

WASTELAND FURY

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WASTELAND FURY - POST APOCALYPTIC MARTIAL ARTS

Aldar kneeled on the pristine white floor of the practice hall. Behind him, his fellow students kneeled in a similar posture, hands on thighs, eyes down out of respect for their Master. In front of him stood the Master and the other senior instructors. Their faces were grave. Only the Master spoke.

“Begin.”

Aldar cleared his throat. “I traveled west to the Necropolis. Along the way I encountered some Raiders, Ghouls, nothing out of the ordinary.”

The Master nodded, “How did you deal with them?”

“They did not see me Master.”

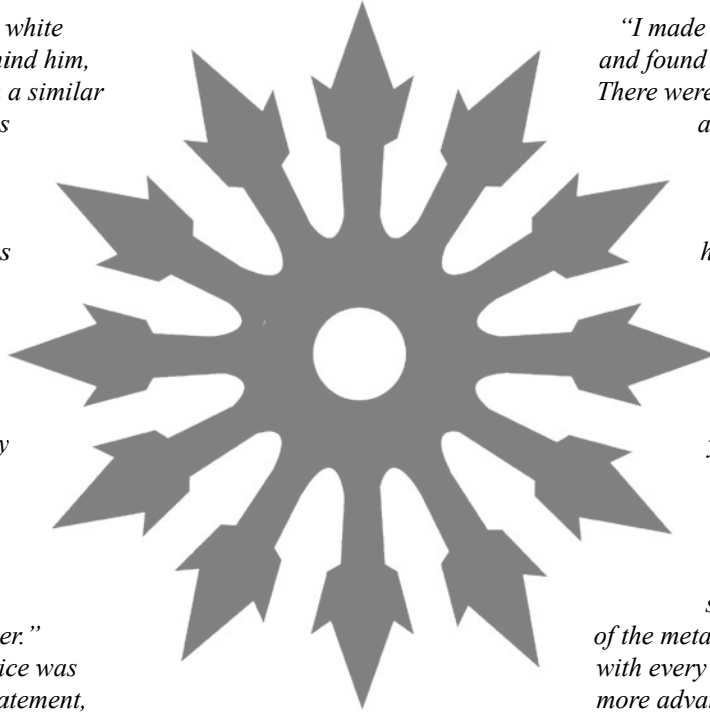
Despite the fact that his voice was carefully neutral after that statement, several of the other students behind him murmured at that, prompting a quick response from the Master. Singling out one of the murmuring students, he fixed him with an icy stare, “I know he speaks the truth. How do I know that young initiate?”

Only the initiate’s stammering filled the silent void where the murmuring had been. After letting the boy suffer for the appropriate amount of time, the Master turned back to Aldar, “How do I know?”

“Because if I had been seen, I would be dead. Alone, unarmed, and unarmored, I would have been overwhelmed. There were hundreds of ghouls, the Necropolis was crawling with them.”

The Master nodded, “The feeding ground is well-named. There are small vaults scattered all through that necropolis with men, women, and children waiting for the call to awake, that the Fall has ended. More often they are found by the Ghouls and eaten alive. Their young are fed on the embryonic fluid from the tanks.”

The Master looked back down at Aldar, “Continue.”



“I made my way into the city center, and found the building you instructed. There were no ghouls in that area,

as Master instructed me to expect, which I found odd.

There was a decaying ghoul corpse outside that should have been crawling with scavengers. I made my way inside. The Metal Master was waiting.”

The Master nodded, “And what did it say to you?”

“It said it had been too long since it had a student Master, and that it hoped I lasted longer than its last student. At first the techniques of the metal creature were crude, but with every bout it became more and more advanced. Finally, it bowed and told me I was done with my training

course, and asked me to “Pay at the desk”, a statement I did not understand. But since Master had told me that would signal the end of my trial, I returned here.”

The Master nodded, face still grave. One of the other Masters handed him a black sash. “Rise and join us, Master Aldar.”

Throughout the history of the world man has fought and killed his fellow man. Since no one wants to be on the losing end of such a confrontation, men who live and die by the sword have systematically studied battles to be in better position to win those battles. As time passes, this study of combat becomes inexorably more complex, systematic, and concentrates more on the inner warrior, rather than a better way to punch, kick, or swing a sword. We call these studies the martial arts, and they appear in every culture in the world that engages in the art of combat, from Ancient Greece to 19th century France. In the Twisted Earth, a world ravaged by war, attempting to piece together a new future from the ashes of lost yesterdays, that process has begun again...

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NEW OCCUPATION

PIT FIGHTER

Throughout the cities of the Twisted Earth, a brutal new sport has arisen: pit fighting. Men are put into an earthen pit and fight like dogs until one goes down. Although slaves were used at first, the proprietors of these events found that using trained fighters made for a better show, and better profits.

Prerequisite: Strength 13 or Dexterity 13

Skills: Choose two of the following as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Bluff, Jump, Knowledge (Tactics), Sense Motive, Tumble.

Starting Corium: 6d6x100 cp.

NEW CLASSES

INITIATE

Salazar walked up to the gate. He paused about 50 yards away, and waved a staff with a white cloth attached to the end. From the top of the wall an armed raider asked his business, and in an authoritative shout he knew the other wall guards could hear, Salazar shouted, "We of the Clean seek to resolve this situation. I would speak with your leader." Impassively, he stood his ground and waited.

Minutes later, Salazar stood calmly while the men searched him completely, ensuring that he bore no weapons. He was unsure why his master wanted to deal with these raiders, they were beneath the Clean, he hated the way they smelled, the way they conducted themselves, everything about them. However, Salazar was too loyal to ask such questions, one reason, among many, he had been given this assignment. Leaving the staff outside the gate, Salazar was led inside, into a corrugated tin roofed shack that served as the "headquarters" for the gang's leader.

Stepping inside, Salazar saw two men standing behind a desk. A handgun rested on the desk, the only weapon in the room. Salazar paused, listening to the guards who had brought him here lock the door behind him. Only after this was done did the man behind the desk speak. "All right, let's hear your offer."

Salazar nodded, "I bring greetings from the Clean. Greetings, and an offer. We wish to establish a base here, as a base from which we might explore further east. We will pay you in corium and water, provide our own protection, and will not interfere with your normal activities."

The man behind the desk chuckled, and nodded. Absently he scratched at the prickly stubble that covered his scarred, weathered face and pretended he was considering the offer. He knew the Clean was up to something. He knew they could build a base more suitable for any "scouting operation" they



had planned in a day. He had heard the rumors that there was an ancient machine buried deep in the ground under this old trading post, which was why he had taken it over to begin with. However, his men had been unable to find it. He had no doubt what the Clean would do once they arrived in force with "their own protection", and he wanted to show them they couldn't play him.

Salazar watched the man pretend to consider his offer. He resisted the urge to smile. He could read the man's thoughts in his body language. As the man snatched up the pistol, Salazar rolled forward. Three slugs went whizzing over his head, sending three streamers of light inside through the thin tin walls of the shack. As the raider stood to fire again, Salazar leapt over the desk, kicking the gun out his hand. A backhand spun the gang leader's head around, and Salazar

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TABLE 1-1: THE INITIATE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+2	+0	Mastery	+1	+0
2	+2	+3	+3	+0	Bonus Feat	+2	+0
3	+3	+3	+3	+1	Mastery	+2	+1
4	+4	+4	+4	+1	Bonus Feat	+3	+1
5	+5	+4	+4	+1	Mastery (Level 2)	+4	+1
6	+6	+5	+5	+2	Bonus Feat	+4	+2
7	+7	+5	+5	+2	Mastery	+5	+2
8	+8	+6	+6	+2	Bonus Feat	+6	+2
9	+9	+6	+6	+3	Mastery (Level 3)	+6	+3
10	+10	+7	+7	+3	Bonus Feat	+7	+3

grabbed it in two hands, turning the raider the rest of the way around. He looked over to the second in command, who had just stood there, stunned. “My informants tell me you do not share his opinion, that you would be willing to allow us to pay you for the right to find the buried machine. Is this true?”

The man took one look at his “leader” struggling uselessly against the iron grip the man had on him. He tried to speak, but was unable to make a louder noise than a desperate gasp for air. It didn’t take a lot of imagination to figure out what would happen if he said no, since he didn’t even have a pistol. “Sure, we weren’t ever going to find that thing anyway. But whatever amount of corium you were going to offer him, double it.”

SNAP

The Initiate is a devoted practitioner of a style, seeking to learn the inner mysteries of it, to blend it and his body into a perfect harmony of man and technique. Many high-level initiates walk the wasteland with no weapons at all, confident in their ability to protect themselves. This makes them valuable as assassins and guards, since they can’t be disarmed. At the highest levels, initiates will frequently seek out a worthy student to pass on what they have learned.

REQUIREMENTS

To qualify to become an Initiate, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Concentration 3 Ranks.

Feats: Combat Martial Arts or Defensive Martial Arts or Brawl, and any one Style feat.

CLASS INFORMATION

The following information pertains to the Initiate advanced class.

Hit Dice: 1d8.

Action Points: 6 + one-half of the character’s level, rounded down.

Class Skills: The Initiate class skills are: Bluff (Cha), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (tactics, theology and philosophy, twisted earth) (Int), Listen (Int), Meditation (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Str). Note that most styles will grant the character additional class skills beyond these.

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Initiate advanced class.

Mastery: At 1st, 3rd, 5th, 7th, and 9th levels, the Initiate gets to pick an ability from the Mastery list for the Martial Arts style the character is mastering. See Martial Arts Mastery for more information on Mastery abilities. Level 2 Masteries may only be learned by characters of 5th level and above. Level 3 Masteries may only be learned by characters of 9th Level.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Initiate gains a bonus feat from the Bonus Feats list for the Martial Arts Style the character is mastering. See Martial Arts Mastery for more information. The character must meet the prerequisites for any feat he takes.

PIT GLADIATOR

Malvo’s head spun around. The mutant caught him again with a blow to the side of the face that left him seeing stars and tasting his own blood. The world pitched around, and Malvo soon realized that taste mixing with the blood running from his mouth was dirt. Screams echoed in the pit, men had crowded the edge, threatening to spill down into the combat area as they yelled either for Malvo to get up or for the large brute to finish him. Malvo lifted his head up, catching the eyes of the lean, perpetually pale man standing in the front of the crowd. Even if he hadn’t been so pale despite the enormous blood red sun that beat down on this hell hole town every day of the year for 14 hours a day, he would have been easy to spot; he was the only one not cheering for one combatant or the other. With artful casualness, the pale man

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reached up and tugged the middle earring of the three that decorated his left ear. Malvo spat out the dirt and blood and got up; bottom earring meant stay down, middle earring meant get up. Good. This cocky bumpkin thought being big meant something, and Malvo was hoping he'd get a chance to prove him wrong. Malvo smiled a broken gap-toothed smile at the humungous mutant, who was a good foot and a half taller than him, "Ok big boy, now it's time for me to get paid."

The mutant responded with a bloodcurdling yell of pure hatred and charged forward, ready to break the little human into pieces. This brought a deafening yell of approval from the crowd, most of whom had paid good money hoping to see a "pureblood" get ripped in half by the biggest mutant in their little town. The mutant's charge was stopped short with a flurry of short, fast punches right to his bulbous nose. Shaking off the sting, a veritable barrage of blows seemed to rain down on the huge man from everywhere: jaw, stomach, groin, knees, kidney. Growling, he threw a huge looping haymaker the little human ducked under with contemptuous ease. Then the little man danced out, bouncing around the dirt ring on the balls of his feet and motioned the large mutant to close again. He was still smiling.

This time as Malvo closed, hands up to fend off the punches that had stunned him before, Malvo's left leg snaked out and caught the side of the mutant's leg right at the knee. The entire crowd went silent at the sound of the bone breaking under the force of the kick. It sounded like a gun had gone off in the little pit. Seeing that the mutant had no intention of trying to get up again, Malvo spit on him, and raised his arms in triumph. The stunned mutants looked down at him in silence for a moment, before a roar filled the pit.

"Malvo... Malvo... Malvo..."

After a few seconds, a large mutant reached down and hauled him up out of the pit. The crowd was still chanting his name as the lean albino and Malvo pushed their way through the crowd. As soon as they got out of sight, the lean man smiled, his mouth gleaming with gold teeth, "Impressive as usual. They love you. Probably need to take a fall tomorrow."

Malvo shrugged, grabbing a rough cloth and wiping the sweat and blood off his glistening bare chest. "Whatever."

The albino laughed, handing Malvo his cut. "It really doesn't matter to you does it? Hero one day, goat the next, champion, villain, it's all the same. Have you no pride? You could be undefeated."

Malvo put his shirt on, stuffing the glowing coins into a pouch at his belt. "Yeah I have pride. It's called money. Let the rubes think what they want. Just so long as I get paid. You need me I'll be where you found me this morning."

