: In order to hit a moving object, it requires a Strike roll from the vehicle driver. To avoid a vehicle hit/ram attack, the target must make a Dodge roll greater than the Strike roll. Unconscious characters and stationary objects do not Dodge.

Vehicle-to-Pedestrian Damage: Anything hit by a vehicle takes the full damage from the **Vehicle Damage Table** according to the vehicle type and speed. However, vehicles themselves also take impact damage. Creatures or items under 10 pounds do 2D6 points of damage regardless of vehicle type and speed. With objects 11 to 200 pounds, the vehicle takes one third of the damage received by the target. 201 to 400 pounds, the vehicle takes half damage. The vehicle takes three quarters of the target's damage when the Size/Weight is from 401 to 1000 pounds. Hitting anything over 1000 pounds is the equivalent of a crash — both the vehicle and the target take full damage. Vehicles with ram-prows take no damage, except from the ram-prow itself.

Road & Speed Table

Use the following table to determine how much ground is being eaten up in V-to-V combat.

<u>Travel Speed</u>	<u>Distance/Melee</u>	<u>Highway</u>	<u>Control Roll Modifiers for:</u>	
			<u>Back Road</u>	<u>Trail/Broken Road</u>
1 to 15mph	1/32 mile	SAFE	SAFE	SAFE
Over 15mph	1/16 mile	SAFE	SAFE	SAFE
Over 30mph	1/8 mile	SAFE	SAFE	SAFE
Over 45mph	1/6	SAFE	SAFE	-5
Over 60mph	1/4 mile	SAFE	SAFE	-10
Over 75mph	1/3 mile	SAFE	-5	-20
Over 90mph	1/2 mile	SAFE	-10	-30
Over 120mph	1 mile	SAFE	-10	-45
Over 240mph	2 miles	-10	-15	-60
Over 360mph	3 miles	-15	-20	-70
Over 480mph	4 miles	-30	-40	-75
Over 600mph	5 miles	-45	-70	-85
At 720mph	6 miles	-60	-80	-95

Vehicle Combat Example

In this example, two characters are driving a '68 Cadillac (Speed Class 8) equipped with compartment armor, vehicle armor; fixed, forward-mounted, .50 calibre machinegun and gun ports on all four sides. Both Mike's and Fran's characters are wearing Motorcycle Leathers and packing .45 Automatic Pistols as sidearms.

GM: Well, you've been traveling at full cruising speed for the last 20 miles. So at 120 miles per hour, that takes you 10 minutes. Now I'll check road conditions (rolling dice). Uh, Oh! You see a stretch of broken pavement ahead.

Mike: Whoa! I better slow down. What are my options?

GM: Well, you can take it at 15mph and there'll be no chance of an accident.

Mike: Oh, come on! We can do better than that.

GM: Sure, you can use your Pilot skill. Let's see . . . (looking at table) . . . at 30mph it's a straight roll. 45mph and you have a -5 on your skill, -10 if you take it at 60, and -30 if you take it at 90.

Fran: Mike, don't get too crazy; we just rebuilt this clunker.

Mike: Hmmm . . . I've got a skill of 98%, so -30 seems a little risky . . . we'll take it at 60mph.

GM: Okay, you're dodging chunks of paving stones at 60mph. Roll on your Pilot skill.

Mike: No problem! I roll . . . a 38. My skill is only reduced to 88%. We're safe as houses.

GM: It looks like you're going to make it by the rocks. Ahead you see clear pavement, with dense forest on the right-hand side. Oops! There must be a road in the woods.

Mike: Why? Can I see it?

GM: No, but you can see a 3/4 ton truck pulling out right in front of you.

Fran: A what?!

Mike: Am I gonna' hit it?

GM: Not unless you want to. Are you going to stop? Or are you going to try to pull around it?

Mike: Ah . . .

Fran: Don't stop; it could be a trap!

Mike: Right. I'll hit the gas and try to drive around it.

GM: Since you're being *cut-off*, I'll roll for the truck driver's Strike and you roll a Dodge.

Mike: (rolls) I've got a 7. Can I add in my attribute Dodge bonus?

GM: Nope. Since you're driving a vehicle you can only get the straight Dodge roll. Let's see if you made it . . . (rolls) . . . the trucker only rolls a 4 to Strike, so you manage to get around.

Fran: Whew!

GM: Now roll percentile.

Mike: Why?

GM: You dodged the truck, but you may have lost control of your vehicle. You've got to roll under your skill with a -30 modifier.

Mike: Ooff . . . (rolls) . . . a 9! I made it!

Fran: Do I see anyone else in the woods?

GM: You sure do. There's 5 motorcycles, a station wagon and a sleek looking sports car pulling out into the road off to your right.

Fran: Let's get outa' here!

Mike: Yeah, I punch this baby up.

GM: You were going 60 when you went around the truck. How fast do you want to go now?

Mike: Does the road look clear?

GM: The pavement's solid, but you don't know road conditions ahead.

Mike: I'll play it safe, push it up to 120.

GM: You leave the motorcycles and the station wagon in your dust.

Mike: What about the . . .

Fran: (to Mike) Keep your eyes on the road dummy! I'll check the rear. (to GM) What about the sports car?

GM: It's approaching fast. It must be going at least 60mph faster than you.

Fran: 180?!

Mike: What's the road look like in front of me?

GM: It looks fine as far as you can see; smooth, flat and straight for the next 3 miles.

Mike: And after that?

GM: Why are you asking me? I'm only the game master.

Fran: (to Mike) Mike, the GM *never* tells you about things like that. You drive and I'll check our map. (to GM) Okay, I've got out the map. What do I think we're heading into?

GM: Give me a percentile roll. Mike, through the rear view mirror you see the other car gaining on you. What are you doing?

Mike: They're goin' 180, so I'll go 180. I punch it up!

GM: Now you're going over Cruising Speed . . . this is a Highway, so you need to make a Control Roll with a -5 modifier.

Mike: Okay . . . (rolls) . . . a 78, safely below the 93 mark.

GM: Checking the map, you figure you've got about 8 miles of straight road. Then it'll head up into the mountains. The road will twist and turn like crazy there.

Fran: Ich!

GM: Your friends just accelerated again. Now they're in *firing range*. Incidentally, you can now see a machinegun turret mounted on the roof.

Fran: I'm aiming my pistol out of a rear gun port.
Mike: I gotta' outrun him. I'll punch it up to maximum — 240mph.
GM: He's in range and he's going to try to keep up. That means you're now in a *Drag Race*. Roll a twenty-sided.
Mike: I get to add in the Speed Class of the car, right?
Fran: And your P.P. bonus, don't forget that! Your P.P. is 19, so that's another +2.
GM: Right on both counts; now roll.
Mike: (rolls) . . . only a 4. With Speed Class of 8, plus 2, plus 4, that's 14.
GM: (rolls) . . . Natural Twenty! They pull up next to you on the right side. Mike, you do your Control Roll and I'll roll for them.
Fran: I'm pulling my gun out of the rear port and putting it in the right gun port.
Mike: (rolls) . . . 80, still no problem.
GM: (rolls) . . . they made their Control Roll. They're aiming for the crew . . . (rolls again) . . . a 12; they hit, but the armor absorbs all . . . (rolls) . . . 16 points of damage. Record the damage.
Mike: They're next to me?
GM: Yup.
Mike: I hit the brakes! If I'm behind them I can use my machinegun.
GM: I figure this guy was going to try *sideswiping* this round, so let's see who gets the initiative. Mike, roll twenty-sided.
Mike: Any modifiers?
GM: Nope, just straight initiative.
Mike: (rolls) . . . a 14, is that good enough?
GM: And the villain rolls . . . a 9. He slams into your lane just as you hit the brakes and drop back. You're right behind him, but I still need a Control Roll; this time with a -15 because of the excessive braking.
Fran: They're in front now? (GM nods) One more time; I take my gun out of the right gun port and stick it in the front. Maybe this time I'll actually get a chance to shoot.
Mike: Don't worry. All I need is to roll under 88 for my Control Roll and you can nail 'em with our big gun . . .

CRITICAL DAMAGE TABLE (Optional)

Any time a shot to a car penetrates the armor, either by a roll over the car's A.R., or on a called shot or by a "natural" twenty to strike, there's a chance that the vehicle may be crippled by the damage. Roll Percentile dice.

- 01-05 Engine on Fire:** Speed Class goes down 1D6 level(s). GM rolls 4D10; that's how many melees the characters have before the fire spreads to the fuel tank. If they can pull over and extinguish the fire before that, then no further damage will be taken.
- 06-08 Tire Shot Out:** Speed reduced by a third; driver must make a Control Roll at -5 per *each* 10mph that the vehicle was traveling.
- 09-14 Frame is Seriously Dented:** Alignment problems; drop Speed Class by 1D6.
- 15-20 Hole in Radiator:** Over the next 6 melees, engine will get hotter and hotter. After that, there's a 20% chance, every melee, that the engine will suddenly stop. Steam pours out from under the hood.
- 21-25 Hole in Brake Line:** Brakes don't work anymore. No other problems until the character tries to stop.
- 26-30 Electrical System Damaged:** Control panel inside the crew compartment catches on fire. Until the smoke is cleared and the fire is put out, Control Rolls are an additional -30 each melee, and/or maneuver. All attacks are impossible until the smoke is stopped.
- 31-35 Steering Damaged:** Take -50 on all Control Rolls.
- 36-50 Cosmetic Damage:** Vehicle loses chrome, paint and trim. Looks bad, but no real damage.

- 51-60 Light Knocked Out:** Depending on where the shot came from, either the headlights or the brake lights are knocked out. Could be serious at night.
- 61-65 Exterior Electronics Disabled:** Any electronic devices on the outside of the vehicle are destroyed.
- 66-70 Battery Destroyed:** Not a problem right away, but the vehicle can't be started again without a replacement.
- 71-75 Alternator/Generator Wrecked:** The car stops recharging itself and is running off battery power alone. Will work for 8D4 minutes before draining the battery, then it'll quit.
- 76-85 Transmission Fluid Leak or Damage:** Shifting becomes impossible and the transmission will start making hideous grinding noises. Vehicle will continue operating for another 4-24 melee rounds.
- 86-90 Leak in Gas Tank:** Vehicle will lose one gallon a minute until the fuel runs out.
- 91-95 Fragments in Driver's Compartment:** Roll 2D6 damage for each occupant. Driver makes Control Roll at -50.
- 96-00 No Serious Damage:** However, make Control Roll at -10.

THE CHASE

Evading Pursuit In Ninjas & Superspies

In just about any spy movie, there's always the chase scene. That's when one party hops into the nearest vehicle and speeds off, with the second party in hot pursuit. The Speed Class of the vehicles is important, but, unless the chase takes place on an empty expressway, or in the middle of a flat desert, skill can become more important than speed. Winning these chases is usually a matter of "Losing Pursuit."

Each Losing Pursuit maneuver involves a Control Roll. *Following* a Losing Pursuit maneuver also requires a Control Roll, but the *follower* always has an *automatic Penalty* of -20%. *That's* because the vehicle *doing the chasing* doesn't get to pick the time and place for the maneuver, so the pursuer is forced to follow with quick, often risky, moves.

In relation to combat, Losing Pursuit maneuvers take place just before and just after Vehicle-to-Vehicle combat. Each time the fleeing vehicle is *caught*, the pursuer can force a Vehicle-to-Vehicle combat. At the end of a Vehicle-to-Vehicle combat round, the one with the *advantage*, or anyone who successfully escapes, can start running and initiating Losing Pursuit maneuvers.

LOSING PURSUIT MANEUVERS

- The Sudden Turn.** The fleeing vehicle makes a sudden and unexpected turn. This requires a Control Roll. As usual, the *pursuer* must make the Control Roll with a -20% Penalty.
- Cutting Traffic.** Using a temporary gap in oncoming traffic ("Quick! You can just fit between those two huge trucks!"), the fleeing vehicle makes a sudden turn. That's a left turn in most places, a right turn in Britain and where people drive on the left. The Pilot of the fleeing vehicle makes a Control Roll with a -15% Penalty. *Pursuer's* Control Roll is -15% and -20%, for a total Penalty of -35%.
- Wrong Way Driving.** Entering the wrong side of a divided highway (or going Eastbound on the Westbound lanes) is a particularly dangerous way of avoiding pursuit. Requires Control Rolls, every Melee Round, with a -40% Penalty. *Pursuer's* have a -50% (total) Penalty and must also roll every Melee Round.
- Slow Speed Chase.** Driving into a traffic jam, where the road is jammed with vehicles just creeping along, the fleeing driver attempts to lose the vehicle chasing him. Any lost Control Rolls automatically result in very low speed collisions (fender-benders that just do surface damage to vehicles). No Vehicle-to-Vehicle combat is possible until after leaving the jam up. All Control Rolls are standard, with a -20% for the *pursuers*.

5. **Narrow Escape.** The fleeing vehicle drives through a narrow opening, barely wide enough, or not quite wide enough. Note that if the pursuing vehicle is wider, it may be *impossible* for it to follow. Control Roll as usual for the fleeing vehicle, with -20% for *pursuers*.
6. **Sidewalk Driving.** One way of escaping pursuit is to leave the roadway and take to pedestrian areas like market places, sidewalk cafes, and shopping malls. Loss of a Control Roll means some kind of impact, usually with loose objects or people. Going up or down *stairs* requires a separate and additional Control Roll at a Penalty of -40% . Otherwise, Control Rolls are standard, with a -20% for *pursuers*.

BOAT COMBAT RULES

AQUATIC VEHICLE CONTROL ROLLS

Just as land vehicles can go out of control, so can boats and ships. The big problem with watercraft is that they have no effective braking system. A ship heading in the wrong way can't do much more than kick in the drive system and try to veer or back up. And if wind and/or waves start a ship rolling on its side, there's not a whole lot of ways to keep it steady. *Ship Pilots must make control rolls for each of the following situations:*

- Avoiding Collision:** Swerving around a rock, ship or other obstacle requires a standard Control Roll. No Penalty.
- Docking with Another Vessel:** Any time two water vehicles come together, there's the chance of a crash. Control Roll with -15% Penalty.
- Exceeding Cruising Speed:** As with land vehicles, moving at great speeds is a hazard. Control Roll with no Penalty.
- Backing Up:** Attempting to move a ship backwards is always tricky. Control Roll with -25% Penalty.
- Heavy Chop:** Moving in waters with heavy surf, or having a much larger vessel pass by. Control Roll with -5% Penalty.
- Stormy Waters:** Bad weather is a constant threat on the water. Control Roll Penalty changes according to how bad the storm gets. A standard thunder and rain storm is only -5% , but an offshore hurricane can be as much as -50% . In open water, make the roll every 20 minutes. If the boat is close to shore, or near some other object, then make the Control Roll every 5 minutes.
- Cutting Away:** A very sharp, powered turn, usually made in combat to get in position for an attack. Standard Control Roll.

AQUATIC LOSS OF CONTROL TABLE

When the pilot of a ship fails a Control Roll, it's up to the game master to determine the results. Roll percentile for each incident.

- 01-05 **Roll-Over!** The vessel rolls over in the water, flips upside down, and becomes totally helpless. Righting small boats takes about ten minutes (although they will still be swamped). Larger vessels require a tug and professional help.
- 06-20 **Swamped!** There's enough of a tilt for the ship or boat to take on a lot of water. Each chamber in the vessel has a 50% chance of being flooded. Water damage will be widespread, and loose objects may be swept overboard. So long as the vessel remains swamped, the Pilot must make all Control Rolls with an additional -20% Penalty. Pumping out, by hand or with a machine pump, usually takes at least an hour.
- 21-40 **Severe Tilt!** The ship rocks over far enough for everyone and everything on board to fall over. Any loose objects (including characters) on the deck have a 30% chance of falling overboard. All loose

objects and cargo will be knocked over and around.

- 41-60 **Stall!** Either the engines flood and stall, or the sails become tangled and useless. The result is a total lack of power for 3D6 melee rounds. Pilot must continue making Control Rolls every melee round until the Stall is corrected.
- 61-80 **Impact!** The vessel runs into something. If totally out at sea, then it can run into a whale, a piece of floating debris, or a solid wave. Roll normal crash damage.
- 81-95 **Rupture!** The strain of a maneuver causes a seam to split, or a patch to fail, somewhere in the vessel's hull. Water starts to flow into the ship. Both repairs and pumping will be needed for 1D6 hours.
- 96-100 **Sinking!** The ultimate disaster. The vessel points itself down towards Davy Jones's Locker and sinks. Characters must escape to avoid drowning.

AIR AND SPACE COMBAT RULES

AERIAL COMBAT TACTICS, MANEUVERS & TECHNIQUES

Air combat really only has three possible states. Vehicles can be coming together for combat, or jockeying for advantage, or vehicles are so far apart that no combat is possible.

However, the most common position in aerial combat is where one vehicle, *the Dog Tail*, is following another vehicle, *the Dog*.

Each combat tactic takes one full melee to perform. The number of shots that can be fired depends on the character's Weapon Proficiency (W.P.) and attacks per melee.

DOG TAIL

This is where every combat flyer wants to be. Sitting on the other guy's tail, where every melee round is an opportunity to shoot. Keeping on a **Dog Tail** means matching or beating the opponent's attempts to escape.

The vehicle in the Dog Tail position can open fire with all available weapons, every round, on the Dog (the vehicle in front).

Dog Tail vehicles can attempt to Dodge ground fire by rolling twenty-sided and adding in their Speed Class.

Dog Tail vehicles can attempt to Dodge any fire from the Dog by rolling twenty-sided and adding in their T.M.F.

Note: T.M.F. is the *Transient Maneuvering Factor* explained in the "Building the Super-Vehicle Section."

JINKING

Jinking is an attempt to Dodge *all* enemy fire. Every melee round of a Jink allows the pilot to roll a Dodge that consists of a twenty-sided, plus the vehicle's Speed Class, plus the T.M.F.

Jinking, no matter how successful, will not throw off a Dog Tail.

If there is no Dog Tail, a successful Jink will put combat back to square one, with each rolling a twenty-sided to determine advantage.

Jinking vehicles, if they have a separate gunner, can fire every melee round. The pilot of a jinking vehicle cannot fire.

ROLL-OVER

A **Roll-Over** is an attempt to take the advantage in combat. A Roll-Over is rolled with a twenty-sided and with the vehicle's Speed Class and T.M.F. added in.

If a vehicle is being Dog Tailed, a successful Roll-Over will evade the Dog Tail. At that point the vehicle has the advantage in combat.

Roll-Over vehicles, if they have a separate gunner, can fire every melee round. The pilot of a Roll-Over vehicle cannot fire.

Failure to Roll-Over means a Dog Tail will succeed or continue.

During a Roll-Over, a vehicle can attempt to Dodge by rolling a twenty-sided plus the T.M.F.

SPEED ESCAPE

Speed Escaping is a flat-out run away from combat. Speed Escape vehicles cannot fire on anyone else. Speed Escapes roll a twenty-sided, plus their Speed Class, plus their T.M.F.

If a Speed Escape succeeds, it takes the vehicle out of combat and out of any Dog Tails.

During a Speed Escape the vehicle has no Dodge rolls. And, because the vehicle is taking a long, straight, predictable path, it is vulnerable to both air and ground fire.

MANEUVER ESCAPE

Maneuver Escapes are attempts to run away from combat by fast changes in course and speed. Maneuver Escapes roll a twenty-sided, plus their Speed Class.

If a Maneuver Escape succeeds, then the vehicle escapes from any Dog Tails and leaves combat altogether.

During a Maneuver Escape, the vehicle may attempt to Dodge by rolling a twenty-sided plus their Speed Class.

Maneuver Escapes allow all separate gunners to fire at any available targets, including Dog Tails. The pilot cannot fire during a Maneuver Escape.

CHICKEN TACTICS

Everything we've talked about so far has dealt with the importance of the vehicle, the importance of skill, and the importance of luck in air-to-air combat. Chicken Tactics bring in a new factor: *guts*.

The idea is to challenge your opponent to a test of bravery. Sure, it's foolhardy and suicidal, but it can save your hide when you're outgunned and outmatched.

Chicken Tactics take place in a single melee round. The melee is divided up into either 10 or 5 (in the case of divebombing) opportunities, or chances, for the vehicles to chicken out and veer off.

Playing Chicken during high-speed aerial combat is a very bad idea for one big reason. It's sort of like playing Russian Roulette with a fully loaded pistol, hoping for the one-in-a-hundred chance that the weapon will jam.

However, there are *two* good reasons for playing Chicken. **First**, there's the possibility that your opponent will "Chicken Out." And, if the enemy drops out of the game early enough, you won't have to go through with it either. The **second** good reason for playing Chicken is that your opponent might go through with it and fail.

After all, if you're going to get killed anyway, isn't it better to have some company?

These are the three basic "Chicken" maneuvers:

1. Mid-Air Ram Tactic: You don't *really* want to ram your opponent. A successful ram in mid-air is purely suicidal. The idea is to make your opponent veer off before you do.

The Mid-Air Ram Tactic can start any time a pilot is being Dog Tailed. If there is more than one Dog Tail, then the player should specify exactly which vehicle is going to be Mid-Air Rammed.

At the start of the Mid-Air Ram, the penalty for either side to break off is -10%. If both you and the enemy want to keep playing, then the game master increases the penalty to -20%. Each time both parties ask to keep playing, the game master will increase the penalty by -10%. If both pass at 100% they will collide. At this

point, attempts to use ejection seats is a good idea (see the section on saving throws and Ejection Seats).

At any point, either party can *give up* and return to the dog and dog tail position, or *attempt* to veer away. The longer the game takes, the harder it is to escape. If either character tries to veer away and fails to veer, it's up to the other character to successfully veer to avoid a collision. There is *one and only one chance to veer off* for each. If both pilots fail, the result is a head-on collision at full speed.

Incidentally, gunners (but not the pilot) on both craft can take one melee round of shots at the very start of the Mid-Air Ram.

Here are the possible game results:

Success #1: The enemy succeeds in veering off *first*. All Dog Tails are lost. You now have the choice of Dog Tailing (*automatic!*) the fleeing enemy and taking a free shot, or running from the combat.

Success #2: The enemy attempts to veer off and fails. *You succeed in veering off*. All Dog Tails are lost and you have the choice of trying for a Dog Tail or escaping.

Failure #1: You veer off before the enemy. You are still being Dog Tailed and the enemy has a free shot.

Failure #2: You try to veer off first and fail. The enemy succeeds in veering off. The vehicle that veered off has lost its Dog Tail on you, but any other Dog Tails remain. The enemy has the chance to immediately recover a Dog Tail.

Failure #3: This is the worst result. Both you and your opponent fail to veer off. The two of you collide head-on. See the Crash and Damage Table.

Failure #4: To *give up* and simply slide back into the dog/dog tail position.

2. Dodge 'Em Tactic

This is a tactic for getting rid of a Dog Tail. It's done by cutting close (too close!) to large, potentially fatal, objects. Can be used with buildings, bridges, deep mountain passes, and so forth.

At the start of the Dodge 'Em, there is no penalty to veer off. If both, or all, (since several Dog Tails may be following) parties wish to keep playing, the penalty for veering becomes -10. If both want to continue the next melee, then the game master increases the penalty to -20%. Each melee both parties ask to keep playing, the game master will increase the penalty by -10%. If one waits past the -90% penalty, means the vehicle *will collide*, with no chance to veer. Another good time to try the Ejection Seat saving throw.

At any point, either party can *give up* and attempt to veer away. The longer the game takes, the harder it is to escape. There is *one and only one chance to veer off*. Failure means running into the obstacle at full speed.

Gunner strikes are not possible during Dodge 'Em.

Success #1: Enemy fails to veer away and you succeed. Enemy crashes.

Success #2: Enemy veers away first and then you succeed in following (a successful veer). You've lost your Dog Tail and you can try to Dog Tail the enemy or try to escape.

Failure #1: You veer away first. Provided that the enemy doesn't fail to veer, you are then subject to a full melee round of enemy fire and your opponent is still Dog Tailing you.

Failure #2: You fail to veer away. You crash at full speed. See Crash and Damage Table.

NOTES:

1. "Vehicle Payload" refers to the payload rating found on the *Basic Aircraft Forms Table*. It does not refer to whatever the vehicle happens to be carrying at the time of the crash.

2. **Damage** is based on relative speed. Collision with a stationary object (the Empire State Building, Boulder Dam, the Earth) results in both the object and the vehicle taking damage based on the vehicle's speed. Objects colliding head-on add their speeds together to determine damage. Finally, if a vehicle crashes into the back of another vehicle moving in the same direction (presumably moving a little slower), the difference between the two speeds determines the damage.

3. **The heaviest vehicle** involved in a crash determines which row of the table is to be used for figuring crash damage. Remember, both vehicles take exactly the same damage.

4. **Characters wearing seat belts** and flight or space suits take only *half damage from crashes*. Characters not wearing seat belts and suits take *double damage from crashes*.

5. As you'll notice from **the table**, it is very unlikely that anyone can survive a crash involving supersonic speeds (over 670 mph). Players should try to avoid such crashes or escape by ejection. On the other hand, *kamikaze crashes* at high speed will do impressive amounts of damage to even the largest enemy ships and bases.

