

## RANDOM MARTIAL ART STYLE GENERATOR

After many years of vacillating, I finally decided to finish off the Random Martial Art Style Generator (or MASG if you're really lazy, pronounced "mas-ji"). Basically, this is an attempt (I'm still not completely satisfied with how it turned out) to make martial art style generation really, really simple and quick. I'd like to think it comes close to being simple and quick...insofar as creating a martial art style is simple (in other words, not all that simple), and testing has showed that it is fairly quick, roughly averaging 30-60 minutes to generate a style. However, on the downside, with so many (often complex) variables, problems do crop up, and this generator is far from perfect. So with that in mind, I really recommend using this to help develop ideas instead of just creating something off the fly. It's certainly set up to create a martial art style if you have no idea what you want, but it works best to flesh out an already existing idea that you may not be quite sure how you want to implement.

On another note, creating a martial art style, especially a N&S based martial art style, involves a LOT of variables. This means that the generator is basically a huge block of random tables, and I do mean HUGE. There are also some things I would have liked to flesh out more, for instance, in the name generator I'd personally love to have seen alternate language versions available, so you could create your style and have a name appropriate to the country or region of origin. However, given the large number of languages present just for the limited country of origin table, not to mention the 6000+ languages which exist worldwide, this option would have been too time and space consuming to justify its inclusion with the generator. If you want to take a shot at busting out translations for all the words that show up in the existing generator for a given language, be my guest, (though Japanese translation poses no problem, and a few of the other languages pose little problem to me, remember I omitted the translation because of time and space restrictions). Other areas which I would like to see expanded, possibly later are the weapons sections (I used my own notes on weapons in addition to the CWAC, for ease of reference) which could use a nice indepth description/stats for the weapons presented (again, I don't personally need this, but space restrictions prevented additional inclusion of material). Yet another area which isn't completely kosher is the other styles learned in a shorter time section, the only real problem with it though, is that, for reasons of philosophy or style, there are certain martial arts similar to the one being discussed...and creating tables to reflect that, while possible, bogs down the creation process unacceptably for such a minor effect area of the style construction, not to mention that N&S and MC don't provide a well-rounded cross section of similar styles and philosophies. Stances suffer from a similar problem, as there are a near infinite number of possible stances which could be used, modified by the type of style and style's abilities. In the interest of keeping things simple however, I simply provided 50 different stances to provide a basis for style creation. Likewise, costume generation could easily have more variables and possibilities offered (one thing I toyed with was listing all the different color/pattern combinations available for the existing uniform types...but I discarded it as too clunky for practical use). There are probably many other additional areas where I'm not quite satisfied with the results, but if I fully extrapolated everything, this generator might as well be thrown into its own book (it's close to that in size already) and printed (gawd wouldn't that be nice, printing would really improve the speed at which you could generate styles).

Level Advancement Bonuses are one of the hardest sections to do, though the basics are quite simple; you've got several special bonus areas (natural numbers, attacks, martial art powers, etc) and a total number of combat move bonuses to be divided up amongst the levels, hopefully spaced out so some semblance of organization is present. In addition though, you've got limits on how much stuff will fit in an individual level of advancement, and things get more complex from there. I went with the basic method I use for distributing the various bonuses to each level, unfortunately this method doesn't translate well to randomly generated tables, simply because there are too many balancing issues to allow for quick and easy rolls.

General Note: If you have to roll multiple times on the same table (as for determining individual combat moves), reroll if the same item comes up.

### STEP 1. DETERMINE COUNTRY OF ORIGIN (Future editions to include Fantasy and Space styles)

01-10 **Americas/Australia**; Roll Below, See Table 6A, Table 9K3, Table 11A1, Table 11B4, Table 11D1.

01-50 **North America**; Roll Below, See Table 11C4.

01 Haiti

02 Honduras

03 El Salvador

04-05 Cuba

06-07 Dominican Republic

08-28 Mexico

29-85 United States

86-95 Canada

96-00 Guatemala

51-75 **South America**; Roll Below, See Table 11C4.

01-12 Colombia

13-20 Peru

21-24 Chile

25-75 Brazil

76-86 Argentina

87-93 Venezuela

94-97 Ecuador

98-00 Bolivia

76-00 **Australia**; See Table 11C3.

11-20 **India**; See Table 6B, Table 9K4, Table 11A2, Table 11B4, Table 11C4, Table 11D2.

- 21-30 **Mongolia**; See Table 6C, Table 9K5, Table 11A3, Table 11B4, Table 11C4, Table 11D3.
- 31-40 **South East Asia**; Roll Below.
- 01-20 **Vietnam**; See Table 9K11, Table 11A4, Table 11B4, Table 11C4.
- 21-40 **Thailand**; See Table 6I, Table 9K12, Table 11A5, Table 11B4, Table 11C4.
- 41-60 **Philippines**; See Table 6J, Table 9K13, Table 11A6, Table 11B4, Table 11C4.
- 61-80 **Indonesia**; See Table 6K, Table 9K14, Table 11A7, Table 11B4, Table 11C4.
- 81-00 **Malaysia**; See Table 6L, Table 9K15, Table 11A7, Table 11B4, Table 11C4.
- 41-50 **Japan**; See Table 6D, Table 9K6, Table 11A8, Table 11B2, Table 11C4, Table 11D4.
- 51-60 **China**; See Table 6E, Table 9K7, Table 11A9, Table 11B3, Table 11C4, Table 11D5.
- 61-70 **Okinawa**; See Table 6F, Table 9K8, Table 11A10, Table 11B2, Table 11C4, Table 11D6.
- 71-80 **Europe**; Roll Below, See Table 6G, Table 9K9, Table 11B4, Table 11C4, Table 11D7.
- 01-12 **Italy**; See Table 11A11.
- 13-24 **Spain**; See Table 11A12.
- 25-36 **Germany**; See Table 11A13.
- 37-48 **France**; See Table 11A14.
- 49-60 **England**; See Table 11A15.
- 61-69 **Greece**; See Table 11A16.
- 70-85 **Russia**; See Table 11A17.
- 86-00 **Scandinavia**; See Table 11A18.
- 81-90 **Korea**; See Table 6H, Table 9K10, Table 11A19, Table 11B4, Table 11C4, Table 11D8.
- 91-00 **Africa/Middle East**; See Table 6M, Table 11B4, Table 11C4, Table 11D9.
- 01-50 **Africa**; Roll Below, See Table 11A20, Table 9K16.
- 01 Burundi,
- 02 Somalia
- 03 Rwanda
- 04 Zambia
- 05 Niger
- 06 Mali
- 07-08 Angola
- 09-10 Madagascar
- 11-12 Ivory Coast/Cote d'Ivoire
- 13-15 Mozambique
- 16-19 Kenya
- 20-23 Algeria
- 24-28 Sudan
- 29-35 Congo (Democratic Republic of)
- 36-44 Egypt
- 45-59 Nigeria
- 60-67 Ethiopia
- 68-73 South Africa
- 74-77 Tanzania
- 78-81 Morocco
- 82-84 Uganda
- 85-87 Ghana
- 88-89 Cameroon
- 90-91 Burkina Faso
- 92 Zimbabwe
- 93 Senegal
- 94 Malawi
- 95 Tunisia
- 96 Chad
- 97-00 Benin
- 51-00 **Middle East**; Roll Below, See Table 11A21, Table 9K17.
- 01-10 Afghanistan
- 11-20 Turkey
- 21-25 Pakistan
- 26-30 Iran
- 31-35 Bahrain
- 36-40 Jordan
- 41-45 Kuwait
- 46-50 Syria
- 51-60 Iraq
- 61-70 Saudi Arabia

71-75 Yemen  
76-80 Israel  
81-85 United Arab Emirates  
86-90 Lebanon  
91-95 Oman  
96-00 Qatar

## **STEP 2. DETERMINE STYLE NAME**

### **Style Name**

01-10 The (Type) of the (Noun 0).  
11-20 The (General Adjective) (Type) of the (Noun 0).  
21-30 (Adjective Chooser) (Noun 0) (Type)  
31-40 The (Noun 0)(Type).  
41-50 (Noun 0) (Type)  
51-60 The (Adjective Chooser) (Noun 0) (Type).  
61-70 (Noun 1)(Noun 2) (Type)  
71-80 (Adjective Chooser)(Noun 1)(Noun 2) (Type)  
81-90 The (General Adjective) (Type) of the (Adjective Chooser) (noun0).  
91-00 The (Type) of the (Adjective Chooser) (Noun 0).

### **Adjective Chooser**

01-80 General Adjective  
81-90 Color  
91-00 Number

### **Noun 0 Chooser**

01-30 Animal  
31-40 Geographic Feature  
41-50 Mineral  
51-60 Vegetable  
61-70 Weather  
71-80 Celestial Object  
81-90 Body part  
91-00 Weapon

### **Noun 1 Chooser**

01-50 Animal  
51-80 Mineral  
81-00 Vegetable

### **Noun 2 Chooser**

01-20 Geographical Feature  
21-40 Weather  
41-60 Celestial Object  
61-80 Body Part  
81-00 Weapon

### **Type**

01-10 Path  
11-20 Form  
21-35 School  
36-50 Art  
51-65 Way  
66-80 Style  
81-90 Technique  
91-00 Method

### **General Adjective List**

01 Anagogic  
02 Ancient  
03 Arcane  
04 Battling  
05 Beautiful

06 Billowing  
07 Blazing  
08 Blessed  
09 Bounding  
10 Bright  
11 Brilliant  
12 Cabalistic  
13 Celestial  
14 Complicated  
15 Cruel  
16 Dark  
17 Darkling  
18 Deadly  
19 Defensive  
20 Destructive  
21 Divine  
22 Drunken  
23 Dueling  
24 Dull  
25 Dusky  
26 Eastern  
27 Enlightened  
28 Esoteric  
29 Eternal  
30 Extraordinary  
31 Extreme  
32 Feared  
33 Fierce  
34 Fighting  
35 Flying  
36 Furious  
37 Gloomy  
38 Glowing  
39 Grand  
40 Great  
41 Guarding  
42 Harmonious  
43 Hateful  
44 Hidden  
45 Holy  
46 Honorable  
47 Hunting  
48 Illuminated  
49 Imperial  
50 Intricate  
51 Jumping  
52 Knightly  
53 Leaping  
54 Legendary  
55 Light  
56 Lighted  
57 Lightless  
58 Lone  
59 Luminous  
60 Masterful  
61 Murky  
62 Mysterious  
63 Mystic  
64 Mystical  
65 Noble  
66 Northern  
67 Obscure  
68 Occult

69 Offensive  
70 Paranormal  
71 Poor  
72 Protecting  
73 Quarreling  
74 Quick  
75 Radiant  
76 Raging  
77 Respected  
78 Running  
79 Shadowy  
80 Shady  
81 Shielding  
82 Shining  
83 Single  
84 Soaring  
85 Southern  
86 Spinning  
87 Spiraling  
88 Springing  
89 Striving  
90 Strong  
91 Supernatural  
92 Trampling  
93 Uncanny  
94 Unearthly  
95 Unknowable  
96 Unnatural  
97 Virtuous  
98 Warring  
99 Western  
00 Whirling

**Color List**

01-03 Light Orange  
06-09 Light Yellow  
10-12 Light Brown  
13-15 Light Red  
16-18 Light Grey  
19-21 Light Green  
22-24 Light Purple  
25-27 Light Blue  
28-29 Tan  
30-31 Pink  
32-35 Orange  
36-39 White  
40-43 Yellow  
44-47 Red  
48-51 Purple  
52-55 Green  
53-59 Brown  
60-63 Blue  
64-67 Black  
68-70 Grey  
71-72 Golden  
73-74 Silver  
75-79 Dark Orange  
80-82 Dark Blue  
83-85 Dark Purple  
86-88 Dark Grey  
89-91 Dark Green  
92-94 Dark Brown  
95-97 Dark Red

98-00 Dark Yellow

### **Number List**

01-05 One  
06-10 Two  
11-15 Three  
16-20 Four  
21-25 Five  
26-30 Six  
31-35 Seven  
36-40 Eight  
41-45 Nine  
46-50 Ten  
51-55 Twelve  
56-60 Eighteen  
61-65 Twenty Four  
66-70 Sixty  
71-75 Sixty Nine  
76-80 One Hundred  
81-85 One Hundred and Eight  
86-90 One Hundred and Twenty  
91-95 One Thousand  
96-00 Ten Thousand

### **Animal List**

01 Insects  
    01-05 Ant  
    06-10 Bee  
    11-15 Beetle  
    16-20 Butterfly  
    21-25 Cockroach  
    26-30 Gnat  
    31-35 Grasshopper/Locust  
    36-40 Fly  
    41-45 Hornet  
    46-50 Mantis  
    51-55 Mosquito  
    56-60 Scorpion  
    61-65 Snail  
    66-70 Spider  
    71-75 Wasp  
    76-80 Worm  
    81-85 Dragonfly  
    86-90 Centipede  
    91-95 Leech  
    96-00 Caterpillar  
02 Alligator/Crocodile  
03 Ape  
04 Armadillo  
05 Baboon  
06 Badger  
07 Bat  
08 Bear  
09 Beaver  
10 Blue-Jay  
11 Bobcat  
12 Buffalo  
13 Buzzard  
14 Carp  
15 Cat  
16 Cheetah  
17 Chimpanzee  
18 Cobra

19 Condor  
20 Cow/Bull  
21 Coyote/Jackal  
22 Crab  
23 Crane  
24 Crawfish/Crayfish  
25 Deer  
26 Dog  
27 Dolphin/Porpoise  
28 Dove  
29 Duck  
30 Eagle  
31 Eel  
32 Egret  
33 Elephant  
34 Falcon  
35 Ferret  
36 Fox  
37 Frog  
38 Giraffe  
39 Goat  
40 Hawk  
41 Hedgehog  
42 Hippopotamus  
43 Horse  
44 Hummingbird  
45 Jaguar  
46 Kangaroo  
47 Koala  
48 Leopard  
49 Lion  
50 Lizard  
51 Lobster  
52 Manta  
53 Mole  
54 Monkey  
55 Moose  
56 Mouse  
57 Octopus  
58 Opossum  
59 Otter  
60 Owl  
61 Ox  
62 Panther  
63 Peacock  
64 Pheasant  
65 Pig/Wild Boar/Hog/Warthog  
66 Pigeon  
67 Porcupine  
68 Puma/Mountain Lion  
69 Python  
70 Quail  
71 Rabbit/Bunny/Hare  
72 Raccoon  
73 Rat  
74 Rattlesnake  
75 Raven/Crow/Rook/Corbie  
76 Rhinoceros  
77 Rooster/Chicken  
78 Salamander  
79 Seagull  
80 Seal  
81 Shark