The Pit Gladiator is a professional arena fighter, skilled in the brutal arts of bareknuckle, full-contact bouts that do not end until one man goes down and either refuses or is unable to rise. There are no "points" to determine the winner,



and combats often end with one fighter dead or disabled. Some of these men fight for honor, or personal glory, some even fight for the pride of their home towns, with each small village sending its toughest men against the nearby villages for personal bragging rights. More often, however, these fights are fixed, with the betting determining who wins and who loses.

REQUIREMENTS

To qualify to become a Pit Gladiator, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Feats: Combat Martial Arts, Pit Fighting.

CLASS INFORMATION

The following information pertains to the Pit Gladiator advanced class.

Hit Dice: 1d12.

Action Points: 6 + one-half of the character's level, rounded down.

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TABLE 1-2: THE PIT GLADIATOR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+0	+0	Rage 1/day	+1	+0
2	+2	+3	+0	+0	Pit Mastery	+2	+0
3	+3	+3	+1	+1	Bonus Feat	+2	+1
4	+4	+4	+1	+1	Rage 2/day	+2	+1
5	+5	+4	+1	+1	Pit Mastery	+2	+1
6	+6	+5	+2	+2	Bonus Feat	+3	+2
7	+7	+5	+2	+2	Rage 3/day	+3	+2
8	+8	+6	+2	+2	Pit Mastery	+4	+2
9	+9	+6	+3	+3	Bonus Feat	+4	+3
10	+10	+7	+3	+3	Rage 4/day	+5	+3

Class Skills: The Pit Gladiator class skills are: Bluff (Chas), Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Pit Gladiator advanced class.

Bonus Feats: A Pit Gladiator receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Athletic, Block, Cleave, Combat Reflexes, Exotic Melee Weapon Proficiency, Hook, Improved Damage Threshold, Jab, Power Attack, Renown, Toughness, Uppercut.

Rage: The Pit Gladiator can work himself into a frenzy, attacking his opponents with little regard for his own safety. This grants the Pit Gladiator ability bonuses and is also terrifying to his opponents. In a rage, the Pit Gladiator temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Defense.

The increase in Constitution increases the Pit Gladiator's hit points by 2 points per level, but these hit points go away at the end of the rage, and the Constitution score drops back to normal. While raging, a Pit Gladiator cannot use skills or abilities that require patience and concentration.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier, but the Pit Gladiator may end the rage at any time. At the end of the rage, the Pit Gladiator is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. The Pit Gladiator can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). However, a Pit Gladiator may use 1 action point to rage if he has already exhausted his daily allowance. Entering a rage takes no time itself, but the Pit Gladiator can only do it during his action.

Pit Mastery: At the levels indicated, the Pit Gladiator gains a mastery from the pit fighter list (this list, and a definition of the masteries themselves, may be found in the martial arts mastery section below).

WEAPON MASTER

The old man sniffed the wind critically. He stood up and faced into the wind, opening his mouth to let some of the salty desert sand drift onto his tongue, and then he closed his eyes, tasting it. At his feet, the children watched with rapt attention. Old Sere's intuition was never wrong, the town elders would often ask him if a major storm was brewing. Of course, in this part of the waste, major was relative. Every night the banshee winds howled down out of the mountains, and anyone caught outside for an extended period of time would have the meat blasted right off his bones.

"Little more than an hour."

The gate watchman nodded, and reached up, tolling the bell six times that stood by the gate. People picked up their pace a little in the tiny village, and the hunters in the distance turned with their kills and began to head back toward the aluminum walls of the shantytown at a run. Sixty minutes till lockdown.

One of the children tugged on the leg of the elder's pants.

"Tell us the story of the Wanderer again."

"Haven't you kids heard that story enough?"

"No, no, Sere! Just once more, please? There's enough time. You said an hour."

Sere exchanged a smile with the gate watchman and sat down cross-legged in front of the fire. Everyone loved Sere's stories, but especially this one. It was with no small amount of satisfaction that Sere noticed the watchman move a little closer to the fire away from his post so he could hear a little better.

"All right already. But this is the last time this week, I swear. Where did I leave off the last time?"

"The raiders! The raiders!"

"Oh yeah right... well in those days, Siren had fallen

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under the influence of the most vicious raider gang these mountains have ever seen, the so-called 'Bad Company' gang. They came riding by on their motorcycles with their guns, demanding tribute in return for their 'protection'. Course all we really needed protection from was them. Anyway, this went on for months, till finally we'd had enough. Finally the village sent Runner to the nearby villages, looking for a soldier or guardian, anyone to get those blood-leeches off our backs."

Sere paused, stretching, drawing out the suspense masterfully. Even though the children had heard this story a thousand times, they still stared, breathless, while the old man gathered his thoughts before continuing.

"I was no older than you lit'ones, but I remember it like it were yesterday. The village elders were plenty mad when Runner came back with just one guy. And he didn't even have a gun. The elders had given him hard corium, the only corium we had, to hire someone, and he had spent it on a guy who didn't even have a gun! When the elders asked about the money, the stranger just said, 'I didn't take any money from him. If you're happy with the job I do, we'll work something out'. Just like that. Well, the elders still weren't too happy. They knew that even if he wasn't costing any money, things could be a lot worse for us than they were."

"So they asked him how he planned to get those raiders to leave us alone. He reached up to this old gront-hide pack on the back of his Fraxx and took out this sword. Old Titus, who was the elder most opposed to fighting the raiders, thought we'd be better off paying them and keeping out of trouble, asked him why he hid his weapon like that. 'To protect it from the sand and the wind. It's a work of art'. The stranger sure had a funny way o' talkin'. Said stuff like that all'a time. Old Titus laughed, but then the stranger drew the sword. I tell you kids, I never saw anything as pretty as that sword, before or since. I asked the stranger once what a 'work of art', was and he said it was something so pretty it would last forever; 'even if only in your mind'. I didn't know what that meant then, but I do now, I can still remember how that sword caught the light. But Old Titus wasn't impressed. 'So you have a pretty sword. Do you know how to use it?' The stranger just smiled, and sheathed his sword again. Then he tossed Old Titus a palm fruit, and said, 'Throw it back to me'. Old Titus hmphe'd and tossed it back. It fell into two perfect halves onto the ground. The stranger was just standing there. We had all been watching the fruit, but I swear no one remembers seein' him draw his sword. Well after that everyone..."

A loud clanging sounded in the distance. The chimes, some old metal strips hung up in the high mountains, were rustling like crazy. The banshee winds were coming down.

"All right kids, inside, inside. Time for lockdown."

"Awwwwwwwwwww."

"We'll finish this tomorrow. Hurry along now."

Sere climbed the ladder on the opposite side of the gate from the watchman. His gray eyes scanned the distance as



the last of the hunters came running up. As the last one came running through the gate, Old Sere threw the bolt home and hurried inside. The clanging in the distance was now a cacophony of metal against metal.

Sere moved into his tiny hovel and checked the bolts on the windows and doors. Then he pushed a heavy gront-hair rug up against the door to keep any sand from blowing under the door, and sat down. As the banshee winds began to howl in earnest outside, he lit a small oil lamp and sat down in his old straw bed with his back against the adobe brick walls. He slipped off his necklace and held a small fleck of metal up to the light. The kind of fleck that would get knocked off a sword during a fight. His old gray eyes were as wide as a child's as the metal caught and held the dim light from his sputtering lamp.

"A work of art".

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TABLE 1-3: THE WEAPON MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+0	+0	Greater Weapon Focus	+1	+0
2	+2	+3	+0	+0	One with Weapon	+2	+0
3	+3	+3	+1	+1	Bonus Feat	+2	+1
4	+4	+4	+1	+1	Concentrated Attack	+2	+1
5	+5	+4	+1	+1	Weapon Specialization	+2	+1
6	+6	+5	+2	+2	Bonus Feat	+3	+2
7	+7	+5	+2	+2	Improved Critical	+3	+2
8	+8	+6	+2	+2	Greater Weapon Specialization	+4	+2
9	+9	+6	+3	+3	Bonus Feat	+4	+3
10	+10	+7	+3	+3	Attack to Kill	+5	+3

The weapon master has devoted his life to the study of a single weapon. As he studies, and practices more and more with his weapon, it eventually becomes almost a part of him, an extension of his body and spirit.

REQUIREMENTS

To qualify to become a Weapon Master, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Feats: Weapon Focus and one of the following: Serenity, Wayfarer's Walking Stick, Weapon Master.

Equipment: A masterwork weapon of the type the character wishes to master

CLASS INFORMATION

The following information pertains to the Weapon Master advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Weapon Master class skills are: Bluff (Cha), Climb (Str), Concentration (Con), Intimidate (Cha), Knowledge (tactics, ancient lore) (Int), Pressure Points (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Weapon Master advanced class.

Bonus Feat: If the character has a martial arts weapon style (such as Wayfarer's Walking Stick), he may choose a feat from that Style's bonus feat list. Otherwise, he may choose a feat from the following list (the character must meet all prerequisites for any bonus feat however): Advanced Two-Weapon Fighting, Armor Proficiency (Light, Medium, Heavy), Blind-Fight, Burst Fire, Cleave, Double Tap, Far Shot, Great Cleave, Point Blank Shot, Precise Shot, Power Attack, and Two-Weapon Fighting

Greater Weapon Focus: The character's attack bonus with his chosen weapon increases by +1 (to a total attack bonus of +2).

One with Weapon: The character adds his Weapon Master class level to the damage from any single attack with his favored weapon. This ability may be used once per day. The character may use this ability more than once per day by spending an Action Point for each use beyond the first.

Concentrated Attack: The Weapon Master's mind is as keen as his weapon. This ability allows the Weapon Master to add ½ his Concentration skill ranks to an attack roll with his favored weapon. This ability is a full round action. This ability may be used once per day. The character may use this ability more than once per day by spending an Action Point for each use beyond the first.

Weapon Specialization: A Weapon Master gains weapon specialization with a specific melee or ranged weapon to which she has also applied the Weapon Focus feat. The Weapon Master gets a +2 bonus on damage rolls with the chosen weapon.

Improved Critical: The character gains a +1 critical threat range to all attacks with his chosen weapon.

Greater Weapon Specialization: A Weapon Master gains greater weapon specialization with the weapon she selected for weapon specialization. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Attack to Kill: The character's successful attack with his chosen weapon is automatically a critical hit, and automatically forces the target to make a saving throw for massive damage (even if the damage is not enough to force this normally, which is unlikely). This ability may only be used once per day, and requires the attacker to spend an action point each time it is used.

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TABLE 1-4: THE SENSEI

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+2	+2	Mastery	+1	+2
2	+1	+3	+3	+3	Bonus Feat	+2	+2
3	+2	+3	+3	+3	Mastery; Personal Style (Skills)	+2	+2
4	+3	+4	+4	+4	Bonus Feat	+3	+3
5	+3	+4	+4	+4	Mastery (Level 2)	+4	+3
6	+4	+5	+5	+5	Bonus Feat; Personal Style (Feats)	+4	+3
7	+5	+5	+5	+5	Mastery	+5	+4
8	+6	+6	+6	+6	Bonus Feat	+6	+4
9	+6	+6	+6	+6	Mastery (Level 3); Personal Style (Masterships)	+6	+4
10	+7	+7	+7	+7	Bonus Feat	+7	+5

SENSEI

Master Wei stepped out into the blazing sun, sliding the door of his school closed behind him. Three days ago he had put out the call that he was accepting new students. Three days ago there were a dozen applicants kneeling shirtless under the beating sun. Today there were two. They had not eaten or had a drop to drink, and the sun had cooked them like fraxx steaks. They were delirious, and didn't even notice the Sensei as he walked around them, inspecting them. He clapped his hands, and two students, wearing white uniforms came out of the school and carried them inside.

The Sensei is a master martial artist, but rather than seeking new physical challenges, he has turned his attention to passing on what he has learned, and the mastery of his inner spirit or Ki.

REQUIREMENTS

To qualify to become a Sensei, a character must fulfill the following criteria.

Base Attack Bonus: +8.

Skills: Meditation 10 ranks, Sense Motive 10 ranks, Knowledge (theology and philosophy) 10 ranks.

Class Abilities: one level 3 Mastery of a martial arts style

CLASS INFORMATION

The following information pertains to the Sensei epic class.

Hit Dice: 1d8.

Action Points: 8 + one-half of the character's level, rounded down.

Class Skills: The Sensei class skills are: Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (ancient lore, tactics, theology and philosophy) (Int), Listen (Wis), Meditation (Wis), Pressure Points (Wis), Sense Motive (Wis), and Zen Mastery (Wis). Note that most styles will grant the character additional class skills beyond these.

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Sensei epic class.

