

Martial Arts

The following describes a system to use martial art fields of experience in the 007 RPG hand to hand combat system. Some of these rules may slow down the game some what and emphasize hand to hand combat too much compared to other aspects of the game. However during certain adventures or scenarios detailed martial arts may be an essential aspect of the game. Ultimately it is up to the personal taste of the GM to include any new rules.

HTH combat skill level and martial arts training: There is an un-written rule in the basic rules that only appears by scrutinizing character descriptions. If you take a look at the "00" rank characters on p.16 of the basic rule book, both characters have HTH combat skills which disobey the rules in that a skill level can only be 2 above the characteristic value used in that skill. James Bond has a 12 skill level in HTH combat but only 9 strength, and Anya Amasova has a 14 skill level but only an 8 strength. Both characters however have high dexterity of 12 and 14 respectively. Thus I believe that certain characters are able to supersede the normal skill rules for HTH combat if they have exceptional dexterity, and martial arts training. Characters may have higher skill levels than strength+2, and may increase the HTH combat skill level up to their dexterity+2 if they have a martial art field of experience. What this represents in role-playing terms is exceptional training of the agent to perform past their normal physical capacity, and take advantage of being able to learn advanced techniques in martial arts based on dexterity rather than brute strength. You may even center an adventure around this advanced study, much like the training Bond received on the "You Only Live Twice" mission. The maximum a skill level can raise to is still 15. (take a look at the Tiger Tanaka description in the basic rules for another example of this advanced training).

New stun rules: I have always found that the stun rules are a great disadvantage for agent characters, who would end up spending hero points to avoid being helpless for D6 rounds. Instead I allow a STR roll every round until the stun is resisted (up to D6 action rounds). Additionally, the new martial art defenses presented below (parry or block) can still be used while a character is stunned. However, if 2 or more stuns are in effect simultaneously and not resisted a character is helpless until at least one stun wears off or is resisted.

Another addition I have made concerns the possibility (especially given the above rule change) that a character could be punched and kicked with an unlimited amount of stuns without any perceivable game effect. Instead I keep track of how many stun results are achieved against a character and when the tally reaches 1/2 WIL (rounded up) the character takes a light wound from the cumulative pummeling. This tally is recorded regardless of whether the character makes a successful STR roll to resist the stun effect, every stun inflicted is recorded. A stun tally decreases with time, every 2 hours one stun is removed from natural healing and may eventually remove any wounds caused. First aid can't really help these lacerations before their effects wear off naturally.

Fields of Experience

Each martial art or combative sport field of experience when acquired gains a performance modifier to a particular type of attack or maneuver. The first martial art or combative sport learned is designated the primary martial art form of that character, and represents their main hand to hand combat training. Only one other martial art or combative sport can be chosen besides the primary form, designated the secondary martial art. The primary martial art gains a performance modifier in one attack form at the HTH combat PC=15, and 25, while the secondary martial art gains a bonus only at the PC=20. Each martial art receives these PMs in one or two of seven particular attack forms including Punch, Kick, Holds, Throws, Defense, Movement, or Weapon. Any time a roll is made with this particular attack form the PM bonus is given to resolve the attack or defense. The PMs for different combative sports and martial arts are given below in table 1. When the same attack form appears twice, the PMs are additive for that attack form. . i.e. *A character with Tae Kwon Do and a HTH combat PC=25 would have +2 PM on kicks.* Also, the PM at PC=20 for the secondary martial art is determined by the first PM listed on table 1 under PC=15. i.e. *The same character with Tae Kwon Do above has Judo as their secondary martial art, and so has a +1 PM with throws.* Note that Kung-fu has many different styles available to a character (designated A to C), and only one or two may be chosen, as primary or secondary forms respectively. Lastly a performance modifier can be additive between primary and secondary martial art forms, however no bonus for any attack form can ever exceed +2. i.e. *The character above with +2 in kicks would not benefit from the Jujutsu bonus if they had it as a secondary martial art. If character still wants the form the GM may allow the secondary form PC=25 bonus to be applied instead at PC=20 to avoid any potential +3 PMs.*

Table 1 : Martial art and combative sport attack form performance modifiers.

Martial Art/ Combative Sport Field of Experience	+1 PM at PC=15	+1 PM at PC=25	Other attack forms
Acrobatics*	Movement	Movement	
Aikido	Defense	Holds	Throws
Archery*	Weapon	Weapon	
Boxing*	Punch	Punch	Defense
Fencing*	Weapon	Weapon	Movement
Judo	Throws	Defense	
Jujutsu	Kicks	Holds	Punch, & Throw
Karate	Punch	Kicks	Movement
Kendo	Weapon	Weapon	Movement
Kung-Fu (A)	Punch	Punch	Weapon
Kung-Fu (B)	Punch	Holds	Defense
Kung-Fu (C)	Punch	Weapon	Movement
Ninjitsu (2)	Weapon	Kick	Movement (+1 at PC=20), & Defense
Sumo	Holds	Throw	Punch
Tae Kwon Do	Kick	Kick	Punch, Movement
Thai Kick Boxing (2)	Kick	Punch	Kick (+1 at PC=20), Defense, & Movement
Wrestling*	Holds	Holds	

* -indicates a combative sport

(2)- indicates this martial art counts as both the primary and secondary martial art (counts as two martial arts)

New Maneuvers for attack forms

In addition to PM bonuses with various attacks, a character with martial arts training also gains an arsenal of new special attack and defense maneuvers. Each maneuver presented in the basic game is categorized in one of the specific attack options, and a group of new options are given (see Table 2). Four maneuvers are given for each form, each which is progressively more difficult to achieve success in (+0 EF to -3 EF). Some are lesser versions of specific blows while other are totally new options. A character who has a PM in any of these attack forms modifies each of the four maneuvers presented. i.e. *The character with a +2 PM in Kicks could perform a a snap kick at +2, a Kick at +1, an Axe kick at +0, and a Specific blow at -1. However the character would still have a -1 EF to hit with a knife hand strike, etc.*

Table 2: Attack form maneuvers

Attack Form	EF Mod	Punch	Kicks	Holds	Throws	Defense	Movement	Weapon
	0	Punch	Snap Kick	Grab	Maintain Balance	Block	Dodge	Parry
	-1	Knife hand	Kick	Lock	Push	Circular Parry	Feint	Entangle
	-2	Specific Blow	Axe/Wheel/Crescent Kick	Restrain	Trip	Release	Rise	Specific Blow
	-3*	Power Punch	Specific Blow	Incapacitate	Throw	Block&Attack	Leap	Reposit

* Restricted Maneuvers When a -3 EF is applied to a particular maneuver it is only available to a combatant if the martial art lists that particular attack form as part of the style. *For example, a character with Judo is able to perform a throw maneuver because the style utilizes the Throws attack form. The same character could not make a power punch since Judo does not have Punch as an attack form, however any other attack of -2 EF or easier is available for use regardless of the form.* Note that only one restricted maneuver can be performed in a given action round, and may not be performed if a specific blow is used in the same action round.