DAMAGE AND CRASH RULES FOR AIRCRAFT

IMPACT DAMAGE

Vehicle Payload	Under 720mph	Over 720mph
under 1,000lbs	1D6 per 10mph	1D6 times each mph
1,000 to under 9,000lbs	1D8 per 10mph	1D8 times each mph
9,000 to under 50,000lbs	1D10 per 10mph	1D10 times each mph
50,000 to 1,000,000lbs	2D6 per 10mph	2D6 times each mph
over 1,000,000lbs	3D6 per 10mph	3D6 times each mph

AIR VEHICLE RANDOM TARGET TABLE (Optional)

Player characters should "call" their shots when firing on enemy aircraft. This means they should tell the game master exactly what they are aiming at. Choices include the crew compartments, the fuel tank, or the engines. The following table is set up so the game master can determine hit locations for non-player characters, or as a Random Hit Location Table.

01-10 Crew: One of the crew is being shot at. If the crew member is armored, then the Strike roll must be greater than the A.R. of the armor in order to hurt the character. Otherwise, the armor takes the damage.

11-20 Fuel Tank: Depending on the Strike roll, the damage will be taken by the fuel tank armor or will penetrate the tank. If the tank is penetrated, roll on the following table:

- 1-50 Tiny leak develops — No real problem.
- 51-70 Serious Leak — Fuel will run out in ½ normal time.
- 71-95 Large hole — Fuel will run out in 2D6 Melee Rounds.
- 96-00 Fuel catches fire — Will explode in 2D6 Melee Rounds.

21-30 Engine: If the Strike roll exceeds the engine armor's A.R., then the engine will take damage. Roll on the following table:

- 01-40 Minor Damage — Reduce Speed Class by 1.
- 41-55 Engine Stalls Out — Pilot must roll under Pilot Skill (without Air-to-Air bonus) in order to restart it. Can only roll once per melee round.
- 56-70 Engine Catches Fire — Speed Class goes down 2D6. If the fire is not extinguished in 4D6 melee rounds, it will spread to the fuel lines.
- 71-00 Engine Becomes Irregular — Speed Class drops 1D6.

31-50 Cargo: From 10% to 60% (roll 1D6) of the cargo is ruined.

51-00 Vehicle Random Damage: Roll on Air Vehicle Damage Table.

AIR VEHICLE RANDOM DAMAGE TABLE (Optional)

Any time a shot on a craft penetrates the armor, either by a roll over the vehicle's A.R. or when the A.R. has been depleted, there is a chance that the vehicle may be crippled by the damage.

- 01-05 Control Mechanism Shot Out** — T.M.F. goes down by 1D6.
- 06-08 Landing Mechanism Shot Out** — No problem currently, but the vehicle will have to land without wheels, or skid. Pilot must roll below Pilot Skill (without Air-to-Air) and with a -25 penalty in order to land without crashing. Crash speed will be from 20 to 120 mph (roll 2D6).
- 09-12 Streamlining is Warped** — Air resistance drops Speed Class by 1D6.
- 13-15 Hole in Cooling System** — Over the next 6 melees, the engine will get hotter and hotter. After that, there's a 20% chance every melee that the engine will suddenly stop. Steam pours out from under the hood.
- 16-20 Weapon Systems Out** — None of the weapons will work.
- 21-25 Electrical System Damaged** — Control panel inside the crew compartment catches on fire. All flying is blind until the fire is put out. All Pilot Rolls are at a penalty of -30.
- 26-30 Pilot Controls Damaged** — T.M.F. drops to 1.
- 31-50 Cosmetic Damage** — Vehicle loses chrome, paint and trim. Looks bad, but no real damage.
- 51-60 Navigation Equipment Destroyed** — All further navigation must be done by dead reckoning. Navigator takes a penalty of -35% on all further rolls.
- 61-65 Exterior Electronics Disabled** — Any electronic devices on the outside of the vehicle are destroyed. Includes radar and radio antenna.
- 66-70 Battery Destroyed** — Not a problem right away, but the vehicle can't be started again without a jump or a replacement.
- 71-75 Alternator/Generator Wrecked** — The vehicle stops recharging itself and is running off battery power alone. Will work for 3 to 18 melee rounds (roll 3D6) before draining the battery, then it'll quit.
- 76-85 Stall!** — Engine linkage temporarily disturbed. Pilot can roll under Skill (without Air-to-Air bonus), on percentile, to restart. Can try once every Melee Round.
- 86-90 Roll-Over Controls Jammed** — Vehicle will start rotating to the right and down. Pilot must roll under Skill (without Air-to-Air bonus) every Melee Round to avoid turning upside down. T.M.F. goes down by 2.
- 96-00** No serious damage.

EMERGENCY LANDINGS

When an aircraft conks out, the pilot can attempt an Emergency Landing. This is done by rolling under the Pilot Skill (without Air-to-Air added in) on percentile. The following penalties apply:

- 30 for Helicopters
- 10 for Jets
- 15 if the vehicle was hovering
- 20 if the vehicle was traveling over 670 mph



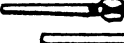


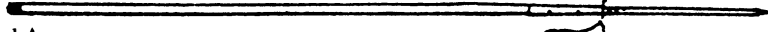
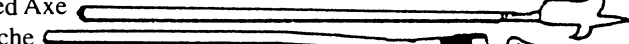

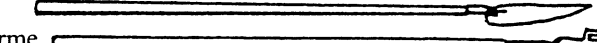
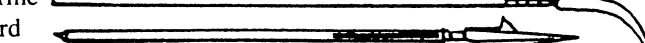

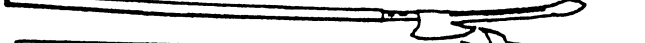
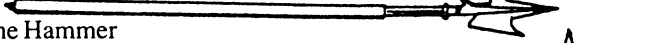
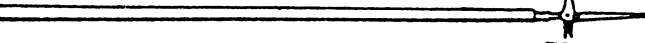
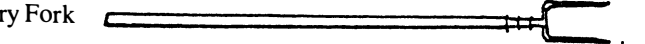
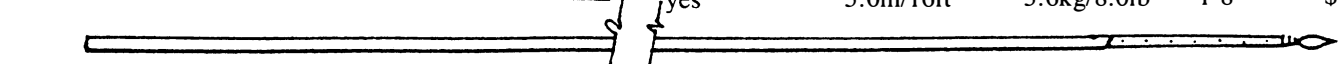
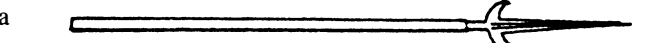
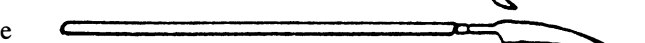
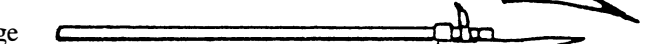
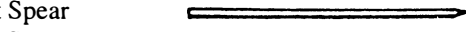
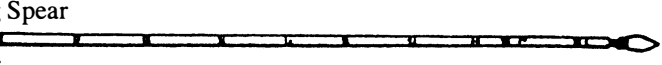
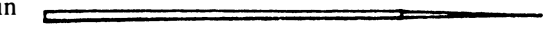
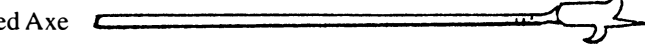

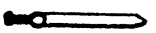
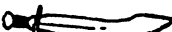

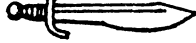
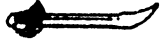
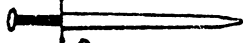
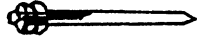
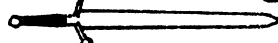

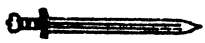
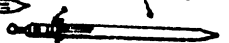
Failing the roll still means that the vehicle crashes, but speed is reduced to only a third of its previous speed.


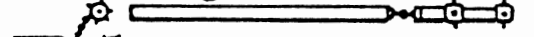

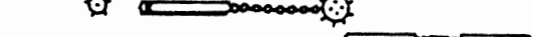











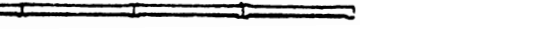

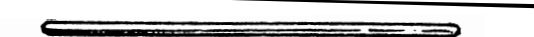
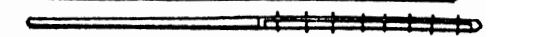

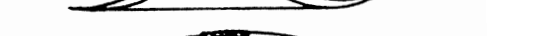

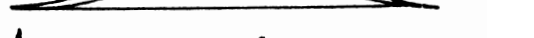



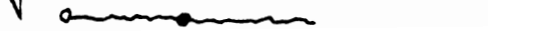





DUMB LUCK

Dumb Luck comes into play when the character has no other choice. Even the worst crash can be survived if the character can *roll a 20 or less on percentile*. Success means he is thrown clear and takes only 4D6 damage. Failure means taking full damage from the crash.

WEAPONS & EQUIPMENT

ANCIENT WEAPONS

Type	2-Handed	Avg. Length	Avg. Weight	Damage	Avg. Cost
AXES					
Axe, Battle 	no	.8m/2.75ft	2.0kg/4.6lb	2-12	\$240
Axe, Throwing 	no	.4m/1.25ft	1.4kg/3.0lb	1-6	\$100
Axe, Stone 	no	.6m/2.0ft	1.8kg/4.0kg	1-8	\$100
Axe, Bipennis (2-head) 	no	.8m/2.75ft	2.8kg/6.0lb	2-12	\$120
Oncin Pick 	yes	1.0m/3.75ft	1.8kg/4.0lb	1-8	\$220
POLE ARMS					
Awl Pike 	yes	3.2m/10ft	2.7kg/6.0lb	2-12	\$445
Beaked Axe 	yes	2.3m/7.5ft	2.3kg/5.0lb	2-12	\$540
Berdiche 	yes	2.1m/7.0ft	3.2kg/7.0lb	2-12	\$550
Glaive 	yes	2.3m/7.5ft	2.7kg/6.0lb	2-12	\$540
Guisarme 	yes	2.5m/7.25ft	2.7kg/6.0lb	2-12	\$550
Halberd 	yes	2.2m/7.25ft	2.3kg/5.0lb	3-18	\$660
Sabre Halberd 	yes	2.4m/8.0ft	3.2kg/7.0lb	3-18	\$650
Hippe 	yes	2.3m/7.5ft	2.7kg/6.0lb	3-18	\$750
Lucerne Hammer 	yes	2.9m/9.75ft	2.9kg/6.5lb	2-12	\$540
Military Fork 	yes	2.1m/7.0ft	2.3kg/5.0lb	1-8	\$330
Pike 	yes	5.0m/16ft	3.6kg/8.0lb	1-8	\$445
Runka 	yes	2.3m/7.5ft	2.7kg/6.0lb	2-12	\$445
Scythe 	yes	2.4m/8.0ft	2.3kg/5.0lb	1-8	\$445
Voulge 	yes	2.1m/7.0ft	2.3kg/5.0lb	3-18	\$550
SPEARS					
Short Spear 	no	1.2-1.8m/4-6ft	1.8kg/4.0lb	1-6	\$130
Long Spear 	yes	2.1-3.0m/7-10ft	2.9kg/6.5lb	1-8	\$180
Javelin 	no	2.1m/7.0ft	1.8kg/4.0lb	1-6	\$180
Beaked Axe 	no	1.4m/4.5ft	2.3kg/5.0lb	1-8	\$430
KNIVES					
Daggers and Knives 	no	.2-.5m/10-20in.	.5kg/1.0lb	1-6	\$30-100
SHORT SWORDS					
Short Sword 	no	.7m/2.5ft	1.4kg/3.0lb	1-6	\$240
Sabre 	no	.6m/2.0ft	1.4kg/3.0lb	1-6	\$230
Scimitar 	no	.7m/2.5ft	1.5kg/3.5lb	1-6	\$235
Falchion 	no	.8m/2.75ft	1.8kg/4.0lb	1-8	\$350
Cutlass 	no	.6m/2.0ft	1.4kg/3.0lb	1-6	\$235
LARGESWORDS					
Bastard 	yes	1.0m/3.75ft	2.1kg/4.5lb	1-8 + 2	\$450
Broadsword 	no	.9m/3.0ft	1.6kg/3.5lb	1-8	\$340
Claymore 	yes	1.2m/4.0ft	2.9kg—6.5lb	2-12	\$560
Flamberge 	yes	1.3m/4.25ft	3.4kg/7.5lb	3-18	\$670
Long Sword 	no	.9m/3.0ft	1.6kg/3.5lb	1-8 + 2	\$455
2-handed Espandon 	yes	.9m/3.0ft	2.1kg/4.5lb	2-12	\$460

Type	2-Handed	Avg. Length	Avg. Weight	Damage	Avg. Cost
BALL and CHAIN					
Ball and Chain 	no	.9m/3.0ft	2.1kg/4.5lb	1-8	\$250
Flail 	yes	1.6m/5.25ft	2.5kg/5.5lb	2-12	\$355
Goupillon Flail 	yes	.5m/2.0ft	2.1kg/4.5lb	3-18	\$460
Mace and Chain 	no	.9m/3.0ft	2.1kg/4.5lb	2-12	\$280
Nunchaku 	yes	.8m/2.75ft	1.1kg/2.5lb	1-8	\$30
BLUNT WEAPONS					
Arab Mace 	no	.6m/2.0ft	1.4kg/3.0lb	1-8	\$240
Mace 	no	.7m/2.5ft	2.0kg/4.5lb	1-8	\$240
Cudgel 	no	.8m/2.75ft	1.0kg/2.5lb	1-8	\$240
Club/Stick/Pipe 	no	.8m/2.75ft	1.4kg/3.0lb	1-6	\$10
Hercules Club 	yes	1.2m/4.0ft	2.5kg/5.5lb	2-12	\$260
Horseman Hammer 	no	.8m/2.75ft	1.6kg/3.5lb	1-8	\$145
Maul 	no	1.2m/4.0ft	2.0kg/4.0lb	1-6	\$100
Morning Star 	no	.8m/2.75ft	1.0kg/2.5lb	1-8	\$240
War Club (wood) 	no	.9m/3.0ft	1.4kg/3.0lb	1-6	\$75
War Hammer 	no	.7m/2.5ft	2.1kg/4.5lb	1-8	\$190
STAVES					
Short 	no	1.2-1.8m/4-6ft	1.4kg/3.0lb	1-6	\$120
Long 	yes	1.9-2.7m/7-9ft	2.3kg/5.0lb	1-8	\$125
Bo Staff 	yes	2.8m/9.5ft	1.4kg/3.0lb	1-8	\$140
Quarterstaff 	yes	1.8m/6.0ft	1.5kg/3.5lb	1-8	\$130
Iron Staff 	yes	1.8-2.1m/6-7ft	3.2kg/7lb	1-8 + 2	\$245
MISSILE WEAPONS					
Short Bow 	yes		1.0lb	1-6	\$130
Arrows 	no				\$20/dozen
Long Bow 	yes		2.0lb	2-12	\$270
Arrows 	no				\$40/dozen
Cross Bow 	yes	Range: 500-700ft	7.0lb	1-8	\$160
Bolts 	no				\$35/dozen
Sling 	no		2.0oz.	1-6	\$40
MISCELLANEOUS (no W.P. bonuses)					
Black Jack 	no	10in	1.4kg/3.0lb	1-4	\$10
Dart 	no	6.0in	6oz.	1-4	\$2
Bull Whip 	no	2.4m/8.0ft	1.4kg/3.0lb	1-8	\$60
Cat-o-Nine Tails 	no	.8m/3.0ft	.5kg/1.0lb	1-6	\$100
Meat Cleaver 	no	.3m/1.0ft	.5kg/1.0lb	1-6	\$10
	no	.3m/1.0ft	.5kg/1.0lb	1-6	\$10

ANCIENT ORIENTAL WEAPONS

Aikuchi/Tanto

These are curved Japanese daggers. The Tanto has a hilt, the Aikuchi does not. This weapon can also be thrown. **Cost:** Varies according to quality and beauty, from \$20 to \$1,000. **Damage:** 1D4.

Bisento

This spear features a broad, curved blade and is large enough to be considered a kind of pole arm. This weapon must be imported from Japan. **Cost:** \$600. **Damage:** 2D6.



Blow Gun

The blow gun is a favorite weapon of the ninja. Effective range is no more than 50ft. **Cost:** \$45.00. **Damage:** The dart itself does no damage; however, it is usually coated with poison or drugs.

Bokken

A wooden version of the samurai's katana. In the right hands, it is a deadly weapon, and was often used as an "equalizer" against fully armed opponents. **Cost:** \$60. **Damage:** 2D4.

Bo Staff

Although staff weapons have appeared in virtually every culture worldwide, the techniques of use were probably most ad-

vanced in the martial arts schools of samurai Japan. The size of the Bo Staff should be about a foot taller than the height of its owner. **Cost:** \$120. **Damage:** 1D8.

Bows

Ninjas favored a short, none too powerful, bow that could be disassembled and easily hidden. A separate skill learned by the ninja is that of the Samurai Long Bow, probably the most powerful weapon of its type in the world. Effective range for the ninja bow is 400ft, for the samurai bow it is 800ft. **Cost:** \$500 for ninja bow, \$1,000 (or more) for a high quality samurai bow. Modern commercial hunting bows cost: \$200. **Damage:** 1D8 — Ninja Bow, 2D6 — Samurai Bow, 1D10 — Modern Bow.

Butterfly Knives

Also called "Badik," these are large, single-bladed weapons. Each blade is 19in long and 3in wide, with a large guard over the handle. Usually used as a paired weapon. **Cost:** \$130 each. **Damage:** 1D6 + 1.

Chinese Broadsword

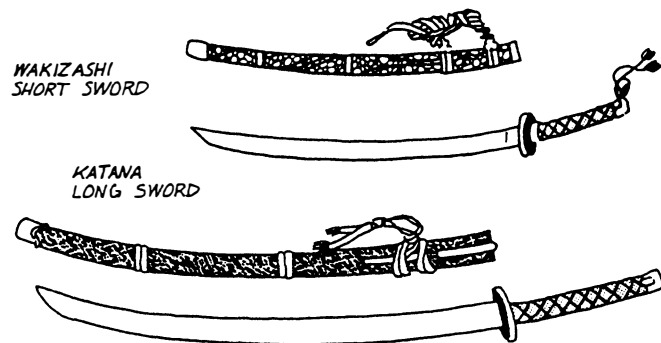
This broad, curved, two-handed sword is a bit heavier than the Western version. A favorite practice weapon in many forms of Kung Fu. **Cost:** \$500. **Damage:** 2D6.

Coins

The Chinese version of shuriken are sharpened coins used for throwing. **Cost:** coin value plus \$3. **Damage:** 1D4.

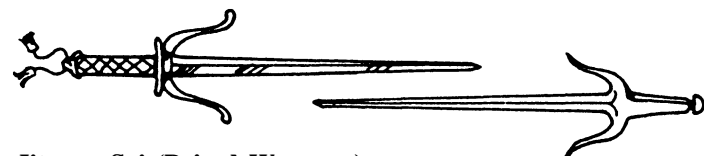
Crossbows

Crossbows are now commonly available by mail order in the U.S. **Cost:** \$300 for heavy crossbow, \$150 for pistol style crossbow. **Damage:** 2D6 for heavy, two-handed crossbow; 1D10 for 40lb, *pistol style* crossbow.



Daisho

Literally, "the long and the short," this is the traditional Japanese weapon made up of a Wakizashi and a Katana which can be used as paired weapons. Using both of these weapons together is a separate skill. **Cost:** As little as \$150 for fair quality and \$1200 for an authentic high quality. **Damage:** 1D8 + 2 (long), 1D6 (short).



Jitte or Sai (Paired Weapons)

These weapons look like oversized, three-pronged forks and are generally designed to be used as a pair, one in each hand. They are excellent for countering the massive attack force of the samurai sword blade. A skilled user can entangle an opponent

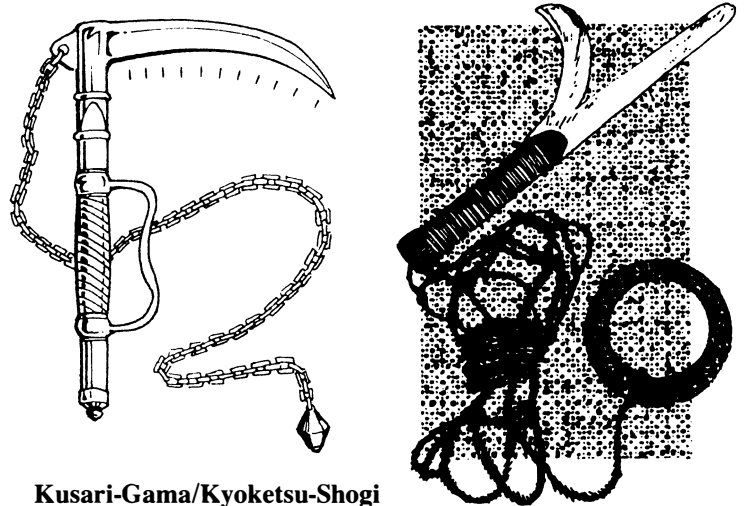
with one hand and attack with the other. **Cost:** \$50/pair. **Damage:** 1D6.

Katana

This is the primary weapon of the Samurai warrior; a long sword up to 3ft in length. There is an enormous difference in the quality of these weapons. **Costs:** For manufactured versions could be as little as \$300. A top quality sword could cost at least \$5,000. **Damage:** 2D6 for regular quality, 3D6 for top quality (authentic).

Kusari-Fundo

A larger, more deadly version of the Manriki-Gusari. The chain is heavier and from 2½ft to 4ft long. **Cost:** \$120. **Damage:** 1D10.

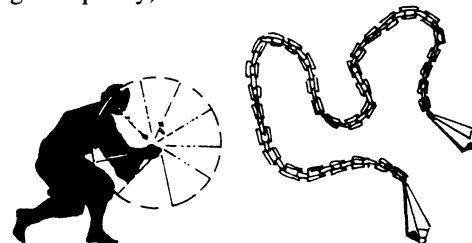


Kusari-Gama/Kyoketsu-Shogi

The combination of a chain with a weight on one end and a sickle weapon on the other is another ninja favorite. The Kyoketsu-Shogi is made with rope and has an iron ring on one end and a double blade on the other. With both weapons, one end can be used for an entangle while the other is still available for striking. It is usually used as a climbing device, but doubles as a somewhat less damaging Kusari-Gama. Neither of these weapons can be used by anyone not trained in hand to hand martial arts, assassin or ninjitsu. The Kyoketsu-Shogi costs \$100, the Kusari-Gama is \$300. **Damage:** 1D8 for the Kyoketsu-Shogi, 1D10 for the Kusari-Gama.

Lion Head Sword

The most popular Chinese sword. The "Tai Chi" sword has a 28in blade, a 10in handle, and a cord at the pommel. Quality varies with price. **Cost:** \$250-\$15,000. **Damage:** 2D6 to 3D6 (highest quality).



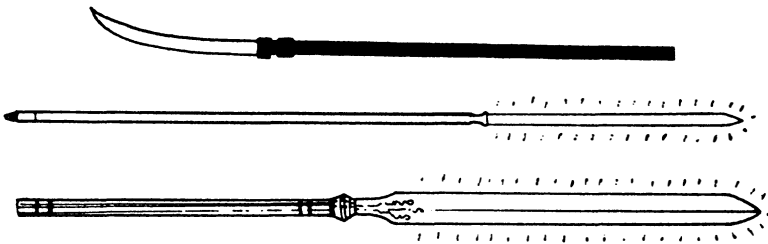
Manriki-Gusari

Chain weapon with solid, blunt weights on each end. It can be used like a Kusari-Gama, entangling with one end, striking with the other. This is a weapon which is easy to disassemble and conceal. It is also easy to make a Manriki-Gusari from a

length of chain and lead weights found in any hardware store.
Cost: \$30. **Damage:** 1D8.

Naginata/Yari

Naginata have curved blades and Yari have straight blades. Otherwise, both of these weapons are alike and used as spears. They are very difficult to conceal. **Cost:** \$150. **Damage:** 1D8.



No-Dachi

This huge two-handed sword does much more damage than most weapons in its class. 5 to 6ft long and carried on the back, the weapon is pulled from the scabbard over the shoulder. **Cost:** \$750 and up. **Damage:** 3D6.

Nunchaku

Nunchaku (usually called "Numchuks") can be used as a paired weapon for striking. One of the main advantages of Nunchaku is for entangle and this can only be done if one weapon is used with two hands. **Cost:** \$30 each. **Damage:** 1D8.



Sa Tjat Koen

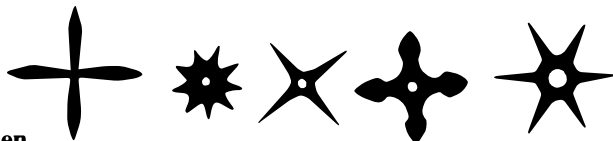
This Malaysian weapon looks like Nunchaku with a second chain and third handle attached. Can be used to entangle like nunchaku. Can *not* be used as a paired weapon. **Cost:** \$150. **Damage:** 1D10.

Shinobi-Zue

A hollow staff (like the Shikomi-Zue), this weapon contains a weighted length of chain. **Cost:** \$220. **Damage:** 1D10.

Shikomi-Zue

Ninja commonly disguised themselves as blindmen and carried this hollow bamboo staff with a concealed blade. The blade is spring loaded, and the release is controlled with a trigger stud that can be pressed or turned. Weapon can be used as a somewhat fragile (S.D.C. 50) Bo Staff or as a spear. **Cost:** \$150. **Damage:** 1D8.



Shuriken

The famous "throwing stars" of the ninja were not designed for deadly effect so much as for their ease of concealment and usefulness in discouraging an opponent's pursuit. Throwing knives requires a different technique than shuriken. **Cost:** High quality shuriken are \$5.00 each, high quality throwing knives are \$3.00 each. **Damage:** 1D4.