Mastery: At 1st, 3rd, 5th, 7th, and 9th levels, the Sensei may choose a Mastery ability either from his Style list, or from the Contemplative list.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels, the Sensei may choose a bonus feat either from his Style list, or from the Contemplative list. The character must meet the prerequisite for any bonus feat he takes.

Personal Style: The Sensei is skilled at passing his techniques on to others. At 3rd level, anyone studying with the Sensei may learn any skill he knows as a class skill. At 6th level, anyone studying with the Sensei may take any feat he knows as a bonus feat anytime the character is entitled to a bonus feat from his chosen class. The character must meet the prerequisites for any feat chosen. At 9th level, anyone studying with the Sensei may learn any Mastery he knows any time they are entitled to learn a Mastery. The character must meet the prerequisites of any mastery chosen.

NEW SKILLS

BALANCE (DEX)

Armor Penalty

New Use- Resist Trip Attacks: Characters can use Balance to avoid being tripped or thrown in the same fashion as characters in d20 Modern can use Escape Artist to avoid being grappled. The character makes a Balance skill check, opposed by the attacker's attack roll. Using Balance for this purpose is an attack action (but see the Immovable Stance feat for more information).

MEDITATION (WIS)

Trained Only

Check: By succeeding at a skill check (DC 15), the character is able to enter a self-induced trance, almost a form of autohypnosis. This can allow the character to ignore Fatigue or Exhaustion for one hour, after which time the

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character must either rest, or check again. A successful skill check (DC 20) can also allow the character to reroll any failed Will Save or Concentration skill check at +2.

Try Again?: For ignoring Fatigue or Exhaustion, the character may try again in one hour. For rerolling a Will Save or Concentration check, no.

Special: The character can take 10 when making a Meditation check, but can't take 20. The amount of time it takes to enter a meditative state is one minute (10 rounds), minus one round for each Meditation rank the character possesses (1 round minimum at 10 or more Ranks).

PRESSURE POINTS (WIS)

Trained Only

Check: A successful skill check (higher than the target's Defense) will add +1d6 to the damage from any unarmed or melee weapon attack. This ability may be used once per combat, unless the target of the attack is flanked, in which case it may be used at will. This ability will only inflict extra damage on a target vulnerable to critical hits or with a discernable anatomy.

Try Again?: No.

Special: A character can take 10 when making a Pressure Points skill check, but cannot take 20. Making a Pressure Points check is a move-equivalent action.

This skill also includes knowledge of Acupuncture and Acupressure techniques. Any character with 5 or more ranks in this skill gains a +2 Synergy Bonus to Treat Injury checks.

SENSE MOTIVE (WIS)

New Use- Predict Attack: This use of Sense Motive may not be used untrained. By reading her opponent's body language, a character can predict when and where an attack will strike, and be better prepared to intercept or prevent it. On a successful skill check (DC 10 +attacker's Base Attack Bonus or skill vs. skill against attacker's Bluff- attacker's choice) the character gains a +2 to any Block or Disarm opposed check. If the character has Improved Combat Throw, she may take a +2 bonus on the opposed Trip check through her Attack of Opportunity.

ZEN MASTERY (WIS)

Trained Only

Check: Zen Masters are renowned for their ability to fight effectively while blinded, and often practice and perform exhibitions of combat while blindfolded. This skill reduces the miss chance in melee combat due to concealment by 2% for each Skill rank. So, a target with 10 Ranks in Zen Mastery would only suffer a 30% miss chance while blinded.

Try Again?: This skill is not normally checked, so Trying again is not applicable. Using the Zen Mastery skill is a move-equivalent action.

GENERAL FEATS

The feats in this section do not fit into a specific martial arts style. Some of these feats represent a general knowledge of the martial arts.

BANTER

You have mastered the art of "witty" (read: annoying) repartee in combat. This serves to both annoy your opponents, and distract them.

Prerequisite: Cha 13+, Bluff 5 ranks

Effect: You gain a Competence bonus to your Defense against melee attacks equal to your Charisma modifier. Any circumstance which causes you to lose your Dexterity modifier to defense also causes you to lose this bonus.

IMPROVISED WEAPONS

You are a walking disaster area. Anything you touch is likely to be used in a fight.

Prerequisite: Brawl

Effect: You may use any improvised weapon with no penalty to hit. You must still learn how to use items *designed* as weapons in the normal way.

KATA

Kata is a ritualized practice technique for the martial arts, in which moves are practiced again and again until they become instinctive.

Prerequisite: One Martial Arts Style

Effect: You gain a +1 to hit with Maneuvers from one Martial Arts Style.

Special: This feat may not be applied to Adaptable or Weapon Martial Arts Styles.

KATA LORE

You have studied the history and philosophy of a Martial Arts Style.

Prerequisite: Kata, Knowledge (history or ancient lore) 1 Rank, Knowledge (philosophy) 1 Rank

Effect: You gain a +2 bonus to the style skills (the skills granted as class skills by the Style Feat for that Martial Arts Style). You may only take this feat in a Style for which you have the Style Focus feat.

Special: This feat may not be applied to Adaptable or Weapon Martial Arts Styles.

KATA MASTERY

You are a greatly feared Master of one Martial Arts Style.

Prerequisite: Kata Specialist

Effect: You gain a +1 bonus to the threat range of Maneuvers from one Martial Arts Style. You may only take this feat in a style for which you have the Style Specialist feat.

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Special: This feat may not be applied to Adaptable or Weapon Martial Arts Styles.

KATA SPECIALIST

You have spent hours practicing the Kata of a style, learning the intricacies of its movements.

Prerequisite: Kata

Effect: You gain a +2 damage bonus with Maneuvers from one Martial Arts Style. You may only take this feat in a Style for which you have the Style Focus feat.

Special: This feat may not be applied to Adaptable or Weapon Martial Arts Styles (see Martial Arts Styles for more information).

KNOW YOUR ENEMY - SPECIFIC STYLE

By studying a certain fighting style, you are better able to combat it.

Prerequisite: Knowledge (history or ancient lore) 2 Ranks, Knowledge (tactics) 2 Ranks

Effect: When this feat is taken, choose a specific Martial Arts Style feat. When fighting a practitioner of that style, you gain a +2 Competence bonus to attack, damage, or defense. Only one of these categories gains the bonus, but it may be changed from round to round.

KNOWLEDGE IS POWER - SPECIFIC STYLE

Prerequisite: Know Your Enemy, Base Attack 9+

Effect: When this is taken, it must apply to the same Style as the Know Your Enemy feat used as the prerequisite. When a practitioner of that style attacks you and misses, you gain an Attack of Opportunity against him.

POISE

Your composure and indomitable will make you a formidable opponent.

Prerequisite: Wisdom 13+, Concentration 5 Ranks

Effect: You gain a Competence bonus to your Defense against melee attacks equal to your Wisdom modifier. Note that the bonuses from Banter and Poise do not stack (they are both Competence bonuses).

Special: Poise cannot be learned by characters whose only Martial Arts Style is a non-aesthetic style.

MARTIAL ARTS STYLES

Following is a collection of martial arts styles developed since the fall of the Ancients. While a few have Ancient influences, most of the styles have been inspired by post-apocalyptic factions, movements, or mutant beasts. Gamemasters wishing to create new martial arts styles should reference the style creation guidelines found in *Blood and Fists*.

ZONES OF ATTACK

Combat Martial Arts from the *d20 Modern Roleplaying Game* grants proficiency with “unarmed attacks.” This is defined as “striking for damage with punches, kicks, or head butts.”

In *Wasteland Fury*, these distinctions are broken down further and clarified with the following categories, or “zones”: punching (which includes elbow and open hand strikes), kicking (which includes knee and heel strikes), and head butts. To represent combat beyond what can be accomplished through punching and kicking, these zones are further expanded to include Disarm, Trip, Grapple, and Feint attacks.

Each of the styles described below grants a character skill in one or more of these zones. If a character has no proficiency in that zone (because he entered the art through Defensive Martial Arts or Brawl), he is considered armed when making attacks in that zone, he provokes no Attacks of Opportunity for acting in that zone (for Grapple or Trip attacks), and he may use that zone as a move action rather than an attack action (for feinting). If a character is already proficient in a zone of attack taught by a Style he takes (usually because he used Combat Martial Arts or Improved Trip as the prerequisite for the Style), then he gains a +1 Competence bonus when attacking in that zone. Remember that Competence bonuses (like most kinds of bonuses other than Dodge bonuses) do not stack, so a character can only receive a +1 bonus to hit no matter how many styles he takes that grant proficiency in a particular zone.

LEARNING A STYLE

Martial Arts styles and maneuvers cannot just be selected from a list the way other feats are, they must be learned from someone who knows them. This creates a strong bond, with teachers passing maneuvers down to students who do the same in time with their own students. This sensei-student bond is just as strong in the time after the Fall as it is today, and killing a popular sensei with many students is a good way to have a lot of angry, well-trained revenge-seekers after you. Another source of learning is the factions. Some of the fighting styles known to the factions stretches back to the time of the Fall, and these are some of the most potent and deadly fighting techniques. Lastly, there are manuals and books that date to the time of the Fall and before from which information can be gleaned.

Teacher: Although general styles and techniques can be learned by anyone, a prospective student still needs a teacher. For many of the basic styles, such as Pit Fighting, it is not hard to find a teacher, but even these styles have signature maneuvers, and some of these are known only to a select few teachers, who will either require a hefty fee, or a show of loyalty and respect to his vision of the art before he will pass the knowledge on. Many of the metal gods, especially those programmed for combat, know many esoteric combat techniques, and might be considered the largest single repository of the ancient techniques still extant on the Twisted Earth. However, the price for studying with

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one of these teachers is often too high for even the most devoted student.

Faction: Like many things in the Twisted Earth, the martial arts are shrouded in secrecy. Many factions have developed their own fighting styles, and these are zealously guarded, reserved for members of their group. Teaching these styles to outsiders will result in expulsion from the faction, and a death mark being placed on your head. Like all information a faction possesses, the knowledge of martial arts is used to enhance the reputation, power, and mystique of the faction over its rivals. When a faction is listed after a style's name that means it is only taught to members of that faction.

Manual: Many books exist from the time of the Ancients, and books about their fighting styles are occasionally found. Although these books tend to be rarer than books on technical subjects, since for many years after the Fall these books were considered unimportant, while technical manuals always have held an intrinsic value. It is possible to find a manual that will allow its owner to learn the rudiments of an Ancient style, and sometimes manuals are found detailing maneuvers as well. Details on these items are found in the new items section.

ANCIENTS' LEGACY

Foundation Martial Arts Style

History: The Foundation seeks to uncover and reclaim as much of the Ancients' legacy as possible. Often this puts them in search of technology, the lost artifacts of the Ancients. However, in Ancient libraries, other legacies have been uncovered that show the Ancients were truly wise and powerful beyond measure. One of the first to uncover and relearn the awesome systematic fighting styles of the Ancients, the Foundation, with their warrior monks, have used these techniques, ancient even at the time of the Fall, to increase their power. As much as they have learned of these ways, there are those who seek even more knowledge and insight into the Ancients' combat and meditative techniques. Holovids and manuals have been discovered showing Ancient artists of the old styles who were able to break bricks with the softest touch, become invisible, and fly through the air like birds. Some within the Foundation believe these are mere stories told to entertain children among the Ancients, but some of the most fearsome warrior monks believe the stories are true, that it *is* possible for the inner spirit to become so strong that anything is possible.

Although the Foundation has rediscovered dozens of Ancient fighting styles, the Legacy was the first style created after the Fall, and was first taught by the revered Sensei Master Wei. It is a combination of direct fighting styles, systematic study of the human body and its weaknesses, and esoteric philosophy. It has become far and away the most widely practiced combat style among the Foundation, and its secrets are closely guarded. The Legacy is never shared with outsiders, and a Sensei will put any prospective student through a horrendous trial to prove his dedication before taking him on as a student. At Foundation bases, prospective

students, seeking to become *initiated* into the Legacy's methods, are seen prostrate before the training hall, called a *Dojo* (a term passed down from the Ancients themselves), bare chested, going without food or drink, baking in the hot sun of the Twisted Earth. Sometimes a week will pass before the doors to the dojo finally open and the prospective initiate is invited inside to begin his training. Many fail this initial trial and never learn the Legacy.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed while making such attacks. This feat adds Balance, Meditation, Pressure Points, and Tumble to your list of class skills. Legacy is an external style whose attacks are modified by Dexterity.

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Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punching and kicking attacks and are considered armed while making such attacks. This feat adds Balance, Meditation, Pressure Points, and Tumble to your list of class skills. Legacy is an external style whose attacks are modified by Dexterity.