Bold entries, high-lighted in blue refer to attacks which are covered in the Basic rule book, and are available to all characters with hand to hand combat skill even if they have no martial arts training.

All other combat maneuvers are available to any character with at least one Martial Art field of experience, except the restricted maneuvers (-3) which are only available to a particular Martial art if the attack form they are under is listed for that style. Unlike martial art fields of experience, combative sports do not gain access to all maneuvers of -2 EF and easier, but do gain full access to all maneuvers of a particular attack form if it is listed in its description (including the restricted ones).

Descriptions of Martial Art Maneuvers

Martial Art Attack/Defence (0 EF)

Your character is attempting to achieve a specific effect with a particular martial art attack form. These maneuvers when successful achieve the minimal effects of a particular attack form, allowing a martial artist to achieve a style specific effect without a large penalty. Each of these attempts requires the expenditure of one attack in an action round.

Snap Kick: Due to martial arts training your character is able to exercise better control over a kick, which reduces the attack modifier to '0'. However the damage class of the snap kick is not improved and remains the same as a punch.

Grab: Your character is able to grab hold of a part of an opponents body to restrict their full movement. A successful hit causes no damage, but gives the attacker a +1 EF bonus on subsequent attacks until the grab is broken. A grabbed opponent still receives their speed bonus, and can break the grab with any successful attack, maneuver or defense.

Maintain Balance: Your character is able to resist falling from a trip or throw result by expending one of their attacks. It is attempted at an $EF=QR$ of the fall result, with an extra -1 EF if the fall result was achieved by a Throw attack. The character attempting this defense may use the Hand-to-hand combat or Evasion skills selecting the one with a higher PC.

Block/Dodge/Parry: All of these defenses essentially use the same game rules, however each achieves success by a different method. A block uses the body to expertly stop a successful hit, while a dodge allows a character to maneuver out of the way, and a parry utilizes a weapon to block a hit by another weapon. Each of these defenses utilizes one of the defenders attacks in a given action round to attempt and prevent a successful attack from connecting. Before the defender decides to use such a defense they should know the nature of the attack, the QR of the attack, and have still have an action available. Note that the Dodge option may use Hand to hand combat or Evasion skill PCs. A successful block/dodge/parry defense is achieved when the attack QR equals the defense QR or better. The EF of the defense is determined by the following...

$EF = 5 + (\text{attack maneuver difficulty}) - (\text{attacker's speed}) + (\text{defender's speed}) + (\text{Attack form PM})$

The maneuver difficulty refers to EF modifier given to the attack, Martial art attack (0), Martial Art strike (-1), Specific Blow(-2), or Restricted maneuver (-3). Attack form PM, refers to the PM bonus a character may have with a particular defense, such as movement (dodge), weapon (parry), or defense (block).

i.e. A defender with 3 speed, & +1 PM to defense is blocking a specific blow from a opponent with 2 speed. Thus the defense $EF = 5+(-2)-(2)+(3)+(1) = 5$. The defender would still have to get a QR equal to or better than the attack which is being blocked.

Martial Art Strikes (-1 EF)

Your character is able to perform strikes which are more deadly than normal kicks or punches, but are not as selectively aimed as a specific blow. Generally these strikes are a modification of the specific blow rules, and are a bit easier to achieve but not quite as effective. All damage causing strikes cause one wound level higher when they connect.

Knife hand: Your character is able to strike vital areas of an opponent to cause more physical damage. Damage is one wound level higher.

Lock: Your character is capable of placing a hold on one limb of an opponent to restrict their movement options and defenses. This maneuver causes no damage. The opponent is unable to use their speed for defense, and can be hit with a +1 EF and +1 wound level. Conversely your character does not gain the benefit of speed to defense either, but can use the attack form PM for holds as a defense bonus. *i.e. if your character has a +1 PM to holds an opponent receives a -1 EF to hit you while maintaining a lock.* A lock can be broken if the character maintaining it fails a pain resistance roll, or alternatively it can be actively broken with a successful block, parry or release.

Push: Your character is able to push an opponent away from them, potentially causing the opponent to be out of range, trip, hit an object or fall over an edge. A successful push sends a character back 1/2 ft per point of strength of the attacker in a particular direction. Objects must be determined in the path of the push, and whether they may cause the character to stumble or act as a solid barrier. A character who could fall receives a DEX roll at 2xQR of the push to stay standing, however a push QR=1 always results in a fall. A solid barrier will cause damage determined by the strength DC of the attacker. A character who does not suffer damage or doesn't trip will have to move back into range and thus receives the -2 EF for an attacker moving into range (for the rest of the round). If they were pushed over 5 ft, a character will also have to spend 1 action to move back into range. If a cliff face, the edge of building or other drop is in the direction of pushed character they may suffer falling damage. A character may try to stop their fall when pushed over an edge if they can may a DEX roll with an EF at the QR of the push. However, it is assumed that the character is hanging precariously on the edge.

Circular Parry: Your character is able to block up to three incoming attacks from different directions by expending only one action. However all the attacks blocked must be within 2 'draw' points of each other. *i.e. three guards (speed 1) attack an agent (speed2), rolling a 2, 3 and a 5 on the draw, the agent can block the 2 and 3 with one action, or the 3 and 5 with one action. However he could not block all three attacks, since the 2 and 5 draw are separated by 3 draw points.* A signal parry roll is made against the attack which has the lowest EF to parry (see Block/Dodge/Parry above), with an additional -1 EF for the circular parry (since it is a martial art strike). The QR of the defense is then applied to all incoming attacks within '2 draw' points, to determine whether they are blocked. *i.e. The first 2 attackers from above (draw 3 and 5) decide to punch and kick the agent respectively and both end up hitting. The agent not wanting to lose 2 actions to block each attack, decides to use a circular parry. Normally the agent would block a single kick attack on an EF=5, but can attempt to parry both attacks on a EF=4. Of course the QRs would have to be determined for both attacks and the defense to see which strike connect or are blocked.*

Feint: Your character is able to disguise their actual attack by feigning another attack form, shifting the opponents defenses away from the intended target. This fake attack still requires an action to be spent in a given round, but gives the attacker an advantage to hit with their

next attack. A feint in some ways is like a parry since its success depends on the difference in speeds, and thus reaction time, between opponents. To determine if a Feint is successful use the following formula....

$$EF = 4 - (\text{Defenders speed}) + (\text{Attackers speed}) + (\text{movement PM})$$

The QR of the feint determines what type of advantage is given to the next attack. The next attack is given a bonus of $EF = 5 - (\text{QR of the feint})$ to hit. *i.e. if a QR=2 is rolled for a feint, the next attack from the attacker is at a +3 EF to hit.* Note this is a good way to overcome the combine maneuver penalty and speed bonus of a target so that some of the harder maneuvers have a chance of connecting.