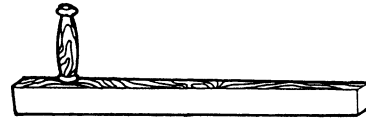
Steel Whip

A Chinese chain-type weapon. It's actually 9 linked, metal rods with a weight/blade on one end. **Cost:** \$400. **Damage:** 2D6.

Wakizashi

This is the short sword favored by the samurai. The ninja short sword has a straighter blade, but it is otherwise just like a wakizashi. **Cost:** Varies according to the quality (see Katana for prices). **Damage:** 1D8 for regular quality, 2D6 for top quality.

Tonfa



A short wood weapon ideal for parrying and close combat. **Cost:** \$40. **Damage:** 1D6.



NINJA EQUIPMENT

The Ninja have developed a number of specialized tools and weapons to aid their missions. These weapons are often provided by Ninja organizations or built by the Ninja himself. Ninja equipment is generally not commonly available to the public.

Ninja Boots: Although the tabi socks (above) are fine for indoor use, extended outdoor activity, especially in rough country, requires more durable footwear. The boots come in the standard colors, lace up to the knee, and have a thick rubber sole. **Cost:** \$100.

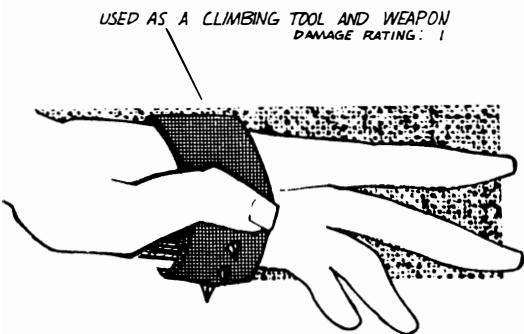
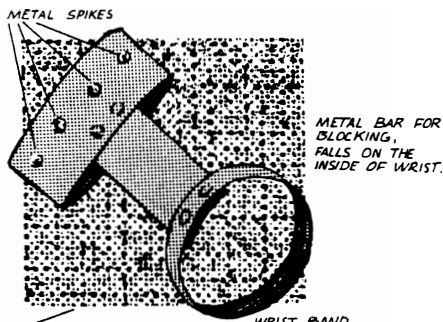
Ninja Clothing: Available in standard black for night work, white for winter operations, and red or camouflage for outdoor infiltration during the day. Consists of jacket, pants, hand gauntlets, tabi socks, double belt, leg ties, separate leg and

arm pieces, and quilted groin and body protector. Numerous pockets are designed for concealing shuriken and other ninja items. Also comes with a two-part hood. **Cost:** \$600.



Ninja Emergency Kit: This is an assortment of items that a Ninja might need in case of trouble. Ninjas will keep several of these kits hidden in various places. Included in a small cloth bag would be a Kyoketsu-Shogi, 6 Shuriken, 12 Caltrops, a 3ft towel, a small cooking pot, paper and pencil, matches, first-aid kit (bandages, disinfectant, small scissors, painkiller), lock picks, spare clothing, and an eggshell filled with blinding powder. Enough rice, soybean curd and tea would be included for 7 days of tight rations. **Cost:** \$120.

Climbing Claws: Also called Tekagi or Shuko. There is usually a metal or leather band that wraps around the palm between the thumb and fingers. The inside surface has from two to six spikes that are helpful in climbing wood and stone surfaces. Adds +15% to climbing skills. **Cost:** \$85/pair.

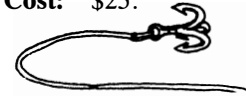


Climbing Spikes: These are spiked claws that are attached to the soles of the feet for climbing. Note that normal walking or running is impossible while wearing these. Add +15% to climbing skill. **Cost:** \$45/pair.

Eggshell Bomb: This is an eggshell filled with pepper, metal shavings and other secret substances. When tossed, it will shatter and a small cloud of blinding, irritating smoke will

come out. Does no damage, but all victims must save against poison gas. **Cost:** \$5.00 each. Blinded victims are -6 to strike, parry and dodge.

Ippon-Sugi Nobori: A special tool used ONLY for climbing trees and telephone poles. A short length of spike-studded wood with ropes attached to each end. This is used much like a lumberjack's or lineman's leather climbing belt. Add 25% to climbing skill. **Cost:** \$25.



Kawanga

Ninja combination of a rope and grapple used for climbing and fighting. This is a separate chain weapon. **Cost:** \$50. **Damage:** 1D8.

Rope and Chain: Available in just about any hardware store. Modern rope and chain is usually well tested and reinforced. Cost varies according to thickness and tensile strength. An average cost for chain would be about \$1.00 per foot, about \$.25 per foot for rope.

Rope Ladder: This Ninja rope ladder has loops knotted into it every two feet or so (depending on the height of the owner). There is a 3 pound weight attached to the bottom end. The top end is often tied to a grappling hook. This item is easy to use and easy to conceal. **Cost:** \$.75/foot.

Tetsubishi: Ninja caltrops come in a variety of styles. All are designed so that metal barbs will point upwards no matter how they land on the floor. Damage is rarely more than 1 point, but someone with a caltrop in their foot isn't likely to continue walking until they pull it out. **Cost:** \$2.00 each.

Ninja Hang Glider: Called a Hito Washi, it comes in a small bundle of rods and cloth, weighing about 25 pounds. When assembled, it allows the character to drop from great heights, even from an airplane, without damage. **Cost:** \$500.

Martial Art Clothing: Karate Outfit, cotton Guras, **Cost:** \$50; Kung Fu Outfit, cotton, **Cost:** \$30; Kung Fu Outfit, silk, **Cost:** \$160; Kung Fu Shoes, **Cost:** \$15. **Note:** All martial art outfits are available in deluxe versions costing up to ten times as much.



WEAPONS

NOTES ON MODERN CONVENTIONAL WEAPONS

Explosives: Most hand grenades should be treated as thrown weapons. Grenade launchers are used as Weapon Proficiency – Rifle. See equipment section for more information.

Reloading: Almost all modern weapons come equipped with easy-to-load clips (magazines). There are even quick-loaders for revolvers. This means that attackers can fire a full clip every melee. However, older weapons (bolt-action, muzzle-loaders, hand loaded revolvers) and most shotguns will require a full melee round (or more) to reload. Note that it will take much longer to reload while in the thick of hand to hand combat.

Effective Range: This is the longest distance that the weapon can be fired without losing accuracy or damage. Guns can be fired beyond their effective range, but with no W.P. Skill Bonus and with a –4 to strike for every 25 feet beyond the effective range.

Moving Targets: It is a lot harder to hit someone while they are moving. –3 to strike at moving, running or leaping targets. –6 to strike anything speeding 40mph or more.

Strike Bonus: Physical Prowess (P.P.), Physical Training and other strike bonuses *Do Not Apply* to modern weapons. When using a gun, only the W.P. Skill bonuses with that weapon can be used. For example, a character with +5 to strike in hand to hand combat and level 1 skill in revolver would have a +3 *Bonus to Strike* for an aimed shot.

TISSUE DAMAGE RATING

Since the major factor in the damage of a particular weapon is the type of shell used, we have developed a Damage Rating based on the cartridge types. The cartridges listed are considered the most common and universally used.

The tissue damage indicates the suggested amount of damage (dice) caused by a particular weapon. This is by no means a definitive evaluation of its effectiveness in the real world. However, it is what we believe to be an acceptable translation of effectiveness to role-playing games. Those of you who have firsthand knowledge to believe otherwise, feel free to adjust these ratings as you see fit. Game masters, you should not be intimidated by a player who swears that these ratings are not accurate. If you are comfortable with these ratings then stick to them, or do some research to confirm them. We are personally confident that the rating system is a fair and reasonable adaptation.

TISSUE DAMAGE RATINGS

Damage Rating	Tissue Damage
1. Barely Adequate	1D6
2. Fair	1D8
3. Good	2D6
4. Very Good	3D6
5. Excellent	4D6
6. Very Excellent	5D6
7. Superior	6D6
8. Heavy Machinegun	5D10 + 6
9. Heavier Calibre Machinegun	6D10 + 6

(Both 8 and 9 will shoot through a car's engine block)

PENETRATION VALUES (other than tissue)

1. Poor: Deflects off bone.
2. Fair: Deflects off bone.
3. Adequate: May lodge in bone.
4. Good: May break bone.
5. Very Good: Shatters bone, wood; goes through cinder block.
6. Excellent: Shatters bone, wood; goes through ½ inch armor plate steel.
7. .50 Calibre: Goes through brick, thin metal.

Note: Numbers in front of cartridge names indicate the **Tissue Damage Rating** from the above table.

PISTOL CARTRIDGES

- (1) **.22 Short:** Very little penetration. Little or no nerve trauma.
- (1) **.22 Long:** Slightly more powerful than the .25 (especially in long barreled guns). Better expansion properties of the bullet results in greater tissue and nerve trauma. Penetration is poor due to the soft mushrooming of the bullet which tends to disintegrate on heavy bone.
- (2-3) **.22 Long:** When used as a *rifle round* the performance of this cartridge increases dramatically.
- (1) **.25 A.C.P.** (Note: A.C.P. stands for Automatic Colt Pistol). Adequate for self-defense if shots are placed in face, head, neck or body areas with no bones to deflect the small projectile; decent penetration.
- (2) **.32 A.C.P.:** Fair to good protection if used in a high capacity automatic. Decent penetration with little or no expansion, as with all jacketed projectiles used in automatics.
- (2) **.32 Long:** (Revolver) Better velocity and penetration. More variety of loads increases its deadliness.
- (3) **.38 Special:** A good self-defense cartridge with good offensive capabilities.
- (4) **.38+ (Power):** Much more power than the standard .38, with better expansion and penetration.
- (5) **.357 Magnum:** An excellent choice for offense and defense. This cartridge produces great amounts of tissue damage, has excellent stopping power, and has great penetration, even when hollow points are used. An excellent hunting round. The weapon itself has been found to be an easier handgun to master than the 9mm, .45 auto, .41 Magnum and the .44 Magnum.
- (5) **.45 A.C.P.:** Introduced in 1911, this shell has proven itself a man-stopper in many countries and conflicts. This cartridge was created to be used against human adversaries and has little or no hunting value. Wide wound channel is caused by this wide, heavy cartridge, resulting in nerve trauma (shock).
- (5) **.45 Long:** Rates the same as the .45 A.C.P., but has better penetration.
- (5) **.41 Magnum:** High velocity, excellent penetration, a very good man-stopper and fine hunting round. Despite this, the cartridge has never been very popular — .357s and .44 Magnums being in much greater demand.
- (5) **.44 Magnum:** An excellent handgun cartridge. It's large, heavy slug does great amounts of damage to tissue. Great penetration and stopping power. Even if a person were

only wounded, the damage inflicted would probably severely hamper any retaliation (this is also true with a .357 and .41 Magnum, but to a lesser degree). A very good hunting round.

- (1) **5.45mm:** Poor stopping power, with poor to good accuracy.
- (2) **7.62mm Nagant:** A service round used by the Soviet Union and in gas-sealed target revolvers.
- (2) **7.63mm Mauser:** Standard Soviet pistol and sub-machinegun round, under the name of 7.62 Tokarev.
- (2) **7.62mm Parabellum:** Used by Central European police and security forces. Not currently in first line service with any army.
- (3) **7.65mm Long:** Unique to French forces. Comparable in power to the contemporary 9mm Browning long cartridge. (The Browning being the world standard for pocket pistols).
- (2) **9mm Short:** Used by many armies, this cartridge may one day replace the venerable .45 Colt in the U.S. Army due to its better penetration of body armor. Yet, since it does not expand (like in autos), it does not inflict the trauma effect that the fat, stubby .45 round does traveling at slower speeds.
- (3) **9mm Police:** In use with several European police authorities.
- (3) **9mm Makarov:** Not yet made outside the Soviet Union. For use with the Makarov pistol.
- (3) **7.65mm Long:** Unique to French forces. Comparable in power to the contemporary 9mm Browning long cartridge.

RIFLE CARTRIDGES

- (5) **7.62mm Soviet Model 1943:** Standard infantry cartridge of the Soviet Army. It is in widespread use by third world countries.
 - (5) **5.56mm:** Similar to the 5.45 Soviet. However, this cartridge is longer and narrower and can not be used in the AK-47.
 - (5) **.303 British:** Standard British and Imperial cartridge from 1889 to the 1960's. Best reports indicate that it has never been made in steel-cased form. Excellent range and accuracy.
 - (5) **7.92 Mauser:** Probably the most widely distributed military rifle cartridge in history.
 - (6) **5.45mm Soviet:** For use with the Soviet AK-47.
 - (6) **7.62mm NATO:** Comparable in performance to the 30-06, but in a shorter case. A long-range, sniper-type shell.
- 12 Gauge Shotgun:** Can use a solid slug (6), or can be used with buckshot/scattered shot (5).

SPECIAL CARTRIDGE TYPES

Tracer: This cartridge contains a compound that ignites when the cartridge is fired. This creates a line of light that allows correction of the cartridge's flight path. Cartridge range is reduced by 10-20% compared to a normal cartridge.

Hollow Point: The front end of this cartridge is actually the exposed lead core of the round and does not come to a point. Instead, it has a hollow cavity in it. This causes the round to expand on impact, causing a large wound (+4

tissue damage automatic; +8 tissue damage when used in a revolver). The hollow point is *less* effective against solid/structural objects, ie. doors, brick, etc.

Dum-Dum: Handmade, the tip of the shell is cut to expand and shatter on impact. Less penetration than the hollow point or any other shell. Good for short-range. Can not be used in an automatic since it tends to jam. (25% random roll every 50 rounds).

Full Metal Jacketed: This cartridge will give a better penetration. This is due to the streamlined design and solid construction. It can be used in pistols and revolvers.

Armor Piercing/Teflon (KTW Rounds): This cartridge is not available to the general public, as most people have no reason for using an armor piercing round. It is mostly used by the military and police.

Exploding Shells: This shell can only be used in pistols. It can not be used in rifles at any time. This shell is constructed with a small explosive charge encased in the tip, which explodes on contact with the target. However, it is also an unreliable round. There is a 35% chance per shell that it will not explode. The Damage Bonus for this shell is: For low calibre, +6 damage; Medium calibre, +10; and for large calibre, +15 damage.

ABBREVIATIONS AND TERMS

Cartridge: Type of bullet; ammunition.

Magazine: Compartment which holds ammunition and is directly inserted into the weapon.

Rounds: The number of cartridges/ bullets fired; ie., 7 rounds = 7 bullets fired, 13 rounds = 13 bullets fired, etc.

Feed: Method by which the cartridge enters the weapon.

Weight: gm = grams, kg = kilograms.

Length: mm = millimeters, m = meters.

Barrel Length: This is only the barrel's length; the overall length, when known, is listed in parenthesis after the barrel length.

Muzzle Velocity: m/s = meters per second; this indicates the speed at which the cartridge is traveling when it leaves the muzzle of the weapon.

Approx. Effective Range: This is the generally accepted, *maximum* range in which this weapon operates most effectively/accurately.

Bolt-Action: Used mainly in older rifles. By pulling back the bolt a spent shell is ejected from the breech. A spring-loaded mechanism then snaps the bolt forward, closing the breech, and a fresh shell is moved into firing position.

Clips: Metal grips which hold the cartridge by the rim or base, which is then inserted into the magazine, forming part of the magazine mechanism.

Calibre: The internal diameter of a weapon's barrel. The American and British usage of calibre is expressed in thousandths of an inch, ie. .357, .45, etc. Others are expressed in millimeters, ie. 9mm, 7.65mm, etc.

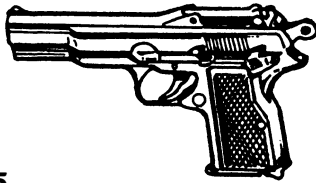
F.N.: A reference to the weapons manufacturer: Fabrique Nationale d'Armes de Guerre of Belgium.

Metric Conversion Chart

This chart can be used to convert the metric measurements used in the weapon stats into feet.

30m = 100ft	400m = 1320ft
40m = 135ft	500m = 1650ft
50m = 165ft	600m = 1968ft
100m = 330ft	1000m = 3380ft
200m = 660ft	1400m = 4620ft

REVOLVERS AUTOMATIC PISTOLS



Browning GP 35

Country: Belgium, **Cartridge:** 9mm, **Feed:** 13 round mag., **Weight:** 990gms, **Barrel Length:** 118mm, **Muzzle Velocity:** 350m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6, **Cost:** \$590.00.



7.65mm 140 Double-Action FN

Country: Belgium, **Cartridge:** 9mm short or 7.65mm, **Feed:** (9mm short) 13 round box mag., **Weight:** 640gms, **Barrel Length:** 173mm, **Muzzle Velocity:** (9mm) 280m/s (7.65mm) 295m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6, **Cost:** \$370.00.



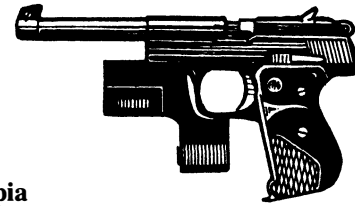
Barracuda FN Revolver

Country: Belgium, **Cartridge:** .357 Magnum, .38 Special, **Feed:** 6 round cylinder, **Weight:** 1.05kg, **Barrel Length:** 76.2mm, **Muzzle Velocity:** 360m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 4D6, **Cost:** \$490.00.



7.65mm Model 61 Skorpio

Country: Czechoslovakia, **Cartridge:** .32 A.C.P. (7.65mm), **Feed:** 10 or 20 round box mag., **Weight:** 1.59kg, **Barrel Length:** 112mm (513mm — butt extended; 269mm — butt retracted), **Muzzle Velocity:** 317m/s — 274m/s with silencer, **Approx. Effective Range:** 165ft (50m), **Damage:** 1D8, **Cost:** \$1300.00.



Erma Olympia

Country: Germany, Federal Republic, **Cartridge:** .22, **Feed:** 10 round mag., **Weight:** 1100gms, **Barrel Length:** 200mm, **Muzzle Velocity:** 300m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6, **Cost:** \$500.00.



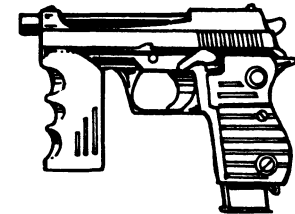
7.65mm PP Walther

Country: Germany, Federal Republic, **Cartridge:** 7.65mm, 9mm short, **Feed:** 8 round detachable box mag., **Weight:** 682gms, **Barrel Length:** 99mm, **Muzzle Velocity:** 290m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6, **Cost:** \$600.00.



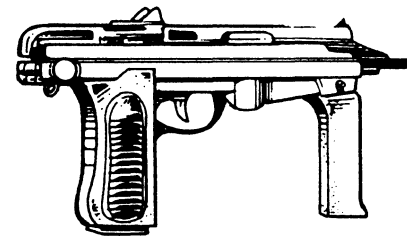
9mm Model P5 Walther

Country: Germany, Federal Republic, **Cartridge:** 9mm, **Feed:** 8 round detachable box mag., **Weight:** 795gms, **Barrel Length:** 90mm, **Muzzle Velocity:** 350m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 2D6, **Cost:** \$925.00.



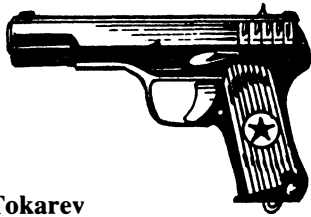
9mm Model 951R Semi P Full Auto Beretta

Country: Italy, **Cartridge:** 9mm Parabellum, **Feed:** 10 round detachable box mag., **Weight:** 1350gms, **Barrel Length:** 125mm, **Muzzle Velocity:** 390m/s, **Approx. Effective Range:** 180ft (55m), **Damage:** 2D6, **Cost:** \$450.00.



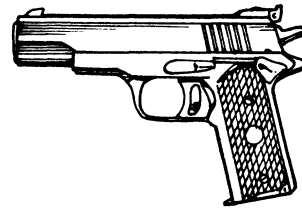
9mm Wz 63 (PM-63) Machine Pistol

Country: Poland, **Cartridge:** 9mm, **Feed:** 25 or 40 round box mag., **Weight:** 1.8kg, **Barrel Length:** 152mm (333mm), **Muzzle Velocity:** 323m/s, **Approx. Effective Range:** 135ft (40m) — Stock extended, **Rate of Fire:** (cyclic) 600 rounds/min., (auto) 75 rounds/min., (single shot) 40 rounds/min., **Damage:** 2D6, **Cost:** \$1200.00.



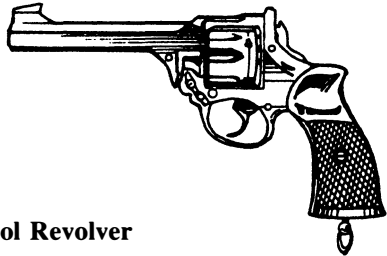
7.62mm TT-33 Tokarev

Country: U.S.S.R. **Cartridge:** 7.62mm, **Feed:** 8 round box mag., **Weight:** .85kgs, **Barrel Length:** 116mm, **Muzzle Velocity:** 420m/s, **Approx. Effective Range:** 180ft (55m), **Damage:** 1D8, **Cost:** \$400.00.



.45 Colt

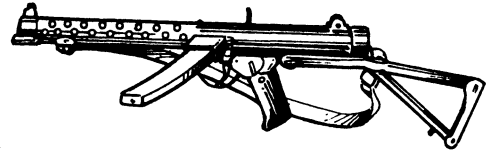
Country: U.S., **Cartridge:** .45, **Feed:** 6 round detachable box mag., **Weight:** 1190gms, **Barrel Length:** 140mm, **Muzzle Velocity:** 250m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 4D6, **Cost:** \$400.00.



.38 No. 2 Pistol Revolver

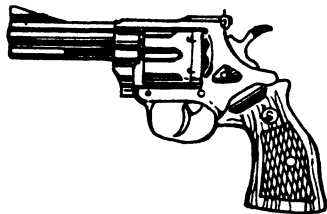
Country: United Kingdom, **Cartridge:** .380 SAA Ball Revolver, .38 Smith & Wesson, .38 Webley, **Feed:** 6 chamber cylinder, **Weight:** 767gms, **Barrel Length:** 102mm, **Muzzle Velocity:** 183m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 3D6, **Cost:** \$225.00.

SUB-MACHINEGUNS



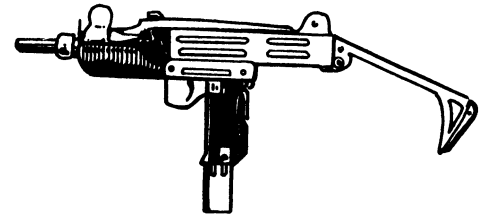
9mm C1

Country: Canada, **Cartridge:** 9mm Parabellum, **Feed:** 30 round box mag., **Weight:** 2.95kg, **Barrel Length:** 198mm, **Muzzle Velocity:** 366m/s, **Approx. Effective Range:** 606ft (185m), **Damage:** 2D6, **Cost:** \$1200.00.



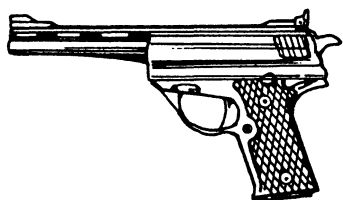
.38 Special

Country: United Kingdom, **Cartridge:** .38 Special, **Feed:** 6 chamber cylinder, **Weight:** 1077gms, **Barrel Lengths:** 70 & 102mm, **Muzzle Velocity:** 360m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 3D6, **Cost:** \$490.00.



9mm Uzi

Country: Israel, **Cartridge:** 9mm, **Feed:** 25 or 30 round box mag., **Weight:** 3.5kg, **Barrel Length:** 260mm (650mm), **Muzzle Velocity:** 400m/s, **Approx. Effective Range:** 660ft (200m), **Damage:** 2D6, **Cost:** \$1050.00.



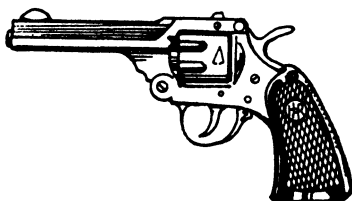
Auto Mag

Country: U.S., **Cartridge:** .44, **Feed:** 8 round mag., **Weight:** 1665gms, **Barrel Length:** 165mm, **Muzzle Velocity:** 245m/s, **Approx. Effective Range:** 165ft (50m), **Damage:** 4D6, **Cost:** \$650.00.



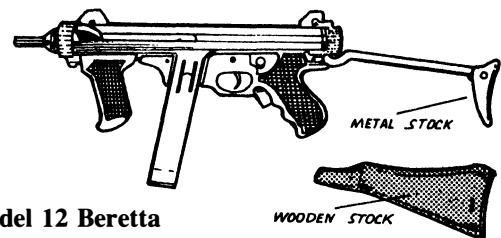
9mm Mini Uzi

Country: Israel, **Cartridge:** 9mm Parabellum, **Feed:** 20, 25 or 30 round box mag., **Weight:** 2.70kg, **Barrel Length:** 197mm (600mm), **Muzzle Velocity:** 350m/s, **Approx. Effective Range:** 490ft (150m), **Damage:** 2D6, **Cost:** \$1200.00.



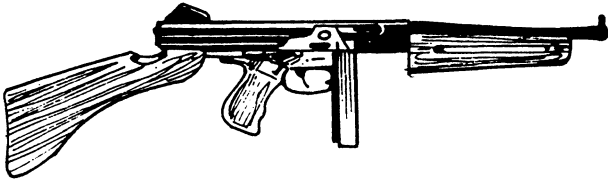
Harrington & Richardson Defender Revolver

Country: U.S., **Feed:** 5 chamber side-loading cylinder, **Weight:** 878gms, **Barrel Length:** 101mm, **Muzzle Velocity:** 245m/s, **Approx. Effective Range:** 135ft (40m), **Damage:** 2D6 or 3D6 (power), **Cost:** \$200.00.