82 Sheep  
83 Snake/Serpent  
84 Sparrow  
85 Squid  
86 Squirrel  
87 Stingray  
88 Swallow  
89 Tiger  
90 Toad  
91 Tortoise/Turtle  
92 Turkey  
93 Vulture  
94 Weasel  
95 Whale  
96 Wild Goose  
97 Wolf  
98 Wolverine  
99 Zebra  
00 Mythological Creatures  
    01-25 Roc  
    26-50 Dragon  
    51-75 Phoenix  
    76-00 Unicorn/Ki-lin/Qi Lin/Kirin

**Mineral List**

01-05 Steel  
06-10 Gold  
11-15 Silver  
16-20 Mercury  
21-25 Copper  
26-30 Brass  
31-35 Platinum  
36-40 Palladium  
41-45 Marble  
46-50 Granite  
51-55 Obsidian  
56-60 Diamond  
61-65 Ruby  
66-70 Emerald  
71-75 Pearl  
76-80 Sapphire  
81-85 Opal  
86-90 Jade  
91-95 Lead  
96-00 Sulphur

**Vegetable List**

01-02 Apple  
03-04 Apricot  
05-06 Ash  
07-08 Bamboo  
09-10 Banana  
11-12 Barley  
13-14 Bean  
15-16 Beet  
17-18 Berry  
19-20 Birch  
21-22 Cabbage  
23-24 Carrot  
25-26 Cedar  
27-28 Cherry  
29-30 Chestnut  
31-32 Chrysanthemum



33-34 Date  
35-36 Flower  
37-38 Fruit  
39-40 Garlic  
41-42 Grass  
43-44 Hemp  
45-46 Holly  
47-48 Ivy  
49-50 Leaf  
51-52 Maple  
53-54 Mushroom  
55-56 Nightshade  
57-58 Nut  
59-60 Oak  
61-62 Onion  
63-64 Orange  
65-66 Palm Tree  
67-68 Peach  
69-70 Pear  
71-72 Pine  
73-74 Plum  
75-76 Poplar  
77-78 Potato  
79-80 Pumpkin  
81-82 Radish  
83-84 Rice  
85-86 Sugar  
87-88 Turnip  
89-90 Vegetable  
91-92 Walnut  
93-94 Watermelon  
95-96 Wheat  
97-98 Willow  
99-00 Yew

### **Geographical Features List**

01-02 Atoll  
03-04 Barren  
05-06 Bay  
07-08 Beach  
09-10 Bog  
11-12 Canyon  
13-14 Cave/Cavern  
15-16 Cliff  
17-18 Crag  
19-20 Crater  
21-22 Desert  
23-24 Dune  
25-26 Field  
27-28 Ford  
29-30 Forest, rain  
31-32 Forest  
33-34 Garden  
35-36 Glacier  
37-38 Hill  
39-40 Hot Spring  
41-42 Ice field  
43-44 Island  
45-46 Jungle  
47-48 Lagoon  
49-50 Lake  
51-52 Marsh  
53-54 Moor

55-56 Mountain  
57-58 Oasis  
59-60 Ocean  
61-62 Orchard  
63-64 Pass  
65-66 Path  
67-68 Peak  
69-70 Plain  
71-72 Plateau  
73-74 Reef  
75-76 River  
77-78 Savanna  
79-80 Scrub  
81-82 Sea  
83-84 Steppe  
85-86 Stream  
87-88 Swamp  
89-90 Tundra  
91-92 Vale  
93-94 Valley  
95-96 Volcano  
97-98 Waterfall  
99-00 Woods

#### **Weather List**

01-05 Breeze  
06-10 Chill/Frost  
11-15 Drought  
16-20 Dust (storm)  
21-25 Fire/Flame  
26-30 Fog  
31-35 Hail  
36-40 Hurricane  
41-45 Lightning  
46-50 Rain  
51-55 Sleet  
56-60 Snow  
61-65 Storm  
66-70 Thunder  
71-75 Tornado  
76-80 Tsunami/Tidal Wave  
81-85 Typhoon  
86-90 Wave  
91-95 Whirlwind  
96-00 Wind

#### **Celestial Objects List**

01-10 Comet  
11-20 Constellation  
21-30 Earth  
31-40 Heavens  
41-50 Meteor  
51-60 Moon  
61-70 Stars  
71-80 Planets  
81-90 Sun  
91-00 Zodiac

#### **Body Part List**

01-05 Arm  
06-10 Back  
11-15 Body  
16-20 Ear

21-25 Elbow  
26-30 Eye  
31-35 Face  
36-40 Fist  
41-45 Foot  
46-50 Hand  
51-55 Head  
56-60 Knee  
61-65 Leg  
66-70 Mouth  
71-75 Neck  
76-80 Nose  
81-85 Shoulder  
86-90 Stomach  
91-95 Thigh  
96-00 Torso

**Weapon List**

01-05 Axe  
06-10 Bow  
11-15 Chain  
16-20 Club  
21-25 Crossbow  
26-30 Dagger  
31-35 Dart  
36-40 Flail  
41-45 Hammer  
46-50 Knife  
51-55 Lance  
56-60 Lasso/Snare/Rope  
61-65 Mace  
66-70 Pick  
71-75 Scythe  
76-80 Sickle  
81-85 Spear  
86-90 Staff  
91-95 Sword  
96-00 Whip

**STEP 3. DETERMINE STYLE TYPE**

Note, these sections provide roll modifiers on the combat move, martial art power, skill and level advancement bonus tables.

**Table 3A Exclusive or Non-Exclusive**

01-30 Exclusive  
31-00 Non-Exclusive

**Table 3B Hard or Soft**

01-40 Hard  
41-80 Soft  
81-00 Hard/Soft

**Table 3C Internal or External**

01-40 Internal  
41-80 External  
81-00 Internal/External

**Table 3D Aggressive or Passive**

01-45 Passive  
46-90 Aggressive  
91-00 Intermediate (No modifier)

**Table 3E Grappling, Striking, or Weapon based**

01-12 Non-combative

13-24 Grappling/Weapon Based  
25-36 Striking/Weapon Based  
37-50 Grappling  
51-64 Striking  
65-76 Weapon Based  
77-88 Grappling/Striking  
89-00 Grappling/Striking/Weapon Based

#### **STEP 4. DETERMINE STYLE ENTRANCE REQUIREMENTS**

##### **Table 4A Alignment Restrictions**

01-60 None  
61-70 Honorable Alignments Only  
71-80 Dishonorable Alignments Only  
81-85 Good Alignments Only  
86-90 Evil Alignments Only  
91-94 Selfish Alignments Only  
95-97 Two Alignments Only  
98-00 One Alignment Only

##### **Table 4B Type(s) of Alignment**

01-08 Principled with Discipline of Honor  
09-16 Unprincipled with Discipline of Honor  
17-24 Principled  
25-32 Scrupulous  
33-40 Unprincipled  
41-48 Anarchist  
49-52 Taoist  
53-60 Miscreant  
61-68 Aberrant  
69-76 Diabolic  
77-84 Aberrant with Discipline of Honor  
85-92 Miscreant with Discipline of Dishonor  
93-00 Diabolic with Discipline of Dishonor

##### **Table 4C Attribute Requirements.**

01 I.Q.  
02 M.E.  
03 M.A.  
04 P.S.  
05 P.P.  
06 P.E.  
07 P.B.  
08 Spd.  
09-17 Two Attributes (Roll twice on table, disregard all rolls 09-00 or roll 1D8 two times to determine attributes)  
18-19 Three Attributes (Roll three times on table, disregard all rolls 09-00 or roll 1D8 three times to determine attributes)  
20 Four Attributes (Roll four times on table, disregard all rolls 09-00 or roll 1D8 four times to determine attributes)  
21-00 None

##### **Table 4D Level of Attribute Requirement**

01-11 Minimum Attribute of 16  
12-22 Minimum Attribute of 8  
23-33 Minimum Attribute of 9  
34-44 Minimum Attribute of 10  
45-56 Minimum Attribute of 11  
57-67 Minimum Attribute of 12  
68-78 Minimum Attribute of 13  
79-89 Minimum Attribute of 14  
90-00 Minimum Attribute of 15

#### **STEP 5. DETERMINE SKILL COST**

##### **Table 5A Exclusive Style Skill Costs**

01-07 6 Years  
08-14 8 Years  
15-22 10 Years  
23-30 11 Years  
31-38 12 Years  
39-46 13 Years  
47-54 14 Years  
55-62 15 Years  
63-70 16 Years  
71-78 17 Years  
79-86 18 Years  
87-92 19 Years  
93-00 20 Years

#### **Table 5B Non-Exclusive Style Skill Costs**

01-06 4 Years (2 Years as a Secondary Martial Art Style)  
07-12 5 Years (3 Years as a Secondary Martial Art Style)  
13-19 6 Years (4 Years as a Secondary Martial Art Style)  
20-26 7 Years (5 Years as a Secondary Martial Art Style)  
27-33 8 Years (6 Years as a Secondary Martial Art Style)  
34-40 9 Years (7 Years as a Secondary Martial Art Style)  
41-47 10 Years (8 Years as a Secondary Martial Art Style)  
48-53 11 Years (9 Years as a Secondary Martial Art Style)  
54-60 12 Years (10 Years as a Secondary Martial Art Style)  
61-67 13 Years (11 Years as a Secondary Martial Art Style)  
68-74 14 Years (12 Years as a Secondary Martial Art Style)  
75-81 15 Years (13 Years as a Secondary Martial Art Style)  
82-88 16 Years (14 Years as a Secondary Martial Art Style)  
89-94 17 Years (15 Years as a Secondary Martial Art Style)  
95-00 18 Years (16 Years as a Secondary Martial Art Style)

#### **Table 5C Special Style Skill Costs**

Special Exclusive Styles roll on Exclusive Skill Cost Table with a +25% modifier  
Special Non-Exclusive Styles roll on Non-Exclusive Cost Table with a +10% modifier  
Quickie Styles Roll on the following;  
01-10 1 Year  
11-30 2 Years  
31-50 3 Years  
51-70 4 Years  
71-90 5 Years  
91-00 6 Years

### **STEP 6 DETERMINE COSTUME**

#### **Table 6A American/Australian Costume**

01-20 *None*  
21-30 *Fencing Uniform*; 6 piece set, white gloves, white jacket, white mask with black mesh faceplate, shoes, under protector (for training), white pants  
31-40 *Western Ninja Outfit*; Black Karate Gi with Black Ski Mask.  
41-50 *Capoeira Outfit*; Consists of one of a variety of types of pants, typically; Abada pants (white capoeira pants), street pants, Esquiva pants (street-style pants with lateral stripes), Jogo pants (capoeira style pants), Cavalaria pants (capoeira style pants available in 3 color combinations), Berimbau pants (street pants with berimbau design), Au pants (capoeira style pants with lateral design), Abada Brasil (capoeira pants with Brazilian flag), or Angoleiro pants (black pants with yellow stripes). The Pingo (shirt with the word 'capoeira' decorated with white on red or gold on green glitter drops) or a T-Shirt is also worn.  
51-60 *Boxing Uniform*; Shorts, Gloves, Mouth Protector, possibly leather headgear  
61-70 *Wrestling Uniform*; Singlet (red or blue in color), possible headgear, kneed pads (in blue, green, black, and red), shoes or boots  
71-80 *Karate Gi*; See Japan.  
81-90 *Regular Clothes*; Comfortable athletic shoes, loose blue jeans, and some king of long-sleeved shirt.  
91-00 *Street Clothes*

#### **Table 6B Indian Costume**

01-10 *None*  
11-20 *Loincloth*; If a shirt is worn, it is long and hangs outside the lower garment. Footwear is sandals. A turban is worn on the head.

21-30 *Thang-Ta* (Manipuri); Black shorts with red belt sash and red leggings cross-tied with black cord. Footwear is sandals.

31-40 *Kalaripayit* (Kerala); The traditional costume is composed of the T-shaped koopeenam, medicated oil on the body, and a garment called a katcha which gives support to the main muscles of the body. Footwear is sandals.

41-50 *Silambam* (Tamil); The contestants wear langots of various colors, sleeveless vests, turbans, canvas shoes, and a chest guard which is a part of the traditional attire of Palmyrah tree-climbers. Wicker-work shields also form an essential part of the gear.

51-60 *Typical Indian Dress*: White cloth dhoti (loose trousers wrapped between the legs). If a shirt is worn, it is long and hangs outside the lower garment. Footwear is sandals. A turban is worn on the head.

61-70 *Punjab Dress*; Shalwar (loose fitting pajamas). If a shirt is worn, it is long and hangs outside the lower garment. Footwear is sandals. A turban is worn on the head.

71-80 *Norther Indian Dress*: Achkan (a long, tight coat buttoned all the way up with a short, stiff collar) with trousers which are wide at the top and fit tightly from knee to ankle. Footwear is sandals. A turban is worn on the head.

81-90 *Indian Muslim Dress*; The Lunqi, a checkered, two yard long piece of cloth which hangs loose and is wrapped around the waist like a sarong. If a shirt is worn, it is long and hangs outside the lower garment. Footwear is sandals. A Muslim Hat (preferably made of Angora Wool) is worn on the head.

91-00 *Street Clothes*  
 Alternate Head Dress: Parsi hat (a traditional shiny, starched black alpaca in the shape of a rimless bowler), Gandhi Cap (an unadorned, visor-less cap).

### **Table 6C Mongolian Costume**

01-25 *None*

26-50 *Ch'a Ch'uan Costume*: Loose pullover shirt, loose pants, soft boots and turban. Usually all a faded white or ivory color.

51-75 *Arabian variant* (see African/Middle Eastern Costumes)

76-00 *Street Clothes*

### **Table 6D Japanese Costume**

01-05 *None*

06-15 *Aikidogi*; The primary costume of the aikidoka is the Keiko gi/do gi/gi or Practice uniform. This is further supplemented through wearing Hakama (a Split skirt/wide legged pants). Additional costume features include a Tenugui (small hand cloth to wipe face which is also worn under the helmet in sword practice), Embu Gi (demonstration uniform), Montsuki (wide sleeved top with mon (family crest) on chest, sleeve and back), Uwagi (practice top), Obi (typically white or black belt), Zekken (chest patch embroidered with own name and dojo name) and Tabi (split-toed sock-slippers) for wear inside the dojo and Zori (sandals) for use outside the dojo.

16-25 *Iaidogi*; Comes with Iaido Gi (a black, regular narrow or wide kimono sleeved, jacket), Iaido hakama (black or navy pleated trousers), and Kaku Obi (navy, mustard, brown, white, or dark green belt).

26-35 *Judogi*; Consists of a heavy Uwagi (jacket), heavy pants, Obi (belt) and is usually worn with bare feet, occasionally zori (slippers) or tabi (split toed socks) will be worn. Comes in snow white, white, black, and blue.

36-45 *Kamishimo Zashi*; Ceremonial dress of stiffened hemp worn by samurai during the Edo period. Formal samurai attire consisting of a Kimono, Hakama, and Kataginu During the Edo Period, kamishimo become more 'everyday wear'.