ANCIENTS' EXODUS

Foundation Martial Arts Style

History: Every member of the Foundation is told the story of the Exodus, how the original warriors of the Foundation made their way through the chaos and anarchy of the Last Days, attracting a band of desperate refugees as they made their way to safety. Legend has it that the Exodus, a defensive fighting style often taught to women extends back to those days, with the leaders of that rag-tag band teaching basic fighting techniques to the women and elderly, to keep them from being snatched from the group by the crazed marauders wandering mad through the streets, embracing the end of the world. How much fact there is to this tale is a matter of some debate, even within the ranks of the Foundation. However, this style has existed from the days of the Foundation's original vault home as a form of self-defense and exercise, and is taught to every member of the Foundation who wishes instruction at morning exercise sessions. Many wishing to learn Legacy take instruction in this style, hoping it will gain them the attention of the Sensei, and occasionally this does happen.

Prerequisite: Defensive Martial Arts, Improved Disarm, or Improved Trip

Effect: You provoke no Attacks of Opportunity for grapple and trip attacks. This feat adds Balance, Meditation, and Tumble to your list of class skills. Exodus is an internal style whose attacks are modified by Wisdom.

CRIMSON FIST

Brethren Martial Arts Style

History: The crimson flag is a well-known symbol of the Brethren, one of the more repulsive and backward groups of the Twisted Earth. These troglodyte-like creatures have developed a brutal fighting style of their own, one that is designed at least partially to help them overcome their opponents, who are frequently better armed and armored. The Brethren, especially those who are devoted practitioners of this style, are enraged by the notion that their way of fighting shares any similarity with a practice of the despised Ancients. They see the Ancients as fat and soft, and frequently point to evidence that this was true in defense of their fighting methods. More often, however, anyone who tells a "Fist" (as practitioners of this style call themselves) that he is practicing an Ancient tradition gets a chance to see how brutally effective this style can be.

Prerequisite: Brawl or Combat Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. You

provoke no Attacks of Opportunity for disarm attempts. This feat adds Escape Artist and Intimidate to your list of class skills. Crimson Fist is an external style whose attacks are modified by Strength.

CRIMSON SHADOW

Brethren Martial Arts Style

History: Taught to only a few, the most dedicated and proven members of the Brethren, the masters of this style are truly living weapons, and fully *believe* themselves immune to the most potent technological weapon. It is whispered that these assassins can walk through walls, and that entire clips of ammunition have hit nothing but air in fights against them. The Foundation considers these the typical rumors of the wasteland primitives... officially.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in kick attacks and suffer no Attacks of Opportunity while making such attacks. This feat adds Climb, Hide, and Move Silently to your list of class skills. Crimson Shadow is an external style whose attacks are modified by Dexterity. Crimson Shadow is an adaptable style (meaning this style borrows from others, having no central philosophy other than *win*- any martial arts maneuver with a Style prerequisite in this book can be learned by those proficient in this style).

GEMINI

General Martial Arts Style

History: Since ancient times, men have created martial arts styles by watching animals and adopting their fighting styles. Gemini is one of the growing number of martial arts created since the Fall that have come from the inhabitants emulating the fantastic new lifeforms of the Twisted Earth in combat, in this case the dreaded two-headed bear, whose ferocity is legendary.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punch and head attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity when making grapple attacks. This feat adds Escape Artist and Intimidate to your list of class skills. Gemini is an external style whose attacks are modified by Strength.

GROUND ZERO

Brotherhood of Radiation Martial Arts Style

History: Through their studies of the Ancients and their ways, the Brotherhood has learned many secrets that they guard zealously. Among these secrets are the Ancients' knowledge of the body and how a slight touch can cause great pain, and how the mind can rule the body, allowing it to ignore pain, fatigue, hunger, and thirst. In the glowing wastes these creatures call home, bizarre, dancelike kata are practiced by the light of radiation, while the practitioners chant the names of isotopes and radioactive elements.

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Combatants using this style make extensive use of pressure points in combat, which they call “releasing the internal glow”, believing in their primitive fashion that radiation is an integral essence of the body and that touching the body at the right point somehow releases it, to painful effect.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity from trip attacks. This feat adds Meditation, Pressure Points, and Zen Mastery to your list of class skills. Ground Zero is an internal style whose attacks are modified by Wisdom.

HYDRA

General Martial Arts Style

History: Another style that emulates the beautiful and terrifying life that has begun to repopulate the Twisted Earth, Hydra emulates the multi-pronged attack of the Abomination, using deceptive hand movements and misdirection to allow attacks to come from unexpected directions, catching opponents off guard just as the abomination does with its many heads.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. You may feint as a move action. This feat adds Balance and Bluff to your list of class skills. Hydra is an external style whose attacks are modified by Dexterity.

HYPOLYTA’S HAND

Amazons

History: The Amazons have a tradition of hand to hand combat training that goes back to the earliest days of the sisterhood. Any woman may come to them and receive basic instruction in these self-defense techniques, even if she does not wish to join the sisterhood. In communities where the Amazons are frequently seen, many mothers send their daughters out at night, unknown to even their fathers, to learn these techniques. Many raiders have been unpleasantly surprised in encounters with supposedly helpless women after an Amazon has visited a wasteland community.

Prerequisite: Combat Martial Arts, Defensive Martial Arts, or Improved Trip

Effect: You are proficient in kick attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity from trip attacks. You may feint as a move action. This feat adds Balance, Bluff, and Sense Motive to your list of class skills. Hypolyta’s Hand is an external style whose attacks are modified by Dexterity.

LONE STAR

Rangers Martial Arts Style

History: Rangers are drilled in a saying from the day they begin their training, the most rigorous military training in all of the Twisted Earth, “A gun is only as good as the man shooting it”. From the time of the Fall, the Rangers have stressed combat training of every kind, including hand to hand combat. Having once read a story about a “Texas Ranger”, a young recruit began calling the fighting techniques he was learning, previously called “Hand to Hand Combat Training” *Lone Star* after the stars the rangers in his legends used to wear. Although the official name of the training course is still “Hand to Hand Combat Training” (the Rangers never deviate from the old ways), it is hard to find an actual Ranger who calls it that.

Prerequisite: Combat Martial Arts

Effect: Lone Star practitioners are proficient in head, elbow, punch, and kick attacks and suffer no Attacks of Opportunity while making such attacks. This feat adds Hide and Move Silently to your list of class skills. Lone Star is an external style whose attacks are modified by Strength or Dexterity (chosen when this feat is selected). Lone Star is an adaptable style (meaning this style borrows from others, having no central philosophy other than *win-* any martial arts maneuver with a Style prerequisite in this book can be learned by those proficient in this style). Lone Star is a non-aesthetic style (meaning characters with this style may not take Ki feats).

LURKER’S EYES

General Martial Arts Style

History: Lurker’s Eyes is another animal style, mimicking the stealthy, pouncing attacks of the Lurking Panther, and also that animal’s ability to avoid surprise through the use of its eye stalks.

Prerequisite: Combat Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity when making such attacks. You add Hide, Move Silently, and Spot to your list of class skills. Lurker’s Eyes is an external style whose attacks are modified by Dexterity.

OCTOPUS

General Martial Arts Style

History: Octopus, named after an extinct animal most of its practitioners have never seen even in pictures, is one of a growing number of fighting styles designed to take advantage of the changes to the human genome wrought by the Fall. In this case, the common mutation of multiple arms. This style, along with Hydra, are frequently learned by those with four or more arms to deadly effect. While Hydra concentrates on feinting blows multiple times, throwing an opponent off guard with the sheer number of limbs he has to contend with, Octopus is a direct style that concentrates on overwhelming the defenses of your opponent with attack after attack launched in lethal eight and nine punch

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combinations.

Prerequisite: Multiattack

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. When making hand to hand or natural weapon attacks with multiple limbs, your penalty is reduced by 2 (which combines with the Multiattack feat for no penalty). If you also possess the Improved Multiattack feat you gain one extra attack at –6 of your highest Base Attack Bonus in addition one attack with each limb at no penalty. You add Balance, Escape Artist, and Intimidate to your list of class skills. Octopus is an external style whose attacks are modified by Dexterity.

PIT FIGHTING

General Martial Arts Style

History: No one is sure when or where the brutal bloodsport of Pit Fighting began, but to say it has become a favored past time among those with nothing else to occupy their time would be an understatement. Some more civilized communities have attempted to ban the sport, but since all that is needed is a hole in the ground, this has proven very difficult. The handlers offer anything they think will cause the locals to watch, because if they watch, some will bet on the games, some will buy liquor and food from the handlers, and some might unexpectedly become part of the show if they aren't careful. Attractions offered include the ever-popular gladiator match, but rad wolves vs. two-headed bears are extremely popular as well for those with the ability to capture such savage beasts. If only one is available, an untrained fighter against a rad wolf seems to send the drifters into a wild drinking, gambling frenzy. Gladiators, being a somewhat rare commodity, are saved from such fates, until they get too old, or hurt, to put on a good show.

Prerequisite: Brawl or Combat Martial Arts

Effect: You are proficient in punch attacks and suffer no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity when making grapple attacks. This feat adds Balance, Intimidate, and Sense Motive to your list of class skills. Pit fighting is an external style modified by Strength. Pit fighting is a non-aesthetic style (meaning characters with this style may not take Ki feats).

RAD WOLF

Brotherhood of Radiation Martial Arts Style

History: Many members of the Brotherhood breed these vicious predators the way primitive man bred dogs for hunting and defense. Their admiration of the creatures has risen to the point that some members of the Brotherhood have adopted a fighting style that seeks to emulate the Rad Wolf's slashing style, leaping in and knocking an opponent to the ground, then finishing him with a bite to the jugular. This style teaches cooperative fighting, or "pack tactics" as its practitioners call it, with fighters surrounding an opponent, taking turns slashing in to attack, or feinting to cause an opponent to divert attention away from the real

attack. Opponents of the Brotherhood have come to fear this fighting style, and its brutal effectiveness has caused it to spread through their ranks like wildfire.

Prerequisite: Combat Martial Arts

Effect: You are proficient in punch attacks and provoke no Attacks of Opportunity while making such attacks. You provoke no Attacks of Opportunity from trip attacks. This feat adds Balance, Intimidate, and Tumble to your list of class skills. Rad Wolf is an external style whose attacks are modified by Dexterity.

SANDSTORM

Doomriders Martial Arts Style

History: Of the new practitioners of the unarmed fighting styles of the Twisted Earth, the Doomriders are some of the most potent, brutal stylists. New members are "taught" this style, during their "initiation", being constantly beaten during sadistic "practice sessions" during which the untrained initiate is literally used as a human punching bag. The "practice dummy", as he is called, is encouraged to try and fight back, and if he survives the daily beatings at the hands of his betters, he has learned the basics of this style. Once one has become a full-fledged Doomrider, disputes are handled through unarmed matches using this style, with the winner being judged "right" in whatever disagreement prompted the argument. Often being "right" involves beating your opponent to death with your bare hands. Tests of leadership are also handled in this manner. This causes many high-level Doomriders, especially their leaders, to be incredibly proficient in this style, and many armed guardians, to their surprise, have met brutal deaths at the hands of older Doomriders who have run out of ammunition or been disarmed.

According to Doomrider tradition, this style was created by the Doomsayer himself, and practice dummies are indoctrinated with sayings and philosophies attributed to him while being beaten. Often by the time they are full-fledged members of the gang themselves, these twisted and warped souls are reciting the sayings themselves, while initiating a new practice dummy.

Prerequisite: Brawl or Combat Martial Arts

Effect: You are proficient in kick and punch attacks, and provoke no Attacks of Opportunity while making such attacks. This feat adds Bluff, Intimidate, and Sense Motive to your list of class skills. Sandstorm is an external style whose attacks are modified by Strength.

SERENITY

Movement Martial Arts Style

History: As the Movement prepared for its climactic battle with the Mongoliant horde, the Fallen God taught his followers many combat techniques, forging his pitiful followers into a mighty army. Simple farm implements and shovels were turned into dangerous weapons, fear was forgotten, death a dream, and the battlefield serene. The Mongoliant horde had never seen fighting like this, and their

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bloodthirsty cries failed to frighten their opponents, who moved calmly through the battle, disarming their opponents with their long chains, then pouncing on them and choking them. In the end, although the followers of the Fallen God were outnumbered more than three to one, the battle was a slaughter; Serenity was born.

Today, members of the movement travel the Twisted Earth with that same serenity, and when their message of peace is met with violence, a simple chain belt disarms an opponent and binds him, so that he may know the wisdom and purity of the Fallen God and his ways. Often this display of prowess gains more converts than the message itself, but for whatever reason, the Movement continues to spread faster and faster, like a brushfire driven by summer winds, across the Twisted Earth.