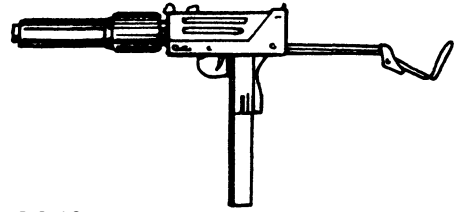
9mm Model 12 Beretta

Country: Italy, **Cartridge:** 9mm Parabellum, **Feed:** 20, 32 or 40 round box mag., **Weight:** 3kg, **Barrel Length:** 200mm (645mm), **Muzzle Velocity:** 381m/s, **Approx. Effective Range:** 660ft (200m), **Rate of Fire:** Cyclic — 550 rounds/min., auto — 120 rounds/min., single shot — 40 rounds/min., **Damage:** 2D6, **Cost:** \$1200.00.



.45 Thompson M1

Country: U.S., **Cartridge:** .45 A.C.P., **Feed:** 20 or 30 round vertical box mag., **Weight:** 4.8kg, **Barrel Length:** 267mm (810mm), **Muzzle Velocity:** 282m/s, **Approx. Effective Range:** 660ft (200m), **Damage:** 4D6, **Cost:** \$600.00.



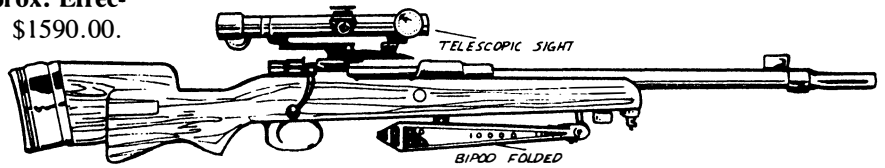
Ingram Model 10

Country: U.S., **Cartridge:** .45 A.C.P., **Feed:** 30 round box mag., **Weight:** 2.84kg, **Barrel Length:** 146mm (548mm), **Muzzle Velocity:** 280m/s, **Approx. Effective Range:** 660ft (200m), **Damage:** 4D6, **Cost:** \$700.00.

RIFLES

7.62mm Model 30-11 Sniping FN Rifle

Country: Belgium, **Cartridge:** 7.62mm NATO, **Feed:** 9 round removeable box mag., **Weight:** 4.85kg, **Barrel Length:** 502mm (1117mm), **Muzzle Velocity:** 850m/s, **Approx. Effective Range:** 2133ft (650m), **Damage:** 5D6, **Cost:** \$1590.00.



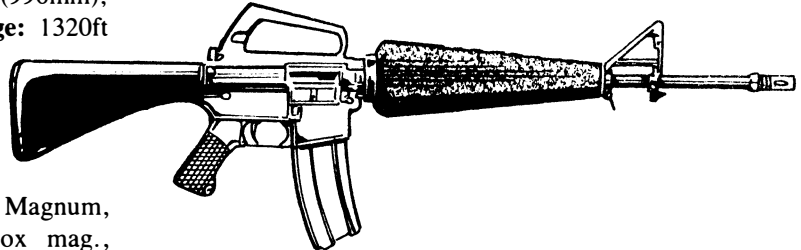
7.62mm AK-47

Country: U.S.S.R., **Cartridge:** 7.62mm, **Feed:** 30 round box mag., **Weight:** 4.3kg, **Barrel Length:** 414mm (869mm), **Muzzle Velocity:** 710m/s, **Approx. Effective Range:** 985ft (300m), **Damage:** 4D6, **Cost:** \$1420.00.



5.56mm M16 & M16A1

Country: U.S., **Cartridge:** 5.56mm, **Feed:** 20 or 30 round box mag., **Weight:** 3.1kg, **Barrel Length:** 508mm (990mm), **Muzzle Velocity:** 1000m/s, **Approx. Effective Range:** 1320ft (400m), **Damage:** 4D6, **Cost:** \$675.00.



WA 2000 Walther Sniping Rifle

Country: Germany, **Cartridge:** .300 Winchester Magnum, 7.62mm NATO, 7.65 Swiss, **Feed:** 6 round box mag., **Weight:** 6.95kg, **Barrel Length:** 650mm (905mm), **Muzzle Velocity:** 780-800m/s, **Approx. Effective Range:** 1968ft (600m), **Damage:** 5D6, **Cost:** \$1550.00.



SHOTGUNS

Note: The following stats apply to all shotguns:

Approx. Effective Range: 100ft (30m)

Damage: 4D6 for Buckshot (scatter)
5D6 for solid slug

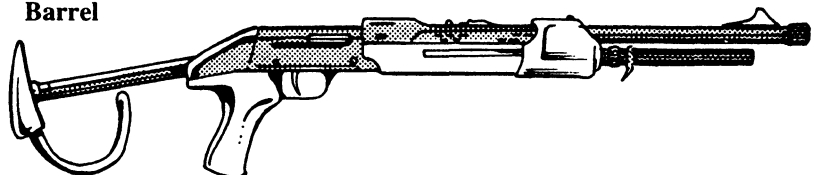


12 Gauge RS 200 Beretta Shotgun

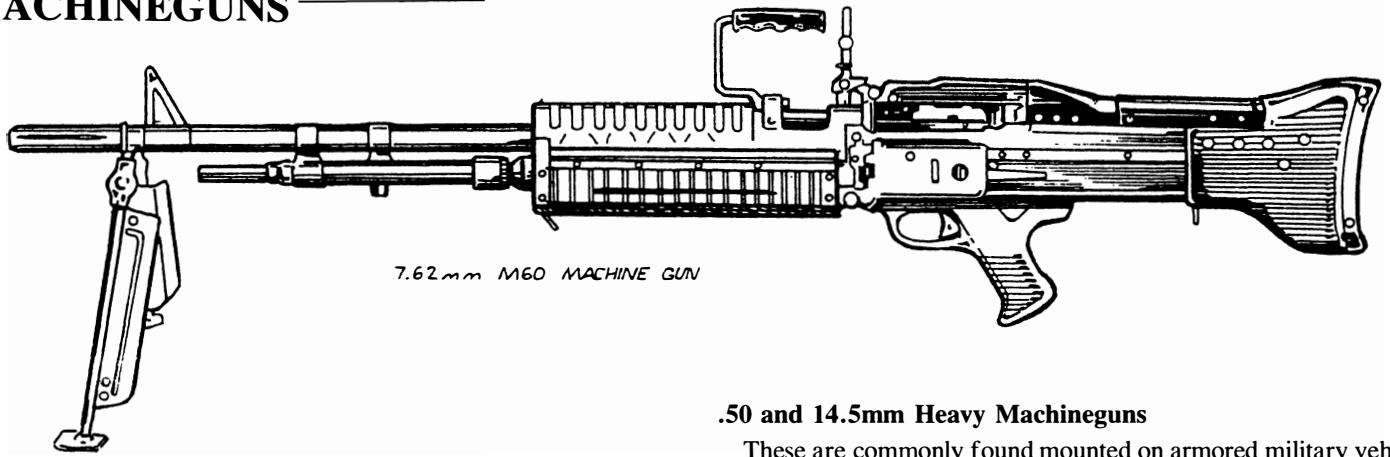
Country: Italy, **Calibre:** 12 gauge, **Type:** manual repeating, pump action, **Feed:** 5-6 round, pump operated, **Weight:** approx. 3kg, **Barrel Length:** 520mm (1030mm), **Cost:** \$450.00.

Model 12 SPAS Franchi Shotgun

Country: Italy, **Cartridge:** 12 bore, **Type:** gas, semi-auto or hand pump, **Feed:** magazine, **Weight:** 3.2kg, **Barrel Length:** 500mm (900mm), **Cost:** \$550.00.



MACHINEGUNS



7.62mm M60 MACHINE GUN

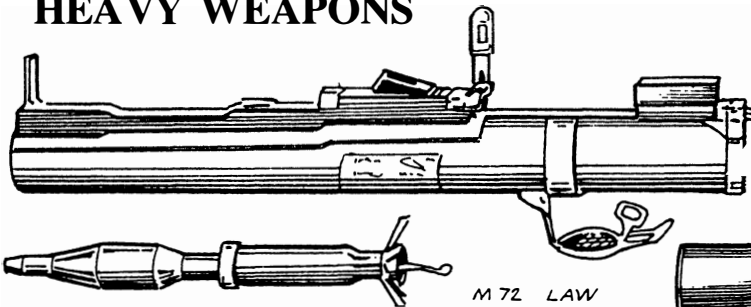
.30, 5.62mm and 7.62mm Calibre Light Machineguns

These are the most common kind of light machineguns found in military forces the world over. **Cartridge:** .30, 5.62mm and 7.62mm in 100, 200 and 250 round belts. **Weight:** 15 to 25lbs. **Effective Range:** 3000ft. **Rate of Fire:** Can empty the weapon in two melee rounds. **Cost:** \$2000.00 and up (mostly illegal). **Damage:** 5D6 per round.

.50 and 14.5mm Heavy Machineguns

These are commonly found mounted on armored military vehicles. As with their lighter cousins, the heavy machineguns are usually found only in military units. Accuracy is poor because they are meant for use against large vehicles or massed soldiers. On the other hand, they will punch right through armor or engine blocks. **Cartridge:** .50 and 14.5mm belts of varying sizes. **Weight:** 30 to 100lbs. **Effective Range:** 3000ft. **Cost:** \$5000 and up (highly illegal). **Damage:** 7D6 per round.

HEAVY WEAPONS



M72 LAW

66mm Light Antitank Weapon (LAW)

Light and disposable, this is a favorite weapon for taking out "hardened" positions where the enemy has metal or concrete protection. Against tanks it's not quite as effective, actually killing only about 10% of the time. **Weight:** 5.2lbs (2.6kg). **Size:** 35 inches (889mm), extended. **Rate of Fire:** Single shot and discard. **Effective Range:** 1000ft (325m). **Blast Radius:** 50ft (15m). **Damage:** 1D6 × 100 **Cost:** \$1000.00 (mostly illegal).

Rocket Launcher

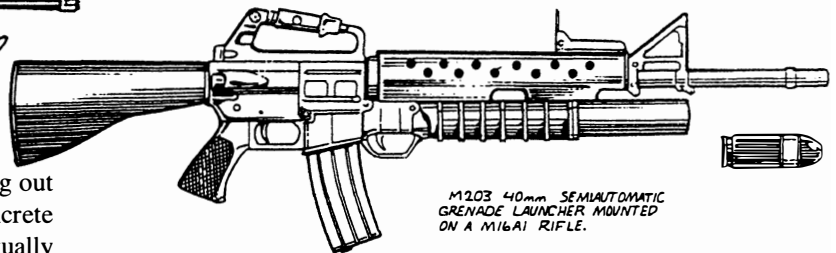
Called the "Super Bazooka," it is designed as an anti-tank weapon, but was sometimes used against bunkers. **Weight:** 12lbs (5.4kg), front and rear tubes; 9lbs, rocket. **Length:** 61 inches (1549mm). **Effective Range:** 3600ft (1200m). **Damage:** 1D4 × 100. **Cost:** \$900.00 (mostly illegal). **Blast Radius:** 50ft (15m).

90mm Recoilless Rifle

This weapon looks like a bazooka or rocket launcher (see anti-tank weapons). Fires a single, anti-tank round. **Weight:** 35lbs (16kg), unloaded. **Feed:** Breech. **Rate of Fire:** (rapid) 10 rounds per minute (max. of 5 rounds) – sustained rate of 1 round per minute. When firing at the rapid rate, a 15 minute cooling period must be observed after every 5 rounds. **Effective Range:** 1200ft (400m). **Blast Radius:** 80ft (24m). **Damage:** 1D10 × 100 **Cost:** \$1600.00 (highly illegal).

40mm Grenade Launcher Mounted on Rifle

This was basically a M-79 installed under the barrel on a M-16 Assault Rifle. **Weight:** 11lbs (5kg). **Length:** 15.6 inches (361mm). **Feed:** Single shot. **Rate of Fire:** 3-5 rounds per minute. **Effective Range:** 1150ft (350m). **Damage:** 1D4 × 100, **Blast Radius:** 20ft (6.1m), **Cost:** \$1000.00 (highly illegal).



M203 40mm SEMIAUTOMATIC GRENADE LAUNCHER MOUNTED ON A M16A1 RIFLE.

INCENDIARY WEAPONS

The use of fire has always been popular in U.S. wars. Clearing enemy bunkers with flamethrowers or incendiary grenades is very effective. **Only 1 shot per Combat Round with incendiaries.**

M-2A1-7 Portable Flamethrower

With a solid stream of fire, a soldier could clear out an entire enemy machinegun nest. In confined spaces (inside a bunker, foxhole or building), everyone in the target area is affected equally. **Damage:** 5D10, plus ignition of all combustible material. **Weight:** 42.5lbs (19kg). **Feed:** Manual. **Effective Range:** 70ft (20m), unthickened; 150ft (45m), thickened. **Cost:** \$400.00 (mostly illegal).

AN-M14 TH3 Incendiary Hand Grenade

This is one of the most dangerous weapons and not just for the enemy. It is difficult or impossible to throw it far enough to avoid getting hit with fragments. **Damage:** up to 12ft from impact – 1D100 + 20 S.D.C. or 1 M.D.C.; 12-24ft away – 1D100; 24-36ft away – 3D10; 36-120ft away – 1D10. Burns for 10 melee rounds. **Weight:** 24 ounces (.9kg). **Time Delay Fuse:** 4-5 seconds. **Effective Casualty Radius:** Lethal up to

60ft (18m), dangerous to 120ft (36m). **Cost:** \$30.00.

Molotov Cocktail

Range Thrown: 30ft (9m)

Damage: Up to a 12ft area — 3D6

Burns for 4 melee rounds.

Flare Gun

Range: 300ft (91.5m)

Damage: 2D6 per melee ignited (5 melees)

Attacks Per Melee: Two

Weight: 2lbs (.9kg)

Cost: \$200 for the gun only; flares cost \$10 each. Wide availability.

The flare gun has not changed much over the decades and is basically like those we use today. It is generally used as a signal or to light up an area. *Used for Luminescence:* Lights up a 300ft (90m) area for about five melees (75 seconds). It is not intended to be a weapon, thus it is not balanced for aiming; W.P. handgun skill bonuses do NOT apply.

Mini Signal Cartridges: A lightweight signal cartridge designed for the military special forces. Fired from a single-handed lightweight pen-type launcher. Maximum Height: 320ft (98m), Duration of Illumination: 10 seconds, Power: 150,000 candela. Colors available: Green, red or white. **Cost:** \$250.

GASES: GRENADES & BOMBS

Tear Gas

This extremely potent irritant temporarily impairs vision and respiration, causing eyes to burn and water profusely, skin to burn (a sensation, not in actuality), and making breathing very difficult. **Victims** are -6 to strike, parry, dodge, and lose any chance for initiative. Effects are immediate. **Savings Throw:** None (gas masks counter the gas effectively). **Cost:** \$40.00 each.

Knockout Gas

These are tranquilizers; anesthesia-type mists that will induce drowsiness within 1D4 melees and sleep within 1D4 minutes. **Savings Throw:** If a character makes a successful savings throw vs toxins, his body has successfully fought off the effects of the gas and is unimpaired. However, the player must roll once for every minute (four melees) that the character is exposed to the gas (gas masks counter the gas effectively). **Cost:** \$60.00 each.

Nerve Gas (paralysis)

This is a gas that attacks the person's nervous system; in this case, causing paralysis. Takes effect within 2D4 melees (two minutes). **Savings Throw:** If a character makes a successful savings throw vs toxins, his body will have luckily fought off the effects of the gas (and should get out quick). Roll a saving throw for each minute (four melees) exposed to the gas. Gas masks are useless against most nerve agents; however, Atropine Injectors, an anti-nerve gas agent, will negate the gas's effects. **Cost of Injectors:** \$400.00 per dosage. One injector is needed for every ten minutes of exposure and must be administered immediately. **Cost of Gas:** \$120.00 each.

Explosive Grenade

Weight: 10 ounces (283 grams). **Effective Casualty Radius:** 20ft. **Effective Range:** 100ft (30m). **Damage:** 2D4 × 10, (illegal).

Smoke Grenade

Weight: 10 ounces (283 grams). **Effective Casualty Radius:** 20ft. **Effective Range:** 100ft. **Damage:** None; creates a smoke filled area to provide protective cover (opponents can not see into or through the smoke) or as a signal. Opponents whose vision is obscured by the smoke are -6 to strike. **Colors:** Black, grey, red, yellow.

Rifle Launcher Grenades

Explosive or smoke grenades fired from an assault rifle. The previous stated damage and effects apply. **Rifle Range:** 1150ft (350m). *Single shot*, **Damage:** 2D4 × 10 to 20ft area.

EXPLOSIVES

Explosives are generally restricted to industrial and military use and difficult to obtain even for heroes and villains. Unless stolen or provided by a sponsoring organization, characters will be forced to purchase them illegally. Prices on the black market are generally quite steep and circumstance or the individual seller may increase the prices listed by 100%.

Black Market Prices

Explosive	Cost	Availability
Dynamite	\$30 per stick	45%
Detonation Caps/Fuses	\$30 each	32%
Plastic Explosive	\$100 per each 2oz	19%
Gelatin Explosive	\$140 per ounce	18%
Liquid Nitroglycerin	\$200 per ounce	20%
Hand Grenades	\$60 each	30%
Smoke Grenades	\$30 each	40%
Rifle Launched Grenades	\$80 each	20%
Mortar Shells	\$100 each	10%

Note: There is always a 20% chance that the item is fake or a dud.

Dynamite is a nitroglycerin based explosive widely used in mining and road construction. It can be detonated with blasting caps, fuses and timing devices. Wick fuses are rarely used today. **Damage:** *One stick:* 1D4 × 10. **Effective Casualty Radius:** 10ft (3m).

Liquid Nitroglycerin is an extremely dangerous, unstable, chemical explosive concentrate. A severe jar, jerk or bump can cause it to detonate; 30% chance. **Damage:** *One ounce is equal to four sticks of dynamite:* 4D4 × 10. **Effective Casualty Radius:** 20ft (6.1m).

Plastic and Gelatin explosives are very localized blast explosives that can be molded and formed like putty. Inert — you can slam a plastic explosive into a wall and nothing will happen. It can only be activated/ignited by an electrical blasting cap that will pass an electrical charge through it, causing it to explode. Any electrical charge, blast or bolt is also likely to detonate it; 55% chance. **Damage:** 2 ounces is equal to one stick of dynamite.

mite: 1D4 × 10. Area effect of blast is exactly where the plastics or gel has been placed; about one foot. Of course, depending on what is being exploded, it could cause much more additional destruction and damage. These are the types of explosives used to open safes and for sabotage. They are not effective area effect weapons.

Homemade Bombs usually incorporate chemicals or dynamite.

SPECIAL SPY WEAPONS

POCKET PISTOLS

All of these pistols have limited range (under 100') but are easy to conceal.

.22 MAGNUM ADVANTAGE 422

A *compact*, four-barrelled pistol. **Weights** just over one pound when fully loaded. **Total length** is just 4.5 inches (114mm). **Damage:** 1D8 per round, **Cost:** \$165.

.38 SPECIAL SINGLE SHOT DERRINGER

A very light, very easy to conceal, one-shot pistol. **Loading Time:** One full melee round, **Barrel Length:** 4.9 inches (120mm) long, **Damage:** 2D6 per round, **Cost:** \$115.

.45 VEST-POCKET AUTOMATIC

A small (5 inches long), attractive and lightweight (1.5 pounds), pocket automatic. Clip contains 4 rounds, and, with another round in the chamber, the maximum load is 5 rounds. **Damage:** 3D6 per round, **Cost:** \$1500.

.357 MAGNUM DOUBLE-BARRELLED DERRINGER

Just over a pound, and just 6 inches (152mm) long. It holds two shots, and it takes a full melee round to reload. **Damage:** 4D6 per round, **Cost:** \$380.

TUBE GUNS and DERRINGERS

Each of the following calibers is available in a simple device consisting of a barrel and a trigger mechanism. Such devices can be built into a pistol stock (as a one-shot derring), or installed in any device. The device can even be installed and concealed in other objects, like a briefcase or cane. The device can be installed in the sleeve of a shirt, or strapped directly on someone's arm. Each device weighs about a quarter of a pound (113 grams) loaded. It also takes a full round to reload, or even longer if the device is covered by clothing or machinery.

9mm — \$335 — 2D6 damage per round

.45 Magnum — \$350 — 4D6 damage per round

.357 Magnum — \$360 — 4D6 damage per round

.44 Magnum — \$370 — 5D6 damage per round

.30-06 Rifle — \$370 — 5D6 damage per round

.44 MAGNUM SUPER IV

An 8.5 inch barrel revolver with specially designed, heavy-duty rounds. This sucker weighs over 4 pounds (1.8kg) when loaded. Penalty of -1 on all rolls to Strike. **Damage:** 5D6 per round, **Cost:** \$400.

BACK-FIRE AUTOMATIC PISTOL

This is a special modification that can be added to any automatic pistol. All it does is change the weapon so the bullet comes out of the back of the gun. This means, if held the way a gun is usually held, the guy doing the shooting is going to get hit by his own gun. Very short range (less than 100ft/30.5m), and with a -2 to Strike penalty. Anyone who uses it without knowing about the modification has a normal chance to hit themselves (normal Strike roll), with no Dodge roll possible. **Damage:** depends on original weapon, **Cost:** \$1,600 added to the original cost of the weapon.

PLASTIC AUTOMATIC PISTOL

Any automatic pistol can be replaced with an *all plastic* version. The advantage is that the converted weapon will not be sensed by metal detectors. Fires normal ammunition (which will still contain metal). **Cost:** \$4,000.

THROW-AWAY AUTOMATIC PISTOL

This smooth, toy-like automatic pistol is designed for ease of concealment. All parts are made of *plastic*, including the *teflon bullets*, and will not be sensed by a metal detector. It can not be reloaded, and must be thrown away when all of its seven (7) shots are expended. **Range:** 120ft (36.6m), **Damage:** 3D6 per round, **Cost:** \$3,000.



VEHICLE STOPPER

This is a one-shot, break-open pistol with a huge, 3.5 inch (88.9mm) diameter, barrel. It fires special rocket rounds that are loaded with shaped explosives. Takes a full melee round to reload. It's designed to stop oncoming vehicles with a directed back-blast. **Range:** 240ft (73m). **Damage:** SPECIAL! 3D6 times 20 to target, *plus* a knock-back equal to Speed Class 8 (or, 2D6 Mega-Damage). **Cost:** \$600 for the pistol, \$2300 for each round of ammunition.

TRANQUILIZER RIFLE

This is a rifle designed to fire a tranquilizer dart. Its effective range is about half that of a normal rifle and must be hand loaded, with a maximum capacity of two (both can be fired per melee and require the following melee as a reload time). Saving throw vs. toxin. **Range:** 800ft (240m). **Rate of Fire:** 2 per melee. **Bonus to Strike:** Must have W.P. Rifle. **Damage:** Tranquilizer will render its victim unconscious within 1D4 melees. **Duration:** Effects last 4D4 minutes. **Cost (rifle):** \$1000.00. **Cost (darts):** \$10.00.

DART GUN

Range: 110ft (33.5m). **Rate of Fire:** 2 per melee. **Bonus to Strike:** Must have a W.P. with Pistol or Revolver. **Damage:** Tranquilizer renders victim unconscious. **Duration:** 4D4 minutes. **Cost (pistol):** \$500.00. **Cost (darts):** \$10.00 each. Savings throw vs. toxin.

Gas Gun (pistol)

The gas gun is a long, wide, tubular barreled handgun that fires a gas canister. **Types of gases:** Tear Gas, Tranquilizer (knockout), Nerve Gas, and Smoke Gas/Screen. **Cost (gun):** \$200.00. **Cost of Tear Gas and Tranquilizer Gas Canisters:** \$50.00. **Cost of Nerve Gas:** \$75.00. **Cost of Smoke:** \$25.00. **Range:** 160ft (48.8m). **Rate of Fire:** 1 per melee. **Bonus to Strike:** Must have a W.P. with Pistol. **Damage:** Varies with the type of gas used.

ENERGY WEAPONS

Energy Weapons are highly experimental, rare and terribly expensive. The high cost is due to several reasons: the compact size, the micronized energy clip, the cost of materials and the lack of mass production facilities. At this point each weapon is carefully hand built. Also don't forget that dozens of highly paid scientist have put years of research into the weapons. Consequently, the current cost of these prototypes is in the hundreds of thousands of dollars. If they were mass-produced, the cost would drop to about 10% of their current expense.

Energy weapons are available to robot and bionic characters who have a high budget for their creations. High-tech villains may also have access to such devices.

Stun Gun (blaster)

This pistol fires an energy charge that short circuits the nervous system. Victims are dazed, - 10 to strike, parry and dodge, for 2D4 melees.

A successful **saving throw** means that the person has successfully fought off the effect and is unimpaired. Roll to save against each blast that strikes. **Range:** 100ft (30.5m). **Rate of Fire:** 5 per melee. **Bonus to Strike:** Must have a W.P. with Energy Pistol. **Damage:** Special. **Saving Throw:** Save vs toxins. **Energy Capacity:** 10 charges. **Cost (gun):** \$4000.00. **Cost (energy clips):** \$1000.00.