46-55 *Karategi* (Dogi or uniform); Consists of Uwagi (jacket), pants, Obi (belt) and is usually worn with bare feet, occasionally zori (slippers) or tabi (split toed socks) will be worn. Comes in red, white, black, and blue

55-65 *Kendogi*; Consists of Kendo Keikogi (heavy weight navy, blue, beige, white, or indigo jacket) and Kendo Hakama (navy, beige, white, or indigo pleated trousers).

66-70 *Kendo Bogu* (armor); Dark blue with red accents Set includes: Do (breastplate), Men (Helmet with face mask), Kote (gloves), and Tare (waistband).

71-75 *Kyudogi*; White cotton jacket with black Hakama (pleated trousers), Kaku Obi, white cotton Tabi (split toed socks), and soft leather gloves with reinforced, stiff, sections.

76-85 *Naginata Gi*; Consists of Naginata Keikogi (light weight white jacket) and Naginata Hakama (navy or black pleated trousers).

86-90 *Shinobi Shozoku*: The ninja outfit consists of jacket, hakama (loose pants), hand gauntlets, sandals, tabi socks, double belt, leg ties, separate leg and arm pieces, and quilted groin and body protector. Numerous pockets are designed for concealing shuriken and other Ninja items. Also comes with a two-part hood. All of the clothing is relatively loose, with ties around the waist, wrists and ankles. (For just the clothing, A.R.: 8 and S.D.C: 15) For fighting operations on the battlefield there were chain mail jackets and leggings. Chain mail guards for the wrists, hands and neck along with a metal chin guard completed the armor. Armor triples the price of the outfit. (For chain mail armor additions, A.R. 13 and S.D.C. 59) The clothing is traditionally died one of several colors, depending on the environment in which the shinobi is working: the default color is off-black for night and utter blackness, brown for fields and forests, gray for stone and urban settings, and white for snow. True black is not available, the closest being a nearly black, dark red or dark indigo, dark brown or rust colored, due to the available dyes. For more theatrically inclined ninja, the following colors are available; blue for ninja which clumsy, incapable, or poor, red and/or orange for villainous ninja (especially ninja assassins), grey for neutral ninja, white for good ninja and evil ninja attempting to mend their ways, and no color or shinobi shozoku at all for powerful ninja. Reversible forms of shinobi shozoku may be made (or bought), with a second color or even a complete set of faux garb that can be used as a disguise (such as common bonge garb, priests's garb, etc.) when the garb is turned inside out. A second color on the reverse of the garb adds +50% to the listed cost; having a set of faux garb on the reverse doubles the cost of the shinobi shozoku.

91-95 *JSDF Physical Training Uniform*; The Japanese Self Defense Force white physical training uniform and even the older, white

Imperial Japanese Army uniform (looks like a chef's uniform with nehru collar, and has been in constant use since at least the 1920s. It may have evolved from the European cavalry fatigue duty uniform worn while cleaning out stables; a three-inch wide "stable belt" is also worn. ) are occasionally worn.

96-00 *Street Clothes*

#### **Table 6E Chinese Costume**

01-05 *None*

06-10 *Traditional, Chinese Silk Gown*; Prefer ornate, traditional Chinese gowns with sleeves that can wrap around the arm at least four times. Bright colors and ornate embroidery are favored. The traditional fan can be disguised as a normal fan and/or stored in a hidden pocket in the sleeve.

11-15 *Circus acrobat outfit*; Usually tights, sweat suits, or body suits.

16-20 *Shaolin style Buddhist monk robes*; Made from heavy grade durable fabric with traditional yellow trim. Each robe comes complete with pattern-stitched top, full cut pants, thick over socks, elastic leg bindings, and a monk-style bag that is lined and has three zippered pockets. Colors are orange, white, brown and black.

21-25 *Shaolin Uniform*; A white shirt over black loose pants.

36-45 *Silk Sam (Kung Fu Uniform)*; Comes with jacket consisting of frog buttons, rollback cuffs, snap-out collar, four exterior and one interior pocket (available colors include; black with white buttons & trim, black with black buttons & trim, red with black buttons, red with white buttons, white with black buttons, and white with white buttons & trim), black pants with drawstring waist and back pocket and black canvas shoes with white cotton lining.

46-55 *Cotton Sam (Kung Fu Uniform)*; Comes with jacket consisting of frog buttons, rollback cuffs, snap-out collar, four exterior and one interior pocket (available colors include; black with white buttons & trim, black with black buttons & trim, red with black buttons, red with white buttons, white with black buttons, and white with white buttons & trim), black pants with drawstring waist and back pocket and black canvas shoes with white cotton lining.

56-65 *Tai Chi Uniform*; Long sleeve jacket featuring frog buttons (the same color as the uniform) and mandarin collar and pants with elastic waist and legs. Colors include black, blue, red, and white.

66-75 *Black Kung Fu Pants and no shirt.*

76-80 *Robe*; A simple cotton robe, belted at the waist with a piece of robe or cloth, with no ornamentation or decorations.

81-85 *Cotton Clothing*; Loose cotton tunic and pants.

86-90 *Quilted Clothing*; Quilted cotton jacket and pants, fitted for the individual's comfort but also so that it can serve as an undergarment for armor.

91-95 *Modified Street Clothes*; To modify street clothes, a set of spurs/spikes/blades are mounted on a leather strap and pulled on over knuckles, palms, elbows, shoulders, knees and ankles (the whole process takes just one melee round). Full combat attire means the character dons a full suit of armor, fitted with nasty looking horns, blades, hooked barbs and spurs with serrated edges.

96-00 *Street Clothes*

#### **Table 6F Okinawan Costume**

01-10 *None*

11-30 *Karategi with Hakama*; Consists of Uwagi (jacket), Hakama (red, white, or blue pleated trousers), and is usually worn with bare feet, occasionally zori (slippers) or tabi (split toed socks) will be worn.

31-50 *Karategi (Dogi or uniform)*; Consists of Uwagi (jacket), pants, Obi (belt) and is usually worn with bare feet, occasionally zori (slippers) or tabi (split toed socks) will be worn. Comes in red, white, black, and blue

51-70 *Karategi with robe*: Consists of Uwagi (jacket), pants, and is usually worn with bare feet, occasionally zori (slippers) or tabi (split toed socks) will be worn. Comes in red, white, black, and blue Over that is a short (knee length) black, cotton, sleeveless robe. The final touch is a thick cloth belt that wraps around twice and then is tied in a complex knot.

71-90 *Taidogi*: White sleeveless tunic, white pants, white headband and white wrist and ankle bands.

91-00 *Street Clothes*

#### **Table 6G European Costume**

01-10 *None*

11-12 *Roman Gladiator; Gallic* wears the galea, the belt, manica on his weapon arm, and fasciae. He also carries a scutum. The Gallic gladiator fights with any number of weapons.

13-14 *Roman Gladiator; Hoplomachi* were like the Samnites, but more heavily armed. They wore ocrea on both legs and mail or leather cuirasses.

15-16 *Roman Gladiator; Myrmillo* wore a large galea with a fish on its crest, a manica of mail, leather or metal scales on his left arm, ocrea on at least one leg, a scutum and a straight Greek-styled sword.

17-18 *Roman Gladiator; Retiarius* wore a subligaculum and a metal galerus on the left arm. He carried a net, a dagger and a trident or tunny-fish fascina.

19-25 *Roman Lorica Segmentata* (scale armor)

26-33 *Fencing Uniform*; 6 piece set, white gloves, white jacket, white mask with black mesh faceplate, shoes, under protector (for training), white pants

34-41 *Boxing Uniform*; Shorts, Gloves, Mouth Protector, possibly leather headgear

42-49 *Wrestling Uniform*; Singlet (red or blue in color), possible headgear, kneed pads (in blue, green, black, and red), shoes or boots

50-57 *Regular Clothes*; Comfortable athletic shoes, loose blue jeans, and some kind of long-sleeved shirt.

58-65 *Savate Costume*; The Savate traditional dress is similar to that worn by boxers in the 19th century. It consists of a sleeveless jumpsuit, usually in a dark color. Hard-toed shoes are used (add +1 to damage in combat).

66-73 *Musketeer Outfit*; Doublet worn with canions (close fitting breeches) over stockings. Sometimes a jerkin (jacket) was worn over the doublet. Other apparel includes cloaks, shoes, and a variety of brimmed hats.

74-82 *European Armor* (full suit of plate armor)

83-84 *Roman Gladiator*; *The Samnite* used scutum and ocrea on his left leg, a galea with a large crest and plume, and a gladius.

85-86 *Roman Gladiator*; *The Secutor* carried a large oval or rectangular shield, an ocrea on his left leg, a round or high-visored helmet, manicae at the elbow and wrists, and a sword or dagger.

87-88 *Roman Gladiator*; *Thracian* wore ocrea on both legs, a small square shield (parma), a helmet, a sica or the Thracian sword.

89-90 *Roman Gladiator*; *Andabatae* wore helmets without eye holes.

91-00 *Street Clothes*

#### **Table 6H Korean Costume**

01-10 *None*

11-20 *Tae Kwon Do Instructor Dobok*; Consists of Korean style gi jacket (black color), Korean style gi pants (black color), and belt. It is usually worn with bare feet.

21-30 *Moo Duk Kwan Dobok*; Set includes belt, jacket and pants white with black trim.

31-40 *Hwarang-Do Dobok*; Standard Dobok but with a colored silk sash in place of the belt. Optional cloth wrappings around the wrist-forearm and calve-ankle.

41-60 *Dobok*; Consists of Korean style gi jacket (primarily white in color, occasionally black, red, or black with red trim), Korean style gi pants (red, white, blue, black, white with black trim), and belt. It is usually worn with bare feet.

61-70 *Tae Kwon Do Student Dobok*; Consists of Korean style gi jacket (primarily white, occasionally white with a black collar), Korean style gi pants (black color), and belt. It is usually worn with bare feet.

71-80 *Hapkido Dobok*; Cotton jacket features unique, sewn diamond pattern. Pants have an elastic pullstring waistband and gusset crotch design. Hems on pants and jacket sleeves feature 6 line stitching. Available in black with white stitching or white with black stitching. Belt

81-90 *Tang Soo Do Dobok*; Set includes belt, jacket and pants white with midnight blue or black trim.

91-00 *Street Clothes*

#### **Table 6I Thai Costume**

01-25 *None*

26-50 *Thai Boxing*; Light boxing gloves, trunks, and foot wrappings. Other, optional, items include the Kruang Rang, a religious artifact (usually Buddhist) tied around the upper arm with a bright cloth wrapping, and the Monkon, a brightly colored headband that identifies the fighter's teacher.

51-75 *Krabi-Krabong*; Bright blue pants and tunic.

76-00 *Street Clothes*

#### **Table 6J Filipino Costume**

01-25 *None*

26-50 *Kali/Eskrima/Arnis Sparring Gear*; Fully padded head protector w/ metal face cage, padded crown & ears. Available in black or red. Also available is the matching hand guards and chest protectors.

51-75 *Kali/Eskrima/Arnis Uniforms*; A combination of karate uniform or sweat pants, a t-shirt, and sometimes a traditional vest is worn. The style worn can even vary within a school or system.

76-00 *Street Clothes*

#### **Table 6K Indonesian Costume**

01-25 *None*

26-50 *Baju Silat*; (Indonesian Silat uniform) These "uniforms" will vary from one school to another, depending on the place of origin of the teachers and founders. Traditional Silat costumes tend to be black, and it consists of the following elements: a pull-over type shirt, pants not unlike those used in Karate; the samping, or waist-cloth, which usually has a colorful pattern; a turban-like head cloth, called tengkokok.

51-75 *Judogi*; Modern Silat practitioners have discarded the traditional headgear and waist-cloth, and have adopted the typical Judogi.

76-00 *Street Clothes*

#### **Table 6L Malaysian Costume**

01-25 *None*

26-50 *Baju Melayu*; (Malaysian Silat uniform) These "uniforms" will vary from one school to another, depending on the place of origin of the teachers and founders. Traditional Silat costumes tend to be black, and it consists of the following elements: a loose judo jacket-like shirt, pants not unlike those used in Karate; the samping, or waist-cloth, which usually has a colorful pattern; a turban-like head cloth, called tengkokok.

51-75 *Judogi*; Modern Silat practitioners have discarded the traditional headgear and waist-cloth, and have adopted the typical Judogi.

76-00 *Street Clothes*



## **Table 6M African/Middle Eastern Costume**

01-20 *None*

21-30 *Berber Dress*; Knee or ankle length trousers with shirts topped by a sleeveless robe or dolman and a waist sash, leather stockings and leather slippers or harder shoes or boots with a Burnoose (hooded cloak) worn.

31-40 *Arabian variant*; Thobe (long, full, unbelted white shirt), with an aba (the traditional desert robe, simple and flowing in design. Most abas are monochromatic--black, brown, and white being favorite colors. The amount and type of embroidery on the edges reflects the relative luxury of the garment; the best abas are trimmed with threads of gold. Some abas may be made of dyed fabric and bright colors, especially those designed for festival days and special occasions. The aba is closed at the waist with a sash and has full, open sleeves.) It is worn with a keffiyeh (headcloth) and an akal (a cord or group of cords designed to hold a keffiyeh snugly to the head. Basic versions are simply hemp cords, but more ornate agals are made of silk, and some are trimmed with semi-precious stones and dusted with gold.)

41-50 *Middle Eastern Low Class Wear*; A simple set of trousers with drawstring waist, a dishdash (simple tunic, usually worn by farmers and poor merchants. Length varies between the knees and ankles, and the it is held closed by a belt, rope, or sash, and sash at waist) with sandals or leather slippers. Also worn is a soft cap or headcloth

51-60 *Middle Eastern Middle Class Wear*; Knee or ankle length trousers with shirts topped by a sleeveless robe or dolman and a waist sash, leather stockings and leather slippers or harder shoes or boots. A turban wrapped around a soft cap is worn on the head.

61-70 *Middle Eastern High Class Wear*; Knee or ankle length trousers with shirts topped by a dolman (loose, floor-length robe with sleeves) and a waist sash, leather stockings and leather slippers or harder shoes or boots. A turban is wrapped around a fez (round felt hat for men that looks like a short cone with a flat top. A tassel roughly as high as the hat hangs from the crown. Most fezes stand about 6 inches high and are red with a black tassel.)

71-80 *Arab Winter Wear*; An aba (the traditional desert robe, simple and flowing in design. Most abas are monochromatic--black, brown, and white being favorite colors. The amount and type of embroidery on the edges reflects the relative luxury of the garment; the best abas are trimmed with threads of gold. Some abas may be made of dyed fabric and bright colors, especially those designed for festival days and special occasions. The aba is closed at the waist with a sash and has full, open sleeves.) With a Jellaba (heavy "winter aba," which runs to the ground, is typically less decorative than the aba and is made of wool or felt) worn over it. It is worn with a keffiyeh (headcloth) and an akal (a cord or group of cords designed to hold a keffiyeh snugly to the head. Basic versions are simply hemp cords, but more ornate agals are made of silk, and some are trimmed with semi-precious stones and dusted with gold.)

