

Microlite20 Martial Arts

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Created **06/19/2008 - 21:09**

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Martial Artists hone their minds and bodies into well crafted weapons. They are just as effective in combat whether armed or not. They can even focus their Chi, or life energy, to amazing effect.

Their unarmed strikes can be just as effective as crafted weapons, and advances as follows:

1d4 1st-3rd level, 1d6 4th-7th, 1d8 8th-11th, 1d10 12th-15th, 2d6 16th-19th, and 2d8 at 20th level, +Str bonus.

Martial artists can choose between lethal and non lethal damage. While class and style bonuses may appear to be lower than other M20 rule sets, it can be assumed that players can choose from any of the previously covered M20 races and therefore gain their appropriate bonuses as well. All martial artists can use Dex bonus + Level as their Melee attack bonus instead if wielding a light weapon, and can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. If the total bonus is +6 or more, a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. Add Str bonus to melee damage, x2 for 2 handed weapons.

AC = 10 + Dex bonus + armor bonus

Classes

There are 4 classes of Martial Artist

Samurai: +1 Str- Knights, soldiers, and defenders of the weak. Samurai can wear armor, use shields, and are proficient in all weapons and armor.

Ninja: +1 Dex- Spies, assassins, and thieves, quick and deadly are their trademarks. Taking out an opponent quickly and quietly, and the ends always justify the means to the Ninja. They use light weapons and armor.

Sifu: +1 Mind- Teachers, wizened sages, simple beggars, or the unassuming drunkard that have vast knowledge and skills that are carefully guarded. They generally display their skills veiled as ?accidents? or ?clumsiness?. What they lack for in physical power and agility, they make up for with their knowledge of critical spots, pressure points, and mastery of their Chi. Sifus rarely use traditional weapons or armor and typically improvise weapons from whatever objects are available.

Monk: +1 All Skills- Those who hone their bodies and minds to seek peace and enlightenment enter the monasteries. Monks will usually seek a peaceful resolution to conflicts first, but when it becomes clear that it isn't an option, they are quite capable of defending themselves and those who can't. A monk will rarely kill if

they can help it, so when a monk renders an opponent to 0 HP, they are considered incapacitated, but not dead. Monks do not wear armor, and while able to use any weapon, they prefer simple weapons such as staves or go unarmed.

Martial Arts Styles

There are 4 Martial Arts Styles

Way of the Dragon: +1 Phys- Ferocious and powerful, Dragon style fighters are very tough but also hold a high regard for honor. They relish a good fight and the smell of battle, yet to challenge a clearly weaker opponent lacks any honor. They seek to challenge themselves and continually push their skills.

Way of the Serpent: +1 Sub- Serpent fighters rely upon stealth and deception and have little problem using trickery or poisons to defeat their opponents. Striking from shadows or catching enemies unaware are perfectly acceptable forms of fighting for them.

Way of the Tiger: +1 Know- Wisdom and cunning are the Tigers way, as they know the Mind is the most deadly of weapons. Tiger style fighters will study an opponent, even toy with them, until it's the proper time to strike.

Way of the Mantis: +1 Com- Mantis style fighters are patient. They often give opponents the opportunity to walk away, using negotiation or intimidation, but when they refuse, the Mantis fighter is quick to strike and deadly in efficiency.

Chi: A martial artist can draw upon their focused life energy, Hit Points, to boost their abilities. They can spend a max number of HP as Chi equal to their Mind bonus + level. 1HP = 1Chi. For example, a 1st level Ninja with a Mind bonus of +1 can use up to 2 points of Chi at any given time. So if the Ninja is using Chi Armor at a cost of 2 Chi, those points cannot be used elsewhere unless he releases the armor and frees up his Chi. However, the points may be split as long as the total is within the martial artists threshold.

Chi Techniques

Chi Armor: Increase AC by +4 for 1 hour, 2 Chi

Chi Blast: The martial artist can release pure Chi energy as a directed bolt that does their current unarmed strike dice level/Chi points used, or as an area effect that knocks back people and objects 10 meters/Chi point used.

Chi Jump: By using Chi, the martial artist can move faster than can be seen. 10 meters/Chi point.

Chi Strike: A martial artist can use Chi to add to a standard attack. +1 damage/Chi point

Fade: A tightly focused sheath of Chi bends light around the martial artist, allowing them to blend with shadows and even become invisible. +1 Sub when trying to hide/Chi point

Pressure Points: Understanding the way Chi flows through the body allows a martial artist to be able to alter that flow in others by striking key points on the body. On a Critical Hit, the martial artist may choose to temporarily paralyze the target until the end of the scene, or for 10 minutes. On the other hand, the martial

artist may manipulate Chi through pressure points to heal, transferring their Chi to another and healing for however many HP/Chi used.

Weapons

Acupuncture Needles: -1 Dex, every successful hit with a needle reduces the targets Dex by -1. When the targets Dex score reaches 0, they are paralyzed and immobile, and even if the needles are removed, the effects last for 1 hour after removal.

Axe: 1d6

Bo Staff: 1d6

Bow, Short: 1d6

Bow, Long: 1d8

Chakram: 1d4

Kama: 1d6

Katana: 1d8

Katar(punch dagger): 1d4

Naginata: 1d10

Nunchaku: 1d6

Sai: 1d4

Shuriken: 1

Siangham: 1d6

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