Standard Laser Pistol

Range: 600ft (183m)

Damage: 4D6 or 5D6

Attacks Per Melee: Up to four blasts, maximum.

E-Clip Capacity: 10 blasts

Weight: 1.5lbs (.7kg)

Cost: \$300,000. An energy clip costs \$25,000.

Note: A laser pistol with an energy hip-pack (16lbs (7.3kg)); Range: 300ft (91.5m), and limited E-Clip capacity of 20. Costs \$180,000.

Standard Laser Rifle

Range: 4000ft (1200m)

Damage: 6D6

Attacks Per Melee: Four

E-Clip Capacity: 20 blasts

Weight: 7lbs (2.3kg)

Cost: \$400,000. An energy clip costs \$25,000.

Heavy Laser (with back-pack)

Range: 2000ft (609.6m)

Damage: 6D6 + 10

Attacks Per Melee: Up to six blasts, maximum.

Energy Back-Pack Capacity: 100; requires 24 hours for pack to regenerate.

Weight: 6lbs (2.7kg) for gun, 16lbs (7.3kg) for the pack.

Cost: \$1,000,000 for the whole unit.

BODY ARMOR

Cost	Ancient Styles	A.R.	S.D.C.	WT.
\$175.00	Padded or Quilt	8	15	66lbs
\$300.00	Soft Leather	9	20	8lbs
\$600.00	Studded leather	12	38	20lbs
\$900.00	Chain Mail	13	44	40lbs
\$1500.00	Scale Mail	15	75	45lbs
\$2000.00	Plate and Mail	15	100	52lbs
\$2800.00	Plate	16	150	58lbs
\$3000.00	Plastic Plated	13	80	28lbs

Note: The costs reflect the rarity of manufacturers/builders and the time involved in the construction. Homemade armor is possible, reduce cost by half. A.R. 2 and S.D.C. by 20%.

Cost	Modern Styles Light (half suits)	A.R.	S.D.C.	WT.
\$1200.00	Concealed	10	50	12lbs
\$900.00	Riot Jacket	10	60	12lbs
\$800.00	Vest	10	50	10lbs
\$1100.00	Point Blank Vest	10	70	14lbs
\$1400.00	Hard Armor Vest	12	120	15lbs

Cost	Heavy Armor (full suit)	A.R.	S.D.C.	WT.
\$1400.00	Frag. Cape/Vest	13	120	16lbs
\$1600.00	Riot Armor	14	180	17lbs
\$2200.00	Hard Armor	16	260	20lbs
\$2800.00	Class 4 Armor	17	280	20lbs

Note: Half Suits or vest types usually protect the upper body front, back, side, waist and groin. Concealed are tough thin styles designed to be worn into clothes or hidden under clothes (shirts, jackets, etc.). The others are all generally bulky or worn atop clothes.

Full suits are all bulky suits worn on top of clothes and provide the greatest protection.

All modern armor is designed for flexibility and mobility and does not interfere with movement, prowl or speed. Many types of armor are constructed of glass-reinforced plastic, chemically strengthened with woven glass fibers and is thicker than metal yet lighter. Other common types use steel or lightweight alloys typically ¼ inch thick. These two types of armor can stop all pistol, revolver, sub-machinegun and low calibre rifle shells. **Hard armor** is composed of ceramics, a form of opaque glass made from pure alumina or boron carbide. They are often combined with steel. Hard armor types provide the most effective protection and can even stop 7.62mm NATO and 5.56mm rifle bullets.

Clothing Gimmicks

Basic clothing, ranging from simple work clothes to high-priced fashionable outfits, depends more on the character's sense of status than on a price list. Budget-minded characters can always wear used clothing and put together a whole wardrobe for less than \$100. Characters who wish to fit into high society will have to spend as much as \$10,000. Regardless of the clothes chosen, there are quite a few modifications and gimmicks that can be built into them. Remember to pay for *each* outfit. Players may want gimmicks built into several different outfits, for different disguises, and just for back-up.

1. Reversible Clothing: This outfit has been modified so that

a complete change is available simply by turning the clothes inside out. The player can specify the exact look, with, for example, a work jumpsuit on one side, and a banker's business suit on the other. **Cost:** \$1,000.

2. **Light Bullet-Proofing (concealed):** The outfit is designed to protect against smaller caliber weapons *only*. The suit absorbs the first twenty (20) points of damage, allowing all other damage to pass through. No change in A.R. or S.D.C. **Cost:** \$2,000.
3. **Body Armor (concealed):** Gives the *clothing* an A.R. of 12 and a S.D.C. of 40, and protection against all kinds of attacks. Can also be added to martial art and ninja outfits. **Cost:** \$4,000.
4. **Heavy Body Armor (concealed):** This is heavy stuff, adding about 40 extra pounds to the clothing. Also provides an A.R. of 15 and a S.D.C. of 75. **Cost:** \$8,000.
5. **Extra S.D.C. (concealed):** Increasing the S.D.C. of any outfit is possible. **Cost:** \$1,200 per every 5 points of S.D.C. Note that each extra point of S.D.C. adds about a half pound to the total weight. A maximum of 100 extra S.D.C. is the limit.
6. **Nerve Gas Protection:** Some poison nerve gases penetrate directly through the skin. Full-body protection can be either a skintight underlayer *or* an airtight set of clothing with drawstrings at the wrists and neck. Gloves and some kind of head protection are still needed. **Cost:** \$8,000.
7. **Designer Pockets:** Special holders for just about anything, from the very smallest items, up to something the size of a shotgun, can be built into the character's outfit. **Cost:** \$50 per pocket.
8. **Fake Wounding:** Plastic sacks filled with fake blood are placed in the outfit. Each has a small explosive device designed to rupture the outer fabric and spew out the "blood". They can each be installed separately, *or* in matched pairs (to look like a bullet going right *through* the body). A small hand control or radio detonator is included. **Cost:** \$500 per wound.

OPTICS

GOGGLES AND BINOCULARS

Binoculars and Telescopic sights magnify an image area through a system of lenses.

Binocular and Telescopic Sights	Cost
Binocular (2000ft), best magnification	\$1600.00
Binocular (1600ft), medium magnification	\$1000.00
Binocular (1600ft), low magnification	\$600.00
Weapon Sight, best magnification	\$800.00
Weapon Sight, medium magnification	\$400.00
Weapon Sight, low magnification	\$230.00

Infrared Optic System: **Range:** 1200ft (360m). This type of optical enhancement device relies on a source of infrared light, usually a pencil-thin beam of light projected from the goggle or binoculars, to illuminate its targets. The narrowness of the beam severely limits the scope of one's view to a small area of about two square meters (7ft). This can make surveying a large area a problem. Another drawback is that the infrared light beam is clearly visible to another infrared optic system, giving away the operator's position. These drawbacks are

inherent to ALL infrared systems. **Cost:** about \$1000; fair availability.

Infrared (range: 1200ft)	Cost
Goggles (mercury battery type)	\$550.00
Goggles (new superior type)	\$880.00
Binoculars	\$2100.00
Monocular Eyepiece	\$800.00
Weapon Sight	\$1200.00

Infrared Distancing Binoculars: A high-powered optical enhancement device with infrared adjustments, cross hair indicator lines, and digital readout of estimated distance and rate of travel. **Range:** 2 miles (3km). The I.D. binoculars enjoy extreme popularity among spies, being used for field work and exploration, and are also used by the military. **Cost:** \$6700. Not commercially available.

Ultraviolet Systems: **Range:** 400ft (120m). Enables its wearer to see into the ultraviolet range of light radiation. It's usually integrated into a larger optics package rather than used alone. **Cost:** \$500.

Night Sight: **Range:** 1600ft (480m). A night vision optics system is an image intensifier; meaning that it is a passive system that does not emit any light of its own, but electronically amplifies existing, ambient light to provide a visible picture. **Cost:** \$1400; poor availability.

Night Sights (range: 1600ft)	Cost
Goggles	\$5200.00
Binoculars	\$6400.00
Monocular Eyepiece	\$1900.00
Weapon Sight	\$1800.00
Pocket Night Viewer (800ft range)	\$1500.00
Large Tripod Mount	\$14000.00

Pocket Night Viewer: **Range:** 800ft (240m). This is a mini-night sight, usually a monocular style, easily concealed and portable. **Cost:** \$800; poor availability.

Thermo-Imager: **Range:** 1600ft (480m). Basically an optical heat sensor, it converts the infrared radiation of warm objects into a visible image. This device allow its operator to see in darkness, shadows and through smoke. Battery powered and electrically cooled. A typical running life is 16 hours. **Cost:** about \$1400; poor availability.

Thermo-Imager (range: 1600ft)	Cost
Goggles	\$22,000
Binoculars	\$20,000
Monocular Eyepiece	\$18,000
Weapon Sight	\$18,000

Multi-Optics Helmet (M.O.H.): The multi-optics helmet is a special optical enhancement system built into a protective helmet. It includes the following features:

1. **Targeting Sight:** 1600ft (480m)
2. **Infrared Optics System:** 1600ft (480m)
3. **Telescopic Monocular Lens:** Range: 2 miles (3km)
4. **Thermo-Imager:** Range: 1600ft (480m)

Special Bonus: +1 to strike when the optics and targeting sight are engaged. Note that the thermo-imager is a special, optical, heat sensory unit that allows the infrared radiation of warm objects to be converted into a visible image. Enables the person to see in darkness, shadows and through smoke. **Cost:** \$38,000. Available to high-tech organizations.

COMMUNICATIONS

Communications Equipment: Communications equipment is fairly basic in regards to the character's use and needs. Various surveillance and video systems might be added on, depending on the circumstances and the player's ingenuity.

Field Radio: A back-pack style, radio transmitter and receiver with wide band, long-range capabilities; frequency equalizer, field strength detector and scrambler. **Range:** 60 miles (96km). **Weight:** 16lbs (7kg). **Cost:** \$1400.00; good availability.

Back-Pack Radio: A Japanese updated version of the old PRC-25. Comes with built-in scrambler and up to 1500 channels. Also capable of receiving commercial AM/FM/Television (sound only) and Short-Wave signals. RKO-68. **Range:** 35 miles (56km). **Cost:** \$925.

Belt Radio: A lightweight unit designed to work with the RKO-68. Scrambler equipped, 2 to 3 mile range, up to 10 preset channels. Weighs only 2lbs, complete with pouch and telephone-style handset. RKO-12. **Cost:** \$115.

Headset Receiver: These receiver-only units are easily attached to the helmet. Built-in scrambler and range of 2 miles. **Cost:** \$42.

Hand-Held Communicator: Basically an enhanced walkie-talkie, it is a basic instrument issued to all military personnel and field operatives. **Cost:** Per single unit — \$3200. This is a high-tech item available only to the special branches of the military (espionage) and major scientific organizations/industries. **Weight:** 6 ounces (170grams). **Range:** 3 miles (4.8km).

Ear Mike Radio Receiver and Transmitter: A tough, reliable radio device that plugs into the ear. With the help of a transducer connected to a receiver/transmitter device, and manually activated for speak or listening modes, the user can both listen and speak through the earphones. This is possible because the ear canal captures ingoing and outgoing sound (your voice), as well as incoming sounds. It is so effective that the user can transmit a whisper.

Compatible with any portable, two-way radio equipped with an external speaker/microphone. **Weight:** 6 ounces (170 grams). Power source is one AA 1.5 volt battery. **Range:** 1 mile. **Cost:** \$500.

SURVEILLANCE EQUIPMENT

Keyhole or Tube Microphones: A microphone (mic.) with a long, hollow tube which can be flexible or stiff, allowing it to be placed in cracks, mounted in walls, or placed in similar, small, "keyhole"-type crevices. Picks up sounds up to 34ft (10m) away and transmits up to 1000ft (300m). **Cost:** \$170; fair availability.

Contact Microphone: Translates vibrations into sound, but requires a sounding board, such as a wall, windows, large object, etc. Can be as small as a tie tack. Picks up sounds up to 10 meters away and transmits up to 1000ft (300m) away. **Cost:** \$170, fair availability.

Commercial Wireless Microphone: (entertainment). **Cost:** \$50-100.

Compact Commercial Wireless Microphone: (size of a pack of cigarettes). **Cost:** \$70-\$150.

Wireless Microphone: This compact mic. is about the size

and thickness of a box of matches. It can pick up sounds up to 14ft away and broadcast up to 300ft away. **Cost:** \$500; poor availability.

Tracer Bug: This is a tiny device, about the size of a checker, which has a sticky or magnetic side that can be attached to a vehicle or slipped into a person's pocket, back pack, briefcase, etc. It can transmit a signal that can be followed up to 8 miles (12km) away. Battery powered, it has a limited life of 72 hours of constant transmission. **Cost:** \$140; fair availability.

Bumper Beeper: Attaches to automobile bumper via magnetized clip. The antenna can be permanently mounted or detachable. Transmits a signal that can be followed up to five miles away (battery powered). The receiver picks up and can locate the beeper by the intensity/strength of the signal. **Cost:** (includes receiver) \$1100.00.

Listening (bugging) Device: Average range: 600ft.

Tie Clasp: Microphone; **Cost:** \$15.00.

Electret Condenser Lavalier Mic.: Can be hung around neck or attached to cloth. Battery operated or plugged in. **Cost:** \$50.

Broadcast Quality Tie Tack: **Cost:** \$160.00.

Special Bugs: These come in a variety of sizes, from postage stamp to martini-olive type, complete with mic., transmitter and amplifier. **Average Range:** 60ft. **Cost:** \$400.

Room Bug: This bug taps into the wall current (needs capacitor). **Range:** 1200ft. **Cost:** \$100 (homemade) or police version — \$500.

Transmitters (typical) — \$200.

Transmitters (quality crystal) — \$500.

Low-Frequency Converter: \$500.

Frequency Equalizer (controls cutoff of certain frequencies and boosts others). **Cost:** \$190.

Test Transmitter: **Cost:** \$65.

Additional Transducer: **Cost:** \$75.

Telephone Induction Unit: **Cost:** \$65.

Sound Amplifier (high quality): **Cost:** \$250.

Telephone Bugs

Drop in Cartridge: Battery powered; fits in the telephone receiver. **Cost:** \$320.

Room Bug Mini-Transmitter: Looks like a telephone jack; battery operated. **Cost:** \$240.

Telephone Line Transmitter: Taps right into telephone line and power (needs no batteries, will run indefinitely). A little larger box than the mini-transmitter. **Cost:** \$250.

Field Strength Meter: Picks up radio signals and registers them. **Cost:** \$350.

Broadband Receiver: Causes a feedback and makes a howl when near a transmitter. **Cost:** \$425.

Pocket Vibration Detector: **Cost:** \$600.

Pocket Scrambler: The scrambler will distort or "scramble" outgoing radio signals, preventing interception and interpretation by the enemy. **Cost:** \$1300; poor availability.

Portable Telephone Scrambler: Converts normal speech into unintelligible gibberish over the telephone line and converts the gibberish into clear speech. 25 different scrambling codes. Fully transistorized and can be used on any conventional phone. **Cost:** \$1400. Comes with an impact resistant carry-case.

OTHER SURVEILLANCE DEVICES

Video Briefcase: An ordinary looking briefcase with a video recording surveillance system built into it. The tiny pinhole lens is nearly invisible (18% chance of it being noticed). Three hour film capacity. Reinforced, impact cushioned case with a back-up, mini-cassette tape recorder. **Cost:** \$3400.

Video Wall Mount: This small, remote video camera is only about the size of a man's palm (5 inches in diameter), thus it is easily concealed. The camera is backed with a powerful suction device that will adhere to any smooth surface, whether it be a wall, table, appliance, vehicle and so on. The video wall mount can broadcast continually for 72 hours, or by remote or preprogrammed, regulated intervals. The lens has limited mobility, able to rotate in about a 90 degree radius. Its audio capacity has twice the duration of its video transmission and is able to pick up sounds up to twenty feet (6m) away with crystal clarity. The monitor can be the mini-hand-held screen or any variety of larger or multi-unit monitors. **Cost:** \$3200. Not available through the conventional market, but a hot commodity on the black market. Hand-held monitor costs \$450.

Mini-Telephoto Document Camera: A tiny, easy to conceal camera, only a little bigger than a disposable lighter. **Cost:** \$350.

Note: Conventional video systems, cameras, lenses, optics and audio recorders, are also effective tools for surveillance.

SENSORY EQUIPMENT

Dosimeter: Picks up and measures radiation levels. **Range:** 20ft (6.1m). Hand-held; **Weight:** 1lb (.5kg). **Cost:** \$200. Wide availability.

Ground Sensor System: Uses seismic and laser sensors to detect vehicles/men, their direction and their numbers. A good communications engineer can make such projections with 75% accuracy. The control unit, with digital display, computer mount and monitor, is the center of this sensor web or fence. Up to 22 transmitter/receiver, sensor units can be linked to the control unit. Range between transmitters is 800ft (240m) and can register activity up to 10 miles (16km) away. **Cost:** \$48,500. Poor availability; generally limited to the military and scientific research.

Heat: Special sensors pick-up and measure heat emanations. Can monitor temperature, or made directional to pinpoint a specific heat point/target. **Range:** 250ft (76m); field of detection is 25ft (7.6m). Portable/hand held. **Weight:** 8lbs (3.6kg). **Cost:** \$1200.

Microwave Fence: Transmitter and receiver sensor posts emit an invisible, microwave curtain or fence that will light up and send a signal to the control unit when an intruder breaches its curtain. Range between transmitter posts is 500ft (150m). Posts are 7ft (2m) high. Can effectively cover a 14 mile (22km) area. **Cost:** \$60,000. Poor availability; primarily used for military purposes.

Motion: Detects movement and pinpoints location. Requires sensor placement and monitor screen. **Range:** 60ft (27.4m). Portable; **Total Weight:** 15lbs (6.8kg). **Cost:** \$400. Fair availability.

Motion Detector Signaler: This device is virtually identical in purpose and use as the ultraviolet signaler, except that it

does not emit any vibrations in the air. **Cost:** \$1000; poor availability.

Mini-Radar/Sonar: Requires radar signal unit and monitor. Trained operators (sensory equipment skill) can positively identify readings/objects, pinpoint location and estimate rate of travel and direction at 65% proficiency. **Range:** 5 miles (8km). Portable; **Total Weight:** 18lbs (8.2kg). **Cost:** \$22,500. Fair availability.

Ultraviolet Signaler: The signaler is a small strip of ultraviolet sensors and another transmitter strip that can be adhered to a doorway, walls and so on, to create a beam of invisible light, blocking that area. When the beam is broken by an intruder or vehicle, etc., it will send a silent signal to a monitoring device and/or trigger a video unit. **Cost:** \$900; fair availability.

DETECTION EQUIPMENT

Amplified Sound Detector: A unique device designed for professional hunters to hear approaching game. It is also used by the security industry. It is a two-piece unit, consisting of headphones and sound detector, which at first glance, resembles a very large flashlight. Utilizes a built-in, 3½ inch parabolic dish for sound mirror effect. Triples the normal human range of hearing. Weighs about 2lbs (.9kg). **Cost:** \$160.

Bug Detector: A small hand-held device that picks up radio signals from listening devices (bugs). **Cost:** \$350.

Letter Bomb Detector: An electronic instrument that examines letters in minutes, with an audio alarm that sounds when electrically conductive material is detected. **Cost:** \$700.

Portable Explosives Detector: Responds to vapor from explosives, such as dynamite, gelignite, T.N.T. and others. An alarm lamp lights up when an explosive is detected. **Cost:** \$1900. **Range:** 3½ft.

Radar Signal Detector (military): This is a mini-radar receiver that can fit in one hand. Small, lightweight, easy to conceal. Recently developed for the U.S. Army. **Cost:** \$3000. **Range:** 80ft (effective range), 4 miles maximum.

Commercial Radar Detector: Also known as the "Fuzz Buster" because of its use in detecting police radar scans. **Cost:** \$120.

EMOTION AND STRESS DETECTORS

Psychological Stress Evaluator: This instrument is used by law enforcement agencies, private investigators, some private corporations, clinics and law firms. It functions like a polygraph machine, but measures and records stress and anxiety without attaching sensors to the subject. It does this by specifically monitoring the voice quality of its subject. A tape recorder is also a part of the device. **Cost:** \$4000.

Polygraph Stress Machine: Sensors are attached to the skin which monitor and record glandular changes (including sweat) in the skin. **Cost:** \$2400.

Polygraph Stress Monitor: (superior quality) Sensors are attached to the skin and body which usually record breathing, heart beat/rate, blood pressure, and skin resistance (as described previously). All three functions are fed into a chart recorder, with three pens to mark the results. **Cost:** \$4500.

LOCK PICKING TOOLS

The Pick can be almost any style or size, but is always a small, thin, steel tool which ends in a slight upward curve or special tip configuration. It is used to raise the pins of the lock so that it will open. A good range of pick thickness is .025-.035. These are available through locksmiths and locksmith suppliers, and some establishments that specialize in rare, hot and illegal items. Cost is usually high. \$4 per pick, with at least a dozen needed for a proper range. NOTE: Smiths and suppliers will not usually sell these tools to anyone off the street and may investigate or report the inquiry. However, they are available through mail-order and some supply houses.

The Tension Bar is constructed of the same, clock spring steel as the pick and is an "L" shaped tool required (along with the pick) to open locks. It too manipulates the position of the locking pins. **Cost:** \$30 each and is available from the same sources as listed for picks. Prices as contraband, may be as much as 200% higher and purchase from a locksmith or supplier may require a bribe. The size of the picks and tension bars are generally around 3½ to 4½ inches long, rarely larger.

Basic Lock Pick Set: Includes one tension bar, key extractor and 9 lock picking tools. **Cost:** \$40.

Superior Lock Pick Set: Contains 32 high quality lock picks, bar, tension tools and extractors. **Cost:** \$90.

Automatic Lock Pick; Release Gun: This item is only sold to law enforcement agencies at a cost of about \$60. Throws all pins into position at one time and never damages or harms the lock mechanism. Opens all types of locks (tumbler, spool, regular or mushroom). Cost on the street (only 19% chance it is even attainable) — \$120 minimum; may cost as much as 200% more depending on the seller and circumstances.

Car Openers: These are a variety of window prying tools. They are fairly easy to find and purchase or construct. A set will cost about \$25.00.

Old Stand-Bys: Using sheer force including the cross bar (cost \$12) or drill (cost \$25) or bolt cutters (good for shearing chains, cables and padlocks; **Cost:** \$80).

MISCELLANEOUS EQUIPMENT

Bullet Resistant Attache Case: A.R.: 15, S.D.C.: 140. **Cost:** \$440.00.

Courier Briefcase: A.R.: 11, S.D.C.: 90. **Cost:** \$225.00.

Acoustic Noise Generator: Muffles conversations, distorts bugging systems by 30%. **Cost:** \$900.00.

Camouflage Paint Kit: 4 spray cans plus 6 stencils allow for easy camouflaging of vehicles, bunkers, and any field equipment. One kit will cover approximately 100 square feet of surface. Available in jungle, forest or arctic. **Cost:** \$35.00.

Electro-Adhesive Pad: This is a hand-held device that will adhere strongly to any metal surface by means of passing a small current through two metal electrodes. These pads are commonly used by astronaut's and can be used in astronauts shoes, but the hand-held pads are much more flexible and generally preferred. **Cost of the Electro-Adhesive Pads (2) and generator (hip or back-pack):** \$40,000. **In shoe form:** \$50,000. Can hold up to 1000lbs; works *only* on metal. Not commonly available.

Handcuffs — Regular — 60 S.D.C. \$25.00
Handcuffs — Heavy — 120 S.D.C. \$50.00

CONVENTIONAL VEHICLES

TYPICAL CONSUMER AUTOMOBILES:

Compact: A.R. 5, S.D.C. 300, Speed: 110mph (176.9kmph), Range: 350 miles (563km). **Cost:** \$6,500. and up.

Mid-Size: A.R. 6, S.D.C. 350, Speed: 110mph (176.9kmph), Range: 300 miles (482km). **Cost:** \$9,500. and up.

Full-Size Sedan: A.R. 7, S.D.C. 450, Speed: 120mph (193kmph), Range: 250 miles (402km). **Cost:** \$15,000. and up.

Full-Size Van: A.R. 7, S.D.C. 400, Speed: 120mph (193kmph), Range: 200 miles (321km). **Cost:** \$9,000. and up.

Jeep (4 wheel drive): A.R. 6, S.D.C. 300, Speed: 120mph (193kmph), Range: 400 miles. **Cost:** \$12,000. and up.

Small Truck (4 wheel drive): A.R. 6, S.D.C. 350, Speed: 120mph (193kmph), Range: 400 miles. **Cost:** \$10,000. and up.

Mini Van: A.R. 6, S.D.C. 350, Speed: 120mph (193kmph), Range: 350 miles (562km). **Cost:** \$15,000. and up.

Motorcycle — Medium: A.R. 5, S.D.C. 100, Speed: 110mph (176kmph), Range: 350 miles (562km). **Cost:** \$1,800.-\$2,500.

FOREIGN AND SPORTS CARS

BMW Sedan: German. A.R. 6, S.D.C. 350, Speed: 140mph (225kmph), Range: 250 miles (402km). **Cost:** \$80,000. to \$150,000.

BMW Sports Car: German. A.R. 5, S.D.C. 325, Speed: 180mph (290kmph), Range: 200 miles (321km). **Cost:** \$90,000. and up.

Delorean: Irish. A.R. 6, S.D.C. 325, Speed: 140mph (225kmph), Range: 200 miles (321km). **Cost:** \$60,000.