Entangle: Your character is able to pin and neutralize an opponents weapon with their own. The chance of achieving this feat is determined by the following formula...

$$EF = 4 - (\text{Defenders speed}) + (\text{Weapon PM})$$

Besides neither character being able to use their weapons while the entangle is maintained, the effects are identical to a grab (i.e. +1EF to hit with non-weapon attack forms). The entangle can be broken by a successful parry or release, or if the entangled character lets go of their weapon. Note that a successful entangle can allow a disarm attempt at only -1 EF.

Axe/Crescent/Wheel Kick: Although these attacks are in the -2 EF category they represent a modification of the specific blow rules allowing increased damage from a kick, equivalent to knife hand modifiers applied to a Kick. Thus the attack is -2 EF to hit, but increases wound level by one and DC +1 (for Kick).

Restricted Maneuvers (-3 EF)

These represent maneuvers which are only available to characters if they have the attack form listed under one of their martial arts or combative sports. They represent a further modification of the specific blow rules making it more difficult to connect, but with even better effects or damage. Can only be performed once in a action round, and cannot be used in the same action round as a specific blow.

Power Punch: With a massive concentrative effort the attacker can attempt to channel considerable force at a vital target of an opponent. The effects are a 3 wound level increase in damage. This maneuver can only be performed every over action round. Additionally no other special moves which are at -1 EF or worse can be performed in the same action round as the power punch.

Incapacitate: This is an extension of the the restrain rules and is determined in exactly the same manner with the same effects. However any hold obtained is designed to cause incapacitating pain, and before a release can be attempted a pain resistance roll must be made by the defender. The EF of this pain resistance (WIL roll) is equal to $2 \times \text{QR}$ of the hold. The character can attempt to overcome this pain every action round, and then attempt a release when it is successful. This maneuver does no damage.

Throw: This attack has the same effect as as a QR=1 Trip (see basic rules), in that success indicates that the target falls and is thrown up to 10 ft away in a direction chosen by the attacker. This attack may have additional effects if the throw is directed into a solid object or over the edge of large drop. A solid object will cause damage equal to the HTH DC rating of the attacker +1, where as being throw over an edge will cause falling damage depending on height. If no object or edge is present no damage is inflicted, however a QR of 1 indicates that damage is taken regardless of whether an object is in the way, at the HTH DC rating of the attacker.

Block&attack/Reposite: This move involves the ability to block or parry an attack, and turn the blocked attack into an advantage to immediately counterstrike at the cost of only one action. This maneuver is resolved exactly like a normal parry or block, but with an additional -3 EF. When the block or parry is successful it results in an automatically successful counterstrike by the defender. Thus, if the QR rating of block/parry is equal to the attack than the resulting automatic attack/reposite is a QR=4, and is further reduced by 1 QR for every QR the defense is better than the attack. *i.e. An attack with a QR=3 is parried by a QR=2 reposite, indicating the defender receives an automatic attack with a QR=3 (4-1 better). Thus a QR=1 attack can only be blocked with another QR=1 and would have a counterstrike of QR=4.* Considering the restriction on how many restricted maneuvers can be used in a round, the automatic counterstrike must be a normal Attack (+0 EF). Note that the automatic counterstrike may be parried or repositioned as well.

Leap: Your character is able to leap strategically into and out of a HTH combat range. The character ignores the coming into range -2 EF modifier, when a successful Evasion roll at EF=5 is rolled to resolve the leap and an action is spent. The -3 EF comes into play if the character also chooses to attack while airborne. This is only possible if the character has won the draw roll with all opponents they are attacking, and costs an additional action in addition to the leap (both leap and attack are resolved simultaneously but cost 2 actions). Such an attack can be in the form of a weapon strike, punch or kick, which normally has a 0 EF modifier, but during the leap is at -3 EF. However, the damage class of the strike will be modified by 5-QR of the leap roll (Evasion EF=5). *i.e. a QR=2 for a leap will modify the DC of the attack by +3.* Additionally, a leap can also be used to evade any number of opponents surrounding a character from striking. If a leap is performed to dodge any number of strikes it is made at a -3 EF on Evasion (+ Movement PM). The QR of the leap is compared to the QR of any attacks that hit in a given action round, and if the QR of the leap is equal or better than an attack QR, then the attack is evaded. Note that only the attacks that lose or tie the draw roll with the leaping character can be avoided in this manner.

Advanced Martial Art Descriptions

What follows is an extension of the basic martial art rules presented above, but gives each martial art a specific group of special attacks/moves and potential weapon descriptions. Many of the descriptions have not been play tested extensively and should be modified to suit the style of an individual game. Almost all of the descriptions have borrowed heavily from the Palladium book "Ninjas & Superspies"(2nd Ed. March 1991), with some of the special maneuvers adapted to the 007 RPG.

Attack forms: Describes which forms gain a PM bonus and what expertise is required for a given bonus. Also lists other attack forms with out associated PMs, which indicates that the martial art has access to the restricted maneuver (-3) for that form. Note that if the martial art is chosen as the secondary form the PMs are ignored except the PC=15, which is given at PC=20.

Special attack/moves: This section lists and describes specific maneuvers available to a particular martial art form. These maneuvers are in addition to those previously described on the attack form table (table 2). Exactly what maneuvers are available is up to the GM, and should reflect the relative style and power of a given game. In high powered games simply having the martial art may give access to all its associated unique maneuvers. Alternatively the GM may grant one special maneuver with a particular Martial art field of experience, and require that each of the other unique maneuvers become a specific field of experience. Another system may be to grant a specific maneuver at the HTH combat PC of 10, 15, 20 and 25. For any of these systems the secondary martial art will also gain each of the special maneuvers with the same rules.

