

# Martial Arts

## (From Oriental Adventures/ Complete Ninja's Handbook)

*Martial Arts in the new Feat system*

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Since my Ninja's Handbook is unavailable at the moment, I'm relying purely upon the 1st Edition Oriental Adventures book for now for reference. Any suggestions are welcomed. A number of previous maneuvers are being combined into broader categories, so as to be more accessible with the Feat method of purchase, since proficiencies do not purchase them anymore.

### EXISTING FEATS

The following feats from the Player's Handbook are particularly useful for any martial artist character:

- Alertness
- Ambidexterity
- Blind-Fight
- Combat Reflexes
- Deflect Arrows
- Dodge
- Endurance
- Expertise
- Improved Bull Rush
- Improved Critical (Unarmed)
- Improved Disarm
- Improved Initiative
- Improved Trip
- Improved Unarmed Strike (Note: This is a prerequisite for many Martial Art feats and should be selected)
- Mobility
- Power Attack
- Spring Attack
- Stunning Fist
- Weapon Finesse (Unarmed)
- Weapon Focus (Unarmed)
- Whirlwind Attack

### NEW FEATS

#### Kicking Expert [General]

You are trained in a form of martial arts that relies upon kicks, such as Tae Kwon Do. This provides access to additional maneuvers that only a trained martial artist can perform regularly. Some maneuvers have extra prerequisites of their own.

Prerequisites: Improved Unarmed Strike.

Benefit: You may perform any of the following maneuvers:

Power Kick: Your kicks now deal 1d6 damage (1d4 for Small characters) instead of 1d3. If a monk, damage is unchanged, as all monks are considered to have this already.

Circle Kick: This spin kick can deal double damage if it hits. If unsuccessful however, you lose your Dexterity bonus to AC as you tries to regain your balance, as well as any additional attacks for that round.

Backward Kick: The character can kick behind (or to his flank, a side kick) without any penalty.

Normal: Only a Backward Kick is possible for the untrained, at a -2 to attack.

#### Advanced Kicking Expert [General]

You are an advanced student of a form of martial arts that relies upon kicks, such as Tae Kwon Do.

Prerequisites: Improved Unarmed Strike, Kicking Expert, Base (unarmed) attack bonus 4+.

Benefit: Your kicks are at +2 damage rolls and you may perform the following special maneuver.

Flying Kick: This kick requires at least five feet of running space as you leap into the air. A Jump check is made (DC 10) as well as the roll to hit. If both are successful, you do double damage plus extra damage equal to the amount you succeed your Jump check by.. If unsuccessful, you fall to the ground and are considered prone. You must spend the next round standing up, unless you have an applicable feat (such as Prone Fighting or Instant Stand). You must have Jump at 6+ to perform this maneuver.

#### Throwing Expert [General]

You are trained in a form of martial arts that relies upon throws, such as Judo/Jujitsu. This provides access to additional maneuvers that only a trained martial artist can perform regularly.

Prerequisites: Improved Unarmed Strike, Tumble 4+.

Benefit: You may perform any of the following maneuvers:

Instand Stand: If knocked onto the ground, you may make a Tumble Check (DC 15) to instantly stand from some form of tumbling, such as a roll.

Throw: Instead of a standard strike, you use your own strength and your opponent's momentum to throw him. Ignore armor when making this strike. If successful, this does normal damage and sends the victim 1d4 feet away. If unsuccessful, your opponent has effectively countered the throw, causing you to lose all remaining attacks as well as initiative the next round.

Normal: The untrained may attempt a throw at a -2. This provokes an attack of opportunity.

#### Advanced Throwing Expert [General]

You are an advanced student of a form of martial arts that relies upon throws, such as Judo/Jujitsu, and can now react against an attacking foe with their throws. This provides access to additional maneuvers that only a trained martial artist can perform regularly.

Prerequisites: Throwing Expert.

Benefit: You may perform any of the following maneuvers:

Great Throw: When making a throw, you send your victim farther than before. If opponent is stationary, you can throw him one foot per level. If opponent was charging, the distance six feet per level. Damage is doubled.

Defensive Throw: You may catch an opponent in mid-strike and use his momentum to throw him. In place of an attack, you may adopt a defensive stance. When attacked, make a roll to attack as well, ignoring armor bonuses. If you succeed by a greater number than your opponent, you may throw him, as per the maneuver. If your opponent fails his attack, this throw automatically succeeds. If unsuccessful, you take the damage from the attack as normal.