Jaguar: A.R. 5, S.D.C. 300, Speed: 180mph (290kmph), Range: 200 miles (321km). **Cost:** \$80,000.

Lamborghini — Contac: Italy. A.R. 5, S.D.C. 300, Speed: 200mph + (321kmph), Range: 220 miles (355km). **Cost:** \$150,000. and up.

Mercedes Benz Sedan: German. A.R. 6, S.D.C. 350, Speed: 140mph (225kmph), Range: 250 miles (402km). **Cost:** \$90,000 to \$150,000. and up.

Mercedes Benz Sports Car: German. A.R. 6, S.D.C. 300, Speed: 200mph + (321kmph), Range: 220 miles (355km). **Cost:** \$100,000 +.

Porsche: Italy. A.R. 5, S.D.C. 300, Speed: 200mph + (321kmph), Range: 200 miles (321km). **Cost:** \$65,000. and up.

AIRPLANES

Single Engine: A.R. 4, S.D.C. 400, Speed: 300mph (482kmph), Range: 680 miles (1040km), **Cost:** \$50,000 +.

Twin Engine (small): A.R. 5, S.D.C. 550, Speed: 420mph (670kmph), Range: 600 miles (964km). **Cost:** 2 million +.

Twin Engine (large): A.R. 6, S.D.C. 800, Speed: 300mph (482kmph), Range: 1500 (2413km), Holds 50 tons or 60 passengers. **Cost:** 15 million +.

Small Jet: A.R. 5, S.D.C. 850, Speed: 600mph (960kmph), Range: 1370 miles (2205km), **Cost:** 20 million +.

See **Heroes Unlimited** for a greater selection of Weapons & Equipment.

GAME MASTER SECTION

Tips on Being a Game Master

There are some important principles involved in conducting an enjoyable and challenging role-playing game. Certainly, no game master is going to attract players unless the game is run with complete fairness. Like Caesar's wife, every game master must be above suspicion. Each player must receive the same (fair) treatment, with an equal amount of Game Master time, as well as equivalent chances for interesting encounters.

This is a *game book*, not a volume of legalisms. Whatever is useful for speeding up the game, or for making it more interesting, is perfectly acceptable. One common example. When player characters are confronted with ordinary citizens, combat need not be run strictly by the rules. A sophisticated martial artist dealing with an angry taxicab driver should be able to avoid or dispatch the cabby without resorting to endless dice rolls and the whittling away of S.D.C. Of course, if the fight with the cabby is important to the story, or interesting in and of itself, then, by all means, run it properly. But if it's just slowing the game, or delaying a major confrontation, then get it over with *fast*.

The most important secret to running *Ninjas & Superspies* is coming up with interesting *non-player characters (NPCs)*. Every incident, every fight, every investigation, can be a lot more fun if the game master's universe of people is entertaining.

SOME OVER-VIEWS OF THE ORIENT

One way to make this martial arts/ninja game more interesting is to bring a little oriental prejudice into the game. Although not all Japanese are contemptuous of Koreans, that kind of behavior can bring sparks to a conflict between players and the non-player characters they run into.

Racism isn't confined to relations between black and white, any more than it's confined to the state-sponsored terrorism of South Africa. It's important to remember that Orientals see themselves as a number of *vastly different* racial "types." Japanese look completely different than Vietnamese. And Orientals claim they can tell Koreans at a glance. Not that I can, but I'm not Oriental . . .

Each Oriental group has its own unique view of the world and its people. Here are some general guidelines for some of the major Eastern groups.

CHINESE

The Chinese believe themselves to be the only truly civilized people in the world. And, since they had advanced social structures, technology and government when the rest of us were living in caves, they've got a definite point. However, the Chinese continue to believe that China is the center of the Earth. The following are some broad, general reactions towards others:

1. **Japanese.** Many Chinese, especially those old enough to have experienced World War II, regard the Japanese as a hated and feared enemy. Older people will sometimes strike back in petty and vindictive ways (wrong directions, higher prices, no towels). They believe that the Japanese are a sort of copy of the Chinese (indeed, Japan copied China in everything for centuries), but that the Japanese have gone seriously wrong somewhere.
2. **Caucasians.** "White-Eyed Barbarians" are treated with respect because of their Western technology and military power. And with contempt for their lack of manners in failing to see the obvious superiority of China. They are cautious with this incomprehensible and surprising race of giant children.

3. **Koreans, Vietnamese, and other Orientals.** From a Chinese point of view, all the bordering countries of China, especially those populated by Orientals, are natural provinces. These people are an imitation of the Chinese and should be treated with love and patience, sort of like stupid children.
4. **Mongols, Tibetans, Han, Mandarins and other peoples of China's Interior.** There are, literally, dozens of different "nationalities" within mainland China, each with separate dialects and culture. If it hadn't been for the Chinese written language, which can be understood by people who can't understand each other's speech, the whole country wouldn't have survived. In general, most people think most of their own people, but tolerate others with the sentiment, "Well, at least they are a civilized Chinese people. Not true Chinese like us, but close enough."

JAPANESE

Racism is a contemporary and constant problem in Japan. In Japanese eyes, there is simply no one in the world the equal of the Japanese people, except, possibly, the Americans. One weird thing about the Japanese is that they don't really believe that anyone from outside their country can really fit in. Here's a common story about a Westerner trying to check into a Japanese Inn (a Ryokan):

INNKEEPER (Speaking broken English): You no stay here! If you stay, you have to sleep on floor. You no stay here!

TRAVELLER (in perfectly fluent Japanese): I know, I've been staying at Ryokans for the last month. I'm used to sleeping on the floor. Please give me a room.

INNKEEPER (Switching to slow Japanese): You can't stay here! There's nothing to eat but raw fish. Westerners can't eat raw fish. You can't stay here!

TRAVELLER (Still speaking rapid Japanese): I've been living in Japan for the last eight years. I love raw fish. I would like to get a room now.

INNKEEPER (Speaking rapidly in Japanese): You can't stay here! You would have to take a bath in front of the other guests. You can't stay here!

TRAVELLER: That's nothing new. I think half of Japan has seen me naked. I stay in Ryokans all the time. I'm tired and I need a room.

INNKEEPER: Ah! But you can't stay here!

TRAVELLER: Why not?

INNKEEPER (Slamming the door): Because you don't speak Japanese!

This kind of thing works both ways. When confronted with a Japanese-American who can't speak Japanese, native Japanese will think it's some kind of trick. Obviously, if a person looks Japanese, they're only pretending when they can't seem to understand the language.

Here's how Japanese tend to view others (this is a broad generalization for RPG purposes):

1. **Americans.** The defeat of Japan during World War II shocked the Japanese. They went from laughing at Caucasians to holding them in awe. Thirty years later the Japanese are still baffled by Caucasians and can be intimidated by Americans.

2. **Koreans.** An inferior race of natural slaves and servants. They are obviously crude and uncultured. From a Japanese point of view, the Koreans (and the Korean lands) should be ruled by Japan. Lately, the Japanese have taken the same view of Korea that Americans used to have of Japan. Namely that the Koreans are mindless workers, producing inferior products for slave wages.

Another sign of Japanese racism towards Koreans is their treatment

of Japanese-born Koreans. A majority of the readers of this book are third or fourth generation Americans. If their (your!) ancestors were Korean and had gone to Japan, they would still be classified as foreign "aliens." Hundreds of thousands of Japanese-Koreans, many of whom speak only Japanese, are forced to carry "internal passports."

3. Eta. There is an underclass in Japan. They are the descendants of Japanese who were segregated because they worked in "dirty" professions like leather-working and grave-digging. Today, they have the same *legal status* as any other Japanese. Still, most jobs for private investigators in Japan is checking for a potential *Eta* background for businesses and families. Employers and potential marriage partners want to be sure they aren't associating with any *Eta*.

4. Okinawans. According to the Japanese, Okinawans are a sort of lower level Japanese. You can talk to them as if they were human (Japanese), mainly because they voluntarily rejoined Japan after the war. From the Japanese point of view, that means Okinawans understand the natural superiority of Japan. In actuality, the Okinawans were just disgusted with American military rule.

5. Ainu. What a puzzle! The Japanese aren't sure what to make of the Ainu. They are a Caucasian people, settled in Japan *long before* the Orientals invaded. They live on reservations and in remote areas. According to the Japanese, there must be some kind of mistake, because the *Ainu* obviously don't belong in Japan. The Japanese attitude toward them is sort of like a bigoted American telling a native Indian to "go back where you came from."

6. Chinese. The Japanese feel they must respect the Chinese for their ancient culture and traditions. On the other hand, the Chinese are regarded as ancient, obsolete, antiques. Just too decadent for the modern world.

KOREANS

The Koreans look down on everybody. It doesn't matter if you're white, black, yellow or green. Obviously, anyone not born Korean was ill-favored by the gods. They don't really hate anyone outside of other Koreans, they just regard the rest of the world with contempt. A non-Korean doing something stupid is not surprising because all non-Koreans are born inferior. A non-Korean doing something smart must be either lucky or a cheat.

1. The Other Side. Korea is still divided into a communist dictatorship in the north, and (as of early 1988) a capitalist dictatorship in the south. Each side *knows* that the other side is brainwashed, manipulated and totally wrong.

THE REST OF ASIA

These are some reactions that other Asian people, including Vietnamese, Thai, Malay, etc., may have about certain groups.

1. Chinese. They're given the same kind of stereotype that, Nazis had of the Jews. Most Asians view the Chinese as a money-grubbing people who manage to end up owning everything. They work too hard, cheat to help each other, and steal from hardworking native people.

2. Hill People. Just about anywhere in Asia you'll find the equivalent of hill people in jungles, deserts, islands, and, of course, hills. They are usually a separate ethnic group with a tribal culture, a different language, and (from the majority viewpoint) barbarian customs. They are usually treated badly, cheated and abused constantly. For example, the Vietnamese have always treated the mountain people badly.

3. Westerners. Chumps and weirdos. Nobody can figure them out. At first, one will shower you with money for no reason, then, the next one will cheat you out of your socks. And then there are the really strange ones who think that they are capable of learning Oriental arts, martial arts, and even the Tao. From the point of view of many Orientals, teaching a Westerner something like Kung Fu is like teaching a monkey how to read. Orientals, just to be on the safe side, keep smiling at the

Westerners, and charge 'em ten times the going rate for anything they want to buy.

ASIAN MANNERS

There are a few basic differences between oriental and occidental behavior. One concerns the concept of refusal. In the orient it is very rude to ever say "no" to anything. It is considered polite to make a lot of excuses like: "I will tell you later," "I will have to speak with the others," and "It is not my responsibility," in order to avoid offense. When pushed, an oriental will even lie rather than refuse a request outright.



A CURE FOR DIM MAK

DIM MAK: PREPARING THE CAMPAIGN FOR DESPERATION

If you look through the chapter on martial art skills, in the *Atemi Abilities section*, you will notice a description of **Dim Mak**. Take a moment to read it now.

Finished? You may have noticed that there is nothing listed as a cure for **Dim Mak**.

That's no accident.

When players are faced with even the possibility of a **Dim Mak** attack, they should be terrified! As far as the player characters know, there is no known cure. No solution. No antidote. No way to stop **Dim Mak** from slowly destroying its victims.

If a character, especially a player character, is ever hit with a successful **Dim Mak**, it should cause extreme desperation.

Remember that **Dim Mak** victims gradually fade away. The character should feel a sense of panic. And the game master should take advantage

of a great opportunity. A chance to add a new adventure, “the search for a cure to Dim Mak.”

So, what is the cure for Dim Mak?

Frankly, nobody knows. Dim Mak and its cure are both legendary, mystic aspects of the martial arts. In game context, only you, the campaign’s GM, know the cure. The players must search for clues. As GM, feel free to give them several hints. Depending on their investigations, they might hear dozens of rumors, or even hundreds. There may be only one *true* solution, or several, its your choice. Use whatever will make your game more suspenseful and exciting.

Also bear in mind that if the players ever do find a “cure” for Dim Mak, it will create a stir in the world of martial arts. First off, the masters of Tien-Hsueh want to destroy any possible Dim Mak solution. After all, their great power depends on the threat of an incurable curse. Then there are the other victims. At any given time, there should be dozens of Dim Mak afflicted characters secretly searching for a cure. Worst among these will be ancient, evil characters who have held the Dim Mak effects in check for decades, or even centuries. Finally, there are power seekers who realize what an advantage *controlling the cure* would give them.

In any case, here are a few possible cures:

1. A **secret formula**, inscribed on a hidden rock in a lost and abandoned Tibetan Monastery.
2. A **Chi Master**, ancient and wizened, who lives alone, as a hermit, in the remote Siberian wilderness.
3. A **natural fountain** of spring water found in the dense, unexplored jungles of Malaysia.
4. A **Stone Circle** located somewhere in the Mongolian desert. Covered by the shifting dunes and exposed just once every 14 years.
5. **The Grand Master** of the Snake Style who hasn’t been seen by any but his closest disciples for over 40 years.
6. **The root** of the dragon bush, a sacred relic protected by the Ainu people of Japan.
7. **The “short-hair kata,”** a special martial arts routine known only among a small group of Sri Lankan healers.
8. **True Enlightenment** that is brought on by the study of some mystic philosophy.
9. A **sacred scroll** taken by the British from Peking, stolen from a museum in London, and now lost somewhere in America.
10. **An acupuncture treatment** known only by a secret society found somewhere in Taiwan.

OPTIONAL CONVERSION RULES

Using Ninjas & Superspies With The Palladium RPG

Adding the Martial Art Forms from **Ninjas & Superspies** can add an interesting twist to any **Palladium RPG** fantasy campaign. However, the characters in **Ninjas & Superspies** are designed to hold their own in a **Heroes Unlimited** or **Teenage Mutant Ninja Turtle** campaign, so they’re far *too powerful* for the fantasy game. The following Ancient Martial Artist O.C.C. should be allowed as player characters in a **Palladium RPG** campaign.

ANCIENT MARTIAL ARTIST — A PALLADIUM RPG O.C.C.

Ancient martial artists are trained by secret societies dedicated to the study of *unarmed* combat or *specialty combat*. They are forbidden to reveal the secrets of their combat moves and will practice most of their moves privately.

Available Martial Art Forms: It’s up to the Game Master to decide which forms will be available. For example, inclusion of Ninjitsu may seriously imbalance an existing **Palladium** campaign. The following forms work *well* in a fantasy setting and are recommended:

1. **Ch’a Ch’uan Kung Fu** (note: includes *Horsemanship* as Knight, see *Palladium RPG*, page 22), 2. **Choy-Li-Fut Kung Fu**, and 3. **Te**. Another example of a form that fits in a fantasy era is 4. **Zanji Shinjinken-Ryu**. Zanji characters make awesome swordsmen, yet they are also well-balanced against the standard *Palladium characters*. Obviously, references to modern weapons, skills and equipment should be ignored — do not substitute for ancient versions.

Attribute and Alignment Requirements: P.S. 10, P.P. 12, P.E. 12

Hit Points and S.D.C.: Determine Hit Points in the usual way (see *Palladium*, page 7). *Remember! Characters in Palladium have NO S.D.C.*

Martial Art Forms: Choose one (1) form *ONLY*. Because Ninjitsu requires *two* forms, it is not available to player characters in a **Palladium RPG** campaign.

O.C.C. Skills: Read/Write Native Language (+10%) and all those included in the character’s Martial Art Form.

Elective Skills: Choose any one (1) at level one, one additional at level four, one more at level eight and one more at level twelve.

Secondary Skills: Choose any two (2) at level one, two more at level three, one more at level nine, and one more at level twelve.

Martial Artists and Armor: Most are restricted to cloth or quilt. The only exception is Zanji Shinjinken-Ryu, who can use any Light Armor or any half suit of Heavy Armor.

Equipment: As Optional O.C.C.s (see *Palladium*, page 17).

Available Elective Skills: (Extra Weapon Proficiencies are available only as extra Weapon Katas, see *the character’s Martial Art Form for more details.*)

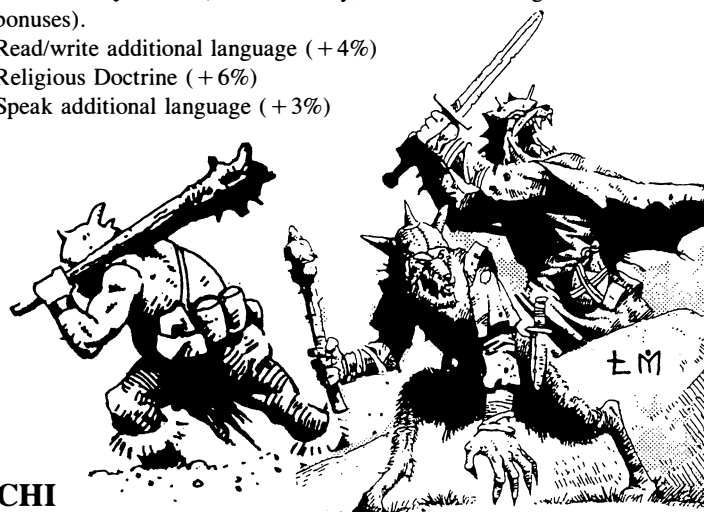
Horsemanship	Medical
Disguise	Prowl
Dowsing	Identify Tracks
Identify Plants/Fruit	Scale Walls

Secondary Skills (Choice of any, but the following have O.C.C. bonuses).

Read/write additional language (+4%)

Religious Doctrine (+6%)

Speak additional language (+3%)



CHI

Most **Palladium RPG** characters will have a normal amount of Chi. **Witches**, **Warlocks** and **Shamans** have +5 to their normal Chi. However, these characters will be vulnerable to any and all Chi attacks, with normal saving throws.

Mind Mages have an exceptionally powerful Chi, *two times normal*. They are also the only other characters who can detect and combat Chi Masters. Any detective psionics, like *Aura of Truth*, *Detect Psionics*, or *See Aura*, will easily detect and evaluate characters who have powerful Chi (as Chi Awareness. In this book, see Chi Mastery). *Mind Block* is an absolute defense against any offensive Chi combat.

Combining Martial Art Forms with Heroes Unlimited™ or Teenage Mutant Ninja Turtles® & Other Strangeness

The three RPGs are now quite compatible and interchangeable. This means that a **Heroes Unlimited** or **TMNT RPG** character can easily fit right into a **Ninjas & Superspies** adventure (and vice versa) with no need to convert character stats.

For those of you who wish to use one or more of the 41 types of hand to hand combat found in **Ninjas & Superspies**, by all means do so. Most of the martial arts will can be plugged into any of our games from **Heroes** and **Turtles** to **Robotech** and **Beyond the Supernatural**. In the later two cases, some minor readjustments of the martial art stats may require modification such as reducing the number of attacks to conform with the usual combat found in those books. Some specific guidelines for **Heroes Unlimited** follow this section.

Although any of the martial arts can be used in any of our RPGs, it is not logical to assume that your average *urban* hero or mutant is likely to know the more exotic martial arts. This is especially true of mutant animals found in the **After the Bomb** series. These heroes are likely to only have the more common martial art forms available to them. These would include: the four "Agent" combat skills, Aikido, Jujutsu, Tae Kwon Do Karate, Isshuin-Ryu Karate, Kyphushinka Karate, Mein-Ch'uan Kung Fu, Fong Ngan Kung Fu, Bok Pai Kung Fu, and Choy-Li-Fut Kung Fu, Tai-Chi Ch'uan.

Combinations with Heroes Unlimited! The combining of **Ninjas & Superspies** with **Heroes Unlimited** is a natural.

Here are some guidelines. *Aliens and magic characters* would not get to select any of the specific martial art forms and can only select from the Four AGENT hand to hands from **Ninjas & Superspies**. Only evil characters can select the Assassin combat skill.

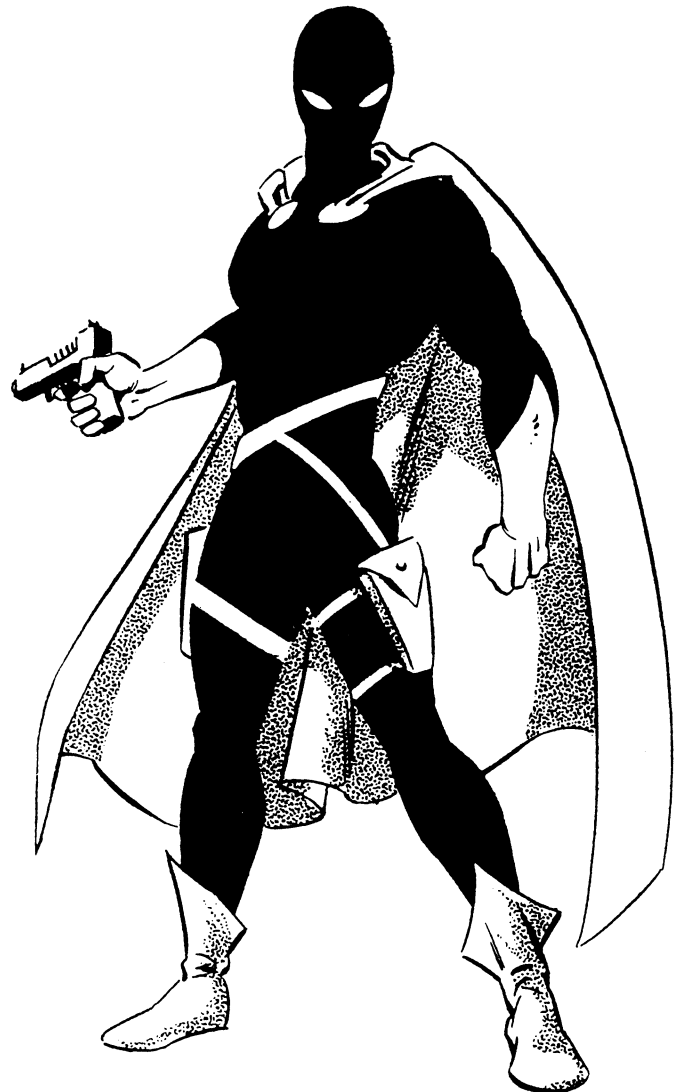
Bionic characters from Heroes Unlimited or **Ninjas & Superspies** can combine all of the implants and cybernetics to the Bionic Components available to them from both books. The game master may wish to increase the prices by 10 or 20%. No special martial art forms are available to **Heroes Unlimited** cyborgs.

Experiment characters from Heroes Unlimited can also be Wired Agents (Espionage). ONE specific martial arts form can be selected, but it counts as three physical skills or six secondary skills. Sorry no "exclusive" forms.

Hardware characters from Heroes Unlimited can select the Gadgeteer Agent (Espionage O.C.C.), Tinker Gizmoteer or Dreamer Gizmoteer *instead of* the usual areas of expertise of electrical, mechanical and weapons. ONE specific martial arts form can be selected, but counts as two physical skills or four secondary skills. Sorry no "exclusive" forms.

Mutant characters from Heroes Unlimited can select ONE martial art form, but counts as three physical skills or six secondary skills. Implants and cybernetics are not available. The hero can not select any "exclusive" martial arts forms.

Physical Training characters from Heroes Unlimited can select ONE martial art form as an area of hand to hand combat expertise instead of the more general expert and martial arts skills normally available (see **Heroes Unlimited**, pg 124, step 3). However, if a specific martial arts form is selected from **Ninjas & Superspies**, the physical training character loses FOUR of his physical skill choices, TWO espionage (if any) and HALF of his secondary skills. "Exclusive" forms can not be selected.



However, an "exclusive" form, like Ninjutsu or Hai Kick Boxing, can be selected if the character gives up ALL secondary skills and espionage skills and FIVE physical skills. This effectively makes him a *Dedicated Martial Artist*.

Psionic characters from Heroes Unlimited can select ONE martial art form at the cost of three physical skills or six secondary skills. No "exclusive" forms can be selected.

Robot characters are unchanged and can *not* select a specific martial art form. Only the general or AGENT hand to hand combat skills are available. Implants and cybernetics are *not* available to robots.

Special Training: The Ancient Master from Heroes Unlimited is changed in the following ways:

1. Considered to be a Dedicated Martial Artist; select two (2) martial art forms, or one (1) "exclusive" forms.
2. The primary Martial art form begins at equal to 10th level proficiency; all bonuses are accumulative.
3. The two secondary martial art forms begin at third level proficiency.
4. Completely ignore everything in **Heroes Unlimited** under Hand to Hand: Martial Arts (page 153), including attacks per melee bonuses and combat techniques. Also, ignore the ancient W.P.s and do not select four (4) physical skills as stated at the top of page 154 of **Heroes Unlimited**, and use only weapon katas and W.P.s gained from the martial art forms.
5. Special bonuses that now apply to this modified "master" are +2 attacks per melee, +2 to pull punch.

Note: The Special Abilities on page 154 still apply, as does step 3, step 4 and other stuff.