Special Abilities: Spiritual or mental abilities are largely ignored in the descriptions below, since most characters would not have the years of martial arts training to develop such skills. However Ninjitsu is assumed to be more rigorous with intense spiritual, mental and physical training. The abilities listed can be applied automatically, or may be assigned with a system as described above.

Weapons: The weapons listed in this entry are the ones that can be used with the weapon PM for the particular martial art. If a long list of possible weapons is available, a similar system can be applied as described under special attack/moves to decide which weapons can be utilized by the style.

Combative Sports

Acrobatics

Generally this is not considered an combative sport, but when it is combine with offensive strikes from another martial art many of the moves can become quite effective.

Attack Forms: Movement (+1 at Evasion PC=15, +2 at Evasion PC=25)

Special moves:

Breakfall (0): This is an alternative to attempting to block a successful strike to the acrobat, instead the character rolls with strike to reduce the damage that will occur. This costs 1 action in the round, and can only be performed once. Success is determined by an Evasion roll at $2 \times \text{QR}$ of the successful hit. The damage is decreased by one wound level with $\text{QR}=4$, 2 wound levels with $\text{QR}=3$ or 2, and 3 wound levels with $\text{QR}=1$. This same skill can be used to roll with a successful Trip or Throw with the same chance of succeeding based on an Evasion roll at $2 \times \text{QR}$ of the throw. Success means that character does not have to spend an action to use the Rise specific blow.

Cartwheel(-1): Can be used by the acrobat to move quickly into range of another combatant, so that the -2 moving into range penalty is ignored for the first action round. A typical Evasion roll at $\text{EF}=5$ determines success, and must be the first action to be spent in the round. Additionally the acrobat may combine this maneuver with a martial art strike, knife hand (-1) or Axe/Wheel kick (-2), both which suffer an additional -1 EF to hit but receive an extra +1 wound level from momentum. This option requires another action to be spent, but is used simultaneously with the first maneuver.

Handstand(-1): Can be used in a similar manner to a cartwheel, to move into combat range with out penalty at Evasion $\text{EF}=5$, costing 1 action. Any Kick can be combine with this maneuver at an additional -1 EF to hit and an additional +1 to DC, on the first attack only, and is used simultaneously with handstand action. Handstand can be used as a dodge attempt with the normal rules, but Evasion must be used as the active PC. The handstand does not push the acrobat out of range.

Somersault(-1): Like the other maneuvers this enables the acrobat to move into combat range with out penalty at the cost of 1 action, Evasion $\text{EF}=5$. Can be used offensively to enhance damage of kicks, punches or small weapons, at an additional -1 EF and +1 wound level. Only attacks up to a -1 EF on the attack form table can be used this way. The maneuver and attack both cost an action, but ar resolved simultaneously. Defensively this action can be used as a dodge at -1 EF, but a successful somersault improves the QR by 1 to determine the avoidance. Like Backflip the character moves out of effective range (-2 EF).

Backflip(-1 or-2): Works as a dodge at a -1 EF, but the QR of any success is always improved by 1 for purposes of determining if a strike hits. However, the character leaves combat range and must use a action to maneuver back in (Cartwheel, Handstand, or Somersault), or suffer a -2EF penalty. Alternatively the backflip can be used to attack someone behind the acrobat, by combining the flip with a Kick or punch at a -2EF to hit, but improves the wound level by 1. A sixth sense roll should be made to detect the opponent behind the acrobat, likewise the target of the attack may also have to make a sixth sense roll or suffer surprise penalties for the un-expected nature of the attack.

Archery

This is the skill to use the bow or crossbow in competition and hunting. Versions of this weapon can be found in a wide range of countries and cultures. Unlike other HTH combat skills the PC for this weapon is calculated by $(\text{PER}+\text{DEX})/2 + \text{HTH combat skill}$.

Attack form: Weapon (+1 at PC=15, +2 at PC=25)

Special Attacks:

Quick Load: Characters with a HTH skill level of 5 or better with archery have their S/R increased to 1 (instead of 1/2) with bows, and RL of 2 (instead of 3) with crossbows. Characters with a HTH skill level of 12 or higher with archery have their RL reduced to 0 (instead of 1) with bows, effectively allowing the character to fire an arrow every action round. At HTH skill level 12, the RL of crossbows is reduced to only 1, effectively allowing a shot every other round. **Bead:** Allows the same careful aim as described under fire combat.

Weapons: Long bow (see Q-manual), other bows will have similar characteristics. Modern composite bows will have the same statistics but have a + 1 PM. Crossbow (see Q-manual). Arrows and bolts may have modern razor sharp heads increasing the DC of these weapons by 2.

Boxing

This combative sport is a good choice for self defense, and can be quite physically demanding concentrating on strength and good endurance. Boxers gain a +1 on pain resistance rolls involving punches, due to being constantly hit.

Attack forms: Punch(+1 at PC=15, +2 at PC=25), Defense

Special attacks:

Left/right combination (+1): The boxer uses 2 punch attacks in quick succession, so that they are resolved simultaneously in the action round. In fact both attacks is at +1 bonus to hit, due to several strikes in a rapid time. The penalty is that they can be blocked by the same defensive block (with out the need of circular parry), and that 2 attacks are used up.

Left hook (0): A punch from an unexpected direction which is a -1 EF to block. In all other respects it is like a normal punch, but can only be used once an action round. If used in more than 2 consecutive rounds the block penalty is removed since the opponent begins to expect the strike.

Uppercut (-1): This attack receives a -1 EF to hit, but increases DC by 1, also the attack receives an additional -1EF to block. The attack can only be used every other round.

Involuntary Knockout: Normally characters must specify that they are attempting to knockout an opponent. However the boxer is trained to whittle down the endurance of another boxer with the possibility of knocking them out. The way such a occurrence is handled in the game is by examining the last number of successful roll to hit. If the successful roll ends in a '0' it is a possible knockout result, and the QR of the attack is doubled to determine the EF of the WIL roll to resist the knockout (as per the normal knock out rules). i.e. *A boxer who must roll 30 or under to hit, would score potential knockouts on a roll of 10, 20 or 30, since each ends with a '0'. The 10 would be a QR=3, and would result in the opponent having to make a will resistance roll at EF=6 or they will be knocked out. Similarly the 20 and 30 would be QR=4, which would be a WIL roll of EF=8.* This result applies to any punch attack made by the boxer, including specific blows. **Shake-off:** Normally characters with high strength (14 or 15) are able to shake off wounds, however with boxing skill characters with 11 to 13 strength are also able to shake off one wound level from blunt strikes if they make a STR roll at EF=3.