#### Striking Expert [General]

You are trained in a form of martial arts that relies upon fist strikes (chops, punches, etc.), such as Karate. This provides access to additional maneuvers that only a trained martial artist can perform regularly.

Prerequisites: Improved Unarmed Strike.

Benefit: You may perform any of the following maneuvers:

Iron Fist: Through toughening of the hands, you are now capable of doing extra damage. Your strikes now do 1d6 damage (1d4 for Small characters) instead of 1d3. If a monk, damage is unchanged, as all monks are considered to have this already.

Crushing Blow: You are capable of shattering or breaking hard objects with one blow. When attacking an object with this maneuver, add 5 +1 per level to the damage inflicted. However, if this does not inflict any damage through the object's Hardness, you may be inflicted with 1d3 damage yourself as you have injured your own hand. This is at the DM's discretion. This maneuver requires full concentration and may be the only attack that round.

#### Advanced Striking Expert [General]

You are an advanced student of a form of martial arts that relies upon fist strikes, such as Karate. This is effectively Weapon Specialization for kicking attacks.

Prerequisites: Improved Unarmed Strike, Striking Expert, Base (unarmed) attack bonus 4+.

Benefit: Your fist strikes are at +2 damage rolls and you may perform the following special maneuver.

Eagle Claw: Through physical exercise and intense concentration the character can summon immense crushing strength into his hands. On a successful attack, he does double damage in combat and is considered to be adding 15 + 1 per level to any Crushing Blow maneuver. This requires complete concentration and may be the

only attack that round. This maneuver may only be used once every four rounds, as it is physically taxing.

#### Grappling Expert [General]

You are trained in a form of martial arts that relies upon grappling, such as Greco-Roman Wrestling. This provides access to additional maneuvers that only a trained grappler can perform regularly.

Benefit: You may perform any of the following maneuvers:

**Choke Hold:** You know the correct method of applying pressure to render an opponent unconscious.

Grapple your opponent as normal. If successful with an opposed grapple check, you begin to apply the choke hold as well as do damage. Your opponent must make a Fortitude check (DC 15 + 1 per round held in choke hold) the next round and each one after to avoid going unconscious for 1-3 minutes. Your opponent may attempt to break out of this hold each round as if trying to break out of a pin.

**Locking Block:** Instead of a standard strike, you may attempt to trap an opponent's arm, leg, or weapon in a scissors arm-lock, effectively negating it's capacity to make attacks. Ignore armor when making this strike. If successful, this traps the extremity. You may then follow up with attacks (using the feet only) at a +4 to attack. If unsuccessful and your opponent is armed, you receive damage as you are hit by the weapon.

**Immobilizing Pin:** Your grapple checks are an additional +2 to maintain a pin.

Normal: The untrained may perform a choke hold, but the DC is only 10.

#### Advanced Grappling Expert [General]

You are an advanced student of a form of martial arts that relies upon grappling, such as Greco-Roman Wrestling. This is effectively Weapon Specialization for grappling attacks.

Prerequisites: Improved Unarmed Strike, Grappling Expert, Base (unarmed) attack bonus 4+.

Benefit: Your grapple checks are at +2 and you may perform the following special maneuver.

**Incapacitator:** By gripping the opponent and twisting the joints, you can render one finger, arm, or leg useless. Grapple your opponent as normal. If successful with an opposed grapple check, you begin to apply the pain hold as well as do double damage. Your opponent must make a Fortitude check (DC 20) or else suffer from that limb being made incapacitated, as it is effectively pulled out of place. Magical healing will repair the limb, otherwise it is useless for 24 hours.

#### Pushing Expert [Chi Mastery]

You are trained in a form of martial arts that contains the secrets of pushing, a difficult soft form to master. This provides access to special maneuvers that only a student of this art can perform. This involves an understanding of the forces of motion and a direction of one's own inner energies (chi) outward.

Prerequisites: Improved Unarmed Strike, Wisdom 13+

Benefit: You may perform any of the following maneuvers:

**Concentrated Push:** You can focus your own inner energies into your hands, giving great results even from a gentle push. Make an attack, with a bonus from Wisdom instead of Strength to hit. If successful, opponent is knocked back one foot per level. If the distance is greater than three feet, your opponent must make a Reflex check (DC 15 + 1 per level) to stay on his feet. If the victim hits a solid object, he suffers damage as if he had fallen the same distance. Those with the Immovability feat can resist this attack automatically. If this attack is unsuccessful, attacks against you this round have a +2 bonus.