6. S.D.C. is changed to a base of 50, plus the bonuses from the martial art forms.

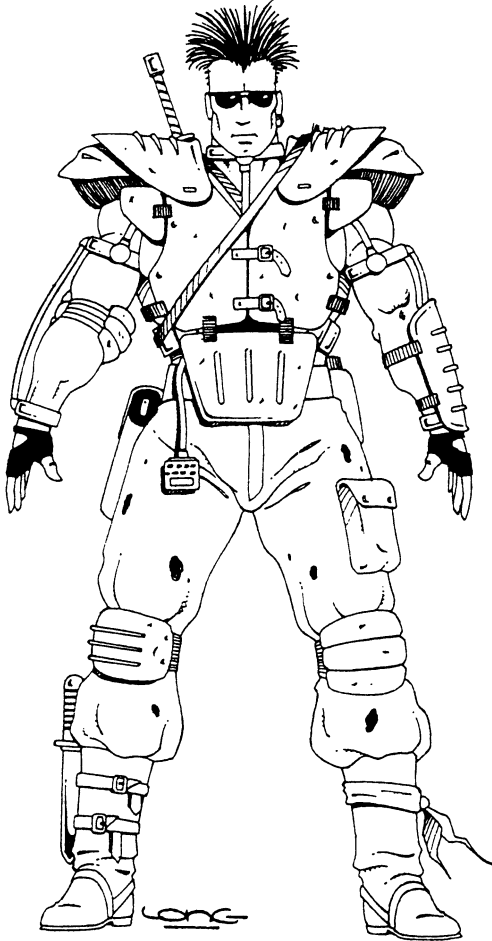
Special Training: Hunter/Vigilante characters for Heroes Unlimited can select ONE martial arts form at a cost of ONE physical skill or two secondary skills. No “exclusive” forms.

Special Training: Secret Operative can select ONE martial art form (except “exclusive”) at a cost of one physical skill or three secondary skills. OR the secret operative can be substituted for any of the Espionage Agent O.C.C.s or Free Agent O.C.C.s found in *Ninjas & Superspies*.

Special Training: Magician and Super Sleuth characters from Heroes Unlimited can select ONE martial art form, but it counts as two physical skills or four secondary skills. OR they can select any three implants or three cyber-disguises at the cost of two special skills. That would mean the magician would have to forfeit sleight of hand and/or contortionist and/or juggling, while the super sleuth would have to give up both computer hacking and see through disguise. Also reduce the character’s equipment/gimmick budget by half.

Game Masters can mix skills and skill programs between any of the games, but be careful to retain game balance.

Most characters in Teenage Mutant Ninja Turtles & Other Strangeness will fall into the Occupational Character Class (O.C.C.) of *Worldly Martial Artist*. But others could fall into these other O.C.C. categories: Dedicated Martial Artist, Wandering Free Agent, Professional Free Agent, Thief — Free Agent, Mercenary Veteran Grunt or even a Cyborg Soldier.



Martial Arts in Rifts!

As always, characters from *Ninjas & Superspies* and any of our other RPGs can be brought into the world of *Rifts*. Any of these characters would adapt fine to its hostile environment.

As for using the martial art forms of combat for *Rifts* characters, we’d have to say no. The reason is simple, most human life, history, and knowledge was obliterated. What exists in the current world of *Rifts* has been rebuilt from bits and pieces of information. The rest has been forever lost. Without a doubt, most of the martial arts found in this book ancient, lost secrets! The only exceptions might include the four Agent combat skills, Aikido, Jujutsu, Tai-Chi Ch’uan, and Tae Kwon Do Karate.

This is not to say that you won’t find oriental martial arts and mysticism appearing in future *Rifts* supplements, in fact you can count on it, but in the dominant world of North America, South America, England, and Atlantis, these forms of combat are not available.

Answers to Common Questions When Combining Heroes Unlimited™ with Ninjas & Superspies™

“Do super-powered martial artists (like Physical Training) get two more attacks than their style’s initial number?”

NO! When using any martial art, you use the attacks per melee that come with that martial art. They can’t be added with each other, or to anything else.

“In Revised Heroes Unlimited, you automatically get 2 attacks per melee. Does this also apply to Ninjas & Superspies?”

No. Each particular combat form will indicate how many attacks per melee a character starts with; usually two or three, but additional attacks are usually added quickly as the character grows in experience levels.

“Can characters with the Arts of Invisibility also hide from infrared, ultraviolet or other detection devices or characters with those powers?”

Using special types of visual detection has the same result as illuminating the hidden character with a bright light. If the character doing the hiding is aware of the possibility of being observed with something like a nightsight, then use the standard prowling roll to avoid detection. However, if the character doesn’t suspect any unusual observation, have the character make the skill roll with a –20% penalty. On the other hand, Mystic Invisibility, works against any type of detection.

“How much chi damage does Dim Mak do? All of it? Is there a roll with punch for a possible smaller damage amount?”

Dim Mak does no damage at all. The point of Dim Mak is not the immediate effect, but the long-term impact of not being able to heal any lost chi, ever! Of course the one finger attack that delivers the Dim Mak may do some initial damage.

“Can only the martial art forms listed, at the levels listed, in Ninjas & Superspies, get Dim Mak? Can anyone with an extra Atemi power pick it up?”

Only characters with the martial arts that specifically list Dim Mak can be allowed to get Dim Mak. The Dim Mak ability is so evil that most martial art schools ban its use.

“Can someone with chi awareness sense people in the room? If, for example, the person was blind or blinded, or if his opponent was invisible or prowling?”

Yes, absolutely! Chi awareness is very powerful. It can be used to sense people who are hidden or obscured, and can be used by characters who are blind or blinded as a crude substitute for sight. Bear in mind that the character must actually be using the chi awareness, because it won’t work automatically.

I say a crude substitute, because ordinary objects, like chairs and skateboards, don't have much chi. So wandering around with only Chi awareness can be a little hazardous. On the other hand, a master of chi awareness, one who has been blind for years, or who has practiced for decades, can maneuver flawlessly around even low chi items.

“Is there any way for someone to mentally contact their master in Ninjas & Superspies?”

Not according to the rules. However, it's up to the game master to determine if there may be some “higher” skills and abilities that may be available only to exalted masters.

“Would Chi attacks, sonic attacks and vibration attacks harm an intangible character?”

Sonic and vibration attacks normally do a half damage to intangible characters. However, Kaijutsu does NOT affect anyone intangible. Chi attacks and chi damage, including Negative Chi Attack, Hardened Chi, One Finger Chi, and Fist Gesture, are fully effective on intangible characters and objects.

“Why would an intangible person need a +20% to Prowl? They make no noise walking, do they? Nor would they be spotted if walking through walls.”

Intangible doesn't mean invisible. There's always the chance that movement will be spotted visually, even if a character is moving in a dark shadowy area. In any case, deciding whether there will be a roll for Prowl is always up to the game master, who may have secret reasons for a character being revealed or being concealed.

“How do Invulnerable characters stack up against Martial Art Powers?”

Invulnerable characters *take no damage* from Blood Flow Atemi, Grasping Hand Atemi, or Withering Flesh Atemi. Also note that Invulnerable characters are *immune* to the Healing Atemi.

However, since Invulnerable characters have normal “feeling,” they are *vulnerable* to Neural Atemi (although duration is half), Open Hand Atemi (although damage is halved), and Dim Mak. Also, an Invulnerable character, though they take no damage, can still be captured by a hold, joint lock, or Grasping Hand Atemi.

Pure Chi attacks, such as Negative Chi Attack, Hardened Chi, One Finger Chi, and Fist Gesture affect Invulnerable characters with *full damage*.

Kaijutsu Stun and Force Yells are *ineffective*, but the Shock and Death Yells do half damage against Invulnerability. On the other hand, Invulnerable characters are *immune* to Find Weakness (Chi), Tamashiwara and Vibrating Palm.

“Do characters with sonic powers, or heightened hearing, have any greater resistance, or vulnerability, against Martial Art Powers that use sound?”

The two Martial Art Powers that use sound, Open Hand Atemi and Kaijutsu, work normally against characters with better than average hearing. On the other hand, conditions that prohibit the transmission of sound waves (Vacuum, or the “Globe of Silence” spell), or during a High pitched Whine (see Sonic Power), stop Open Hand Atemi or Kaijutsu from working.

“Won't certain super powers make it easy to escape from Martial Art holds and joint locks, especially Grasping Hand Atemi?”

Yes, one can escape from a Joint Lock, a Hold, or Grasping Hand by going Intangible, by Alter Physical Structure: Liquid (change to water form), or by Stretching, Shrinking, or Shape-Changing (going smaller). *Animal Metamorphosis* and *Growth* always gets a character out of a hold, but using one of these to get out of a Joint Lock or Grasping Hand Atemi, means taking *standard damage*.

“How about characters with Create Force Field? Which Martial Art Powers would be deflected?”

Chi will penetrate a Force Field. However, all physical attacks, including vibration and sound-based attacks, are blocked by a Force Field.

“How does Chi affect, or interact, with the Magic and Psionics in Revised Heroes?”

Magic, Psionics, and Chi are all different, and exist on different “planes.” For example, a character using the psionic power of Astral Projection will never interact with a Martial Artist using Mind Walk Zenjorike power. Chi passes through magic or psionic shields, just as magic passes through psionic or Chi defenses, and psionic attacks pass through Chi or magic blocks.

A good example is Invisibility. Someone with the super power of Invisibility is still detectable with Chi, Psionic, or Magical detection. Likewise, magical invisibility is detectable by Chi or Psionic means.

This also means that Psionics have no special save against Chi attacks, and that Chi masters have no special save against psionics, or against powers like Control(Others) and Transferal/Possession.

“Do any Revised Heroes Unlimited characters have any extra Chi? Or any special Chi abilities?”

Yes. Characters with *Extraordinary Physical Endurance* or *Karmic Power* have double the normal amount of Chi (twice their P.E.).

Characters with *Healing Factor*, while they have no more than standard Chi (equal to their P.E.), can heal their Chi at double the normal rate. Healing Factor also makes the character immune to Dim Mak, and if infected with negative chi, allows for automatically dispelling it at a rate of one point per hour.

“How about Heroes characters with the Mimic or Transferal/Possession super powers? What Martial Art abilities or powers could they use?”

Art of Mystic Invisibility, Chi Gung, all Chi abilities and skills, Kaijutsu, Martial Art Awareness, Calm Minds, Karumi-Jutsu, Mind Walk, and Vibrating Palm are all things that a Mimic or Possessing character can use. All the other Martial Art powers, and the specific bonuses and skills of the various Martial Art Forms would NOT be usable by these characters.

Art of Hiding: Will a Super Hero character with Psionic presence sense, or 6th sense be able to detect the martial artist? Will a character heightened sense of smell or infra vision spot him?

A hero with psionic presence sense will sense the martial artist, but will not see him nor know exactly where he is. The use of heightened smell/senses, as well as heat, infrared, radar, and motion detectors will reveal the hiding martial artist, but only if an extensive search is being made.

Mystic Invisibility: Can a hero with see invisible (as a power or magically), heightened sense of smell, infra vision, or psionic see aura, presence sense or 6th sense detect the martial artist? Also if it is an attack on the mind can a psionic block the attack with a mind block?

Yes, a mind block will prevent or block the chi “mind attack”, but so blocks telepathic/empathic/animal transmission powers too. **no**, heightened senses, special optics, psionics or magic can *not* detect/see a “mystic” invisible person because the martial artist is not actually invisible but the affected person has had his mind controlled to believe the character is invisible/gone.

Animal Metamorphosis: Does the Martial Art character sense the transformed persons Chi or the anima Chi he has changed to? Also what does a Psionic See Aura reveal, the person's aura or the animal?

Yes, the Martial Artist senses the person's Chi. Likewise, see aura reveals the person's aura, not an animals.

ADVENTURES

SHINING DRAGON TERRORISM

Introductory Note: This is an introductory scenario, appropriate for low-level characters of any O.C.C. Player characters should start out the game as employees or agents of an international agency.

Player Introduction

Brief the players by reading the following:

“You’ve been asked by the two Korean governments to assist in their investigation of a group called the *Shining Dragon Path to Eternal Unity*. This lunatic, terrorist group is demanding that the governments of both North and South Korea dissolve themselves. They also demand that a Buddhist theocracy be then established as the new government of a unified Korea. There have been indications that recent car bombings and other acts of violence are the work of this group.

Airline tickets, first-class airline tickets, have been provided for your use. You are to fly to Seoul, Korea immediately. Your accommodations and local briefing will be handled by a Captain Lee Park of the South Korean National Police.”

Give the players an opportunity to prepare, allowing three hour’s time before their departure. They will be told that everything they need will be waiting for them in Korea. A dossier on Lee Park is available, but will be provided only if a player character *demand*s to see it. Even then, copies (with the picture) will be provided only if the player makes a stink about it. Once they’ve finished, be sure to question them about what they will actually take with them on the airplane. Any metal items (especially weapons) will cause problems. When they finally land in Seoul, read the following:

“After exiting the plane, you see a huge lineup for customs and passport checks. At first it seems that no one is here to greet you. Then you see the crowd nervously parting and three figures break through. One is wearing a national police captain’s uniform with an automatic pistol snapped into his holster. He is flanked by two lower-level officers carrying the sub-machinegun sidearms that are standard to their rank. What are you doing?”

Unless a player character actually pulls out a picture of Captain Park (remember, a picture is available only if a player argues to get it) to compare it with the approaching NPC, everyone should simply assume that this is the captain described in their briefing (it is not). Read the following:

“The officer walks straight up to (name of the player characters’ leader, or oldest member, or whichever character is most impressive looking) and looks at you (point at player). He says fiercely, ‘I have no time to waste. You will come with me now. Your luggage will be taken care of by my functionaries.’ What are you doing?”

The “Captain” will *not* introduce himself or his men unless specifically *asked* by a player character. He will act arrogant, pushy, and, if questioned about his attitude, will remark, “In my opinion, this is a purely internal *Korean* problem. We have no need of foreign meddlers. However, I always follow my orders.”

If they are not interrupted, the three Korean “officers” will escort the character to a Korean Police Passenger Van. They’ll then be driven to a warehouse on the outskirts of the city. Any character familiar with South Korea will know that they are not headed to the police headquarters building. If questioned, the “Captain” will explain, “*Obviously*, we have established a temporary, and *secret*, base for the conduct of this operation.”

The three Korean policemen are impostors. They’ve just murdered the three real officers and are intent on delivering the player characters to one of their secret bases, where they’ll be surrounded. Then the terrorists will attempt to capture or kill the player characters.

Player characters can avoid this fate in several ways. If they *ever* ask for identification, the terrorists will immediately attack. Any questions about technical police matters will likewise trigger an attack. Attacks in the airport will result in all three pulling their weapons (everyone, PCs and NPCs alike, rolls for initiative) and firing. If the ruse is uncovered in the van, the driver will start speeding up and the other two will draw weapons first (they’ll have initiative automatically) and try to get the players to surrender or cooperate. If a battle starts in the van, the driver will *deliberately crash* (roll 1D6+2 for impact speed).

After a battle, the real police will show up immediately, and will take the characters to the real HQ at the city’s main police station. If any terrorists are taken alive (they fight to the death and will commit suicide before surrendering), the characters will be praised. Otherwise, the police will treat the whole thing as a mistake and will be fairly cool toward the player characters.

Game Master Background

Shining Dragon Path is a pretty suicidal organization. Their goals are ridiculous, and condemned by everyone in both North and South Korea. Even the Buddhist hierarchy denounces the group. Still, their leader, *Kim Suk Dan*, has brainwashed his followers into a complete dedication to his cause. The group has recently recruited a nuclear physicist and captured a prototype nuclear device. This bold act is causing the group to discard all caution (and a lot of lives!) as they prepare for their master stroke.

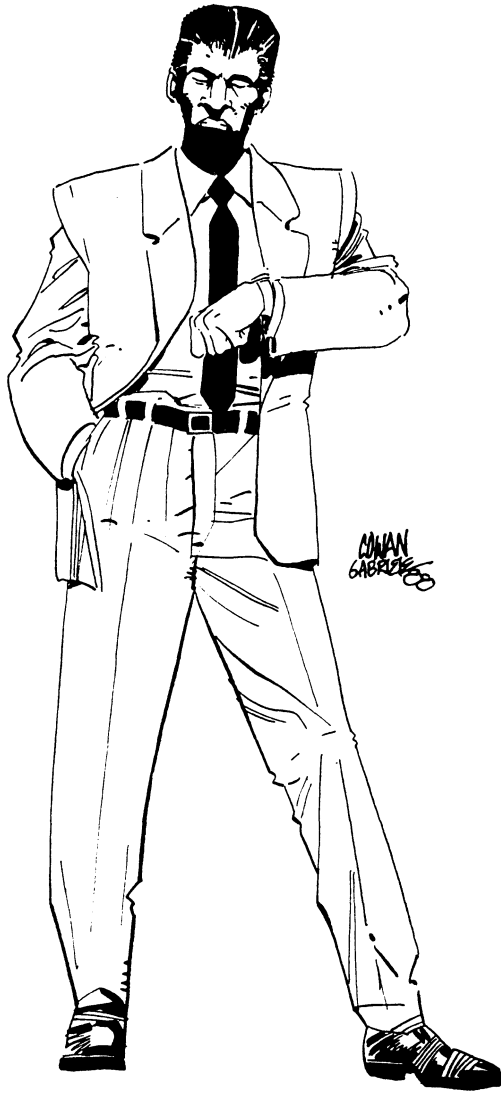
That master stroke will be the placement of the nuclear device in downtown Seoul, as well as the placing of a fake one in Pyongyang, the capital of North Korea. Preventing nuclear disaster, along with avoiding their own possible vaporization, will mean the player characters will have to prevent the device from detonating.

SCENARIO ENCOUNTERS

- The Pigeon’s Song.** If the character’s managed to capture any of the first three terrorists alive, it can shorten the scenario considerably. Within 10 hours of interrogation, the captive will reveal the time and location of the mass indoctrination meeting. The characters will have to capture him alive and keep him from being killed in the attempt described next.
- Inside Job.** This event takes place if one of the terrorists is taken alive, or if it is announced that a terrorist has been captured (only possible as a player character plan). The Shining Path will be determined to kill their captured member and will be willing to reveal their long-time mole, *Sergeant Joon Suk*, to do it.

The scenario will start with gas seeping through the air vents in the police station. This will happen about two hours after the characters arrive. Although the gas is visible (it’s sort of a hazy green color), the police won’t have enough time to evacuate, or break out the police gas masks (Joon Suk has jammed the locker shut). Any player characters on the site will have to save versus poison gas *every melee round* to avoid being knocked out. Only Joon Suk is being sent to kill the captive. His intent is to use a gun on the captive and then on himself. This can only be prevented if there are player characters still in the building.

Any character simply attempting to escape can get out of the building in four melee rounds. Getting outside of a window takes just two melee rounds, but the characters’ briefing room is on the building’s sixth floor. If characters are outside, and if they can climb the walls, they can get to the interrogation room in six melee rounds. If inside the precinct, getting to the prisoner’s interrogation area



will take three melee rounds. Getting to the locker that holds the gas masks also takes just three melee rounds. Breaking into the armored locker will mean breaking through metal doors with a S.D.C. of 450, and an A.R. of 14.

SERGEANT JOON SUK

2nd level Tae Kwon Do Martial Artist: S.D.C. 30, 24 Hit Point; armed with gas mask and Ingram Sub-machinegun.

3. **Student Mixer.** Investigation of the University of Seoul will reveal nothing on the surface. Students and faculty will deny any knowledge of the Shining Dragon group. However, any player character who checks will find that there is a student organization called the *Students for Unification*. This will be revealed if a player asks about any group that even sounds like Shining Dragon Path to Eternal Unity. Although the club is no longer active, the former faculty advisor, *Kim Suk Dan*, has his address listed with the University's administrative offices. There are no other paths of investigation that offer any real leads prior to the delivery of the videotapes.
4. **The Big Threat.** A videotape will be delivered first thing the next morning to all the television stations, as well as to the major government offices. The characters will be consulted about whether or not the tape should be broadcast and brought to public attention. Since the Korean police are strongly inclined to *suppress* the information, the players will have to demonstrate a good reason, or a good plan, in order to talk them into showing the tape. The tape itself will be played for the character group. Read the following:

"You see the camera focus in on a bunch of electronics and strange-looking equipment. The picture then switches to a crude

computer graphic map of the two Koreas. There's a bit of dramatic music and the graphic suddenly changes, erasing the boundary between North and South Korea. The picture shifts again and you see the weird equipment, but this time with a rather nervous-looking Korean in front of it. The Korean stammers out, in rapid Korean, that the item is a live nuclear device ready for immediate detonation.

"Then a second figure steps in front of the picture. The nervous one scuttles away and you get a good look at a guy wearing a hood over his head, an old-style tweed suit, and a medallion showing a prewar silhouette of a unified Korea. He starts to speak:

'I am standing in front of the instrument of Korea's salvation! The day of unification is at hand! Korea's false communist and capitalist leaders will resign or face burning death and humiliation! You have two days to comply!'

At this point the character's search should intensify. Any inquiries into the validity of the threat will be nullified when it is revealed that both a prominent physicist (the nervous-looking guy) and a working prototype nuclear device are missing.

5. **Shining Rally.** One day later, at 7:00 in the evening, all the members of the Shining Dragon will meet at the Physics building, in the basement, at the University. This is the location of the device and the triggering mechanism. Characters can infiltrate (disguising themselves as clean-cut students), sneak around, or attack the whole group. The main problem with attacking while everyone is there is that it will give Kim Suk Dan the perfect chance to manually trigger the nuke. The game master might want to point that out.

There are three practical approaches to the problem:

- a. Wait until the rally has dispersed, then either attack or sneak up and disable the device. Again, Kim Dan will set off the device if he is given the chance.
 - b. In disguise, get as close to the device as possible, then attempt to disable it.
 - c. Wait even longer. Eventually Kim Dan will decide to get some sleep before the big day. His assistants will not trigger the device, but they will wake him up and they will certainly risk their lives to defend the device from any intruders.
6. **Show Time.** If the characters never found the rally, or did nothing about it and left, then the next morning, right in front of the government building, Kim will appear with his followers. He will be wired with a "deadman Switch" that will automatically trigger the device if he is killed or rendered unconscious. Players can try attacking him, but he will push the trigger as soon as he feels threatened. Remember, he will be protected by the crowd of fanatical followers, especially if someone should attempt to sneak up behind Kim Dan.
 7. **Countdown Crisis.** One final fail-safe has been placed in the device. Even Kim Dan is unaware of this little gizmo. As soon as the device is triggered, it will start a countdown, starting backwards from 75 (75 . . . 74 . . . 73 . . .). That means the players have a certain amount of leeway before they're blown to smithereens (about a minute and a half).

The countdown voice will be loud, loud enough to push Kim's follower students into *total shock* and removing them from taking any effective action. The characters then have six (6) melee round to fight their way past an enraged Kim Dan, and to attempt to deactivate the device. Anyone with Electronics (either basic or Engineering) or Demolitions Disposal can *attempt* to deactivate the device. One try per melee round is all that's allowed, but *two* characters can try each melee round. If no one succeeds before the last melee, then the device will be activated, and it's Goodbye Seoul.

One other solution. If the characters are next to the device itself, they can try ripping it apart by hand. This is *feasible*, but pretty deadly. Characters will receive near-fatal doses of radiation

(save versus poison or death in three days, even making the roll means three months in the hospital). The device has three layers: one with a S.D.C. of 150, the next with 25 S.D.C., and the last one has a S.D.C. of 10.

Final Note: A particularly impish game master could, as the seconds click down to zero, on the final melee round, offer the characters a simple choice. Say:

“Well, there seem to be two wires controlling the nuke. One is red, and the other is blue. One will deactivate the device. The other will bring on the fireball. There’s no time left to tell them apart. Do you want to pull the blue wire or the red wire?”

NON-PLAYER CHARACTERS

KOREAN OFFICIALS: All the Korean government and police personnel will be helpful, but not very effective. They believe the whole thing is some kind of hoax or plot cooked up by the communists in North Korea.

KIM SUK DAN: This retired professor of political science has always been a bit eccentric, but his students always loved him. He is a 5th level expert in Tae Kwon Do. His combat attributes are:

Hit Points: 23 S.D.C.: 15 Chi: 25

Attacks per Melee Round: 6

Special Abilities: Windmill Kata, Warrior Spirit Kata, Zanshin

SHINING DRAGON FOLLOWERS: There is total of forty (40) followers, each a first level Tae Kwon Do martial artist. The three in the beginning have *no W.P. in the guns they use*, and are shooting wild. They all fight to the death, preferring kick attacks and jump kicks.

Hit Points: 10 S.D.C.: 20 Chi: 15

Attacks per Melee: 4

Special Abilities: Falling Techniques, Tamashiwara, Iai-Jutsu.

VILLAINS AND EVIL ORGANIZATIONS

In *Ninjas & Superspies*, as with most RPGs, the best way to get an exciting campaign is to present interesting villains.

Just as in any good espionage, suspense or spy story, a large and powerful enemy organization also makes things interesting. Putting together an organization can start with a few random rolls in the *Agency Creation Section*.

Even more interesting than enemy organizations are individual enemy characters. Look at one great example from fiction, Sherlock Holmes’s nemesis, Professor Moriarty. Evil as the Professor might have been, he chooses to meet Holmes in their climactic battle without taking a gun. In other words, the villain had his own sense of justice and fair play.

QUICK ROLLING THE VILLAIN O.C.C.

01-05 Dedicated Martial Artist with three (3) Forms

06-10 Worldly Martial Artist with two (2) Forms

11-20 Gadgeteer Espionage Agent

21-30 Wandering Free Agent

31-50 Professional Criminal (as Free Agent-Thief)

51-55 Cyborg Soldier

56-65 Academy Officer

66-75 Tinker Gizmoteer

76-85 *Surgically Modified Personality.* This villain has enormous numbers of cybernetic implants, attachments and disguises. Use up to \$6,000,000 worth of Cybernetics. In addition, the character’s personality has been surgically modified, so obedience to the controlling organization is complete and unchangeable.