Fencing

Attack form: Weapon (+1 at PC=15, +2 at PC=25), Movement

Special Attacks:

Slash (0): Normally fencing weapons are used to thrust (unless it is a sword). This attack is harder to block due to its unexpected nature (-1 EF), but the attack does not gain the bonus from the sword to DC. This maneuver is only valuable with in a duel with fencing blades.

Disengagement/Taking the Blade (-1): These sword attacks involve maneuvers with in a duel, either changing the angle of a thrust at the last minute, or knocking a blade out of the way before the attack respectively. These attacks are difficult to perform with a -1 EF, and cause one extra wound level when they connect in a duel. These attacks are also harder to block in a duel, receiving an extra -1 EF to parry or reposit. This option is next to useless unless fencing with another blade wielding opponent.

Compound Strike (-2): This maneuver combines any sword attack with a series of feints to trick an opponents defenses, making it an additional -1 EF to parry. It is a -2 EF to perform but does not cause any more damage, but is much harder to parry since the total on the parry would be -3 EF. It can also be combine with a normal strike, a specific blow, entangle, disarm, slash, Disengagement/Taking the blade, or Lunge, with cumulative negatives to hit and parry. All combinations cost only 1 attack, but only 1 compound can be performed per action round.

Fleche/Balestra (0): These attacks involve the duelist moving rapidly into range from outside hand to hand combat distance by using a running thrust or leap forward before the attack, respectively. These attacks ignore the -2 EF moving into range penalty as long as an Evasion EF=5 roll is successful. The fleche can be combine with a normal strike(thrust), feint, disarm, specific blow or Disengagement/Taking the blade attack, with cumulative penalties and effects but costing a single attack. The Balestra can be combine with a normal strike, slash, specific blow, Lunge, feint, or entangle with cumulative penalties and effects, and still costing a single attack. This maneuver is only of use against opponents also wielding weapons, and gains no benefit when attacking unarmed opponents.

Lunge (-3): This attack uses the fencer's reach and entire body to strike a target with great force. The foot work and length of arm and blade allow the fencer to ignore the -2 EF penalty for moving into range. The attack suffers a -3 penalty to hit but causes 2 wound levels higher, and 2 DC higher for thrusting weapons (rapier, foil, etc.) or 1 DC higher for slashing blades (swords). Unlike other fencing maneuvers this can be used on unarmed, or non-blade wielding opponents.

Inquartata (-2): This is a specialized form of dodge which allows the defender to gain the advantage. The dodge works as a normal dodge for all purposes except that it is at -2 EF. However if the QR of the dodge beats the attack QR, than the defender gains a free action or attack with their blade. Unlike a reposit the defender must roll to hit with this new action. Note that this specialized move can only be performed once in an action round, and is only useful against weapons. Note also that the free action can be used for defense or movement as well.

Wrestling

Dating back to the Roman era this sport is still practiced today in schools, and provides useful combat skills, although limited in scope.

Attack form: Holds (+1 at PC=15, +2 at PC=25)

Special Attacks:

Holds: all lock, restrain, or incapacitate maneuvers are at an additional -1 EF to release from a wrestler.

Damage inflicting holds(-1): All lock, restrain or incapacitate maneuvers can be attempted at an additional -1 EF, so that in addition to other effects these inflict the normal HTH DC of the wrestler. The initial quality rating determines damage in future rounds as well.

Martial Arts

Aikido

Aikido is a highly passive martial art concentrating on avoiding physical damage, and has offensive capabilities based on catching an attack (Defense and Holds), and mis-directing opponent momentum (Throws). However this martial art is only effective when others attack the character since it relies heavily on attackers force for its special moves.

Attack forms: Defense (+1 at PC=15), Holds(+1 at PC= 25), & Throws

Special Attacks:

Knife hand Knock out (-1/-1): After a lock is achieved (1st attack) a knife hand strike may be used to knock out an opponent (2nd attack) . This attack thus receives only -1 EF to knock out, instead of the normal -4 EF.

Disarm(-1): Considering the highly defense nature of this style disarm attempts are made at a +1 EF.

Block/Lock(-1): The Aikido artist is able to block an incoming attack by locking an opponent's limb. This defense is handled in the same fashion as a reposit or Block/attack, but only suffers a -1 EF (instead of -3). The lock can be maintained as per the the rules for Lock

Block/Throw (-2): Instead of blocking a blow directly the Aikido artist is able to direct the attackers own force into a throw. This works identically to a Block/attack or reposit to determine success, with a -2 EF applied to the attempt (instead of -3). However with a successful Block/Throw the attacker is automatically thrown instead of counter-attacked. Additionally the throw must be in the opposite direction of the attack, as if the attackers force continued in one direction. This gives the defender little choice where the flip is directed. attacks.

Judo

Judo is a easily learned style which balances defense with standard offensive options. It is a good style to learn for basic self defense, but works well as a secondary martial art option.

Attack Forms: Throws (+1 at PC=15), Defense (+1 at PC=25)

Special Attacks:

Trip(-2): This standard option when performed successfully does actual damage depending on the attacker's hand to hand DC and the QR of the attack (but is not considered a specific blow for damage purposes).

Throw(-3): This restricted option does damage as outlined above for trips, but with one wound level better when successful. If obstacles are also in the way, a +2 DC is added to the successful throw.

Knockout (-3): This standard option receives a +1 EF to perform, for a total of -3 EF.

Jujutsu

Jujutsu is a pragmatic martial art which borrows aspects and maneuvers from many other styles. The central philosophy is to gain victory by what ever it takes and thus many maneuvers and attack forms are available to students of this style.

Attack Forms: Kicks or Punch (+1 at PC=15), Holds or Throws (+1 at PC=25). *Note that the character must choose what attack form receives a bonus at each PC. They still are able to use the restricted maneuvers from the form they do not have a bonus in.*

Special Attacks:

Breakfall (0): This is an alternative to attempting to block a successful strike to the acrobat, instead the character rolls with strike to reduce the damage that will occur. This costs 1 action in the round, and can only be performed once. Success is determined by an Evasion roll at 2xQR of the successful hit. The damage is decreased by one wound level with QR=4, 2

wound levels with QR=3 or 2, and 3 wound levels with QR=1. This same skill can be used to roll with a successful Trip or Throw with the same chance of succeeding based on an Evasion roll at 2xQR of the throw. Success means that character does not have to spend an action to use the Rise specific blow.

Drop Kick (-2): Can combine a dodge and kick into the same action/attack. A successful hit against the opponent can be dodged by falling to the ground, followed by a Kick from the prone position. This attack is resolved exactly as a Reposite or Block/attack.