81-00 *Street Clothes*

## **STEP 7. DETERMINE STANCE**

01-02 A wide sideways stance with legs almost twice shoulder-width apart. Hand position varies according to weapon availability.

03-04 A natural, loose, standing position with arms at waist level.

05-06 A low, bowlegged and off center stance, with the body slumped over and ready to roll forward or back at any time. Arms are held with elbows out and hands inward and loosely hanging down.

07-08 A solid two-legged stance where both legs are bent forward and both feet are pointed slightly outward. Arms are held in a wide wrestler-style position, with hands cupped forward in knife-hand position.

09-10 A side stance, with one foot pointing toward the opponent, and the other on a right angle to the first.

11-12 A wide sideways stance with legs almost twice shoulder-width apart. The hands are held high, shoulder level, with one open in a knife-blade position and the other hand closed into a fist.

13-14 A natural stance that can be facing either right or left. In right stance, the feet are a shoulder's width apart, right foot facing forward, left foot pointing left, right arm loosely extended at chest level, left arm a hand's width from the body, hands extended loosely with all fingers separated.

15-16 Almost at "attention," with legs only a foot apart and with hands crossed and fitted into sleeves.

17-18 Body sideways, legs a shoulder's width apart with feet at a right angle to each other. Both hands held up to shoulder height, leading hand extended, rear hand tucked just below the chin, both hands in "claw" position.

19-20 Both arms are severely bent at the both the elbows and wrists, with the fingers pointing down and one hand extended further out than the other. Legs are apart, with knees slightly bent.

21-22 Facing opponent, with one foot forward and the other back, arms extended forward and holding weapon in a two-handed grip.

23-24 Feet shoulder-width apart, pointing forward with the knees just slightly bent. The shoulders are rounded forward a bit, so it looks like the character is slouching. The hands are at waist level, positioned as if they were holding an invisible basketball.

25-26 Feet shoulder-width apart, forward foot pointing slightly away from the body, rear foot pointing towards the rear. One arm tight against the waist, the other loosely extended, both hands clenched in fists. Note that the fist is somewhat different, with the thumb wrapped over the top of the clenched fist rather than toward the palm.

27-28 Feet are less than shoulder width apart, at right angles, with the knees slightly bent. Arms and hands are usually loosely extended in a variety of positions.

29-30 Feet shoulder's width apart, forward foot pointed ahead and to the outside, rear foot pointed out and to the front, knees bent. Forward fist rigidly extended on a straight line from the shoulder, rear fist tight against the waist.

31-32 Feet a shoulder's width apart, both knees partly bent, forward fist extended at navel level, and rear fist pulled tightly back to waist.

33-34 Feet shoulder's width apart with knees bent about halfway down, back and shoulders straight upright. The hands and arms as if they were holding an imaginary piece of wood away from the body and vertical to the ground; the top hand holding the wood at the top and the bottom hand holding it at the bottom.

35-36 Feet a shoulder's width apart, both facing forward, knees slightly bent. Left hand forward at chin level, right hand pulled back to the waist, both tightly clenched in a fist.

37-38 Forward stance with feet at right angles, less than shoulder width apart. One fist forward at chin level, the other drawn back to the chest, both clenched and pointing upward, with the palm toward the body.

39-40 Front stance, with one leg advancing and the other behind, arms are held out in front of the body with one hand clenched in a fist and the other held open.

41-42 Front stance with legs a shoulder's width apart, feet forward and knees slightly bent. One hand is outstretched at eye level, the other is a hand's width in front of the stomach, both hands are held open with fingers wide apart.

43-44 Graceful pose, looking tall, with legs straight and hands held loosely forward and fingers arranged artfully.

45-46 Legs shoulder-width apart, feet at right angles, body at a 45 degree angle to the opponent. One hand pulled back tightly to waist, the other loosely extended at naval level, both hands clenched into fists and facing toward the enemy with palms down.

47-48 Legs are spread wide, two shoulder widths apart, with one outstretched and the other with the knee bent. Shoulders are relaxed with arms held apart, both hands in "knife-blade" position.

49-50 Like a boxing stance, except the weight is shifted from leg to leg in preparation for kicking.

51-52 Low knee bends, feet more than shoulder-width apart. Hands out-stretched in claw position.

53-54 Low knee bends, feet wide apart, with one hand stretched, and the other pulled in to the waist, both in claw positions.

55-56 Low, wide legged, side stance, with most of the body centered over the back leg, forward leg resting lightly on the ball of the foot. Forward hand is held out and open, the rear hand is pulled back and out at waist level.

57-58 Narrow stance with feet close together, one in front of another. Fists are held tight to the center of the chest, one on top of the other, almost touching.

59-60 Prefer a forward stance, with legs bent and shoulder-width apart. One hand extended loosely and held at the stomach in a fist.

61-62 Rear leg bent slightly at the knee, forward leg a few inches off the ground, forward hand loosely outstretched, rear hand loosely at waist.

63-64 Relaxed standing position, with arms loosely at the sides.

65-66 Right leg bent out to the right and forward, left leg at a right angle, with knee bent out to the back. Shoulders twisted at angle from the waist. Right arm extended and curved back, left arm back and curved upward and forward.

67-68 Standing upright with head bowed down slightly, eyes half-closed, hands loosely open, one over the other, over the heart, with the palms pointing inward.

69-70 Standing upright, with forward foot facing forward and rear foot at a right angle, forward arm loosely extended, rear arm held just behind the body. Both hands at about waist level, with palms held vertical and toward the center of the body, thumb separate and fingers loose.

71-72 Starting position is usually squatting on the ground, with elbows down, arms up and hands bent down, exactly like a dog begging for scraps while on hind legs.

73-74 Weapon hand should always be on the grip of the weapon, whether it is drawn or not. The other hand is open, fingers toward the ground, palm up and out. The forward foot (same side as sword hand) is flat on the ground, extended out, while the other leg is raised, with only the ball of the foot touching the ground.

75-76 The body is lowered considerably, with the knees bent so that the center of Chi will be strengthened. Weight is distributed so that 30% is on the front extended leg, and 70% on the other leg, which is behind.

77-78 The feet pointed at a 45 degree angle outward from the body, feet splayed wide, double shoulder width or more, with knees bent nearly half. Hands spread in a wide wrestler-style position.

79-80 The right hand is extended only when the left leg is extended and vice versa. Initially, the hands are formed in a gripping position, as if the fingers were holding an invisible ball the size of the palm. All foot movements are designed around a triangular pattern, so every forward move is followed by a sideways move.

81-82 This style discourages the use of stances, believing that they make the body too rigid. Instead, there are simply relaxed ways of standing, with the feet placed comfortably apart and hands open at hip level.

83-84 The waiting stance is with the right hand extended, open, with the palm turned slightly inward, while the left hand is facing palm outward with the forefinger bent to touch the inside of the thumb, right foot extended and left foot back.

85-86 Upright stance with legs together, one arm up, the other at waist, both hands held loosely with the forefinger pointing.

87-88 Upright, feet at right angles and slightly apart, hands held over chest, one cupping the other with index fingers extended.

89-90 Upright, legs slightly apart, with hands loosely at the waist.

91-92 Very wide stance, with feet double shoulder-width apart and feet slightly "pigeon-toed," knees bent, hands extended straight down and away from the body and clenched in fists.

93-00 No Stance.

## **STEP 8. DETERMINE CHARACTER BONUSES**

### **Table 8A Number and Type of Attribute Bonuses**

01-02 None  
 03-04 Chi Bonus & Four Attribute Bonuses  
 05-06 Chi Bonus  
 07-08 Chi Bonus & One Attribute Bonus  
 09-16 Chi Bonus & Three Attribute Bonuses  
 17-26 Chi Bonus & Two Attribute Bonuses

27-40 Chi Bonus, Two Attribute Bonuses, & S.D.C. Bonus  
41-58 Four Attribute Bonuses & S.D.C. Bonus  
59-74 Chi Bonus, Three Attribute Bonuses & S.D.C. Bonus  
75-84 Three Attribute Bonuses & S.D.C. Bonus  
85-92 Two Attribute Bonuses & S.D.C. Bonus  
93-96 Chi Bonus, One Attribute Bonus, & S.D.C. Bonus  
97-98 One Attribute Bonuses & S.D.C. Bonus  
99-00 Five Attribute Bonuses

**Table 8B Chi Bonus**

01-50 Add +5 to Chi  
51-75 Add +10 to Chi  
76-90 Add +15 to Chi  
91-00 Double Existing Chi

**Table 8C Attribute Bonuses**

If the same attribute is rolled more than once, reroll until a different attribute is rolled.

01-02 Add +2 to P.B.  
02-04 Add +4 to M.E.  
05-06 Add +4 to M.A.  
07-10 Add +3 to P.P.  
11-14 Add +3 to M.E.  
15-18 Add +3 to M.A.  
19-22 Add +1 to P.B.  
23-26 Add +2 to M.A.  
27-30 Add +2 to M.E.  
31-34 Add +1 to M.E.  
35-38 Add +1 to M.A.  
39-42 Add +6 to Spd.  
43-46 Add +4 to Spd.  
47-50 Add +2 to Spd.  
51-54 Add +1 to Spd.  
55-58 Add +3 to Spd.  
59-62 Add +5 to Spd.  
63-66 Add +1 to P.E.  
67-70 Add +1 to P.S.  
71-74 Add +1 to P.P.  
75-78 Add +2 to P.E.  
79-82 Add +2 to P.S.  
83-86 Add +2 to P.P.  
87-90 Add +3 to P.E.  
91-94 Add +3 to P.S.  
95-96 Add +4 to P.E.  
97-98 Add +4 to P.S.  
99-00 Add +4 to P.P.

**Table 8D S.D.C. Bonus**

01-05 Add +3D6 to S.D.C.  
06-15 Add +3D4 to S.D.C.  
16-25 Add +2D6 to S.D.C.  
26-35 Add +2D4 to S.D.C.  
36-45 Add +1D6 to S.D.C.  
46-55 Add +1D4 to S.D.C.  
56-65 Add +5 to S.D.C.  
66-75 Add +10 to S.D.C.  
76-85 Add +15 to S.D.C.  
86-95 Add +20 to S.D.C.  
96-00 Add +25 to S.D.C.

**STEP 9. DETERMINE COMBAT MOVES**

NOTE: The "Unique" Combat Move designation allows the person creating their style to develop and include new combat moves.

**Table 9A Initial Number of Attacks**

Modifiers (All are cumulative): Internal, Non-Exclusive, and Passive all reduce the number of attacks by one rank (i.e. by one attack),

Exclusive, External, and Aggressive all increase the number of attacks by one rank (i.e. by one attack). These modifiers cannot increase the number of attacks above or below the limits of the table (in other words, having three increase modifiers and rolling 00 means the character only has five attacks).

I.E. a style that's Exclusive, Internal and Aggressive would be increased by two ranks and reduced by one for a net gain of one rank, meaning that it has a minimum of two attacks and a maximum of five attacks which can be rolled on this table.

01-20 One

21-40 Two

41-60 Three

61-80 Four

81-00 Five

#### **Table 9B1 Number of Escape Moves**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive -25%, Passive +10%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-23 0 Escape Moves

24-46 1 Escape Move

47-68 2 Escape Moves

69-90 3 Escape Moves

91-92 4 Escape Moves

93-94 5 Escape Moves

95-96 6 Escape Moves

97-98 7 Escape Moves

99-00 8 Escape Moves

#### **Table 9B2 Types of Escape Moves**

01-10 Impact Sponge

11-15 Handstand

16-25 Leap

26-35 Maintain Balance

36-75 Roll with Punch/Fall/Impact

76-85 Back Flip

86-90 Somersault

91-95 Turn with Punch/Fall/Impact

96-00 Unique

#### **Table 9C1 Number of Attack Moves**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-18 0 Attack Moves

19-36 1 Attack Move

37-54 2 Attack Moves

55-72 3 Attack Moves

73-90 4 Attack Moves

91-92 5 Attack Moves

93-94 6 Attack Moves

95-96 7 Attack Moves

97-98 8 Attack Moves

99-00 9 Attack Moves

#### **Table 9C2 Types of Attack Moves**

01-05 Forward Spin

06-15 Handstand

16-25 Leap

26-35 Cartwheel

36-75 Back Flip

76-85 Roll

86-90 Somersault

91-95 Stagger

96-00 Unique

**Table 9D1 Number of Basic Defensive Moves**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-02 1 Basic Defensive Move; Dodge

03-05 2 Basic Defensive Moves; Dodge and Parry

06-90 3 Basic Defensive Moves; Automatic Parry, Dodge, and Parry

91-94 4 Basic Defensive Moves; Automatic Parry, Dodge, and Parry and roll for one further Basic Defensive Move

95-97 5 Basic Defensive Moves; Automatic Parry, Dodge, and Parry and roll for two further Basic Defensive Moves

98-00 6 Basic Defensive Moves; Automatic Parry, Dodge, and Parry and roll for three further Basic Defensive Moves

**Table 9D2 Types of Basic Defensive Moves**

01-33 Backward Turn

34-67 Entangle

68-00 Unique

**Table 9E1 Number of Advanced Defenses**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-18 0 Advanced Defenses

19-36 1 Advanced Defense

37-54 2 Advanced Defenses

55-72 3 Advanced Defenses

73-90 4 Advanced Defenses

91-92 5 Advanced Defenses

93-94 6 Advanced Defenses

95-96 7 Advanced Defenses

97-98 8 Advanced Defenses

99-00 9 Advanced Defenses

**Table 9E2 Types of Advanced Defenses for Soft Styles**

01-10 Unique

11-20 Spinning Evasion

21-30 Combination Parry/Throw

31-40 Multiple Dodge

41-50 Circular Parry

51-60 Disarm

61-70 Breakfall

71-80 Automatic Roll

81-90 Chum

91-00 Auto Parry/Attack\*\*

**Table 9E3 Types of Advanced Defenses for Hard Styles**

01-10 Power Block/Parry/Claw

11-20 Combination Parry/Lock

21-30 Combination Parry/Hold

31-40 Combination Parry/Attack

41-50 Back Flip

51-60 Breakfall

61-70 Power Block/Parry

71-80 Automatic Dodge

81-90 Multiple Dodge

91-00 Unique

**Table 9E4 Types of Advanced Defenses for Hard/Soft Styles**

01-02 Unique

03-07 Auto Parry/Attack\*\*

08-12 Spinning Evasion

13-17 Chum

18-22 Combination Parry/Throw

23-27 Automatic Roll  
28-32 Multiple Dodge  
33-37 Disarm  
38-42 Circular Parry  
43-52 Breakfall  
53-62 Back Flip  
63-67 Power Block/Parry  
68-72 Combination Parry/Attack  
73-77 Automatic Dodge  
78-82 Combination Parry/Hold  
83-87 Combination Parry/Lock  
88-92 Multiple Dodge  
93-97 Power Block/Parry/Claw  
98-00 Unique