Prerequisite: Exotic Weapon Proficiency- Chain

Effect: When using a chain to trip or disarm, Serenity practitioners gain an additional +2 bonus to opposed attack rolls. When using a chain as a dual weapon, Serenity practitioners act as if they had the two weapon fighting feat. This feat adds Balance, Meditation, and Tumble to your list of class skills. Serenity is an internal style whose attacks are modified by Wisdom.

SILVER AND BLACK

General Martial Arts Style

History: A popular style among the raider gangs, this style, which began as a variant of pit fighting, with some Sandstorm elements added in, has begun to become a cult of its own, much to the concern of raider gang chieftains, since practitioners of this style seem to bear more loyalty toward one another than to their gangs or villages. In the time before the fall, there were practitioners of this style, gladiators who won fame and prowess through their brutality and fearlessness. This gang wore distinctive silver and black clothing adorned with an image of their leader, and numbers denoting rank, to strike fear into their enemies. Practitioners of this style frequently are seen in scraps of these uniforms, or homemade imitations. Anyone wearing a higher number than you is to be obeyed, unless you can defeat him and take his uniform from him. Many gang leaders are so alarmed at this growing unity that they have banned it from their sight, on pain of death.

Effect: You are proficient in punch and kick attacks, and suffer no Attacks of Opportunity when making such attacks. This feat adds Intimidate, Jump, and Knowledge (tactics) to your list of class skills. Silver and Black is an external style whose attacks are modified by Strength or Dexterity (chosen when this feat is selected).

WAYFARER'S WALKING STICK

Far Traders Martial Arts Style

History: The far traders have given up a sedentary lifestyle for life on the road. However, the roads of the Twisted Earth are far from kind, and frequently these nomadic gypsies find themselves dealing with raiders who

want their goods, or ghouls who want their flesh. Both are vital to the far trader's way of life, and are defended with equal zeal. Since potential customers have as much to fear from traders as they do from their customers, Far Traders learned long ago they could not travel loaded down with heavy weapons, so the quandary of how to defend themselves was made even more acute. Over the years, the traders have developed this style, allowing them to defend themselves either with no weapons at all, or with a simple staff, or as the Far Traders like to call it, a "wayfarer's walking stick".

Prerequisite: Combat Martial Arts and Simple Weapon proficiency

Effect: You are proficient in kick attacks and suffer no Attacks of Opportunity while making such attacks. When using a staff to block, you receive +2 to hit on opposed attack rolls (see the Block feat for more information). This feat adds Balance, Bluff, and Sense Motive to your list of class skills. Wayfarer's walking stick is an external style whose attacks are modified by Dexterity.

WEAPON MASTER

General Martial Arts Style

History: There are always those with a passion for one weapon, and they develop their skill with it to a level far beyond what a casual wielder is capable of. This style represents all weapon styles with a myriad of weapons, both melee and ranged.

Prerequisite: Weapon Focus (chosen weapon)

Effect: When wielding your chosen weapon, you receive a +2 damage bonus. This feat adds Bluff and Pressure Points to your list of class skills. Weapon master is an external style whose attacks are modified by Dexterity.

WHIRLING DERVISH

Clean Martial Arts Style

History: The Clean Water Clans are known for their practical, ruthless, and effective methods of dealing with those who oppose them. This style, which grew from a spinning dance popular among the Clean's young, uses spinning movements to kick with tremendous force, while catching an opponent off guard. Typical of the Clean's utilitarian philosophy, this combat style shuns any notion of mysticism as so much superstitious nonsense.

Prerequisite: Combat Martial Arts

Effect: You are proficient in kick attacks and suffer no Attacks of Opportunity while making such attacks. This feat adds Balance, Jump, and Tumble to your list of class skills. Whirling Dervish is an external style whose attacks are modified by Dexterity. Whirling Dervish is an adaptable style (meaning this style borrows from others, having no central philosophy other than *win*- any martial arts maneuver with a Style prerequisite in this book can be learned by those proficient in this style). Whirling Dervish is a non-aesthetic style (meaning characters with this style may not take Ki feats).

WASTELAND FURY

MANEUVERS

Although the abilities granted by martial arts styles are enough to allow a character to defend himself against attack, they are only the beginning of the character's training. Beyond the basic training in a style, there are numerous maneuvers a character can learn. These are detailed below.

MAXIMUM MANEUVERS

No more than one maneuver can be applied to any attack. Therefore, a character with the Jab and Hook maneuvers cannot inflict 1d6 damage at +2 to hit; he must either gain the +2 to hit (from the Jab maneuver), or inflict 1d6 damage (from the Hook). Some maneuvers may be used multiple times per round, while some can only be used once per round. Characters with multiple attacks may still make their maximum number of attacks on a full attack action with these maneuvers, but they can only use restricted maneuvers once per round. Some maneuvers are full-round actions. Each of the descriptions below contains information about how long it takes to perform the maneuver.

BEAR HUG

You inflict increased damage on grappling attacks.

Prerequisite: Gemini

Effect: Your grapple damage is increased to the next larger die (from 1d4 to 1d6, and so on). You also inflict 1.5 times your Strength modifier to the damage from this attack. This maneuver may be performed only once per round, though you may make other (non-Bear Hug) attacks if you have the ability to do so.

BLOCK

You have mastered the basic art of intercepting incoming melee attacks.

Prerequisite: Base Attack Bonus 1+

Effect: If you are hit in melee combat, you may make an attack roll of your own to attempt to block the attack. If your attack roll is higher than the attack that hit you, the attack is treated as a miss. You may only use this ability against melee weapons if you are armed. This ability does not grant you more attacks than you are normally entitled to. You may only attempt to block a number of attacks equal to your maximum number of attacks, and may only block more than one attack in a round if you are eligible to take the full attack action. A character with multiple attacks can mix blocks with attacks if he is making a full attack action, but you must decide which attacks will be used for blocking and which for attacking. For example, a character with two attacks (Base Attack Bonus +6/+1) could Block once and Attack once, but must decide if he wants to attack at +6 Base Attack Bonus and Block at +1, or vice versa.

Normal: Any character may attempt to block attacks, as above, at -4 to hit for the opposed attacks roll.

BLOCK, DISARM

You are trained to disarm in conjunction with a block.

Prerequisite: Block- Improved, Base Attack Bonus 8+

Effect: If you successfully block an attack, you may make a disarm attack against your attacker as an Attack of Opportunity. This feat does not allow you more Attacks of Opportunity than you are normally allowed, and you may only make one such Attack of Opportunity per round.

BLOCK, IMPROVED

You are quite adept at blocking attacks.

Prerequisite: Block, Base Attack Bonus 5+

Effect: This feat allows an unarmed character a chance to block attacks made by melee weapons. If the blocking character's opposed attack roll is 5 higher than the weapon melee attack made against him, he suffers no damage. If the roll is 4 or less higher than the weapon attack, the blocking character suffers minimum damage from the attack.

Normal: Characters without this feat may only block melee weapon attacks when they are also armed.

BLOCK, LOCK

You are trained to grapple in conjunction with a block.

Prerequisite: Block- Improved, Base Attack Bonus 8+

Effect: If you successfully block an attack, you may make a grapple attack against your attacker as an Attack of Opportunity. This feat does not allow you more Attacks of Opportunity than you are normally allowed, and you may only make one such Attack of Opportunity per round.

BODY BLOW

You attack your target's midsection repeatedly, gradually tiring the target out.

Prerequisite: Crimson Fist

Effect: Each time you hit with this attack, the target suffers normal punch damage, and must make a Fortitude save (DC 10 + the attacker's Strength modifier + the attacker's level - the defender's level). Failure means the target takes a -1 Dodge penalty to his Defense for the rest of the encounter. Like Dodge bonuses, these penalties stack. Every five rounds (30 seconds), the target "recovers" one point of Defense until her Defense returns to normal. A character's Defense may not be reduced below her flat-footed value by this feat. However, if a character's Defense is reduced to its flat-footed value, the character is flat-footed for all combat purposes until the character manages to recover at least one point of Defense. This feat may only be used once per round, but you may make additional, non-Body Blow attacks provided you have the ability to make multiple attacks.

Special: Characters with the Endurance feat gain a +4 to their saving throws against this maneuver's effect.

WASTELAND FURY

CHOKER HOLD

You have received advanced training in choking your target, either as a means of subduing him, or quietly eliminating him.

Prerequisite: One of the following styles: Gemini, Serenity

Effect: You can inflict a strangulation attack on a grappled target without provoking an Attack of Opportunity. If the target of this attack is flat-footed, the attacker may immediately begin strangling him, without first having to engage in a grapple attack.

CIRCLE KICK

By spinning your entire body, you increase the damage from your kick attacks.

Prerequisite: One of the following: Ancients' Legacy, Sandstorm, Whirling Dervish

Effect: Your kick damage is increased to the next larger die (from 1d4 to 1d6, and so on). This maneuver may be performed multiple times per round.

DECEPTIVE ATTACK

You disguise the time and direction of your attack, confusing your opponent.

Prerequisite: Bluff 5 Ranks, and Hydra.

Effect: If used with a normal attack, you add your Charisma modifier to your attack roll. If used in conjunction with a Feint attack, you may either add your Charisma modifier to the attack or damage roll of the attack.

HAYMAKER

You can put everything you have into one lethal, reckless, punch.

Prerequisite: Hook and one of the following: Crimson Fist, Gemini, or Octopus

Effect: This attack is a full-round action. Your punch damage is increased to the second larger die (from 1d4 to 1d8, or from 1d6 to 1d10, and so forth). Furthermore, you add one and a half times your Strength modifier to the damage from this attack. If this attack is a critical hit, the target takes normal damage (which can be lethal at the attacker's discretion), and also suffers the effects of a Knockout blow. If the attacker misses with this attack, he is flat-footed until the start of his next action.

HIP THROW

You throw your opponent to the ground, inflicting some minor damage and rendering the target prone.

Prerequisite: One of the following: Ancients' Exodus, Ground Zero

Effect: When you make a Trip attack, you also inflict 1d4 Throw damage to the target if successful.

HOOK

A fast, powerful swing that has ended many fights, you gain greater force by pivoting your hips while making this attack.

Prerequisite: Crimson Fist, Gemini, Ground Zero, Hydra, Lurker's Eyes, Octopus, Silver and Black

Effect: Your punch damage is increased to the next larger die (from 1d6 to 1d8 and so forth). This maneuver may be performed more than once per round.

JAB

A fast punch, extremely hard to block, the Jab is used as a bread-and-butter punch by many pit fighters, or to set up a more dangerous attack or combination.

Prerequisite: Any one Martial Arts Style Feat

Effect: You make a punch attack at normal damage, but gain a +2 bonus to hit. This Maneuver may be used more than once per round.

LEG SWEEP

You have learned how to deprive your opponent of his footing.

Prerequisite: One of the following: Ancients' Legacy, Sandstorm, Serenity, Silver and Black, Wayfarer's Walking Stick, Whirling Dervish

Effect: Upon hitting with a normal attack, you may make a trip attack as an Attack of Opportunity in addition to inflicting normal damage. This attack may be a kick attack, or a weapon attack with a suitable weapon (such as chain, staff or whip).

NERVE STRIKE

You inflict an extremely painful attack through your advanced knowledge of the anatomy and pressure points of your target.

Prerequisite: Pressure Points 5 ranks, and Ground Zero

Effect: You increase the damage inflicted by the Pressure Points skill by +1d6. This maneuver is cumulative with any bonuses gained from the Pressure Points Mastery ability, but does not allow Pressure Points to be used any more often than normal.

RIDGEHAND

An open-hand attack where the hand is held open and straight, and attacks are made with the edge of the hand. Colloquially known as the "Karate Chop", this maneuver is in fact used by many eastern styles.

Prerequisite: Ancients' Legacy

Effect: Your punch damage is increased to the next larger die (from 1d6 to 1d8 and so forth). Also, you add one and a half times your Strength modifier to the damage with this feat. This feat may only be used once per round, but you may make additional, non-Ridgehand attacks provided you have the ability to make multiple attacks.

WASTELAND FURY

RUSH

You charge with great ferocity into battle.

Prerequisite: One of the following: Lurker's Eyes, Rad Wolf, Silver and Black

Effect: You gain an additional +1 to hit and damage bonus on charge attacks.

SNAP KICK

You have learned how to snap your leg forward with blinding speed, a kick that is very hard to block or evade.

Prerequisite: One of the following: Ancients' Legacy, Hydra, Sandstorm, Silver and Black, Whirling Dervish

Effect: You make a kick attack at normal damage, but gain a +2 bonus to hit. This maneuver may be performed more than once per round.

UPPERCUT

By bringing his fist up directly under the chin of his opponent, snapping his head back with the blow, a skilled fighter can often fell a formidable opponent in one swift, unexpected punch.