Stun Attack (-2): This advanced hold allows the martial artist to attack a vital point of the nervous system inflicting a stun effect on the victim. Unlike a normal stun, the EF of the strength roll is equal to the QR of the attack.

Throw (-3): Throws cause damage as described in Judo.

Karate

Karate is a martial art which emphasizes power and speed to aggressively overpower an opponent. The other aspect is mental discipline to utilize the power to break solid objects.

Attack Forms: Punch (+1 at PC=15), Kick (+1 at PC=25), & Movement.

Special Attacks:

Tamahiwara: The ability to break solid objects with ones hand, feet or head. A power punch must be performed with a modifier (+5 to -2) based on thickness. Use common sense to assess the results of success.

Leap Attack (-3): Uses the leap restricted maneuver as the first attack to close range. During this leap an attack can be made with a damage class which is modified by 5-QR of the leap. *i.e. If a leap QR=3, than the attack during the leap would receive a +2 on its DC (a punch at B would be raised to a D).* Can only be combine with punch, or a snap kick at the cost of only one action for both leap and attack.

Stun Blow: Due to the power and precision of Karate punches and kicks any successful strike has a chance of a further stun result. Any time a successful strike (D100) roll ends in a '0', an additional stun result is added to the damage and must be overcome by rolling on strength at EF=attack QR+4. This effect is in addition to any WILL resistance rolls due to wounds or STR rolls from other stun results. *i.e. If a 30 is required to hit and a 10 is rolled, the QR=3 result roll ends in a '0'. Thus the victim must make a additional STR roll to resist the stun at EF=7 (3+4), in addition to any other effects of the strike.* At PC=20 the martial artist scores an additional stun effect on a successful hit roll ending on a '0' or a '5'. This effect is involuntary and applies to all kicks and punches of any difficulty (0 to -3 EF).

Kendo

At the introductory level this version of Japanese fencing is more of a combative sport, however with further training and experience the art becomes quite a deadly style. However the style requires large weapons to be effective and so is not the first choice of subtle agents.

Attack Forms: Weapon (+1 at PC=15, +2 at PC=25), Movement

Special Attacks:

Iai-Jutsu: The art of the fast sword draw only counts for the first draw of a blade from a scabbard. Character must make a roll on a PC=(DEX+PER)/2+ HTH combat skill level, at EF=3. The bonus on the draw is determined by 5-QR. *i.e. a QR=3 Iai-Jutsu gives a +2 Draw.* Only those with PC=20 (as determined above) are able to use this skill, and those with PC=25 perform it with EF=4.

Power Parry (-1): If the quality rating of the parry is better than required there is a chance to disarm metal weapons or break wooden ones. The opponent receives a Dex roll at EF=4-(#of QRs over required to parry), to either keep their weapon or prevent it from being shattered. The same move pulled on an unarmed opponent may cause damage according to the standard

DC rating of the unarmed swordsman, the QR being determined by how good the parry was (see reposit).

Grab/Slash (-1): Combines a grab with a free hand with a normal strike from the sword. The modifier is -1 EF to hit (modified by Weapon PM), but receives +1 wound level. The grab is assumed to be broken after the attack.

Weapons: Bokken (wooden replica of the sword), is most often used in Kendo as a sport. DRAW:0 DC:+2 PC=15: Kantana (see Q manual), & Wakizashi (see Q manual). PC=20: Over two handed bladed or blunt weapons may also possibly be used, or improvised in the field. Bo staff (DRAW:-1 DC:+2), Spear/Naginata (DRAW:-1 DC+2).

Kung-fu

Many manifestations of this art exist emphasizing different attack forms and styles, including various weapons. Besides the punch attack form a student of Kung-fu must choose what elements the rest of the Kung-fu style emphasizes, which include better punch attacks (+2 at PC=25), holds or weapons. These generic designations represent the most common types of Kung-fu that agents will likely be taught, other rare forms emphasizing other attacks also exist.

Attack forms:1) Punch (+1 at PC=15, +2 at PC=25), & Weapon

2) Punch (+1 at PC=15), Holds(+1 at PC=25), & Defense

3) Punch (+1 at PC=15), Weapons(+1 at PC=25), & Movement

Special attacks:

1) Style which emphasizes Punch attacks:

Uppercut (-1): Is at a -1 EF to hit, but increases DC by 1, the attack receives an additional -1EF to block.

Roundhouse Strike (-2): Is at a -2 EF to hit, but increases wound level by 1 and DC by 1. This attack receives an extra -1 EF to block.

Overhead Fore-Knuckle Fist (-3): This attack receives a -3 EF to hit, but increases wound level by 2 levels, DC by 1, and pain resistance by -1 EF.

2) Style which emphasizes Hold attacks:

Grab/Kick (0/0): Character must have 2 attacks available in the same round. The first attack is to grab the victim with both hands +0 EF, and if this succeeds the second attack is a specific shot kick attack at a +0 EF, which does 2 additional wound levels at DC +1 for the kick.

Choke hold (-2): The character is able to grab an opponents throat with one hand at -2 EF to hit, with normal DC damage the first round. As long as the hold is maintained on subsequent rounds the hold does the Hand to hand DC of the attacker, at the original QR of the first attack. For defense and options this hold is considered a Lock, since further attacks are possible from the choker. All pain resistance rolls are at -2 EF.

Double Knuckle fist(-2): Is at -2EF to hit but receives a +1 on DC, increases wound level by +1, and is -1 EF for pain resistance.

3) Style which emphasizes Weapon attacks:

Parry/Dodge (+1): Due to some acrobatic training character receives +1 EF on all weapon parries and dodges. Note if acrobatics is chosen as a secondary martial art with this style this +1 bonus applies to all acrobatics maneuvers.

Leap attack (-3): see Karate for description except it can be also combine with a weapon attack. Display prowess: Can use weapons in fast intricate Katas for demonstration or entertainment. The display may intimidate on lookers if they are in-experienced combatants. The EF of a display prowess attempt is determined by Subtracting the onlookers HTH combat

skill from the displayers. If the onlooker has a higher skill than there is only an EF=1/2 that they will be impressed. The on-looker receives a WIL roll at double the QR, failure means they are intimidated and will receive a -1 EF in any HTH combat with the Kung-fu artist.

