

MARTIAL ARTS

INSTANT FUZION GAIDEN, Revision 3.3

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The martial arts, or codified systems and traditions of fighting, are common throughout the world. While in the modern era the term martial art tends to invoke the images of kung-fu masters, the term originated in medieval Europe to refer to the fighting arts of Mars, the god of battle. Martial arts are used by military and law enforcement, self-defense, entertainment and sport, as well as physical, mental, and spiritual development. Some martial arts even exist to preserve the cultural heritage of a people.

This plugin introduces detailed rules for handling the variety of abilities shown off by practitioners of martial arts. These include superior strikes, throws, and special techniques. This plugin provides a multitude of maneuvers, example fighting styles, and guidelines for creating your own fighting styles.

HOW COMMON ARE MARTIAL ARTS?

This is a question that must be asked, as its answer will dictate the option point cost of buying martial arts styles and/or maneuvers. Common may be a bit clumsy wording, however. Importance could be the right term, but it too isn't an exact fit. In short, its basically how many characters will have martial arts and whether or not there will be other abilities characters can have if they did not select a martial arts style. Martial arts styles cost option points, just as perks do, the prices for martial arts styles are explained later in this plugin, they assume that martial arts are common.

If the campaign setting is one where a style is rare, but effectively useless, the price can be reduced at the referee's discretion. *For example, in Angel City Blues the character of Trixie Danvers is a master of Tetsuhanedo. However, since direct combat is almost never useful as a form of conflict resolution in a slice of life comely, Trixie is able to purchase her style at the universal cost. However, if for some reason the setting shifts into shounen or seinen action, then she would go into an advancement point deficit that must be payed off before she can advance normally.*

Martial Arts Costs

RARITY	COST	EXAMPLE
Universal	-33%*	<i>Dragonball, Naruto, Super Sentai</i>
Common	×1	<i>Bleach, hero-schools (BNHA, X-Men), action movies</i>
Uncommon	×2	<i>G.I. Joe, Star Wars, most medieval fantasy settings</i>
Rare, but useful	×3	<i>Yu-Gi-Oh, Star Trek</i>
Rare, but useless	×1	<i>Shokugeki no Soma, slice of life, romantic comedy</i>

*Universal martial arts settings have maneuvers costing 1 point per maneuver.

MARTIAL ARTS STYLES

Martial arts are grouped into collections of maneuvers called styles. Some of the examples presented here are based on real world styles, whereas others are derived from media or are invented new for this plugin. Martial arts styles are bought as a set and cost option points as listed below (however their actual cost may be affected by the multiplier above).

In addition to the examples presented below, you can also create your own martial arts styles. These can be anything you want them to be, but must have a logical through-line for the maneuvers granted and an associated story as to how the art formed.

MARTIAL ARTS STYLE TABLE

	BOXING	JUJITSU	KARATE	KENJI.	KUNG	WREST.	TETSU.	SATSU.
Breakfall					✓	✓	✓	
Brick break			✓				✓	✓
Choke out						✓		
Circle throw		✓	✓		✓	✓		✓
Defensive stance	✓		✓	✓	✓		✓	
Disarming strike		✓	✓					✓
Escape artist		✓				✓		✓
Haymaker	✓		✓				✓	
Killing strike			✓	✓				✓
Kip up	✓				✓	✓		✓
M.A. Weapons				✓	✓		✓	
Martial feint	✓	✓						
Nerve strike					✓			✓
Quick draw				✓			✓	
Sacrifice throw		✓				✓		✓
Wresting grab		✓				✓		
Wrestling pin						✓		
OP COST:	6	9	9	6	9	12	9	12

STYLE DESCRIPTIONS

- ◆ **BOXING** is a western striking-focused art used primarily for sport, It trains punches exclusively. It is not to be confused with striking variants of kung-fu whose names get translated into English as various-style boxing.
- ◆ **JUJITSU** is a Japanese martial art that trains maneuvering, and using the enemy's momentum against them.
- ◆ **KARATE** is a very common Japanese martial art that trains strikes and throws.
- ◆ **KENJITSU** is a Japanese sword-art that grew out of adapting karate for use with the katana. It is not to be confused with kendo, which is a less lethal form of sport-fencing. Kenjitsu trains almost exclusively with the katana, but its training may be adapted to function with any sword held in two-hands.
- ◆ **KUNG-FU** is a western martial arts style that trains a little bit of everything, including weapons such as the monk's spade, meteor hammer, as well as various spears and daggers and short swords.

- ◆ **WRESTLING** is a western grappling-focused martial art used primary for sport, it trains grabs and pins. It is not to be confused with professional wrestling which, while requiring athleticism to perform, is not a martial art.
- ◆ **TETSUHANEDO** is a sword-focused martial arts style derived from kendo, instead of training for sword-play against other martial artists, it teaches anti-armor (and anti-robot) attacks. Tetsuhanedo's martial arts weapons include the nihonto family of japanese swords; Katana, wakizashi, and tanto, tachi and kodachi, nagamaki, bokuto, shinai, etc.
- ◆ **SATSUJINKEN** is an assassin's art based loosely around karate, trading defense for a greater variety of offensive strikes. It's name means "murder fist".

BASIC STRIKE

This is basic physical attack is the unarmed strike as described in the *Instant Fuzion Gaiden* core rules. It is a melee attack that uses your [PHYSICAL+FIGHTING] to-hit, and has a damage class equal to 1/2 your [PHYSICAL] characteristic and does not benefit from minimum damage.