86-95 *Drug-Dependent Martial Artist.* This character has two martial art forms and a huge dependency on athletic improvement drugs. Steroids, human growth hormone, and stimulants give the character a +4 on P.S., +2 on P.P. and +4 on P.E. However, the drugs have made the villain unstable and paranoid about the dependency.

96-100 *Normal Person.* This character has a normal 3D6 rolled for each attribute, with no additions or modifications. Character has three (3) Skill Programs from Espionage and one from Basic Skills.

VILLAIN ORGANIZATIONS IN NINJAS & SUPERSPIES

The White Moth

This is a major, worldwide, super-villain organization. Their aims are quite simple: total world domination. Specifically, they plan the extermination of the world’s top six governments. The White Moth promises its members a share of the wealth and power that will be coming in the “New World Order.”

The symbol of the organization is a small black circle, inside of which is placed an abstract, white silhouette of a moth. Throughout the world, this symbol is feared and respected. The fear aspect is partly due to the White Moth’s policy of always striking back indirectly. When someone displeases them, they attack the person’s possessions, relatives or friends.

MIYA TH’UONG

A treacherous woman who stops at nothing in her insane ambitions. Her father, *Tang Th’uong*, created the White Moth organization. Impatient with his rulership, Miya manipulated her brother into killing their father, then had him executed as a murderer. Now, ten years later, all the initiates of the White Moth follow the personality cult of Miya and are forbidden to speak of her dead relatives.

Attributes: I.Q.: 21, M.E.: 19, M.A.: 20, P.S.: 9, P.P.: 16, P.E.: 10, P.B.: 20, Spd.: 17

Alignment: Diabolic

Disposition: Outwardly pleasant, charming and patient. Actually vindictive and aggressive.

Hit Points: 21 S.D.C.: 25 Chi: 18

Height: 5ft 4in **Weight:** 115 pounds **Age:** 39

Martial Art Form: Choy-Li-Fut, 9th level

Special Abilities: Bear Stance Kata, Fortress Penetration Kata, One Mind Kata, Warrior Spirit Kata, Kata of Five Principles, Windmill Kata.

HAND TO HAND COMBAT

Attacks per Melee: 4

Description: A stunning oriental beauty. She is always dressed in ultra expensive designer clothing. For messy jobs, like torturing prisoners, she adds a lace apron. She is an expert at playing the innocent victim. Her role in the White Moth is completely secret.

“GENTLE VOICE” FUNG

This is the main torturer/butcher of the White Moth. A large, ugly oriental who is usually covered with sweat and dirt. He has several grotesque assistants, some of whom have a family resemblance. He is fond of hanging prisoners from the ceiling by wires, and stuffing them into too-small iron cages.

Attributes: I.Q.: 14, M.E.: 13, M.A.: 16, P.S.: 21, P.P.: 20, P.E.: 23, P.B.: 4, Spd.: 6

Alignment: Diabolic

Disposition: Frighteningly bad-tempered, but with an even, gravel-filled voice.

Hit Points: 32 S.D.C.: 45 Chi: 18

Height: 6ft 2in **Weight:** 290 pounds **Age:** 55

Martial Art Form: Choy-Li-Fut, 6th level and Hwarangdo, 6th level
Special Abilities: Neural Atemi, Blood Flow Atemi, Grasping Hand Atemi, Withering Flesh Atemi, Tamashiwara, Iai-Jutsu, and Zanshin.

HAND TO HAND COMBAT

Attacks per Melee: 2 with Choy-Li-Fut and 5 with Hwarangdo.
Description: A large, sloppy-bodied oriental, with a shaved head and a voice like an ill-tuned lawn mower.

JIM KIM ZEE

The master of one of the White Moth's subordinate Ninja organizations. He is the character most likely to first combat/frustrate the player characters.

Attributes: I.Q.: 16, M.E.: 14, M.A.: 18, P.S.: 18, P.P.: 19, P.E.: 16, P.B.: 14, Spd.: 15
Alignment: Aberrant
Disposition: Businesslike, abrupt, hurried.
Hit Points: 29 S.D.C.: 35 **Chi:** 28
Height: 5ft 4in **Weight:** 115 pounds **Age:** 41
Martial Art Form: Ninjutsu, 8th level
Special Abilities: Art of Hiding, Art of Evasion, Art of Vanishing, Art of Escape, Chi-Gung, One Life and Zanshin.

HAND TO HAND COMBAT

Attacks per Melee: 4
Description: A meticulously well-groomed and fine-featured Japanese-Korean. He is otherwise a very nondescript person and difficult to recognize. Favors a Kusari-Gama and a white ninja outfit with the White Moth insignia displayed on the shoulders, the left chest and in the center of the back.



TYPICAL WHITE MOTH NINJA

Usually a 4th level Ninjutsu, these characters are trained to escape rather than get involved in useless fighting. White Moth Ninja prefer to get their revenge later . . . attacking their enemies one at a time.

- A. Outfits: Open Wardrobe.
- B. Equipment: Ninja Equipment and Electronic Supplies.
- C. Weapons: Ninja Weapons.
- D. Vehicles: Fleet Vehicles.
- E. Communications: Satellite Network.
- F. Offices and Distribution: International.
- G. Military Power: None.
- H. Sponsorship: Secret.
- I. Budget: Large Loans.
- J. Administrative Control: This doesn't apply to villain organizations in the same way as for player groups. For villains, it just shows how ruthless or careless the group is. Agency Protection.
- K. Internal Security: Impregnable.
- L. External Infiltration: Blanket Infiltration.
- M. Agency Credentials: Unknown.
- N. Agency Salary: Excellent.

K.R.A.K.

K.R.A.K., a mysterious, high-tech group of super-villains that concentrates on gimmicks and gizmos. They also have an extremely effective intelligence network and often show up at just the right times, displaying detailed knowledge of super-secret projects.

"LE BOSS"

K.R.A.K. agents almost always speak French. Most know their shadowy leader only as "Le Boss." He, and everyone else in K.R.A.K., conceals their appearance with a hoods and disguises. The leaders even keep their identity secret from other agents.

Attributes: I.Q.: 20, M.E.: 12, M.A.: 21, P.S.: 13, P.P.: 15, P.E.: 12, P.B.: 12, Spd.: 14
Alignment: Unprincipled
Disposition: Quiet, secretive, with a wry sense of humor.
Hit Points: 19 S.D.C.: 30 **Chi:** 22
Height: 5ft 10in **Weight:** 165 pounds **Age:** 40
Martial Art Form: Hand to Hand Martial Arts (AGENT), 5th level
Special Abilities: Microchip Gizmoteer, Fabrication Gizmoteer, Electronics Gizmoteer and Bio-Cybernetics Gizmoteer.

HAND TO HAND COMBAT

Attacks per Melee: 3

TYPICAL K.R.A.K. AGENTS

All the agents are low level characters (1st through 3rd) with Hand to Hand Martial Arts (AGENT). All have a communication implant, and 15% have either a Cyber-Disguise or a Cyber-Attachment. They are all either French, Vietnamese, or French-speaking Canadians.

K.R.A.K. Uniforms **A.R.:** 16 **S.D.C.:** 110

Made of shiny, blue material, with a dark blue mesh covering over the face. Dark blue helmet, gloves and boots. Bulky utility belt, packs on front and back, with heavy, coiled cords running from the belt to the back pack, to the front pack, and to the helmet. A separate belt is fitted with one or more pistol holsters. K.R.A.K. Agency Features:

- A. Outfits: Unlimited Clothing.
- B. Equipment: Gimmicked Equipment.
- C. Weapons: The Arsenal.
- D. Vehicles: Specialty Vehicles.
- E. Communications: Computerized.
- F. Offices and Distribution: National. All main offices are in Korea, with tiny bases in Japan, Hong Kong, and Taiwan.
- G. Military Power: None. The agents are the enforcers of the agency.
- H. Sponsorship: Secret.
- I. Budget: Big Bucks.

- J. Administrative Control: Free Hand. K.R.A.K. agents never kill anyone; it's regarded as bad for business.
- K. Internal Security: Paranoid.
- L. External Infiltration: Major Infiltration.
- M. Agency Credentials: Hunted.
- N. Agency Salary: Outrageous.

Goals: K.R.A.K. is only interested in two things: stealing money and valuables. And stealing high technology items that make it easier to steal money and valuables.

PAN-PACIFIC ACTION ALLIANCE (PPAA)

This high-tech criminal group is also well versed in martial art forms. They are concentrated in their single command base, a stolen attack submarine. The sub was being sold to Japan by the U.S., but came up missing somewhere in the middle of the Pacific. Since then it's been used to hold up freighters, yachts and tour ships in mid-ocean.

IYETSU FUKAMI

As a former Sumo wrestler, Fukami commands respect with his physical presence alone. He also commands thirty-four other martial artists of varying skills. He has been investing all the money stolen, and plans to start up his own bank. He's already halfway to his lifetime goal of \$1,000,000,000,000.

Attributes: I.Q.: 20, M.E.: 18, M.A.: 14, P.S.: 24, P.P.: 20, P.E.: 26, P.B.: 10, Spd.: 8

Alignment: Aberrant

Disposition: Cheerful, smiling and fun-loving.

Hit Points: 38 **S.D.C.:** 60 **Chi:** 29

Height: 6ft 10in **Weight:** 335 pounds **Age:** 44

Martial Art Form: Sumo, 11th level

Special Abilities: Kaijutsu, Tamashiwara, Zanshin and Iai-Jutsu.

HAND TO HAND COMBAT

Attacks per Melee: 4

Description: A large Sumo wrestler. He is generally seen wearing colorful Hawaiian shirts and shorts, with bare feet.

PPAA Agency Features:

- A. Outfits: Specialty Clothing.
- B. Equipment: Electronic Supplies.
- C. Weapons: Armed Agents.
- D. Vehicles: None.
- E. Communications: Secured Service.
- F. Offices and Distribution: None.
- G. Military Power: None.
- H. Sponsorship: Agent Sponsored.
- I. Budget: Big Bucks.
- J. Administrative Control: Free Hand.
- K. Internal Security: Lax. They don't expect anyone to even try sneaking onto the submarine.
- L. External Infiltration: Information Source.
- M. Agency Credentials: Hunted.
- N. Agency Salary: Excellent.



GLOSSARY

Notes on Languages and Pronunciation

Most of the foreign terms used in *Ninjas & Superspies* are Japanese, with a fair number of terms drawn from the Chinese and Korean tongues. All these languages are based on a common written language composed of *ideograms*, or abstract picture words.

This means that many words are formed from compound ideograms. "Aikido," for example, is made up of three ideograms: "Ai," "Ki" and "Do." Ai means unity, Ki meaning energy, and Do describing the concept of way, or path. So Aikido really means "The Way of Unity with Energy."

"Aikijutso," a similar word, has the ending "jutso," which means "practice." So the difference between Aikido and Aikijutso is that one is a discipline with a philosophy of life, and the other is a sport that stresses the physical techniques.

Pronouncing Japanese words is not difficult if you remember two rules. First, pronounce every vowel separately. The one exception to this rule is when there's a "Y" before a "U" (as in "Ryu"), then the two letters are combined into one sound. The second rule is to pronounce each section of consonants and vowels separately. For example, Kumiuchi is pronounced Ku - Mi - U - Chi. Likewise, Suejutsu is Su - E - I - Jut - Su.

Dealing with Chinese translation and pronunciation is beyond the realm of this book. Just as an example of the complexities, consider the simple martial art called Tai-Chi Ch'uan. The new "official" spelling is Taijiquan! All Chinese words in this book have been kept as they are most often recorded in the source material.

COUNTING

	ENGLISH	JAPANESE	CHINESE
1	one	ichi	yi
2	two	ni	er
3	three	san	san
4	four	shi	si
5	five	go	wu
6	six	roku	liu
7	seven	shichi	qi
8	eight	hachi	ba
9	nine	ku	jiu
10	ten	ju	shi

NOTE: All words are Japanese unless otherwise noted. (Ch) means Chinese, (Eng) means English, and (Kor) means Korean.

Ai: Ideogram meaning unity, harmony, or the principle of integration.

Atemi-Waza: "Body Striking Techniques." See Martial Art Skills.

Belt (Eng): Belts often indicate rank in a martial art form. Commonly, from lowest to highest, the rank is White, Yellow, Gold, Orange, Blue, Green, Purple, Red, Brown and Black. White or colored stripes on the belt can also indicate rank. Belts are called *Obi* in Japanese and *Ti* in Korean.

Bokken: A solid wood practice sword.

Bow (Eng): Bowing, bending forward at the waist, is considered the polite way of greeting in most Oriental societies. It's common courtesy to bow in many martial arts schools. Called *Rei* in Japanese and *Kunyah* in Korean.

Bu: Ideogram meaning military.

Buddhism (Indian): A religion and a philosophy originating from the teachings of Gantama Siddharta (563-483 B.C.). An ancient and widespread religion that has even more offshoots and sects than Christianity.

Budo: Name for the collected Japanese martial arts. The word comes from "bu" for warrior, and "do" for the Way.

Budoka: A follower of a Japanese martial art.

Kan: Ideogram for “Intuition.”

Kanji: The Japanese version of Chinese writing with Ideograms.

Kara: Ideogram for “empty.” So Kara-Te means Empty Hands.

Ken: Ideogram for “sword.” So Ken-Do means Way of the Sword.

Kendo: Japanese fencing using safety equipment and bamboo replicas of swords. Still widely taught in Japan.

Kenshi: Sword master.

Koan: A Zen question or puzzle. Students of Zen Buddhism can spend years doing nothing more than studying a single koan.

Kung Fu (Ch): Also called Kung-fu or Gung-fu. This is the major martial art of China.

Kyu: Ideogram for “bow” or “archery.” So Kyu-Do means Way of the Bow.

Migi: “Right.” As in right hand, or right side.

Mu: Ideogram for “no” or “negative.” Usually used as a prefix. So Mu-Gen-Ryu Kendo refers to the No-Eyes School of Kendo.

Musha-shugyo: A traditional period of wandering undertaken by martial artists. This time, after much is already learned, is when a student goes out to find new and different teachers. It’s a practice common to many martial arts, and it’s during this period that martial artists may learn totally different styles and forms.

O: Ideogram for “great.” So O-kugi means Great Internal Mysteries.

Ronin: Medieval Japanese word for “Masterless Samurai” or “Man of the Waves.” It comes from turbulent periods in history when many household warriors were suddenly unemployed because of the fortunes of war.

Roshi: A teacher or master of Zen Buddhism.

Ryu: Ideogram for “style” or “school.” Usually used as a suffix.

Sabum (Kor): “Teacher” of Tae Kwon Do.

Samu: Technique of learning by concentrating on the motions and strengths of manual labor. For example, learning to use a sword by chopping wood.

San: A Japanese term of respect. Used to address either males or females. Can also be used with western names, as in David-San or Liza-San.

Satori: A state of enlightenment. The object of years of meditation and study in many oriental belief systems.

Sensei: A respectful term for a teacher of martial arts.

Seppuku: Ritualized suicide, used as a tool of honor in Japan for centuries. Properly, one commits Seppuku only when ordered to do so, or as a demonstration of an absolute principle.

Shinai: Bamboo sword used in kendo. Unlike the solid wood bokken, a shinai is made of loose strips of bamboo and is fairly harmless.

Shinobi-Nin: An alternate term for Ninja.

Shinto: The Japanese national religion. Most Japanese are Buddhist and Shinto.

Sifu (Ch): A Kung Fu teacher.

Sohei: The Warrior Priests of Medieval Japan.

Tai: Ideogram for “body.” So Taido means Way of the Body.

Taiso: Warm-up exercises.

Taoism: Doctrine of total integration into the order of existence, and developed by Lao Tzu. The Tao Te Ching is the classic Chinese book on the subject. Note that Tao is pronounced with a “D” — Dao.

Tatami: Japanese mats used for just about everything. Every room and every building in ancient and modern Japan is measured in tatami. Each tatami is about 3 feet wide and 6 feet long.

Wa: Ideogram for “peace,” “harmony” or “accord.” So Wa-Jutsu refers to the Technique of Harmony.

Zanshin: The “Perfect Posture,” used to achieve a state of awareness in the practice of Zen Buddhism.

Bugei: Refers to Japanese warriors, those who learn the killing arts of the soldier.

Bushido: The Japanese “Way of the Warrior.” A complex code that includes integrity, justice, and contempt of death. Giri, meaning duty, was an all-important feature.

Chi (Ch): A mystic form of energy, often described and studied in

the martial arts. It’s spelled in many ways, including ch’i, ki (Japanese) or qi.

Daisensei: A term of respect for teachers at 10th level black belt and above. Also, “great teacher.”

Daisho: Meaning “the Great and Small,” it refers to the samurai’s typical set of paired swords. Almost all samurai would wear a katana and a wakazashi as a symbol of their rank.

Dan: Master grade of black belt and beyond. A 3rd degree black belt is called a “3rd Dan.”

Do: Ideograph for “Way” or “Path.”

Dojo: Martial arts school or place of training.

Freestyle Sparring (Eng): Partial contact contests in the martial arts. Properly executed, the strikes in freestyle are noisy and hard, but do no real damage.

Full-Contact Martial Art (Eng): The martial art equivalent of boxing. Professionals engage in no-holds-barred fighting and attempt to render each other unconscious.

Gi: A martial artist workout uniform. Also can be called a karate-gi, judo-gi, aikido-gi, depending on which style it is designed for. In Korean, it’s called a Dobok or Tobuk.

Hachimaki: A headband. It is often of ceremonial importance, with a prayer or poem written on the material, then folded and tied in a ritual way.

Hajime: The order to begin a contest. It means, “Go!”

Hanshi: A term of respect for a teacher ranked 8th Dan or above.

Hari-Kiri: A low-class term meaning “belly-slitting.” It’s a rude way of saying seppuku. See Seppuku.

Hidari: “Left.” As in left hand, or left side.

Jeet Kune Do (Ch): “Way of the Intercepting Fist.” This is the school of martial arts formed and formerly run by Bruce Lee.

Ji: Ideogram for “temple,” usually used at the end of a word. Shorin-ji, for example.

Ju: Ideogram for “suppleness” or “non-resistance.” This is the root concept behind the words Judo and Jujutsu.

Judo: Japan’s national sport. It is technically a martial art, but in recent years, it has become more of a competitive sport with formal rules.

Junshi: Mass suicide. The custom of following one’s master into death.

Jutsu: Ideogram for “art.” So JuJutsu means the Art of Suppleness.

Kami: In the Japanese Shinto faith, there are Kami, gods or spirits, inhabiting all sacred places.

Recommended Reading

Lowry, Dave. Autumn Lightning. 1985, Shambhala Press. The fascinating biography of a thirteen year old American kid who apprentices himself to a master of Zen swordsmanship. A wonderful introduction to martial arts and very well written.

Mind-Dao, Deng. The Wandering Taoist. 1983, Harper & Row. A book that reads like a novel, but tells the story of the author’s upbringing in a remote Taoist monastery. Required reading for anyone interested in the mystic aspects of the martial arts.

Richie, Donald. Zen Inklings. 1982, Weatherhill. One of several score books on Zen. This is recommended because it’s suitable for beginners. Funny, shocking, and more than a little wierd, the stories are classic Zen, selected to appeal to us ignorant westerners.

Other References

Corcoran, John and Farkas, Emil. Martial Arts Traditions, History, People. 1983. Gallery Books.

Draeger, Donn F. and Smith, Robert W. Comprehensive Asian Fighting Arts. 1983, Koclansha International.

Farkas, Emil and Corcoran, John. The Overlook Martial Arts Dictionary. 1983, Overlook.

NINJAS & SUPERSPIES CHARACTER SHEET

Name: _____
Cover Identity: _____
Occupation: _____
Alignment: _____
Hit Points: _____ **S.D.C. (Physical):** _____
Experience Level: _____
I.Q.: _____ **Age:** _____ **Chi:** _____
M.E.: _____ **Sex:** _____
M.A.: _____ **Weight:** _____
P.S.: _____ **Height:** _____
P.P.: _____ **Land of Origin:** _____
P.E.: _____ **Birth Order:** _____
P.B.: _____ **Disposition:** _____
Spd.: _____
Education Level: _____

Martial Art Powers & Abilities

Skills

Secondary Skills

Weapons: _____

Combat Skills:

	Primary Form	Secondary Form	Third Form
Type:	_____	Type: _____	Type: _____
No. of Attacks:	_____	No. of Attacks: _____	No. of Attacks: _____
Damage: +	_____	Damage: + _____	Damage: + _____
Strike: +	_____	Strike: + _____	Strike: + _____
Parry: +	_____	Parry: + _____	Parry: + _____
Dodge: +	_____	Dodge: + _____	Dodge: + _____
Disarm: +	_____	Disarm: + _____	Disarm: + _____
Roll: +	_____	Roll: + _____	Roll: + _____
Leap: +	_____	Leap: + _____	Leap: + _____
Flip: +	_____	Flip: + _____	Flip: + _____
Breakfall: +	_____	Breakfall: + _____	Breakfall: + _____
Knock Out:	_____	Knock Out: _____	Knock Out: _____
Stun:	_____	Stun: _____	Stun: _____
Critical:	_____	Critical: _____	Critical: _____
Death:	_____	Death: _____	Death: _____
Special Moves:	_____		

Other Equipment: _____

NOTES: _____

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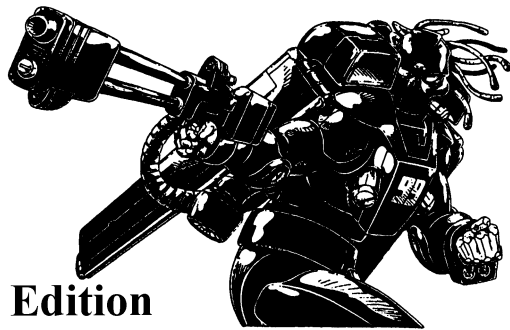
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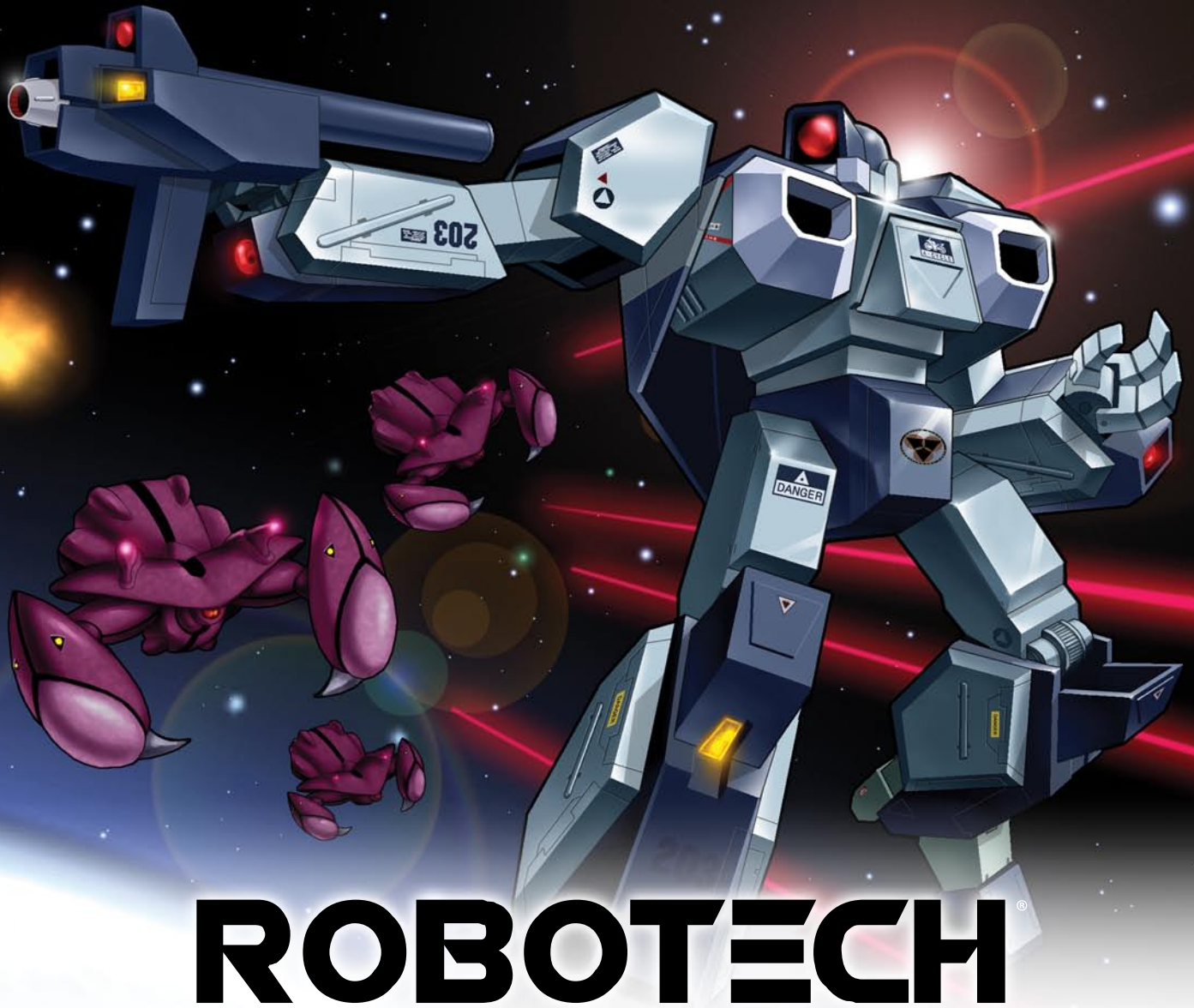
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