

The Martial Arts Skill

In savage fu, the martial arts skill is used slightly different than other skills. Each point in a skill represents a level of attunement to the martial form which grants special techniques to the user. These techniques enhance the warriors effectiveness in combat, by granting him special, and sometimes cinematic abilities. One never makes an actual Martial Arts roll in combat, but instead makes a standard Brawl roll, focused through a technique. The technique then takes effect either when the Brawl roll is successful, or to make the brawl roll successful.

For Instance:

A Roundhouse technique allows the martial artist to attack up to 3 attackers with a single high kick. It gives no bonus to the kick itself, but if the first attack succeeds, or the defended dodges (instead of blocks or parry's), the attacker may attack another adjacent target.

A Snap Kick is surprisingly fast half action kick that grants a +1 attack bonus as the first attack against a particular target.

Each point in Martial Arts grants the user 5 Technique Points, in which to buy techniques. Each Technique cost 3 points to purchase, but each martial form grants discounts for specific types of techniques and penalties for others.

For Instance:

Aikido is a truly defensive martial form, in which the practitioners learn defense above assault. Defense and Evasive Techniques cost only 2, while Attack Techniques cost 4.

Kempo is a fierce martial technique that teach defense through assault. Attack Techniques can be purchased for 1 point, while Defense techniques cost 5 each. However, a martial art must specifically state that Weapons techniques are available for a practitioner to take them.

There are 5 Types of Techniques:

- Attack Techniques - Strikes, punches and kicks
- Defense Techniques - Blocks and Perry's
- Evasive Techniques - Dodges, ducks, and sidesteps.
- Grapple Techniques - Holds, and submissions.
- Weapons Techniques - Martial Use of Melee techniques.

A character who purchases a martial arts skill, looks at the Form first to determine which form best suits his wants, AND the requirements of the form. He then determines the level he wishes to by the martial art at, and pays the character points. At that point he looks through the techniques, and purchases them with martial points, recording the techniques on his character sheet.

In combat the martial artist must declare his techniques as actions 'before' a roll is made, otherwise the attack is considered a standard attack.

Martial Art Forms

Aikido

The way of harmony, Aikido teaches it's practitioners that rudeness is unacceptable. If an attacker throws a punch, it is ones duty to be courteous enough to allow his fist the space it seeks, and it is divine to aid him in his travels.

Cinematic: Aikido is a beautifully fluid form, peppered by lightning fast reactions, evasions, and blocks. Aikido rarely shows assault, but rather damages it's opponents through counters, and fortuitous evasions.

Techniques: Defensive, and Evasive Techniques cost 2 instead of 3. Attack Techniques cost 4.

Attack Techniques

Spear hand - +1 damage knuckle punch

Knife hand - May choose to Disarm an opponent rather than shake him.

Palm Strike - Strike does half damage, but knocks opponent back 1 inch, raise knocks down.

Leg Sweep – Kick does no damage, but target becomes prone.

Snap Kick/Jab – Attack suffers –1 attack penalty, but only counts as half action.

Defensive Techniques

Block - A free defensive action against HTH attacks.

Perry - Defends against melee attacks.

Stone Hand Block - Successful Defense deals half the attack damage to the attacker's weapon or self.

Deflection – Attacker becomes unbalanced by defenders, block. Next attack is at –2 penalty

Martial Arts Edges

Combo (Attacks, Defense, Evasions, Grapels, Weapons)

This edge allows one to trade a raise to execute another attack. The attacks must be of the type which are designated in the Combo edge, though if multiple combo edges are bought, the actions may be traded off. (Go from a defense, into a grapple for instance).

Kei

This is a loud, ear piercing scream, that is meant to focus the chi of the attack into the opponent, unbalancing him. In essence what it does is allows the martial artist to transfer a raise to the next action, rather than using it immediately. The attacker may decide against using his raise on a current attack, but must use it on the next. Raises done this way stack with the ones gained with the next roll, but all raises must be Kei 'd, the attacker has no control over how many.

Example:

Bruce throws a round house and gets a 13 or (2 Raises), he decides he wants to Kei the raises, and so he stacks his 2 raises onto his next action. (A grapple), which he only gets a 2, He still succeeds with 1 raise to spare.

Chi Focus

This is nearly a martial power. It allows the 'cast' negative chi upon a target, there by causing him unhappy fortunes. Player declares who he's Chi Focusing and rolls a simple Spirit test. Success has no effect, but each raise causes the target a -1 to all tests for the remained of the scene. A failure cause the attacker a -1 to all actions for the remainder of the scene.