MARTIAL ART MANEUVERS

Many martial arts maneuvers will make reference to your basic strike, augmenting it's effect or allowing you have different results from a successful to-hit roll. Each individual maneuver explains how it interacts with your basic strike or if its some other kind of special action. Unless noted otherwise, using a martial arts maneuver increments your multiple actions penalty as per a normal attack.

MARTIAL ARTS MANEUVER DESCRIPTIONS

- ◆ **BREAKFALL:** This special ability allows you to roll with falls, lessening their impact. When take falling damage, roll dice equal to your [DEXTERITY]. Reduce the damage taken by that much before applying your [DEFENSE] characteristic.
- ◆ **BRICK BREAK:** This maneuver augments your basic attack, as it teaches you how to strike in the right places to harm robots and objects. When attacking objects, robots, vehicles, etc. your basic strikes deal +2DC.
- ◆ **CHOKE OUT:** You can attempt to knock-out creatures you have grabbed. Make a basic strike against a grabbed enemy's [PHYSICAL+BODY] check. On a hit your damage ignores half the enemy's [DEFENSE].
- ◆ **CIRCLE THROW:** You can use the enemy's momentum against them, allowing you to violently force an enemy to the ground. You deal basic strike damage when you hit with a sweep action.
- ◆ **DEFENSE STANCE:** You are able to better defend yourself when you focus purely on defense. If you skip both your actions and movement phase, you have a +3 cover and a +5 bonus to your [DEFENSE] until your next turn.
- ◆ **DISARMING STRIKE:** You can better knock weapons and other objects out of your opponent's hands. You deal basic strike damage when you hit with a disarm action.
- ◆ **ESCAPE ARTIST:** Your training includes contortion and similar dexterous movements. You have a +3 bonus to your [PHYSICAL+BODY] checks to escape restraints.

- ◆ **HAYMAKER:** A haymaker is an all-or-nothing attack. You may increment your multiple attacks penalty any number of times before making the attack. If you hit, increase your DC by +1 for each increment you took.
- ◆ **KIP UP:** You can hop up from being knocked down quickly. When you use the get up action, you either increment your multiple attacks penalty or spend half your movement, your choice.
- ◆ **KILLING STRIKE:** Your training has taught you how to get the best of your hand-to-hand attacks. Increase your basic strike DC by +1.
- ◆ **MARTIAL ARTS WEAPONS:** Your martial arts style integrates training with weapons. Your martial art style will have around four to seven weapons whose attacks count as a basic strike for the purposes of your martial arts maneuvers.
- ◆ **MARTIAL FEINT:** This maneuver is a gamble of a feint that creates a big opening. When you hit with a basic strike, instead of dealing damage, you may increment the target's multiple attacks penalty.
- ◆ **QUICK DRAW:** This maneuver allows you to draw a weapon from a holster or sheath and not have that action not increment your multiple attacks penalty.
- ◆ **NERVE STRIKE:** You may perform an attack that circumvents defense. When you hit with a basic strike, so long as the target has nerves to strike, you may forgo dealing normal damage to deal a DC 2 hit that ignores [DEFENSE].
- ◆ **SACRIFICE THROW:** When you perform a sweep attack, you may choose to fall to the ground as a part of the attack. If you do, you have a +3 bonus to-hit.
- ◆ **WRESTING GRAB:** You have a +3 bonus to-hit when making grab attacks.
- ◆ **WRESTING PIN:** When you perform a grab attack, you may chose to fall to the ground as the part of the attack. If you do, the target is dragged down with you and any attempt to break free is at a -3 penalty.

NEW PERK: HIDDEN TECHNIQUE

This is a perk that referees may allows martial artists to take. Selecting this perk grants you one supernatural martial arts maneuver from the list below. It may be selected multiple times, each time granting a different maneuver.

SUPERNATURAL MANEUVERS

- ◆ **BUKUJUTSU:** *Sky Dancing Technique* is a method of lighter than air movement. As long as you end your movement on a surface that can support your weight, your standard movement counts as flight. You cannot sprint while sky dancing.
- ◆ **KIAI:** *Fighting Spirit* allows you to enter battle with a mighty ki-focusing shout, manifesting as a powerful air burst. When you roll initiative for the first time in a round, if you choose to use your kiai, you have a +3 bonus to-hit with your martial arts maneuvers for three rounds. Using kiai alerts enemies within earshot of your presence, and identifies you as a skilled martial artist.
- ◆ **KIKO:** *Spirit Cultivation* is meditative training that fosters breath control and healing. When you rest, you heal additional hit points equal to your Mental characteristic. Once per encounter, you may spend your
- ◆ **MUSHIN:** *Empty Mind* is a form of instinctual defense. As long as you are conscious, you cannot be denied your chance to parry melee attacks, and you have a cover equal to your [MENTAL] characteristic.

- ◆ **TETSUSHINKEN:** *Iron Heart Sword* allows you to manifest your fighting spirit into a blade of solid light. This is a one-handed melee weapon (DC 5, MP 3). It takes an action to manifest, and can last indefinitely. While manifested you lose access to one of your hands for anything but using that weapon.
- ◆ **SOKUSHAKEN:** *Rapid Fire Fist* allows you to make a greater number of multiple attacks in a round. Your penalty to-hit for multiple attacks is reduced by 1 (-2 per attack after the first instead of -3).
- ◆ **ZANZOKEN:** *After Image Fist* is a movement technique that allows you to move so fast that you leave behind illusory doubles of yourself that distract and confound your enemies. For every 10 meters you move on your turn, you have +3 cover until your next turn.