**Table 9F1 Number of Hand Attacks for non-striking styles**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%, Grappling -20%, Weapon Based -10%, Grappling/Weapon Based -10%.  
Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-18 0 Hand Attacks  
19-36 1 Hand Attack  
37-54 2 Hand Attacks  
55-72 3 Hand Attacks  
73-90 4 Hand Attacks  
91-92 5 Hand Attacks  
93-94 6 Hand Attacks  
95-96 7 Hand Attacks  
97-98 8 Hand Attacks  
99-00 9 Hand Attacks

**Table 9F2 Number of Hand Attacks for Striking styles**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%, Striking +10%, Grappling/Striking +5%, Striking/Weapon Based +5%,  
Grappling/Striking/Weapon Based +5%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-36 1 Hand Attack  
37-54 2 Hand Attacks  
55-72 3 Hand Attacks  
73-90 4 Hand Attacks  
91-92 5 Hand Attacks  
93-94 6 Hand Attacks  
95-96 7 Hand Attacks  
97-98 8 Hand Attacks  
99-00 9 Hand Attacks

**Table 9F3 Types of Hand Attacks for Soft Styles**

01-05 Unique  
06-10 Fore-Knuckle Fist  
11-15 NEGATIVE GOU  
16-20 ONE-FINGERTIP ATTACK  
21-25 CRANE FIST  
26-30 PUSH OPEN HAND  
31-35 ROUNDHOUSE STRIKE  
36-40 Fingertip Attack  
41-45 Knife Hand  
46-50 Human Fist (Punch)  
51-55 Palm Strike  
56-60 Backhand  
61-65 Claw Hand  
66-70 UPPER CUT  
71-75 ROTARY PALM STRIKE

76-80 KNIFE HAND KNOCKOUT  
81-85 TWO-PALM PUSH  
86-90 Sticky Hand  
91-95 LAU  
96-00 Unique

**Table 9F4 Types of Hand Attacks for Hard Styles**

01-05 GOU STRIKE  
06-10 PUNCH/SPUR PUNCH  
11-15 OVERHEAD FORE-KNUCKLE FIST  
16-20 DUO-CLAW STRIKE  
21-25 EAGLE CLAW HAND  
26-30 Power Punch  
31-35 Double-Knuckle Fist  
36-40 Claw Hand  
41-45 Palm Strike  
46-50 Backhand  
51-55 Human Fist (Punch)  
56-60 Knife Hand  
61-65 Fore-Knuckle Fist  
66-70 Double-Fist Punch  
71-75 BLACK TIGER CLAW STRIKE  
76-80 DUO-KNUCKLE STRIKE  
81-85 One-Inch Punch  
86-90 PALM STRIKE/PALM SPIKE  
91-95 CHUK STRIKE  
96-00 Unique

**Table 9F5 Types of Hand Attacks for Hard/Soft Styles**

01-03 Unique  
04-06 LAU  
07-09 NEGATIVE GOU  
10-12 Sticky Hand  
13-15 ONE-FINGERTIP ATTACK  
16-18 TWO-PALM PUSH  
19-21 CRANE FIST  
22-24 KNIFE HAND KNOCKOUT  
25-27 PUSH OPEN HAND  
28-30 ROTARY PALM STRIKE  
31-33 ROUNDHOUSE STRIKE  
34-36 UPPERCUT  
37-39 Fingertip Attack  
40-42 Backhand  
43-45 Knife Hand  
46-48 Palm Strike  
49-52 Human Fist (Punch)  
53-55 Claw Hand  
56-58 Fore-Knuckle Fist  
59-61 Double-Knuckle Fist  
62-64 Double-Fist Punch  
65-67 Power Punch  
68-70 BLACK TIGER CLAW STRIKE  
71-73 EAGLE CLAW HAND  
74-76 DUO-KNUCKLE STRIKE  
77-79 DUO-CLAW STRIKE  
80-82 One-Inch Punch  
83-85 OVERHEAD FORE-KNUCKLE FIST  
86-88 PALM STRIKE/PALM SPIKE  
89-91 PUNCH/SPUR PUNCH  
92-94 CHUK STRIKE  
95-97 GOU STRIKE  
98-00 Unique

**Table 9G1 Number of Basic Foot Attacks for non-Striking styles**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50% Internal -50%, Non-Exclusive -10%, Grappling -20%, Weapon Based -10%, Grappling/Weapon Based -10%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-18 0 Basic Foot Attacks  
19-36 1 Basic Foot Attack  
37-54 2 Basic Foot Attacks  
55-72 3 Basic Foot Attacks  
73-90 4 Basic Foot Attacks  
91-92 5 Basic Foot Attacks  
93-94 6 Basic Foot Attacks  
95-96 7 Basic Foot Attacks  
97-98 8 Basic Foot Attacks  
99-00 9 Basic Foot Attacks

**Table 9G2 Number of Basic Foot Attacks for Striking styles**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50% Internal -50%, Non-Exclusive -10%, Striking +10%, Grappling/Striking +5%, Striking/Weapon Based +5%,

Grappling/Striking/Weapon Based +5%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-36 1 Basic Foot Attack  
37-54 2 Basic Foot Attacks  
55-72 3 Basic Foot Attacks  
73-90 4 Basic Foot Attacks  
91-92 5 Basic Foot Attacks  
93-94 6 Basic Foot Attacks  
95-96 7 Basic Foot Attacks  
97-98 8 Basic Foot Attacks  
99-00 9 Basic Foot Attacks

**Table 9G3 Basic Foot Attacks for Soft Styles**

01-05 Unique  
06-10 Au-Bachido\*  
11-15 Meia-Luadecompass\*  
16-20 Axe Kick  
21-25 Kick Attack  
26-30 Reverse Turning Kick  
31-40 Tripping/Leg Hook  
41-50 Roundhouse Kick  
51-60 Crescent Kick  
61-70 Wheel Kick  
71-75 Backward Sweep  
76-80 Sweep Kick  
81-85 Snap Kick  
86-90 Tripping/Leg Hook/Leg Spur  
91-95 Rasteira\*  
96-00 Amada\*

**Table 9G4 Basic Foot Attacks for Hard Styles**

01-05 Double-Foot Kick\*  
06-10 Thigh Kick\*  
11-15 Snap Kick/Snap Spike  
16-20 Knee Snap/Knee Spike  
21-25 Tripping/Leg Hook  
26-30 Drop Kick  
31-40 Axe Kick  
41-50 Snap Kick  
51-60 Kick Attack  
61-70 Roundhouse Kick  
71-75 Backward Sweep  
76-80 Sweep Kick



81-85 Shin Kick  
86-90 Switch Kick\*  
91-95 Queddaderins\*  
96-00 Unique

**Table 9G5 Basic Foot Attacks for Soft/Hard Styles**

01-04 Unique  
05-08 Amada\*  
09-12 Au-Bachido\*  
13-16 Rasteira\*  
17-20 Meia-Luadecompass\*  
21-24 Tripping/Leg Hook/Leg Spur  
25-28 Reverse Turning Kick  
29-32 Wheel Kick  
33-36 Crescent Kick  
37-40 Sweep Kick  
41-44 Tripping/Leg Hook  
45-48 Backward Sweep  
49-52 Kick Attack  
53-56 Snap Kick  
57-60 Axe Kick  
61-64 Roundhouse Kick  
65-68 Drop Kick  
69-72 Knee Snap/Knee Spike  
73-76 Shin Kick  
77-80 Snap Kick/Snap Spike  
81-84 Switch Kick\*  
85-88 Thigh Kick\*  
89-92 Queddaderins\*  
93-96 Double-Foot Kick\*  
97-00 Unique

**Table 9H1 Jumping Foot Attacks**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%, Grappling -20%, Weapon Based -20%, Grappling/Weapon Based -20%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-45 0 Jumping Foot Attacks  
46-90 1 Jumping Foot Attack  
91-92 2 Jumping Foot Attacks  
93-94 3 Jumping Foot Attacks  
95-96 4 Jumping Foot Attacks  
97-98 5 Jumping Foot Attacks  
99-00 6 Jumping Foot Attacks

**Table 9H2 Types of Jumping Foot Attacks**

01-10 Double Kick Technique\*  
11-20 Flying Reverse Spinning Kick  
21-70 Jump Kick  
71-80 Flying Jump Kick  
81-90 Flying Reverse Turn Kick  
91-00 Unique

**Table 9I1 Number of Special Attacks**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-18 0 Special Attacks  
19-36 1 Special Attack  
37-54 2 Special Attacks  
55-72 3 Special Attacks  
73-90 4 Special Attacks

- 91-92 5 Special Attacks
- 93-94 6 Special Attacks
- 95-96 7 Special Attacks
- 97-98 8 Special Attacks
- 99 9 Special Attacks
- 00 10 Special Attacks

**Table 9I2 Types of Special Attacks**

Modifiers: Striking & Striking/Weapon Based -40%, Grappling & Grappling/Weapon Based +40%, Weapon Based & Grappling/Striking & Grappling/Striking/Weapon Based have no modifier on this table.

Note: Combination Grab/Kick(1) is the standard Combination Grab/Kick as described in N&S. Combination Grab/Kick (2) is as described in the Fong Ngan (Phoenix Eye) Kung Fu description (page 90 of the revised edition).

- 01 Unique
- 02 Lunging Head-Butt\*
- 03 Ear Box\*
- 04 Flying Head Butt\*
- 05 Bite\*
- 06-07 Double-gore
- 08-09 Gore
- 10-11 Shoulder Ram
- 12-13 Gou Combination
- 14-15 Elbow/Elbow Spike
- 16-17 Paralysis Attack
- 18-20 Headbutt
- 21-23 Combination Strike/Parry
- 24-27 Death Blow
- 28-30 Butjapgo Chagi
- 31-33 Combination Grab/Kick(1)
- 34-36 Combination Grab/Slash
- 37-40 Forearm
- 41-44 Elbow
- 45-48 Knee
- 49-52 Leap Attack
- 53-56 Body Block/Tackle
- 57-60 Body Flip/Throw
- 61-63 Grab Attack
- 64-66 Combination Grab/Head Bash
- 67-69 Combination Grab/Kick(2)
- 70-72 Combination Hand Hold/Strike
- 73-75 Combination Hold/Parry
- 76-77 Roll/Knockdown
- 78-79 Choke
- 80-81 Crush/Squeeze
- 82-83 Pin/Incapacitate
- 84-85 Critical Body Flip/Throw
- 86-87 Automatic Body Flip/Throw
- 88-89 One-Hand Choke
- 90-91 Flying Leap Attack
- 92-93 Combination Lock/Parry
- 94 Snap-Lock\*
- 95 Shoot-Through\*
- 96 Suplex\*
- 97 Tesouras Rastiera\*
- 98 Clothesline\*
- 99 Neck Crank\*
- 00 Unique

**Table 9J1 Number of Holds/Locks for non-Grappling styles**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50% Internal -50%, Non-Exclusive -10%, Striking -20%, Weapon Based -20%, Striking/Weapon Based -20%. Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

- 01-18 0 Holds/Locks

19-36 1 Holds/Locks  
37-54 2 Holds/Locks  
55-72 3 Holds/Locks  
73-90 4 Holds/Locks  
91-92 5 Holds/Locks  
93-94 6 Holds/Locks  
95-96 7 Holds/Locks  
97-98 8 Holds/Locks  
99-00 9 Holds/Locks

**Table 9J2 Number of Holds/Locks for Grappling styles**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
Internal -50%, Non-Exclusive -10%, Grappling +10%, Grappling/Weapon Based +5%, Grappling/Striking +5%,  
Grappling/Striking/Weapon Based +5%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

01-36 1 Hold/Lock  
37-54 2 Holds/Locks  
55-72 3 Holds/Locks  
73-90 4 Holds/Locks  
91-92 5 Holds/Locks  
93-94 6 Holds/Locks  
95-96 7 Holds/Locks  
97-98 8 Holds/Locks  
99-00 9 Holds/Locks

**Table 9J3 Types of Holds/Locks for Soft Styles**

01-05 Unique  
06-10 Full Nelson\*  
11-20 Torso Hold\*  
21-30 Neck Hold/ Choke  
31-40 Neck Hold  
41-50 Leg Hold  
51-60 Arm Hold  
61-70 Body Hold  
71-80 Automatic Hold  
81-90 Tsai Grip  
91-95 Snap Throw\*  
96-00 Neck Grapple\*

**Table 9J4 Types of Holds/Locks for Hard Styles**

01-05 Snap Throw\*  
06-10 Body Lock\*  
11-20 Ankle Lock\*  
21-30 Automatic Lock  
31-40 Finger Lock  
41-50 Arm Lock  
51-60 Elbow Lock  
61-70 Wrist Lock  
71-80 Gou Grip  
81-90 Knee Lock\*  
91-95 Neck Grapple\*  
96-00 Unique

**Table 9J5 Types of Holds/Locks for Soft/Hard Styles**

01-04 Unique  
05-08 Neck Grapple\*  
09-12 Full Nelson\*  
13-16 Snap Throw\*  
17-20 Torso Hold\*  
21-25 Tsai Grip  
26-30 Neck Hold/ Choke  
31-35 Automatic Hold

36-40 Body Hold  
 41-45 Neck Hold  
 46-50 Leg Hold  
 51-55 Arm Hold  
 56-60 Arm Lock  
 61-65 Elbow Lock  
 66-70 Wrist Lock  
 71-75 Finger Lock  
 76-80 Automatic Lock  
 81-84 Gou Grip  
 85-88 Ankle Lock\*  
 89-92 Body Lock\*  
 93-96 Knee Lock\*  
 97-00 Unique

**Table 9K1 Number of Weapon Kata for non-Weapon Based Styles**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50% Internal -50%, Non-Exclusive -10%, Striking -25%, Grappling -25%, Grappling/Striking -25%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

Note: When rolling to determine the number of weapon kata available, results equal to the number of weapon kata indicate that the style is stuck with those weapons. Results greater than the number of weapon kata indicate that the style can choose the listed number of weapon kata from the number of weapon kata available (i.e. a style with three weapon kata rolls five weapon kata available, this means they can pick three weapon kata from a list of five weapon kata).