Weapons:

1) Spear (DRAW: -1, DC: +2), Swords (see Q-manual) or Staff (see Q-manual)
3) The Kung-fu artist is able to use various weapons and combinations in their style gaining the weapon bonus. A particular weapon or combination may be chosen at PC=10, 15, 20, & 25. Spear (DRAW:-1, DC:+2), Sword (see Q-manual), Knife (see Q-manual), Paired swords (see Q-manual), Nunchaku (see Q-manual), Paired Nunchaku (see Q-manual), Paired Sai (DRAW:+1, DC:+1), +2 bonus to parry. Three sectional staff (Draw:0 DC:+2), +1 bonus to entangle, Whips(Draw:+1, DC:stun only), +1 bonus to entangle, Paired Whips (Draw: +1, DC: stun only),+1 bonus to entangle, and Whip & sword.

Tae Kwon Do

A martial art dedicated to hard strikes with the feet which is commonly taught as a offensive style for military personal.

Attack Forms: Kicks(+1 at PC=15, +2 at PC=25), Punch, & Movement.

Special Attacks:

Butjapgo Chagi(0/-1): Is a combination Grab/ kick, where one opponent is grabbed while another is hit with more momentum due to the leverage. Costs only one attack, but requires a successful grab roll (0), followed by a specific blow kick at only -1 EF, receiving +1 DC (for a kick) and 2 wound level increase. The grab can also be on a material object if required.

Reverse turning Kick (-2 or-3): Combines a dodge with a Kick, is resolved exactly like a Block&Attack. The kick can be either a snap kick (-2 EF) or a kick (-3 EF), with appropriate damage class bonus.

Flying Jump Kick (-4): This attack is actually an extension of the tables and represents the restricted advanced maneuver for kicks. Receives a -4 to hit, but the damage is 3 wound levels higher and the DC +1. It must be the first attack in a round, requires the attacker to be out of HTH range before executing the attack and ignores moving into range penalties.

Flying reverse turn kick (-5) : exactly like the Flying Jump kick except the extra turning increases the DC by one more class (total 3 wound levels, and DC +2).

Thai Kick Boxing

This powerful martial art is the national sport of Thailand, and counts as 2 martial arts when taken (both primary and secondary). A character must have a speed of 2 and 8 DEX to qualify for this martial art.

Attack forms: Kicks(+1 at PC=15, +2 at PC=20), Punch (+1 at PC=25), Defense, & Movement

Special Attacks:

Shin Kick(-1): receives the normal penalty for a kick but damage is increased to + 2 DC instead of 1, and pain resistance is -1 EF. Can only be used once in a round.

Drop Kick (-2): Can combine a dodge and kick into the same action/attack. A successful hit against the opponent can be dodged by falling to the ground, followed by a Kick from the prone position. This attack is resolved exactly as a Reposite or Block/attack.

Reverse turning Kick (-2 or-3): Combines a dodge with a Kick, is resolved exactly like a Block&Attack. The kick can be either a snap kick (-2 EF) or a kick (-3 EF), with appropriate damage class bonus.

Jump Kick(-3): Is similar to a specific blow kick (-3 EF, +2 wound levels), but receives a +2 DC on the kick, instead of +1. This attack must be the first in the round.

Lightning Form: The kick boxer is able use all of their attacks/actions for a round in a single initial attack on one opponent. Thus all of the attacks are rolled and determined before any other characters are able to attack the kick boxer. This form must be the first attack in a action round, and is all or nothing, so that the boxer has no chance to dodge or parry for the rest of the action round. The attacks can include one specific blow, and any combination of other easier kicks.

New or Rare Martial Arts

Ninjitsu (Restricted)

Ninjas have been encountered in many James Bond movies, and have been popularized as fantastic martial artists. Thus they are the only martial art I have given more mental and spiritual powers due to their intense secret training, and should remain NPCs for the most part. All Ninja must have Ninjitsu as both their primary and secondary martial art (as it is designed below), meaning that Ninjitsu counts as 2 martial arts. Skills which Ninja should have a high PC in are Disguise, Evasion, Fire Combat, Hand to hand combat, Lockpicking/Safecracking, Mountaineering, Sixth Sense, & Stealth.

Attack form: Weapon (+1 at PC=15), Movement (+1 at PC=20), Kick (+1 at PC=25), & Defense

Special Attacks: Roll/Knockdown (-2): This is a combined acrobatics maneuver which is aimed at the legs of an opponent. It is at -2 EF to perform on the Evasion PC, and the effects are exactly like a trip specific blow. However the Ninja is now behind the felled opponent. This can be used in combination with a dodge, and is resolved the same as a Block/parry or reposit attempt. Cartwheel: see acrobatics Backflip: see acrobatics. Leap attack(-3): see Karate, except it can also be combine with a weapon attack. Critical/Death Blow (assassination): When the Ninja attacks with surprise and/or from rear they have a chance to inflict a mortal injury by hitting a vital area of the opponent. This effect is only available when the Ninja has HTH combat skill level equal to 5 or greater. If a surprise or rear attack succeeds and the D100 roll ends with a '0' than a critical strike is obtained. A critical strike increases the wound level by 1 if the the Ninja is attacking either with surprise or from the rear, however if she is attacking with both surprise and from the rear the wound level is raised by 2. Ninja with HTH combat level of 12 or higher score a critical hit on a successful roll to hit ending with either a '0' or a '5'. These attacks can be a strike with a weapon, punch or kick, and can be from a regular attack (+0 EF), martial art attack (-1 EF), specific blow (-2 EF), or restricted maneuver (-3 EF).

Special Abilities: Pain Resistance: Ninja receive +2 EF against all pain resistance rolls.

Awareness: Ninja receive +2EF on all PER or Sixth Sense rolls due to dedicated martial arts training. Disguise: Ninja Receive +2 EF on generic disguises due to training of how to mimic and pre-setup costumes. Escapeology: Ninja are able to loosen bonds and disjoin themselves to escape capture. Primary chance is based on DEX + Evasion skill level, where EF is dependent on the difficulty of the bonds.