Prerequisite: One of the following: Crimson Fist, Hydra, Lurker's Eyes, Pit Fighting, or Rad Wolf

Effect: Your punch damage is increased to the next larger die (from 1d6 to 1d8, and so on) when using this maneuver. If you critical with an uppercut, then the attack is treated as a Knockout Blow in addition to inflicting normal damage on the target. This feat may only be used once per round, but you may make additional, non-Uppercut attacks provided you have the ability to make multiple attacks.

SIGNATURE MANEUVERS

Signature maneuvers are considered some of the greatest expressions of their styles. Unlike most martial arts maneuvers, which may be taught in multiple styles, signature maneuvers are only taught to students of a specific style.

BELOW THE BELT

Hypolyta's Hand Signature Maneuver

A vicious kick that catches an opponent where it hurts the most.

Prerequisite: Hypolyta's Hand, Snap Kick

Effect: Once per combat you inflict an extra die of damage on snap kick attacks. If you spend an action point when making this attack, your opponent is flat-footed against this attack.

EIGHT-ARMED FLURRY

Octopus Signature Maneuver

Fast punches at lightning speed, this attack seems to gain momentum as it continues.

Prerequisite: Octopus

Effect: Each attack you make that can be made more than once per round (such as a Jab) you gain an additional +2 damage on all Octopus attacks.

EYES IN THE BACK OF YOUR HEAD

Lurker's Eyes Signature Maneuver

Lurker masters are almost legendary for their ability to see things they should not be able to see.

Prerequisite: Lurker's Eyes, Spot 5 ranks

Effect: You cannot be flanked.

FLYING TACKLE

Silver and Black Signature Maneuver

You take your opponent down, and you take him down hard.

Prerequisite: Silver and Black, Rush

Effect: You gain a +2 to hit on all charge attacks. If this attack hits, you may make a trip check as an Attack of Opportunity.

FOUR HEADED ATTACK

Hydra Signature Maneuver

You rain blows down on your opponent from seemingly every direction.

Prerequisite: Hydra

Effect: You may make an additional attack at your highest Base Attack Bonus. All your attacks this round (including this extra attack) take a -2 penalty to hit.

HERITAGE BLADE

Ancients' Legacy Signature Maneuver

You have mastered a dangerous and difficult variation on the ridgeland, the knifehand, turning your open hand into a deadly stabbing weapon.

Prerequisite: Ancients' Legacy, Ridgeland, Base Attack Bonus 8+

Effect: Your ridgeland attacks inflict an extra die of damage.

MAN TO MAN

Pit Fighting Signature Maneuver

You face down your opponent, gaining a psychological edge.

Prerequisite: Pit Fighting, Base Attack Bonus 5+

Effect: When fighting an opponent one on one, you gain a +2 morale bonus to hit and damage.

MAN TO MANY

Pit Fighting Signature Maneuver

You are skilled at taking on multiple opponents.

Prerequisite: Pit Fighting, Man to Man, Base Attack Bonus 8+

Effect: You cannot be flanked.

WASTELAND FURY

MAUL

Gemini Signature Maneuver

The brutal, rib-breaking crush of a Gemini master is not something many opponents escape.

Prerequisite: Gemini, Bear Hug

Effect: You gain +1 to hit with Bear Hug attacks, and your damage is increased to the next larger die (from 1d4 to 1d6).

PACK TACTICS

Rad Wolf Signature Maneuver

Practitioners of the Rad Wolf style taught by the Brotherhood of Radiation have trained to fight better in concert, emulating the cooperative attacks of the Rad Wolf.

Prerequisite: Rad Wolf

Effect: You gain +2 to attack and skill checks when fighting with one or more characters who also possess this feat.

PLEASURE AND PAIN

Ground Zero Signature Maneuver

Releasing an explosion of “inner radiation”, though excruciatingly painful, the brotherhood feels he has brought his victim closer to the essential power of the Ancients.

Prerequisite: Ground Zero, Nerve Strike

Effect: You gain +2 to pressure point skill checks, and +2 on all pressure point damage

SHADOW

Crimson Shadow Signature Maneuver

You are able to vanish as though you were never there.

Prerequisite: Crimson Shadow, Hide 6 Ranks, Move Silently 6 Ranks

Effect: You may hide in plain sight at will.

SHADOW WARRIOR

Crimson Shadow Signature Maneuver

You leave no trace, you are rumor incarnate.

Prerequisite: Crimson Shadow, Shadow, Hide 10 Ranks, Move Silently 10 Ranks

Effect: You leave very little evidence behind you. The DC of any Survival check to track you, or any check to find evidence of your presence has its DC increased by 10.

SILENT KILL

Lone Star Signature Maneuver

The enemy that never sees you coming never sees anything, period.

Prerequisite: Lone Star, Hide 8 ranks, Move Silently 8 ranks

Effect: If you attack an opponent from surprise you inflict +2d6 damage. If your opponent fails a massive damage check as a result of this attack, a Listen check (DC 30) is required for any nearby guards to notice your attack.

TORNADO KICK

Whirling Dervish Signature Maneuver

A vicious spinning kick, one of the most feared attacks of the dervish.

Prerequisite: Whirling Dervish, Circle Kick

Effect: You gain +2 to hit and damage on all circle kick attacks.

WHIPSAW

Serenity Signature Maneuver

A vicious slash with the chain, used as a last resort when peaceful tactics have failed.

Prerequisite: Serenity

Effect: You gain a +1 to hit with chain attacks, and your damage is increased to the next larger die (from 1d6 to 1d8).

MARTIAL ARTS MASTERY

Although characters can (and likely will), “dabble” in the martial arts, there are those who devote their lives to the exploration of the peculiarities of a specific style, mastering it, molding their bodies and minds to be the living embodiment of that style. Each style mastery has two lists: Mastery Abilities and Bonus Feats. These are the abilities gained by masters as they rise in level.

ANCIENTS' LEGACY

Mastery: Accurate Punch 1-3, Hard Punch 1-2, Block 1-2.

Bonus Feats: Acrobatic, Alertness, Athletic, Blind-Fight, Block, Block-Improved, Circle Kick, Combat Expertise, Combat Reflexes, Jab, Power Attack, Ridgehand, Snap Kick.

ANCIENTS' EXODUS

Mastery: Accurate Grapple 1-2, Block 1-3, Dodge 1-2.

Bonus Feats: Acrobatic, Alertness, Athletic, Block, Block-Disarm, Block-Improved, Block-Lock, Combat Expertise, Combat Reflexes, Combat Throw, Dodge, Hip Throw, Improved Combat Throw.

CONTEMPLATIVE

Mastery: Acrobatics Mastery 1, Ki Mastery 1*, Ki Mastery 2*, Ki Mastery 3*, Pressure Points Mastery 1, Pressure Points Mastery 2, Pressure Point Mastery 3, Shadow Mastery 1, Shadow Mastery 2

Bonus Feats: Animal Affinity, Attentive, Blind-Fight, Block-Disarm, Block-Lock, Focused, Hypnotic Gestures, Inner Peace, Inner Power, Inner Strength, Instant Stand, Iron Will, Ki, Kiai, Kiai-Great, Surgery, Zen Archery

* Ki Abilities are presented in Blood and Fist.

WASTELAND FURY

CRIMSON FIST

Mastery: Accurate Punch 1-2, Hard Punch 1-3, Dirty Tricks 1-2.

Bonus Feats: Athletic, Bear Hug, Body Blow, Combat Reflexes, Haymaker, Hook, Improved Brawl, Improved Damage Threshold, Improvised Weapon Proficiency, Jab, Toughness, Uppercut.

CRIMSON SHADOW

Mastery: Acrobatics Mastery 1-2, Dirty Tricks 1-2, Shadow Mastery 1-3.

Bonus Feats: Acrobatic, Alertness, Athletic, Block, Circle Kick, Combat Expertise, Combat Reflexes, Leg Sweep, Snap Kick, Stealthy.

GEMINI

Mastery: Accurate Grapple 1-3, Hard Grapple 1-2, Accurate Punch 1-2.

Bonus Feats: Athletic, Bear Hug, Block, Block-Improved, Body Blow, Combat Expertise, Combat Reflexes, Combat Throw, Haymaker, Hip Throw, Hook, Power Attack, Toughness.

GROUND ZERO

Mastery: Accurate Throw 1-2, Accurate Punch 1-2, Pressure Points 1-3.

Bonus Feats: Alertness, Athletic, Block, Block-Improved, Combat Expertise, Combat Reflexes, Combat Throw, Hip Throw, Improved Combat Throw, Nerve Strike, Power Attack.

HYDRA

Mastery: Accurate Punch 1-3, Hard Punch 1-2, Dirty Tricks 1-2.

Bonus Feats: Alertness, Athletic, Block, Combat Expertise, Combat Reflexes, Deceptive Attack, Hook, Improved Initiative, Jab, Uppercut.

HYPOLYTA'S HAND

Mastery: Accurate Kick 1-3, Hard Kick 1-2, Accurate Throw 1-2.

Bonus Feats: Acrobatic, Athletic, Block, Circle Kick, Combat Expertise, Combat Reflexes, Combat Throw, Dodge, Hip Throw, Jab, Snap Kick, Spring Attack.

LONE STAR

Mastery: Accurate Kick 1, Accurate Punch 1, Dirty Tricks 1-3, Hard Kick 1, Hard Punch 1.

Bonus Feats: Alertness, Athletic, Body Blow, Combat Expertise, Combat Reflexes, Combat Throw, Hook, Jab, Point Blank Shot, Quick Draw, Quick Reload, Stealthy, Weapon Focus.

LURKER'S EYES

Mastery: Accurate Punch 1-3, Block 1-2, Hard Punch 1-2.

Bonus Feats: Alertness, Athletic, Block, Block-Improved, Combat Reflexes, Hook, Jab, Power Attack, Toughness, Uppercut.

OCTOPUS

Mastery: Accurate Punch 1-2, Block 1-2, Hard Punch 1-3.

Bonus Feats: Athletic, Block, Body Blow, Combat Reflexes, Haymaker, Hook, Jab, Power Attack, Toughness, Uppercut.

PIT FIGHTING

Mastery: Accurate Grapple 1-2, Accurate Punch 1-2, Block 1-2, Hard Punch 1/

Bonus Feats: Athletic, Block, Combat Reflexes, Hook, Improved Damage Threshold, Jab, Power Attack, Renown, Toughness, Uppercut.

RAD WOLF

Mastery: Accurate Punch 1-2, Accurate Throw 1-2, Hard Punch 1-2, Hard Throw 1.

Bonus Feats: Athletic, Block, Combat Expertise, Combat Reflexes, Combat Throw, Hip Throw, Hook, Improved Initiative, Jab, Uppercut.

SANDSTORM

Mastery: Accurate Kick 1-2, Accurate Punch 1-2, Hard Kick 1-2, Hard Punch 1

Bonus Feats: Acrobatic, Athletic, Block, Circle Kick, Combat Expertise, Combat Reflexes, Jab, Power Attack, Ridgehand, Snap Kick, Toughness

SERENITY

Mastery: Block 1-2, Hard Chain 1, Weapon Master 1-3.

Bonus Feats: Athletic, Blind-Fight, Block, Block-Improved, Combat Expertise, Combat Reflexes, Power Attack, Quick Draw, Toughness, Weapon Focus.

SILVER AND BLACK

Mastery: Accurate Punch 1-2, Accurate Kick 1-2, Hard Punch 1-2, Hard Kick 1.

Bonus Feats: Athletic, Block, Combat Expertise, Combat Reflexes, Hook, Jab, Power Attack, Rush, Snap Kick, Toughness.

WAYFARER'S WALKING STICK

Mastery: Accurate Kick 1, Block Mastery 1-2, Hard Kick 1, Weapon Mastery 1-3.

Bonus Feats: Alertness, Athletic, Block, Block-Improved, Combat Expertise, Combat Reflexes, Leg Sweep, Power Attack, Snap Kick, Toughness.

WASTELAND FURY

WEAPON MASTER

Mastery: Block Mastery 1-2, Pressure Points 1-2, Weapon Mastery 1-3

Bonus Feats: Athletic, Block, Combat Expertise, Combat Reflexes, Improved Damage Threshold, Nerve Strike, Power Attack, Toughness.

WHIRLING DERVISH

Mastery: Accurate Kick 1-3, Acrobatics Mastery 1-2, Hard Kick 1

Bonus Feats: Acrobatic, Athletic, Block, Circle Kick, Combat Expertise, Combat Reflexes, Dodge, Mobility, Snap Kick, Spring Attack.

MASTERY DEFINITIONS

Mastery abilities are the highest techniques available to practitioners of the martial arts, allowing them to increase the accuracy and power of their martial arts attacks. All mastery abilities stack with each other, and each ability up the mastery “trees” requires the one beneath it.