01-65 None  
 66-75 Weapon Proficiencies Only  
 76-80 One (Roll 1D4 to determine number of Weapon Kata available\*)  
 81-84 Two (Roll 1D4+1 to determine number of Weapon Kata available\*)  
 85-88 Three (Roll 1D4+2 to determine number of Weapon Kata available\*)  
 89-90 Four (Roll 1D4+3 to determine number of Weapon Kata available\*)  
 91-92 Five (Roll 1D4+4 to determine number of Weapon Kata available\*)  
 93-94 Six  
 95 Seven  
 96 Eight  
 97 Nine  
 98 Ten  
 99 Twelve  
 00 Eighteen

**Table 9K2 Number of Weapon Kata for Full or Partially Weapon Based Styles**

Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Internal -50%, Non-Exclusive -10%, Weapon Based +20%, Grappling/Weapon Based +10%, Striking/Weapon Based +10%, Grappling/Striking/Weapon Based +5%.

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any table also provides an inclusive -50 (the penalty applies to all further number of moves tables).

Note: When rolling to determine the number of weapon kata available, results equal to the number of weapon kata indicate that the style is stuck with those weapons. Results greater than the number of weapon kata indicate that the style can choose the listed number of weapon kata from the number of weapon kata available (i.e. a style with three weapon kata rolls five weapon kata available, this means they can pick three weapon kata from a list of five weapon kata).

01-50 Weapon Proficiencies Only  
 51-75 One (Roll 1D4 to determine number of Weapon Kata available\*)  
 76-78 Two (Roll 1D4+1 to determine number of Weapon Kata available\*)  
 79-81 Three (Roll 1D4+2 to determine number of Weapon Kata available\*)  
 82-84 Four (Roll 1D4+3 to determine number of Weapon Kata available\*)  
 85-87 Five (Roll 1D4+4 to determine number of Weapon Kata available\*)  
 88-90 Six  
 91-92 Seven  
 93-94 Eight  
 95-96 Nine  
 97-98 Ten  
 99 Twelve  
 00 Eighteen

**Table 9K3 American/Australian Weapons**

01-04 Roll on Weapon Subtable D Japan  
05-08 Roll on Weapon Subtable E China  
09-12 Roll on Weapon Subtable F Okinawa  
13-16 Paired  
17-20 Axe  
21-24 Blunt  
25-28 Chain  
29-32 Forked  
33-36 Knife  
37-40 Polearm  
41-44 Spear  
45-48 Staff  
49-52 Large Sword  
53-56 Short Sword  
57-60 Whip  
61-64 Mouth Weapons  
65-68 Small Thrown Weapons  
69-72 Bow  
73-76 Crossbow  
77-80 Slingshot  
81-84 Weapon Improvisation  
85-88 Automatic Pistol  
89-92 Roll on Weapon Subtable G Europe  
93-96 Roll on Weapon Subtable H Korea  
97-00 Roll on Weapon Subtable K Philippines

**Table 9K4 Indian Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01 Abbasi (Large Sword)  
02 Alamani (Short Sword)  
03 Ancus (Blunt)  
04-05 Bagh Nakh (Claw)  
06 Ballam (Spear)  
07 Bich'hua (Knife)  
08 Binnol (Chain)  
10 Bhuj (Knife)  
11 Bundi Katari (Knife)  
12-13 Chakram (Thrown)  
14 Chilanum (Knife)  
15 Chura (Knife)  
16 Cumber-Jung (Chain)  
17 Fakir's Horns (Knife)  
18-19 Fari (Shields)  
20 Fish Spine Sword (Short Sword)  
21 Gargaz (Blunt)  
22 Garvo (Spear)  
23 Garz (Blunt)  
24-25 Gatka (Large Sword)  
26 Goliah (Large Sword)  
27-28 Gupti (Short Sword)  
29 Haladie (Knife)  
30 Hoolurge (Axe)  
31 Hora  
32 Horn Dagger (Knife)  
33 Jamadhar (Knife)  
34-34 Jambiya (Knife)  
36 Karoula (Knife)  
37-38 Katar (Knife)  
39 Katar Dorlicaneh (Knife)  
40 Khanda (Large Sword)  
41 Khanjar (Knife)  
42 Khanjarli (Knife)

43 Khapwa (Knife)  
 44 Kharga (Axe)  
 46-47 Kukri (Knife)  
 48 Khundli P'Hansi (Blunt)  
 49 Kirasoo (Thrown)  
 50 Kirpan (Short Sword)  
 51 Kunjukdan (Polearm)  
 52 Laange (Spear)  
 53-54 Lathi (Staff)  
 55 Lohangi (Blunt)  
 56-57 Madu (Shield)  
 58 Maushtika (Knife)  
 59 Mel Puhah Bemoh (Large Sword)  
 60 Mugdar (Blunt)  
 61 Nagan (Large Sword)  
 62 Pahisa (Large Sword)  
 63 Paicush ?  
 64-65 Pata (Large Sword)  
 66 Pulouar (Short Sword)  
 67-68 Quoit Mace (Blunt)  
 69 Qurauli (Knife)  
 70 Sabar (Axe)  
 71 Saffdara (Knife)  
 72 Saintie (Spear)  
 73-74 Sang (Lance)  
 75 Sangu (Spear)  
 76-77 Sapola (Large Sword)  
 78 Shah Nawaz Khani (Short Sword)  
 79 Shashpar (Blunt)  
 80-81 Sickle Mace (Blunt)  
 82 Singa (Thrown)  
 83 Sirohi (Large Sword)  
 84 Sosunpattah (Short Sword)  
 85 Sultani (Short Sword)  
 86 Tabar (Axe)  
 87-95 Talwar (Large Sword)  
 96 Tegha (Large Sword)  
 97 Tschehoua (Spear)  
 98 Veecharoval (Axe)  
 99 Zafar Takieh (Short Sword)  
 00 Zaghnal (Axe)

**Table 9K5 Mongolian Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-07 Axe  
 08-14 Battle Axe (Axe)  
 15-21 Bone Harpoon (Thrown)  
 22-28 Dagger (Knife)  
 29-35 Hatchet (Axe)  
 36-42 Knife  
 43-50 Mongol long composite bow (Bow)  
 51-58 Mongol short composite bow (Bow)  
 59-65 Lance (Lance)  
 66-72 Lasso (Snare)  
 73-79 Long Spear (Spear)  
 80-86 Saber (Short Sword)  
 87-93 Scimitar (Short Sword)  
 94-00 Spear

**Table 9K6 Japanese Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-20 Ninja Weapons  
     01-05 Bisento (Polearm)

- 06-10 Fukidake (Mouth Weapons)
- 11-15 Fukiya (Mouth Weapons)
- 16-20 Fukumi-bari (Mouth Weapons)
- 21-25 Kaginawa (Grappling Hook)
- 26-30 Kamayari (Polearm)
- 31-35 Kusari (Chain)
- 36-40 Kusarifundo (Chain)
- 41-45 Kusarigama (Axe and Chain)
- 46-50 Kyoketsu Shoge (Grappling Hook)
- 51-55 Metsubushi
- 56-60 Nage Teppo
- 61-65 Nekode (Claw)
- 66-70 Ninja-To (Short Sword)
- 71-75 Senu (Fan)
- 76-80 Shikomizue (Staff & Spear)
- 81-85 Shinobi-Zue (Staff & Chain)
- 86-90 Shinobi Hankyu (Bow)
- 91-95 Shuko (Claw)
- 96-00 Shuriken (Thrown)
- 21-40 Samurai Weapons
  - 01-05 Aikuchi (Knife)
  - 06-10 Daikyu (Bow)
  - 11-15 Daisho (Paired-Large Sword & Short Sword )
  - 16-20 Gansen (Fan)
  - 21-25 Hachiwari (Forked)
  - 26-30 Hoko (Spear)
  - 31-35 Katana (Large Sword)
  - 36-40 Kumade (Polearm)
  - 41-45 Nageyari (Thrown)
  - 46-50 Nagimaki (Polearm)
  - 51-55 Naginata (Polearm)
  - 56-60 No-Dachi (Large Sword)
  - 61-65 Shinai (Blunt)
  - 66-70 Suburito (Blunt)
  - 71-75 Tachi (Large Sword)
  - 76-80 Tanto (Knife)
  - 81-85 Uchi-ne (Thrown)
  - 86-90 Wakizashi (Short Sword)
  - 91-95 Yari (Spear)
  - 96-00 Yumi (Bow)
- 41-60 Japanese Kobudo Weapons
  - 01-05 Gekigan (Chain)
  - 06-10 Goshakujo ( Staff)
  - 11-15 Gusan Jo (Staff)
  - 16-20 Hanbo (Blunt)
  - 21-25 Hashaku Bo (Staff)
  - 26-30 Jo (Staff)
  - 31-35 Juken (Knife & Spear)
  - 36-40 Kama (Axe)
  - 41-45 Kasa (Blunt)
  - 46-50 Kiseru (Blunt)
  - 51-55 Kumade (Polearm)
  - 56-60 Kyushaku Bo (Staff)
  - 61-65 Nitanbo (Paired-Blunt)
  - 66-70 Rokushaku Bo (Staff)
  - 71-75 Ryofundo Kusari (Chain)
  - 76-80 Shobo
  - 81-85 Surujin (Chain)
  - 86-90 Tanbo (Blunt)
  - 91-95 Tanjo (Blunt)
  - 96-00 Yawara
- 61-80 Police Weapons
  - 01-05 Rokushaku Bo (Staff)

- 06-10 Bokken (Blunt)
- 11-15 Furibo (Blunt)
- 16-20 Hayanawa (Snare)
- 21-25 Hon-nawa (Snare)
- 26-30 Jitte (Forked)
- 31-35 Jo (Staff)
- 36-40 Kanabo (Blunt)
- 41-45 Keibo (Blunt)
- 46-50 Konsaibo (Staff)
- 51-55 Koshinawa (Snare)
- 56-60 Kumade (Polearm)
- 61-65 Manriki Gusari (Chain)
- 66-70 Sasumata (Trident)
- 71-75 Sasumata-Yari (Trident)
- 76-80 Sode Garami (Trident)
- 81-85 Metsubishi
- 86-90 Torinawa (Snare)
- 91-95 Tsukubo (Trident)
- 96-00 Wakizashi (Short Sword)
- 81-00 Buddhist Weapons
  - 01-10 Ken (Short Sword)
  - 11-20 Kensaku (Snare)
  - 21-30 Kongo-Sho
  - 31-40 Masakari (Axe)
  - 41-50 Ono (Polearm)
  - 51-60 Otsuchi (Blunt)
  - 61-70 Shakujo (Staff)
  - 71-80 Suzuzue (Staff)
  - 81-90 Tetsubo (Blunt)
  - 91-00 Tsuchi (Blunt)

**Table 9K7 Chinese Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

- 01 Ge/Dagger Axe (Axe)
- 02 Dan Ji/Single Halberd (Polearm)
- 03 Shuang Tou Qiang/Double Headed Spear (Spear)
- 04 She Qiang/Snake Spear (Spear)
- 05 Lian Dao Qiang/Hooked Single Spear (Spear)
- 06 Bi/Pen (Knife)
- 07 Fo Shou/Buddha Hand (Polearm)
- 08 Chan Zhang/Zen Stick/Monk Cudgel (Polearm)
- 09 Chan/Monk Spade (Polearm)
- 10 Jin Qian Chan/Gold Coin Spade (Polearm)
- 11 Chu Tou/Hoe (Polearm)
- 12 Liang Jian Cha/Two Point Fork or/ Niu Jiao Cha Ox Horn Fork/Two Teeth Fork (Trident)
- 13 Fei Cha/Flying Fork (Trident)
- 14 Long Xu Cha/Dragon Whisker Fork (Trident)
- 15 San Jian Liang Ren Dao/Three-Point Double-Blade Sword (Large Sword?)
- 16 Da Dao/Long Handled Sword (Polearm)
- 17 Kwan Dao (Polearm)
- 18 Ying Tao Dao/Eagle Head Sword (Large Sword)
- 19 Pu Dao (Polearm)
- 20 Zhan Ma Dao/Horse Chopping Sword (Large Sword)
- 21 Qian Kun Ri Yue Dao/Heaven and Earth/Sun and Moon Sword (Polearm)
- 22 Chan Zi Dao/Cicada Wing Sword (?)
- 23 Tian He Feng Wei Tang/Heaven Lotus Phoenix Tail (Polearm)
- 24 Lan Qiang/Wolf Spear (Polearm)
- 25 Lan Ya Ban/Wolf Teeth Club (Polearm)
- 26 Lan Ya Dang/Wolf Teeth Spiked-Trident (Polearm)
- 27 Shao Zi Gun/Lashing Staff (Chain)
- 28 Jiu Huan Dao/Nine Ring Broadsword (Large Sword)
- 29 Jiu Gou Dao/Nine Hook Broadsword (Large Sword)
- 30 Nan Dao/Southern Broadsword (Large Sword)



- 31 Gui Tao Dao/Ghost Head Broadsword (Large Sword)
- 32 Yan Zi Dao/Swallow Tail Broadsword (Large Sword)
- 33 Zha Dao/Long Broadsword (Large Sword)
- 34 Jian Ci/ Straight Sword Piercer (Short Sword)
- 35 She Jian/Snake Straight Sword (Short Sword)
- 36 Jian/Mace (Blunt)
- 37 Tie Shan/Steel Fan (Fan)
- 38 Tie Yan Dou/Iron Smoking Pipe (Blunt)
- 39 Tie Di/Iron Flute (Blunt)
- 40 Huan/Ring (Forked) or Lun/Wheel (Forked)
- 41 Tie Chi/Iron Ruler (Blunt)
- 42 Lu/Crossbow (Crossbow)
- 43 Guai/Crutch or Cane (Blunt)
- 44 Zhua/Talon/Claw (Chain)
- 45 Yue/Long Stick Axe (Polearm)
- 46 Chui/Hammer (Blunt)
- 47 Bian/Whip (Whip)
- 48 Gun/Staff (Staff)
- 49 Dao/Broadsword (Large Sword)
- 50 Qiang/Spear (Spear)
- 51 Jian/Straight Sword (Short Sword)
- 52 Fu/Axe (Axe)
- 53 Ji/Halberd (Polearm)
- 54 Dan Gong/Bow (Bow)
- 55 Hu Cha/Tiger Fork (Trident)
- 56 Lian Dao/Sickle (Axe)
- 57 Gou/Hook (Forked)
- 58 Mao/Lance (Lance)
- 59 Pa/Rake (Polearm)
- 60 Dun/Shield (Shield)
- 61 Ba/Cymbals (Blunt)
- 62 Fei Mao Dan/Fly Whisk (Whip)
- 63 Fen Shui Dun/Water Parting Shield (Shield)
- 64 Ban Deng/Bench (Blunt)
- 65 Shuang Shou Dao/also Bagua Dao/Two-Handed Broadsword (Large Sword)
- 66 Shuang Shou Jian/Two-handed Straight Sword (Large Sword)
- 67 Chi Shou/Push Dagger (Knife)
- 68 Liu Xing Chui/Meteor Hammer (Shen Biao)
- 69 Sen Biao/Rope Javelin (Shen Biao)
- 70 Shuang Tao Fei Chui/Flying Weight (Shen Biao)
- 71 Zi Mu Chui/Mother and Son Hammer (?)
- 72 San Jie Gun/Three Section Staff (Chain)
- 73 Er Jie Gun/Two Section Staff (Chain)
- 74 Qi Jie Bian/Seven Section Whip or Jiu Jie Bian/Nine Section Whip/Whip Chain (Whip)
- 75 Long Tao Gan Ban/Dragon Head Stick (?)
- 76 Shuang Fei Zhua/Double Flying Claw (Chain)
- 77 Si Jie Tang/ Four Section Sickle (Forked)
- 78 Shuang Dao/Twin Broadswords (Paired-Short Sword)
- 79 Shuang Jian/Twin Straight Swords (Paired-Short Sword)
- 80 Hu Die Shuang Dao/Butterfly Double Sword or Niu Er Jin Dao/Ox Ear Sharp Sword (Paired-Short Sword)
- 81 Jiu Zi Gou/Nine Teeth Hook (Forked)
- 82 Shuang Shou Ji/Twin Halberds (Paired-Forked)
- 83 Shuang Bi Shou/Twin Daggers (Paired-Knife)
- 84 Shuo Huan/Iron Ring (Blunt)
- 85 Lu Jiao Dao/Deer Antler Knives (Forked)
- 86 Tie Su Zi/Iron Comb (Forked)
- 87 Tie Kuai Zi/Iron Chopsticks (Forked)
- 88 Emei Ci/Emei Piercers (Pung Gung Bi)
- 89 Ma Ji/Horse Halberd (Forked)
- 90 Lin Jiao Dao/Unicorn Horn Sword (?)
- 91 Yuan Yang Chan/Mandarin Duck Spade (Axe)
- 92 Luohan Qian/Arhat Coin (Thrown)
- 93 Fei Dao/Flying Knife (Thrown)