Weapons: Ninjas can use their weapon bonus with two weapons automatically, and gain another weapon to use with their bonus at PC=10, 15, 20, & 25. Ninja sword (DRAW:+1, DC: +2, CON:+2), Knife (DRAW: +1, DC: +1, CON:-4), Kursai-gama, a Sickle with attached chain with a weight (DRAW: -1, DC: +2, CON:+3), gains +1 to entangle and disarm attempts. Kyoketsu-Shoge, A cord with a hooked blade fastened to one side, and a weighted ring to the other (DRAW: 0, DC: +1, CON:-4), gains +1 EF to entangle and be used to as a bola to effectively lock or restrain an opponent. Shikomi-zue, a bamboo staff with a concealed blade in one end, allowing it to be used as a spear. (DRAW:-1 DC:+2). Shuriken (see Q-manual). Blow Gun (DRAW: -2, DC:poison determines effects, CON:-2) Kawanaga, another cord weapon with a grapple on one end and weight on the other. (DRAW:-2, DC: +1, CON:-3). Entangle attempts at +1 EF, scaling small walls or barriers +2 EF on mountaineering. Can be left as a trip cord for pursuers with a successful booby trap roll. Cat Claws, (functionally same as Bagh Nakh, see Q-manual), but gain +1 EF to mountaineering with out proper equipment. Mouth Darts, needles that be carried in the mouth and spit. (Draw: +2, DC:stun only, CON: -6), this weapon can be used to surprise an opponent with great effect and cause a stun result. The QR of the attack equals the EF to resist the stun, which cannot be shaken by high strength.

Sumo (Restricted)

These massive wrestlers are nearly always in the top weight and height categories of the game, close to 300 pounds (70 fame points, 10 Gen. points) and least 5'10', but usually over 6 ft. Additionally a character must have at least a 12 Strength, but more often will have 14 or 15 if they are professional. Sumo is only taught in Japan where it is an active sport, and the combine size and strength requirements insure it is a restricted martial art. Due to physical training and bulk Sumo Wrestlers receive a +2 EF on pain resistance and shake off rolls.

Attack Forms: Holds (+1 at PC=15), Throws (+1 at PC=25), & Punch.

Special Attacks: Body Block/knockback (-3): Due to the massive nature of the sumo wrestler they are able to block an attack with their entire body, which also may knockdown the attacker. The body block is resolved as a Block&Attack (-3) with success causing the normal HTH DC of the sumo wrestler, and an additional trip effect. Only a successful dodge may be used to counter all these effects, while a successful maintain balance allows the character to remain standing but they still take damage. Power Block (-1): see Kendo. Bear hug (-3): The Sumo wrestler uses their massive strength and bulk to restrain and crush an opponent in their arms. The attack does damage depending on the wrestler HTH DC, and once achieved can only be broken with a release, since the person is helpless to attack. For simplicity assume the same QR rating is maintained for all following rounds, including damage inflicted. Maintain Balance: Due to their massiveness Sumo Wrestlers are difficult to knockdown, and receive +2 EF on maintain Balance.

Tai-Chi Ch'aun

One of the most common martial arts in the world, since it used as a form of exercise for many people. A character who studies this as a serious martial form (using an FOE) will gain benefits from this highly defensive form, mostly with respect to spiritual and Chi development. Players, unless they are very unusual should never have this as a primary form.

Attack Forms: Defense (+1 at PC=15), Luck* (QRx2-D6 at PC=25), Throws

*Luck: the best way to represent the improvement of Chi, is by increasing the characters luck on a daily basis. When exercises are performed in the morning of each day an Evasion roll is made at EF=5, the QR of this roll is doubled and D6 is subtracted to find how much Luck is added for that day. These Luck points must be utilized by the end of the day or are lost. If the result is negative no luck is gained that day. The EF may be modified at the discretion of the GM by adverse or peaceful environs.

Special Attacks: Open hand Push (0) As push attack (Table2), but it does the normal HTH damage of the attacker and the victim is knocked back a number of feet equal to current Luck points. Chao Jin: The character can focus Chi in helping defense and throws. Any luck points spent for defense at the beginning of a round can automatically be used to improve the quality rating of all defense, and throw maneuvers made that same action round. *i.e. A character who uses a luck point to improve a block by 1 QR, could then perform a push which would be improved automatically by +1 QR and follow with another block at a +1 QR.*

However, no QR=5 (failure) can be improved to a QR=4 after the 1st defense or throw by the automatic +1 QR. *Thus in the above example the first block could be improved from QR=5 to 4, but the subsequent throw or block would only be improved by +1 QR if they were actually successful.* This is obviously only an advantage to characters with a speed of 2 or higher, and does not cover any maneuvers other than throws or defenses. Note Luck points can still be used to improve individual QRs of throws or defenses after the 1st action, but are not carried over to improve subsequent actions. Itsutsu-No-Kata (0): Complex combination of circular parries and dodges which can only be used against multiple opponents. No attacks or throws can be made in the round this defense is chosen. Any attacks which succeed against the

defending character will be blocked by a circular parry (0) or multiple dodge(0). Resolved as described under parry, block or dodge. The character may block up to 3xSpeed in successful attacks by using this kata.

Scenario Ideas

1) Training: As mentioned previously a character with proper training can utilize their agility (DEX) to learn advanced martial arts techniques (higher skill levels). Like James Bond on the "You Only Live Twice" mission you may have a martial arts training school as part of an adventure, which could include exposure to exclusive training of a particular martial arts style. This could include bouts with other students, or potential assassination attempts by infiltrators (as in the movie). Alternatively this idea could be used for an extensive scenario centering just on the training of the character, and could detail the process and the characters surrounding the teaching. To spice this idea up the scenario could be expanded by involving the protection of the school, infiltration to a triad, or investigation of another student or teacher. This is a good way of initially introducing Martial Arts fields of experience to the game.

2) Blood Tournament: Characters with a high HTH combat PC and a martial art field of experience may be invited to participate in a full contact martial art tournament in a far off locale such as Hong Kong. Several rounds can be fought against opponents with any variety of martial arts fields of experience or combat skill levels. In fact it is a good way to try out some of the special moves presented in the advanced section. Additionally since the character will likely meet dedicated martial artists, these characters may have further mental or spiritual abilities making them even more deadly. If you also own the Ninjas & Superspies book there are many unique and exclusive martial arts presented which could also be encountered, although you will have to convert them to the 007 RPG. Lastly the inclusion of a dastardly villain in the tournament is a must. The one time I ran this scenario I made it the first time that the players encountered Skorprios as a spectator. His body guard Kushido was the toughest opponent in the tournament, since he has a HTH combat PC= 27, a speed=3, a Strength of 14 and is a Ninja. When it became apparent that the one of the players was likely better than Kushido, Skorprios hired thugs to try and do away with the character. Such chases and subplots around the actual tournament become good grounds to maintain hero points on a day to day basis between fights.

3) Assassination: In the characters business they will almost always gain a lot of enemies, one of these enemies could higher a Ninja to due away with the character. A scenario could be based on avoiding attempts on the characters life by such a trained individual, incorporating many aspects of Ninja weapons and tricks upon each new encounter. Such encounters could be to wear away a character's hero points until the final showdown is a true challenge of skill.