ACCURATE STRIKE 1

The character gains a +1 attack bonus to the designated attack. If this ability is applied to Grapple or Trip attacks, then the bonus also applies to any opposed check the attacker is required to make.

ACCURATE STRIKE 2

The character gains a +1 attack bonus to the designated attack.

ACCURATE STRIKE 3

The character may designate one attack as a True Strike attack each round. This attack is unaffected by any Dodge bonuses to Defense and Blocking feats (including Counterstrike). Only the Level 3 Dodge Mastery and Level 3 Block Mastery abilities may be used to circumvent a True Strike attack.

ACROBATICS MASTERY 1

The character gains a +1 to all Balance, Climb, Escape Artist, Jump, and Tumble skill checks.

ACROBATICS MASTERY 2

The character gains a +1 to all Balance, Climb, Escape Artist, Jump, and Tumble skill checks.

ACROBATICS MASTERY 3

The character may take 20 on any Balance, Climb, Escape Artist, Jump or Tumble skill check at any time, even under less than ideal conditions.

BLOCK MASTERY 1

The character gains a +1 attack bonus for blocking.

BLOCK MASTERY 2

The character gains a +1 attack bonus for blocking.

BLOCK MASTERY 3

The character may automatically Block one attack each round of his choice. This ability will even affect True Strike attacks granted by Accurate Strike Mastery.

DIRTY TRICKS 1

The character renders his target flat-footed to 1 attack once per day.

DIRTY TRICKS 2

As above, except the ability may be used one additional time per day.

DIRTY TRICKS 3

One attack per day against a flat-footed opponent is automatically a critical.

DODGE MASTERY 1

The character gains a +1 Dodge bonus to Defense against melee attacks.

DODGE MASTERY 2

The character gains a +1 Dodge bonus to Defense against melee attacks.

DODGE MASTERY 3

Once per round the character may attempt to Roll with a Blow, making a Tumble check against any successful attack. If this Tumble check exceeds the attack roll, the character only suffers minimum damage from this attack.

HARD STRIKE 1

The damage from the designated attack increases to the next larger die (from 1d4 to 1d6 and so forth).

HARD STRIKE 2

The damage from the designated attack increases to the next larger die (from 1d4 to 1d6 and so forth).

HARD STRIKE 3

The character’s attacks deal an extra die of damage (if the character’s Kick attacks deal 1d8, they now deal 2d8).

PRESSURE POINTS 1

This ability allows the Pressure Points skill to be used an additional time per combat.

WASTELAND FURY

PRESSURE POINTS 2

This ability increases the damage bonus granted by Pressure Points by +1d6

PRESSURE POINTS 3

The character may use Pressure Points to Blind or Paralyze an opponent who fails a Fortitude Save (DC 10 +the attacker's skill in Pressure Points –the defender's Level) for 1-4 rounds plus 1 round per 5 points of the attacker's Pressure Points skill.

SHADOW MASTERY 1

The character gains a +2 bonus to Hide and Move Silently skills.

SHADOW MASTERY 2

The character gains a +2 bonus to Hide and Move Silently skills.

SHADOW MASTERY 3

The character gains the Light Walk ability and adds his ranks in the Hide skill to any tracking attempt made against him.

STUNNING STRIKE 1

Once per day the character can force an opponent hit by a Punch to make a Fortitude Save (DC 10 +attacker's Strength Modifier +attacker's level –defender's level) or be Stunned for 1-4 rounds.

STUNNING STRIKE 2

As Stunning Punch 1, only the character may use this ability one additional time per day.

WEAPON MASTERY 1

The character gains a +1 to hit and damage with one melee weapon. Depending on the Style this mastery is gained from, it may apply to one specific weapon, or one weapon of the character's choice (within the list of weapons taught by the martial art).

WEAPON MASTERY 2

The character gains a +1 threat modifier with one melee weapon. Depending on the Style this mastery is gained from, it may apply to one specific weapon, or one weapon of the character's choice (within the list of weapons taught by the martial art), however, this modifier must apply to the same weapon chosen for Weapon Mastery 1.

WEAPON MASTERY 3

Once per day, the character may inflict maximum damage on any hit with his chosen weapon.

ITEMS

MANUAL (STYLE)

This manual details the basics of one style, allowing its owner to learn the style feat that is the foundation of that style. Only one person may use a manual at a time, and that person must be able to read whatever Ancient language the manual is written in. Some styles (Karate, Kung Fu, Jujutsu) will be much more common than others (Cobra, Ninjutsu, Lua).

MANUAL (MANEUVERS)

A manual of this sort typically contains enough information for the reader to learn 1-2 maneuvers. Only one person at a time may use a manual, and that person must be able to read whatever Ancient language the manual is written in. To take a maneuver a reader must also meet all the prerequisites for that maneuver (always including the appropriate style feat).

MANUAL (TREATISE)

The rarest manual of all, these large tomes contain the personal teachings and philosophies of a grand master of a style, and may be found for styles created both before and after the Fall. This tome allows a character to not only learn the basics of a style, and all its bonus feats (as listed in the style mastery section), but also allows a character to take the Initiate class for that style.

THE ULTIMATE

BACKGROUND

Throughout the wastes of the Twisted Earth, simple pits are dug into the ground and men fight until one is unconscious or dead. Although slaves are sometimes used for this sport, the crowds increasingly demand trained competition, competition that can put on a good show through their will to win, skills, and flair for the dramatic. As this new caste of professional gladiators has arisen, they whisper to themselves about one thing: The Ultimate.

Every year the Styx Pit, the largest and most elaborate Pit in the known world, holds a competition that draws the best of the best from all around the Twisted Earth. The entry fee is a stiff 1,000 corium, a price that on its own serves to weed out many of the also-rans. But every year a growing number of men and women make the dangerous journey from the ends of a wasted Earth and pay the huge fee for a chance at fame, wealth, and something more alluring to many, *immortality*. Past winners are sometimes seen on the streets of Styx, in their new, glamorous jobs as bodyguards to the rich and famous, and tales of their exploits are passed on in whispered conversations over drinks in dark, seedy bars.

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And for the ambitious, it is this unspoken use of the Ultimate as a proving ground, to immediately be welcomed into one of the factions, that is an increasingly large draw. And throughout the city of Styx, what to do about the growing influx of deadly fighters is beginning to be whispered by those in power over Styx, and a phrase unheard since the days of ancient Rome is whispered in their secret meetings: *gladiator revolt*. For now, attempts to curtail, or even close down the Pit, or to cancel the Ultimate, have been unsuccessful. Danger is everywhere in the Twisted Earth and this much money is not lightly passed up. For now...

STAGE 1: MELEE

The first stage of the Ultimate is a proving ground, intended to weed out weak or the foolish. A chaotic affair, this match sees every single combatant in the tournament that year in the pit *at the same time*. The match lasts 5 minutes, and those still standing at the end of that time are allowed to progress to the next round. It does not matter if you spend all that time fighting, jeering at the crowd, or standing with your back to the wall. If you are still able to stand up when the final bell is rung, you move on. Many combatants use this chaotic scene to remove a rival they see as a threat to win it all, and sometimes mini-gangs will develop, overwhelming a combatant with a dangerous reputation. This adds an element of uncertainty to the competition, and often causes the best fighters to attempt to go unnoticed, hiding their appearance or their reputations to avoid being “gang-banged” in the first round.

STAGE 2: ARMED COMBAT

The most dangerous stage of the Ultimate, this stage allows the use of a small assortment of weapons: dagger, bullwhip, net, chain, or staff. Although the inclusion of the chain was debated bitterly, with cries of favoritism toward the Movement, this has not been a big problem, since the Movement tends to shun bloodsports such as this, their members rarely enter (the whole idea of Serenity is to *avoid* combat, but there are always a few who embrace the martial maneuvers of a style more than its philosophy). All weapons are “blunted”, allowing subdual damage to be inflicted without a -4 to hit. Also, killing your opponent results in disqualification from the competition. Even so, several combatants are accidentally killed during this stage of the competition every year, and it is believed that the promoters quietly allow this to continue, to keep interest in Stage 2 high.

STAGE 3: MAN TO MAN

The grand finale of the Ultimate, this pits the best competitors against each other in a round-robin series of matches until there is only one champion remaining. Each combatant fights only once per day, so this stage can take a week or more. Still, as the competition wears on, endurance becomes a factor, with combatants bearing limps and bruises

from previous days’ matches. This leads to combatants attempting to end their early bouts quickly, saving themselves for the later fights. However, since only highly skilled fighters reach this stage of the Ultimate, this is much harder than it sounds.

MALVO (6TH LEVEL)

Strong Hero 3/Pit Gladiator 3: CR 6; Medium Size Humanoid; HD 3d8+3d12+12; HP 45; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +6; Grap +9; Atk +12 melee (1d6+5, jab), or +9 melee (1d6+5/19-20, short sword); Full Atk +12/+7 melee (1d6+5, jab), or +9/+4 melee (1d6+5/19-20, shot sword); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, rage 1/day, pit mastery; AL none; SV Fort +7, Ref +3, Will +3; AP 3; Rep +1; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation and Background: Pit Fighter, Resurrector

Skills: Bluff +6, Climb +6, Jump +6, Knowledge (tactics) +3, Knowledge (twisted earth) +3, Read/Write (unislant), Sense Motive +3, Speak Language (unislant), Spot +3, Treat Injury +4.

Feats: Archaic Weapon Proficiency, Combat Martial Arts, Man to Man, Pit Fighting Style, Jab, Post Apocalyptic Technology, Power Attack.

Martial Arts Maneuvers: *Jab:* +6 to hit (+2 maneuver, +3 strength, +1 competence), 1d6+5 damage (+3 strength, +2 melee smash).

Martial Arts Masteries: Hard Punch 1.

Mutations and Defects: Interior Moisture Reservoir, Dyslexia

Possessions: Short Sword, Healing Kit.

Background: Born in the rough and tumble trade town of Tucumcari, Malvo is a veteran pit fighter, skilled at winning fights, or throwing them, depending on which will make him the most corium.

Quote: “Get up Damn! You’re supposed to go down in the 4th round!”

Adventure Hook: “The proposition”: Malvo, and his sleazy “agent”, might approach a PC combatant about throwing a fight. Malvo will go down at a specified time, and the PC will have an easy win in the tournament. If the PC refuses, Malvo may decide to take *him* out to be on the safe side. Even though such behavior is highly frowned on by the Ultimate, Malvo has a gambler’s willingness to take a chance.

SZARDOS THE MAGNIFICENT (8TH LEVEL)

Strong Hero 3/Pit Gladiator 5: CR 8; Medium Size Humanoid; HD 3d8+5d12+16; HP 62; Mas 14; Init +0; Spd 30 ft; Defense 17, touch 15, flatfooted 17 (+5 class, +2 equipment); BAB +8; Grap +11; Atk +15 melee (1d6+5, jab), or +11 melee (1d6+5, hatchet); Full Atk +15/+10 melee (1d6+5, jab), or +11/+6 melee (1d6+5, hatchet); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, rage 2/day, pit mastery x2; AL none; SV Fort +7, Ref +2, Will +3; AP 3; Rep +1; Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 14.

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Occupation and Background: Pit Fighter, Tribal

Skills: Bluff +0, Climb +0, Jump +0, Knowledge (tactics) +0, Knowledge (twisted earth) +0, Read/Write (unislant), Sense Motive +0, Speak Language (unislant), Spot +0, Treat Injury +0.

Feats: Archaic Weapon Proficiently, Armor Proficiently (light), Combat Martial Arts, Man to Man, Pit Fighting Style, Jab, Primitive Technology, Power Attack.

Martial Arts Maneuvers: *Jab*: +7 to hit (+2 maneuver, +3 strength, +1 mastery, +1 competence), 1d6+5 damage (+3 strength, +2 melee smash).

Martial Arts Masteries: Accurate Punch 1, Hard Punch 1.

Mutations and Defects: Superior Kidney Development, Attention Deficit.

Possessions: Hatchet, Leather Armor.

Background: A tribal who seemingly appeared from nowhere out in the wastes, Szardos is a sort of hero to the primitives, and always fights bare-chested, his tribal tattoos proudly on display. In Styx he will be the fighter the “sophisticated” locals love to hate, and that will suit him fine as well. Although he is a highly skilled fighter, Szardos most loves catering to the crowd, and being a showman.

Quote: “I am... The... Magnificent Szarrrrrrrrrrrrrrrrrrrrrrrrdossssssss!!!!!!”

Adventure Hook: “Friendly Competition” Szardos is extremely likable, and could end up being a friend to the PCs. Tribals especially will be engaged by the friendly hulk of a man, eager to hear news about the primitive areas he left behind. This could lead to all sorts of complications, with a PC having to fight against their friend in a match that turns bloody, or wanting to avenge him against a combatant who maims or kills him in the early rounds.