**Sticking Touch:** You have so attuned your sense of touch that even by lightly placing your hand on another you can cause it to follow their every move. A normal attack roll must be made, with a bonus from Wisdom instead of Strength to hit. This does no damage. As long as you remain in contact you gain +2 to all attack rolls and your AC against this opponent, as you can feel the impending move of your opponent before it happens. This touch can only be broken by the opponent by moving in a way or at a speed that you cannot match.

**One Finger Push:** This skill requires long and difficult practice to learn. It is said that the student first learns to push a heavy bell with the touch of a single finger. He concentrates then on touching it lighter and lighter while making the bell swing more. Finally, he reaches the point where he can move it without touching it. His inner power extends from his finger and pushes the bell. At this point he has mastered the One Finger Push.

One Finger is effectively a Concentrated Push mastered to work at a distance. You simply concentrate and point at your victim. Resolve it as you would a Concentrated Push, with a range of one foot per level. If unsuccessful, there is no penalty. This is a full-round maneuver and requires a Concentration check in combat as if it was a spell. It also draws attacks of opportunity.

#### Prone Fighting [General]

You can fight equally as well upon your back as on two feet. The martial art of Capoeira utilizes this feat.  
Benefit: You suffer no penalties from fighting while prone, nor does your opponent gain any bonuses. You also gain the Instand Stand maneuver (See Throwing Expert for description).  
Normal: Prone attackers suffer a -4 to melee attacks and are +4 to be attacked by melee attacks. Missile attacks are -4 to hit a prone defender.

#### Immovability [General]

By careful positioning of your feet proper muscle tension control, you can avoid being knocked down, lifted, or thrown off your feet.

Benefit: Any time this would occur, make a Fortitude check (DC 10). If successful, you remain where you are. If involved in a grappling contest, you may make a check. If successful, you gain a +2 Grapple bonus for as long as you stay grounded to one spot.

#### Prodigious Leap [Chi Mastery]

You are capable of nearly superhuman feats of springing and leaping by channeling your inner power, mentally making yourself light as a feather.

Prerequisites: Jump 4+.

Benefit: Your jumping distance is not. By succeeding in a Concentration check (DC 10), you gain a bonus to your Jump check equal to the amount you succeeded the Concentration check by. This can be used to leap over an opponent so you may attack him from behind the next round. This requires full concentration and may be the only action in a round.

#### Speed Burst [Chi Mastery]

You may summon up your inner energies (chi) to temporarily gain a burst of speed.

Prerequisites: Monk of 6th level + or any other class at 9th level +.

Benefit: You may make a Concentration check (DC 25). If successful, you go into a state of heightened speed, as if you were under the effects of a haste spell for up to five rounds. During this time, you may not special feat is very tiring and can only be used once per day. At the end of this, you are at a -4 to all attacks, AC, and checks until you ave rested for as many rounds as you have bursted for.

#### Slow Resistance [Chi Mastery]

Thanks to physical and spiritual training, your body is resistant to the effects of a slow spell.

Benefit: You are immune to slow spells and similar effects.

#### Pain Touch [General]

By use of pressure points, you can cause great pain to an opponent.

Prerequisites: Improved Unarmed Strike, Wisdom 13+, Dexterity 13+.

Benefit: This can be done in place of a normal attack. If successful, you deal no damage, but your victim will feel as if his body is on fire. Therafter he will be at a -2 to attack and to his AC. This lasts for 1-3 rounds.

#### Distance Death [Chi Mastery]

You may use the secrets of pressure points at a distance.

Prerequisites: Improved Unarmed Strike, Wisdom 13+, Pain Touch, Pushing Expert.

Benefit: You can use Pain Touch and (if possessed) Stunning Fist at a distance, up to one foot per level. This is a full-round maneuver and requires a Concentration check in combat as if it was a spell. It also draws attacks of opportunity.

#### Meditation [Chi Mastery]

You are able to drop into a meditative trance.

Prerequisites: Wisdom 13+

Benefit: You can enter a meditative state that is effective as 2 hours of sleep for each hour of meditation. While in this trance, you are oblivious to heat, cold, hunger, and thirst. You are still conscious and aware of your surroundings however, so you do not suffer any penalties to surprise or initiative.

#### All-Round Sight [Chi Mastery]

You are trained to notice your surroundings intently.

Prerequisites: Alertness

Benefit: You are able to detect all opponents around you, provided they are not invisible or otherwise concealed. You suffer no penalty from being attacked from behind.

Ironskin [General]

Your skin is tougher than normal thanks to physical conditioning.

Prerequisites: Toughness

Benefit: You gain a +2 natural armor bonus to your AC when not wearing any form of armor.