- 94 Fei Biao/Flying Dart (Thrown)
- 95 Shu Jian/Sleeve Sword (Short Sword)
- 96 Tie Chan Chu/Iron Toad (Thrown)
- 97 Fei Huang Shi/Flying Locust Stone (Thrown)
- 98 Pan Guan Bi or Zhaung Yuan Bi - Judge's Brush or Champion Place Brush/ Scholar's Brush (Knife)
- 99 Lan Ya Chui/Wolf Teeth Hammer (Paired-Blunt)
- 00 Chai/Sai (Forked)

**Table 9K8 Okinawan Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

- 01 Toyei noborigama (Polearm)
- 02 Kiseru (Blunt)
- 03 Kuwa (Polearm)
- 04 Kasa (Blunt)
- 05 Puku (Spear)
- 06 Kenju (Black Powder)
- 07 Kanzashi (Knife)
- 08 Ishi gumi (Crossbow)
- 09 Takebo (Staff)
- 10 Mame (Thrown)
- 11 Kogumi (Knife)
- 12 Ryobu katana (Large Sword)
- 13 Hinawaju (Black Powder)
- 14 Yama katana (Short Sword)
- 15 Yumi ya (Bow)
- 16-17 Nichokama (Axe & Chain)
- 18-19 Chizekun bo
- 20-21 Dajio (Chain)
- 22-23 Eiku (Polearm)
- 24-25 Gekiguan (Chain)
- 26-27 Goshaku jo (Staff)
- 28-29 Gusan (Staff)
- 30-31 Hashaku-bo (Staff)
- 32-33 Tekko
- 34-35 Teko
- 36-37 Yonshaku bo (Staff)
- 38-39 Yonsetsu-kon (Chain)
- 40-42 Manji sai (Forked)
- 43-46 Nunchaku (Chain)
- 47-50 Kama (Axe)
- 51-54 Tonfa (Blunt)
- 55-58 Sai (Forked)
- 59-61 Rokushakubo (Staff)
- 62-63 Tinbe/Rochin (Paired-Shield & Short Sword)
- 64-65 Rokushaku-kama (Polearm)
- 66-67 Tankon (Blunt)
- 68-69 Kushaku bo (Staff)
- 70-71 Surujin (Chain)
- 72-73 Tanbo (Blunt)
- 74-75 Sanshaku bo (Blunt)
- 76-77 Renkuwan (Chain)
- 78-79 Sansetsu kon (Chain)
- 80-81 Tekchu
- 82-83 Chinte
- 84-85 Nunte bo (Polearm)
- 86 Ogo
- 87 Yamanaji (Short Sword)
- 88 Chimi (Knife)
- 89 Tuja (Spear)
- 90 Nanashaku bo (Staff)
- 91 Nata (Axe)
- 92 Ogi (Fan)
- 93 Tessen (Fan)

- 94 Bisento (Polearm)
- 95 Hoko (Polearm)
- 96 Kama-kusari (Axe & Chain)
- 97 Katana (Large Sword)
- 98 Naginata (Polearm)
- 99 Tanto (Knife)
- 00 Yari (Spear)

**Table 9K9 European Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-25 Roman Military Weapons

- 01 Acinaces (Short Sword)
- 02 Aclys (Thrown)
- 03-04 Arcus (Bow)
- 05 Bebra (Thrown)
- 06 Bipennis (Axe)
- 07 Cestus
- 08 Cetra (Shield)
- 09 Clavis lignea (Blunt)
- 10 Clipeus (Shield)
- 11 Contus (Lance)
- 12 Cratis (Shield)
- 13 Dolabra (Axe)
- 14 Falarica (Thrown)
- 15 Falcata (Short Sword)
- 16 Falx supina (Axe)
- 17 Falx (Polearm)
- 18 Fascina (Thrown)
- 19-20 Flagellum (Whip)
- 21 Framea (Spear)
- 22 Fuscina (Trident)
- 23-24 Fustibalis (Sling)
- 25 Fustis (Staff)
- 26 Gaesum (Spear)
- 27 Gastrapheta (Crossbow)
- 28 Gladius pugnatorius (Large Sword)
- 29 Gladius (Short Sword)
- 30-34 Gladius Hispanicus (Short Sword)
- 35 Gladius Graecus (Short Sword)
- 36 Gladius Mainz (Large Sword)
- 37 Gladius Pompeii (Short Sword)
- 38 Glans (Sling)
- 39 Harpago (Thrown)
- 40 Hasta velitaris (Thrown)
- 41 Hasta pura (Spear)
- 42-43 Hasta (Spear)
- 44 Hasta amentata (Thrown)
- 45 Hastile (Staff)
- 46 Hastula (Spear)
- 47 Rete (Net)
- 48 Jaculum (Thrown)
- 49-50 Lancea (Spear)
- 51 Lancea herculiana (Spear)
- 52 Lancia pugnatoria (Spear)
- 53 Lancia subarmalis (Thrown)
- 54 Laquesus Missilis (Snare)
- 55 Manus ferrea (Thrown)
- 56 Martiobarbulus (Thrown)
- 57 Matara (Thrown)
- 58 Mattiobarbuli (Thrown)
- 59 Parazonium (Knife)
- 60-61 Parma (Shield)
- 62 Parma equestris (Shield)

63 Parmula (Shield)  
64 Phalarica (Spear)  
65 Pilum murale (Thrown)  
66-68 Pilum (Thrown)  
69 Pilum praecipitatum (Thrown)  
70 Pilum missile (Thrown)  
71-72 Plumbatae (Thrown)  
73-75 Pugio (Knife)  
76 Pugnum (Blunt)  
77 Quadrata (Shield)  
78 Rudis (Blunt)  
79 Rumpia (Short Sword)  
80-82 Scutum (Shield)  
83 Scutum publicum (Shield)  
84 Semispatha (Short Sword)  
85-86 Sica (Short Sword)  
87 Solliferreum (Thrown)  
88-90 Spatha (Large Sword)  
91-92 Spiculum (Thrown)  
93 Subarmalis (Thrown)  
94 Triboli  
95-96 Tridens (Trident)  
97 Venabulum (Thrown)  
98 Vericulum (Thrown)  
99 Veruta (Thrown)  
00 Verutum (Thrown)

#### 34-67 Renaissance Weapons

01-04 Basket-hilted Claymore (Large Sword)  
05-08 Blunt/Single Stick (Blunt)  
09-12 Buckler Shield (Shield)  
13-16 Cloak/Net (Net)  
17-20 Cut-and-Thrust Sword (Short Sword)  
21-24 Cutlass (Short Sword)  
25-28 Dagger (Knife)  
29-32 Epee (Large Sword)  
33-36 Foil (Large Sword)  
37-40 Halberd (Polearm)  
41-44 Hand and a Half Sword and Buckler Shield (Paired-Large Sword & Shield)  
45-48 Hand and a Half Sword (Large Sword)  
49-52 Javelin (Thrown)  
53-56 Lantern/Flashlight (Blunt)  
57-60 Long Staff (Staff)  
61-64 Rapier (Large Sword)  
65-68 Rapier and Buckler Shield (Paired-Large Sword & Shield)  
69-72 Rapier and Dagger (Paired-Large Sword & Knife)  
73-76 Rapier and Cloak (Paired-Large Sword & Net)  
77-80 Sabre (Short Sword)  
81-84 Short Sword (Short Sword)  
85-88 Short Staff (Short Sword)  
89-92 Small Sword (Short Sword)  
93-96 Sword-Rapier (Large Sword)  
97-00 Two Handed Sword (Large Sword)

#### 68-00 Viking Weapons

01-05 Scramseax (Knife)  
06-10 Hadseax (Knife)  
11-15 Langseax (Knife)  
16-20 Javelin (Thrown)  
21-25 Thrusting Spear (Spear)  
26-35 Viking Spear (Spear)  
36-45 Viking Sword (Large Sword)  
46-55 Skegox/bearded axe (Axe)  
56-65 Francisca (Axe)  
66-75 Broadaxe/Dane-axe/two handed axe (Axe)

76-80 Angon (Thrown)  
81-85 Sling (Sling)  
86-90 Staff-Sling (Sling)  
91-95 Saex (Knife)  
96-00 Viking Bow (Bow)

#### **Table 9K10 Korean Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-02 Nat (Axe)  
03-04 Kum (Large Sword)  
05-06 Kal (Short Sword)  
07-08 Do (Short Sword)  
09-10 Kon Bang (Staff)  
11-12 Dan Bong (Blunt)  
13-14 Jul Bong (Chain)  
15-16 Jang Bong (Staff)  
17-18 Jung Bong (Staff)  
19-20 Kee Chang (Spear)  
21-23 Jang Chang (Spear)  
24-26 Wol Do (Polearm)  
27-29 Ye Do (Short Sword)  
30-02 Ah Do (Large Sword)  
33-35 Hyup Do (Spear)  
36-38 Juk Do (Blunt)  
39-41 Je Dok Gum (Large Sword)  
42-44 Chin-Gom (Large Sword)  
45-47 Pyun Gon (Chain)  
48-50 Jeong Gum (Large Sword)  
51-53 Jang Gum (Large Sword)  
54-56 Ka-Gum (Blunt)  
57-59 Yeak Gum (Large Sword)  
60-62 Wae Gum (Short Sword)  
63-65 Ssang Gum (Paired-Short Sword)  
66-68 Juk Jang Chang (Spear)  
69-71 Bon Kuk Kum (Short Sword)  
72-74 Mok Kum (Blunt)  
75-77 Jung Kum (Large Sword)  
78-80 Kuk Kung (Bow)  
81-82 Dang Pa (Spear)  
83-84 Deung Pae (Paired-Short Sword & Shield)  
85-86 Ji Pang E (Blunt)  
87-88 Cha-Ru (Blunt)  
89-90 Ma Sang Pyun Kon (Chain)  
91-92 San Soo Do (Large Sword)  
93-94 Dan Ssang Gum (Paired-Short Sword)  
95-96 Jang Ssang Gum (Paired-Large Sword)  
97-98 Nang Sun (Spear)  
99-00 Jang Tan-Do (Forked)

#### **Table 9K11 Vietnamese Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-02 Tonkin Dao (Large Sword)  
03-04 Te Mi Con (Staff)  
05-06 Quai (Blunt)  
07-08 Cau Liem Kiem (Large Sword)  
09-10 Cochin Dai-dao (Large Sword)  
11-12 Phu (Axe)  
13-14 Tam Thiet Con (Chain)  
15-16 Song Dao (Paired-Large Sword)  
17-18 Song Gian (Paired-Blunt)  
19-20 Bat Tram Dao (Paired-Short Sword)  
21-24 Quat (Fan)  
25-28 Roi (Staff)

29-32 Song Kiem(Paired-Short Sword)  
 33-36 That Cuoc Mai Hoa Tien (Chain)  
 37-40 Thiet Linh (Whip)  
 41-44 Dao (Large Sword)  
 45-48 Doan Con (Blunt)  
 49-52 Doan-dao (Knife)  
 53-56 Guom (Large Sword)  
 57-60 Kiem (Short Sword)  
 61-64 Dinh Ba (Trident)  
 65-68 Thuong (Lance)  
 69-72 Tien Can (Blunt)  
 73-76 Cuu Tiet Mai Hoa Tien (Chain)  
 77-80 Dai-dao (Large Sword)  
 81-82 Luc Liem Dai Dao (Polearm)  
 83-84 Kich (Polearm)  
 85-86 Khieng (Shield)  
 87-88 Truong Con (Staff)  
 89-90 Khan (Chain)  
 91-92 Song Dau Thuong (Paired-Large Sword)  
 93-94 Cung (Bow)  
 95-96 Phi Long Da (Shen Biau)  
 97-98 Xa Mau (Spear)  
 99-00 Luong Tiet Con (Chain)

**Table 9K12 Thai Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-10 Dung (Shield)  
 11-20 Ngao (Spear)  
 21-30 Daab (Large Sword)  
 31-40 Krabong (Staff)  
 41-50 Loh (Shield)  
 51-60 Krabi (Short Sword)  
 61-70 Kaen (Shield)  
 71-80 Mai Sowks (Blunt)  
 81-90 Plong (Staff)  
 91-00 Crossbow (Crossbow)

**Table 9K13 Filipino Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-05 Blowgun (Mouth Weapons)  
 06-10 Bow  
 11-15 Golok (Machete)  
 16-20 Latiko (Whip)  
 21-25 Panabas (Polearm)  
 26-30 Kris & Balisong (Paired-Short Sword & Knife)  
 31-35 Kris (Short Sword)  
 36-40 Balisong (Knife)  
 41-45 Bolo (Knife)  
 46-50 Balisong (Paired-Knife)  
 51-55 Bolo (Paired-Knife)  
 56-60 Sibat (Staff)  
 61-65 Baston (Blunt)  
 66-70 Baston (Paired-Blunt)  
 71-75 Baston & Balisong (Paired-Blunt & Knife)  
 76-80 Kampilan (Short Sword)  
 81-85 Tabak Malii (Paired-Blunt)  
 86-90 Chain  
 91-95 Spear  
 96-00 Oar (Polearm)