SILANTRO (11TH LEVEL; TOUGH 4/INITIATE 7)

Tough Hero 4/Initiate 7: CR 8; Medium Size Humanoid; HD 11d8+29; HP 79; Mas 14; Init +4; Spd 30 ft; Defense 22, touch 22, flatfooted 18 (+4 Dex, +8 class); BAB +10; Grap +12; Atk +19 melee (1d6+2, snap kick), or +19 melee (1d8+2, tornado kick), or +15 melee (1d6+2, leg sweep), or +14 ranged (2d6, Glock 17); Full Atk +19/+14/+9 melee (1d6+2, snap kick), or +19/+14/+9 melee (1d8+2, tornado kick), or +15/+10/+5 melee (1d6+2, leg sweep), or +14/+9/+4 ranged (2d6, Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ robust, stamina, mastery x4 (level 2); AL clean; SV Fort +9, Ref +10, Will +3; AP 5; Rep +3; Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 10.

Occupation and Background: Pit Fighter, Resurrector

Skills: Balance +9, Bluff +2, Concentration +13, Intimidate +6, Jump +4, Knowledge (tactics) +7, Listen +2, Meditation +8, Read/Write (unislant), Sense Motive +8, Speak Language (unislant), Spot +8, Survival +6, Tumble +7.

Feats: Circle Kick, Combat Martial Arts, Combat Reflexes, Improved Combat Martial Arts, Leg Sweep, Personal Firearms Proficiently, Post Apocalyptic Technology, Power Attack, Snap Kick, Tornado Kick, Toughness,

Whirling Dervish.

Martial Arts Maneuvers: *Snap Kick*: +9 to hit (+2 maneuver, +4 dexterity, +2 mastery, +1 competence), 1d6+2 damage (+2 strength); *Circle Kick/Tornado Kick*: +9 to hit (+2 maneuver, +4 dexterity, +2 mastery, +1 competence), 1d8+4 damage (+2 strength, +2 maneuver), *Leg Sweep*: +5 to hit (+4 dexterity, +1 competence), 1d6+2 damage (+2 strength);

Martial Arts Masteries: Accurate Kick 1, Accurate Kick 2, Acrobatics Mastery 1, Hard Kick 1.

Mutations and Defects: Interior Moisture Reservoir, Bilirubin Imbalance.

Possessions: Scimitar, Glock 17, Box 9mm Ammunition.

Background: A servant of the Clean, Silantro fights to advance the reputation of his faction and its signature style, Whirling Dervish. He will talk to crowds of young men after his matches with the demeanor of a military recruiter, explaining why his faction and the fighting techniques it teaches are superior to anything else in the world. The Clean has bankrolled him in this year’s Ultimate because he has a proven ability to attract talented recruits through his display of martial prowess. The Clean has also recognized the number of talented fighters arriving at the Ultimate, and wants to make sure the best join *their* faction... or meet an unpleasant fate if they show an affinity for a different faction.

Quote: “That was a spinning back kick. A child among my people could have seen that coming!”

Adventure Hook: “It’s not just a job...” A talented PC who has not joined a faction will find himself befriended by Silantro early on during the Ultimate. Silantro will buy him expensive dinners, a fine selection of furniture, new clothes, all in an effort to lure the PC to join the ranks of the Clean.

RED MASK (14TH LEVEL)

Strong Hero 3/Initiate 10/Sensei 1: CR 14; Medium Size Humanoid; HD 14d8+28; HP 91; Mas 14; Init +3; Spd 30 ft; Defense 23, touch 23, flatfooted 20 (+3 Dex, +10 class); BAB +13; Grap +15; Atk +21 melee (1d8+4, jab), or +19 melee (2d10+5, ridgehand); Full Atk +19 melee (2d10+5, ridgehand), +16/+11 melee (1d8+4, jab); FS 5 ft by 5 ft; Reach 5 ft; SQ melee smash, improved melee smash, mastery x6 (level 3); AL none; SV Fort +11, Ref +10, Will +6; AP 7; Rep +5; Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Occupation and Background: Military, Guardian.

Skills: Balance +0, Bluff +0, Climb +3, Concentration +10, Intimidate +5, Jump +4, Knowledge (ancient lore) +2, Knowledge (tactics) +8, Knowledge (theology and philosophy) +13, Knowledge (twisted earth) +0, Listen +4, Read/Write (unislant), Meditation +11, Pressure Points +6, Sense Motive +11, Speak Language (unislant), Spot +5, Survival +5.

Feats: Advanced Technology, Ancients’ Legacy, Block, Improved Block, Cleave, Combat Martial Arts, Combat Reflexes, Disarm Block, Heritage Blade, Jab, Power Attack, Ridgehand.

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Martial Arts Maneuvers: *Jab:* +8 to hit (+2 maneuver, +3 dexterity, +2 mastery, +1 competence), 1d8+4 damage (+2 strength, +2 melee smash). *Ridge Hand:* +6 to hit (+3 dexterity, +2 mastery, +1 competence), 2d10+5 damage (+3 strength, +2 melee smash).

Martial Arts Masteries: Accurate Punch 1, Accurate Punch 2, Accurate Punch 3, Block Mastery +1, Hard Punch 1, Hard Punch 2.

Mutations and Defects: None.

Possessions: Mask.

Background: One of the most legendary fighters in the history of the Ultimate, this fighter is a favorite with the thronging crowds for two simple reasons: first he is the only fighter to win the Ultimate more than once; secondly, no one knows who he is under his plain red mask. Having attended the Ultimate for more than 10 years, Red Mask shows no signs of aging, and has won the event twice. Rumors about his identity abound. It is well known to those with knowledge of the martial arts that Red Mask uses the Ancients' Legacy style created by the Foundation. However, the Foundation has nothing but disdain for Pit Fighting, and especially the Ultimate, seeing these as uncivilized behaviors mankind must shrug off to embrace the vision of the Ancients'. This has led to speculation that Red Mask was expelled from the Foundation for some transgression, or left because he disagreed with their methods (this is especially popular among the tribals and those with an axe to grind against the Foundation). Regardless of his identity, Red Mask arrives every year, and every year is a force to be reckoned with in the tournament.

Quote: None.

Adventure Hook: "The best of the best" PC members of the Foundation may become very skilled in the practice of Ancients' Legacy. If a PC becomes skilled enough to study with the Sensei originally trained by Master Wei, the PC will become privy to a deep secret of this order within the Foundation. Each year the individual dojos host their own tournament, with the winner donning the Red Mask, and secretly representing the Foundation in the tournament. Each year "Red Mask" is a different person. This is a secret even from the Foundation, who really do dislike the Ultimate, but the Sensei wishes to see how their style measures up against the others, and so the secret practice continues.



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TABLE A-1: GENERAL FEATS

Feat	Prerequisite	Benefit
Banter	Cha 13+, Bluff 5 ranks	Add Cha modifier to defense (melee only)
Improvised Weapons	Brawl	Use improvised weapons at no penalty
Kata	One Martial Arts Style	+1 to hit with Maneuvers
Kata Lore	Kata, Knowledge (history or ancient lore) 1 rank, Knowledge (philosophy) 1 rank	+2 bonus to style skills
Kata Mastery	Kata Specialist	+1 bonus to Maneuvers threat range
Kata Specialist	Kata	+2 damage to Maneuvers
Know Your Enemy	Knowledge (history or ancient lore) 2 ranks, Knowledge (tactics) 2 ranks	+2 bonus to attack, damage or defense against practitioners of one style
Knowledge is Power	Know Your Enemy, BAB 9+	Attack of Opportunity against practitioners of one style
Poise	Wisdom 13+, Concentration 5 ranks	Add Wis modifier to Defense (melee only)

TABLE A-2: SIGNATURE MANEUVERS

Signature Maneuver	Prerequisite	Benefit
Below the Belt	Hypolyta's Hand, Snap Kick	Increased Damage on kick attacks
Eight-Armed Flurry	Octopus	+2 damage on multiple attacks
Eyes in the Back of your Head	Lurker's Eyes, Spot 5 ranks	Cannot be flanked
Flying Tackle	Silver and Black, Rush	+2 to hit on charge attacks; trip as Attack of Opportunity
Four Headed Attack	Hydra	Additional attack
Heritage Blade	Ancients' Legacy, Ridgehand, BAB 8+	Increased damage from Ridgehand attack
Man to Man	Pit Fighting BAB 5+	+2 bonus to hit and damage when fighting one on one
Man to Many	Pit Fighting, Man to Man, BAB 8+	Cannot be flanked
Maul	Gemini, Bear Hug	+1 to hit with Bear Hug attack; increased Bear Hug damage
Pack Tactics	Rad Wolf	+2 to attack and skill checks while fighting with others who have this feat
Pleasure and Pain	Ground Zero, Nerve Strike	+2 to pressure point skill checks and damage
Shadow	Crimson Shadow, Hide 6 ranks, Move Silently 6 ranks	Hide in plain sight
Shadow Warrior	Crimson Shadow, Shadow, Hide 10 ranks, Move Silently 10 ranks	Increased DC to track you
Silent Kill	Lone Star, Hide 8 ranks, Move Silently 8 ranks	Increased damage on surprise attack; increased DC to hear your attack
Tornado Kick	Whirling Dervish, Circle Kick	+2 to hit and damage on circle kick attacks

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TABLE A-2: MARTIAL ARTS STYLES

Style	Prerequisite	Benefit
Ancients' Legacy	Combat Martial Arts or Defensive Martial Arts	Proficiency in punching and kicking attacks; Balance, Meditation, Pressure Points and Tumble become permanent class skills
Ancients' Exodus	Defensive Martial Arts, Improved Disarm, or Improved Trip	Provoke no Attacks of Opportunity from grapple and trip attacks; Balance, Meditation and Tumble become permanent class skills
Crimson Fist	Brawl or Combat Martial Arts	Proficiency in punch attacks; provoke no Attacks of Opportunity from disarm attempts; Escape Artist, Intimidate become permanent class skills
Crimson Shadow	Combat Martial Arts or Defensive Martial Arts	Proficiency in kick attacks; Climb, Hide, Move Silently become permanent class skills
Gemini	Combat Martial Arts or Defensive Martial Arts	Proficiency in punch and head attacks; provoke no Attacks of Opportunity from grapple attacks; Escape Artist, Intimidate become permanent class skills
Ground Zero	Combat Martial Arts or Defensive Martial Arts	Proficiency in punch attacks; provoke no Attacks of Opportunity from trip attacks; Meditation, Pressure Points, Zen Mastery become permanent class skills
Hydra	Combat Martial Arts or Defensive Martial Arts	Proficiency in punch attacks; feint as move action; Balance, Bluff become permanent class skills
Hypolyta's Hand	Combat Martial Arts, Defensive Martial Arts, or Improved Trip	Proficiency in kick attacks; provoke no Attacks of Opportunity from trip attacks; feint as move action; Balance, Bluff, Sense Motive become permanent class skills
Lone Star	Combat Martial Arts	Proficiency in head, elbow, punch, kick attacks; Hide, Move Silently become permanent class skills
Lurker's Eyes	Combat Martial Arts	Proficiency in punch attacks; Hide, Move Silently, Spot become permanent class skills
Octopus	Multiattack	Proficiency in punch attacks; penalty for hand to hand and natural weapon attacks with multiple limbs reduced by 2; Balance, Escape Artist, Intimidate become permanent class skills
Pit Fighting	Brawl or Combat Martial Arts	Proficiency in punch attacks; provoke no Attacks of Opportunity from grapple attacks; Balance, Intimidate, Sense Motive become permanent class skills
Rad Wolf	Combat Martial Arts	Proficiency in punch attacks; provoke no Attacks of Opportunity from trip attacks; Balance, Intimidate, Tumble become permanent class skills
Sandstorm	Brawl or Combat Martial Arts	Proficiency in kick and punch attacks; Bluff, Intimidate, Sense Motive become permanent class skills
Serenity	Exotic Weapon Proficiency- Chain	When using a chain to trip or disarm, practitioners gain +2 bonus to opposed attack rolls; when using a chain as a dual weapon, practitioners act as if they had the two weapon fighting feat; Balance, Meditation, Tumble become permanent class skills
Silver and Black		Proficiency in punch and kick attacks; Intimidate, Jump, Knowledge (tactics) become permanent class skills
Wayfarer's Walking Stick	Combat Martial Arts and Simple Weapon Proficiency	Proficiency in kick attacks; +2 to hit on opposed attack rolls when using staff to block; Balance, Bluff, Sense Motive become permanent class skills
Weapon Master	Weapon Focus	+2 damage with chosen weapon; Bluff, Pressure Points become permanent class skills
Whirling Dervish	Combat Martial Arts	Proficiency in kick attacks; Balance, Jump, Tumble become permanent class skills

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