**Table 9K14 Indonesian Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-02 Luris Pedang (Short Sword)  
 03-04 Peudeueng (Short Sword)

05-06 Sikim Gala (Short Sword)  
 07-08 Thinin (Short Sword)  
 09-10 Tapak Kudak (Short Sword)  
 11-12 Tadjji (Knife)  
 13-14 Raut (Knife)  
 15-16 Pedant Batak (?)  
 17-18 Piso Eccat (Short Sword)  
 19-20 Piso Podang (Short Sword)  
 21-22 Piso Halasan (Short Sword)  
 23-24 Sanduko Bolo (Knife)  
 25-26 Isau (Short Sword)  
 27-28 Sopok (Mouth Weapons)  
 29-30 Bayu (Knife)  
 31-32 Beladah (Short Sword)  
 33-34 Parang (Short Sword)  
 35-36 Jungheerdha (Large Sword)  
 37-38 Sadoep (Knife)  
 39-40 Siligis (Thrown)  
 41-42 Parang Bedak (Short Sword)  
 43-44 Pakayun (Short Sword)  
 45-46 Labo Belange (Knife)  
 47-48 Manpau (Short Sword)  
 49-50 Mandau (Short Sword)  
 51-52 Sagkoh  
 53-54 Parang Nabur (Short Sword)  
 55-56 Pisu Tonkeng (Knife)  
 57-58 Parang Pandit (Short Sword)  
 59-60 Parang Latok (Short Sword)  
 61-62 Sligi (Spear)  
 63-64 Chundrick (Short Sword)  
 65-66 Telempang (Spear)  
 67-68 Tawok (Spear)  
 69-70 Chemeti (Whip)  
 71-72 Bandang (Spear)  
 73-74 Granggang (Spear)  
 75-76 Badik (Knife)  
 77-78 Wedong (Knife)  
 79-80 Arit Sickle (Axe)  
 81-82 Kudi Tranchang (Knife)  
 83-84 Mentok (Short Sword)  
 85-86 Ganjing (Blunt)  
 87-88 Sekin (Knife)  
 89-90 Kapak (Axe)  
 91-92 Lading (Knife)  
 93-94 Beladau (Knife)  
 95-96 Sewar (Knife)  
 97-98 Sabit (Knife)  
 99-00 Karambit (Knife)

**Table 9K15 Malaysian Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

01-02 Kalus (Whip)  
 03-04 Simbatsop (Staff)  
 05-06 Sundang Lipas (Large Sword)  
 07-08 Simbat (Staff)  
 09-10 Tekpi (Forked)  
 11-12 Klewang (Short Sword)  
 13-14 Parang (Short Sword)  
 15-16 Cindai (Chain)  
 17-18 Campilan (Large Sword)  
 19-20 Buyu Knife (Knife)  
 21-22 Golok (Knife)  
 23-24 Biliang (Axe)

25-26 Bade-Bade (Knife)  
 27-28 Dukn (Short Sword)  
 29-30 Arbir (Polearm)  
 31-32 Hak (Spear)  
 33-34 Petjut (Chain)  
 35-36 Toyak (Polearm)  
 37-38 Hui-Tho (Shen Biau)  
 39-40 Hwa-Kek (Polearm)  
 41-42 Piau (Claw)  
 43-44 Sjang Sutai (Polearm)  
 45-46 Sondang (Short Sword)  
 47-52 Kris (Short Sword)  
 53-54 Siangkam (Spear)  
 55-56 Senangkas Bedok  
 57-58 Malay Knife (Knife)  
 59-60 Lembing (Spear)  
 61-62 Segu (Forked)  
 63-64 Tombak (Spear)  
 65-66 Sa Tjat Koen (Chain)  
 67-68 Rante Ber Gangedug  
 69-70 Rante (Star Type)  
 71-72 Rante (Chain)  
 73-74 Piso Raut (Knife)  
 75-76 Pira (Short Sword)  
 77-78 Tjaluk (Knife)  
 79-80 Kujungi (Knife)  
 81-82 Laingtjat (Chain)  
 83-84 Pendjepit (Claw)  
 85-86 Paku (Thrown)  
 87-88 Tjabang (Forked)  
 89-90 Lajatang (Polearm)  
 91-92 Pedang (Short Sword)  
 93-94 Klewang (Short Sword)  
 95-96 Opi (Short Sword)  
 97-98 Parang Gina (Short Sword)  
 99-00 Paralyser (Spear)

#### **Table 9K16 African Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

##### 01-20 Africa

01-05 Angolan Battle Axe (Axe)  
 06-10 Bird's Head Club (Blunt)  
 11-15 Elephant Axe (Axe)  
 16-20 Rungu (Blunt)  
 21-25 Savage Axe (Axe)  
 26-30 Shoka (Axe)  
 31-35 Baswa Knife (Knife)  
 36-40 Fantail Dagger (Knife)  
 41-45 Forked Tongue Dagger (Knife)  
 46-50 Pokwe (Knife)  
 51-55 Hunga Munga (Thrown)  
 56-60 Kerrie (Thrown)  
 61-65 Mongwanga (Thrown)  
 66-70 Assegai (Spear)  
 71-75 Kikuki (Spear)  
 76-80 Mkuki (Spear)  
 81-85 Babanga (Short Sword)  
 86-90 Seme (Short Sword)  
 91-95 Shotel (Short Sword)  
 96-00 Wasa (Short Sword)

##### 21-40 Egyptian

01-05 Bow  
 06-10 Disk Mace (Blunt)



11-15 Aat (Blunt)  
16-20 Socket Axe (Axe)  
21-25 Anatolian Axe (Axe)  
26-30 Anchor Axe (Axe)  
31-35 Duck Bill Axe (Axe)  
36-40 Aqhu (Axe)  
41-45 Crescent Axe (Axe)  
46-50 Crescent Dagger (Knife)  
51-55 Hyksos Axe (Axe)  
56-60 Finger Axe (Axe)  
61-65 Kopesh (Short Sword)  
66-70 Straight Sword (Short Sword)  
71-75 Epsilon Axe (Axe)  
76-80 Kheten (Axe)  
81-85 Lisan (Blunt)  
86-90 Taru (Spear)  
91-95 Sapara (Short Sword)  
96-00 Sling

### **Table 9K17 Middle Eastern Weapons**

Note: Applicable weapon proficiency is listed in parentheses after weapon name, where applicable.

#### 01-33 Turkish

01-10 Ay-Balta Axe (Axe)  
11-20 Kamcha (Whip)  
21-30 Bichaq (Knife)  
31-40 Kindjal (Knife)  
41-50 Goddara (Short Sword)  
51-60 Karabela (Large Sword)  
61-70 Killj (Large Sword)  
71-80 Pala (Short Sword)  
81-90 Shashqa (Large Sword)  
91-00 Turkish Bow

#### 34-67 Arab

01-05 Ankus (Blunt)  
06-10 Katar (Knife)  
11-15 Dabus (Blunt)  
16-20 Eye Axe (Axe)  
21-25 Jambiya (Knife)  
26-30 Khanjar (Knife)  
31-35 Kummya (Knife)  
36-40 Rentjong (Knife)  
41-45 Jarid (Thrown)  
46-50 Rummh (Lance)  
51-55 Flyssa (Large Sword)  
56-60 Kaskara (Large Sword)  
61-65 Manople (Short Sword)  
66-70 Saif (Short Sword)  
71-75 Scimitar (Short Sword)  
76-80 Assyrian Bow  
81-85 Chain  
86-90 Quarter Staff  
91-95 Trident  
96-00 Dart (Thrown)

#### 68-00 Persian

01-05 Acinaces (Knife)  
06-10 Cjaqu (Knife)  
11-15 Haladi (Knife)  
16-20 Jamdhar Katar (Knife)  
21-25 Kard (Knife)  
26-30 Pesh-Kabz (Knife)  
31-35 Zirah-Bouk (Knife)  
36-40 Sang (Lance)  
41-45 Shail (Lance)

46-50 Sinan (Spear)  
 51-55 Abbasi (Large Sword)  
 56-60 Quaddara (Short Sword)  
 61-65 Shamshir (Large Sword)  
 66-70 Persian Bow  
 71-75 Battle Axe (Axe)  
 76-80 Club (Blunt)  
 81-85 Dart (Thrown)  
 86-90 Flail (Chain)  
 91-95 Javelin (Thrown)  
 96-00 Mace (Blunt)

**Table 9L1 Number of Modifiers to Attack**

100% chance of Critical Strike (This can NOT be modified!)  
 Modifiers (All modifiers are cumulative): Exclusive +10%, External +10%, Aggressive +10%, Passive -25%, Non-Combative -50%  
 Internal -50%, Non-Exclusive -10%  
 Internal/External, and Passive/Aggressive provide no modifier.  
 01-30 1 Modifier to Attack, just Critical Strike  
 31-60 2 Modifiers to Attack, Critical Strike and roll once on Types of Modifiers to Attack  
 61-90 3 Modifiers to Attack, Critical Strike and roll twice on Types of Modifiers to Attack  
 91-94 4 Modifiers to Attack, Critical Strike and roll three times on Types of Modifiers to Attack  
 95-97 5 Modifiers to Attack, Critical Strike and roll four times on Types of Modifiers to Attack  
 98-00 6 Modifiers to Attack, Critical Strike and roll five times on Types of Modifiers to Attack

**Table 9L2 Types of Modifiers to Attack**

01-05 Blunt Impact  
 06-10 Knockdown  
 11-15 Hook at Eyes  
 16-25 Knockout/Stun from Behind  
 26-40 Critical Strike from Behind  
 41-60 Pull Punch  
 61-85 Knockout/Stun  
 86-90 Fake Attack  
 91-95 Weapon Tap  
 96-00 Unique

**STEP 10. DETERMINE INITIAL MARTIAL ART POWERS**

**Table 10A Number of Martial Art Powers and Martial Art Power Categories**

Modifiers (All modifiers are cumulative): Exclusive +10%, Internal +10%, Passive +10%, Aggressive -10%, Non-Combative +10%  
 External -10%, Non-Exclusive -10%  
 Internal/External, and Passive/Aggressive provide no modifier.  
 A Result of 91-00 on any Number of Combat Moves Table also provides an inclusive -25%.  
 01-03 None  
 04-06 One automatically received martial art power.  
 07-09 One from one category.  
 10-12 One from two categories.  
 13-15 One from three categories.  
 16-18 One from one category and one automatically received martial art power.  
 19-21 One from two categories and one automatically received martial art power.  
 22-24 One from three categories and one automatically received martial art power.  
 25-27 Two automatically received martial art powers.  
 28-30 Two from one category.  
 31-33 Two from two categories.  
 34-36 Two from three categories.  
 37-39 One from one category, One from another category.  
 40-42 One from two categories, One from another category.  
 43-45 One from three categories, One from another category.  
 46-48 Two from one category and one automatically received martial art power.  
 49-51 Two from two categories and one automatically received martial art power.  
 52-54 Two from three categories and one automatically received martial art power.  
 55-57 Three from one category.  
 58-60 Three from two categories.

- 61-63 Three from three categories.
- 64-66 Two from one category, One from another category.
- 67-68 Two from two categories, One from another category.
- 69-70 Two from three categories, One from another category.
- 71-72 Three from one category and one automatically received martial art power.
- 73-74 Three from two categories and one automatically received martial art power.
- 75-76 Three from three categories and one automatically received martial art power.
- 77-78 Two from one category, One from another category and one automatically received martial art power.
- 79-80 Two from two categories, One from another category and one automatically received martial art power.
- 81-82 Two from three categories, One from another category and one automatically received martial art power.
- 83-84 Four from one category.
- 85-86 Four from two categories.
- 87-88 Four from three categories.
- 89-90 Three from one category, One from another category.
- 91-92 Three from two categories, One from another category.
- 93-94 Three from three categories, One from another category.
- 95-96 Two from one category, Two from another category.
- 97-98 Two from two categories, Two from another category.
- 99-00 Two from three categories, Two from another category.

**Table 10B1 Types of Internal Martial Art Powers**

Note: If a category that is composed of two sub-categories (i.e. Atemi & Advanced Atemi) is rolled, reroll any other rolls involving that category or sub-categories. However, if one sub-category is rolled, then a section with two or more subcategories are rolled, then that is considered another roll and the new listing of sub categories is what's available to the style (i.e. if Atemi is rolled, then, later, Atemi & Advanced Atemi is rolled, that style has Atemi & Advanced Atemi filling two categories). The only entry which can be rolled on multiple times is the "1D4 Mudra" category, each time this category is rolled, roll 1D4 to determine the number of Mudra available.

- 01-20 Chi Mastery
- 21-40 Arts of Invisibility
- 41-60 Atemi
- 61-80 Atemi & Advanced Atemi
- 81-90 1D4 Mudra
- 91-00 Zenjorike

**Table 10B2 Types of External Martial Art Powers**

Note: If a category that is composed of two sub-categories (i.e. Atemi & Advanced Atemi) is rolled, reroll any other rolls involving that category or sub-categories. However, if one sub-category is rolled, then a section with two or more subcategories are rolled, then that is considered another roll and the new listing of sub categories is what's available to the style (i.e. if Atemi is rolled, then, later, Atemi & Advanced Atemi is rolled, that style has Atemi & Advanced Atemi filling two categories). The only entry which can be rolled on multiple times is the "1D4 Mudra" category, each time this category is rolled, roll 1D4 to determine the number of Mudra available.

- 01-10 Demon Hunter Body Hardening Exercises
- 11-20 Atemi & Advanced Atemi
- 21-30 Body Hardening Exercises & Demon Hunter Body Hardening Exercises
- 31-40 Atemi
- 41-50 Body Hardening Exercises
- 51-60 Martial Art Techniques
- 61-70 Special Katas
- 71-80 Special Katas & Weapon Katas
- 81-90 Special Katas & Chi Katas
- 91-00 Chi Katas

**Table 10B3 Types of Internal/External Martial Art Powers**

Note: If a category that is composed of two sub-categories (i.e. Atemi & Advanced Atemi) is rolled, reroll any other rolls involving that category or sub-categories. However, if one sub-category is rolled, then a section with two or more subcategories are rolled, then that is considered another roll and the new listing of sub categories is what's available to the style (i.e. if Atemi is rolled, then, later, Atemi & Advanced Atemi is rolled, that style has Atemi & Advanced Atemi filling two categories). The only entry which can be rolled on multiple times is the "1D4 Mudra" category, each time this category is rolled, roll 1D4 to determine the number of Mudra available.

- 01-10 Arts of Invisibility
- 11-20 Atemi & Advanced Atemi
- 21-30 Atemi
- 31-40 Body Hardening Exercises

41-50 Martial Art Techniques  
51-60 Special Katas  
61-70 Special Katas & Weapon Katas  
71-80 Special Katas & Chi Katas  
81-90 Special Katas & Chi Katas & Weapon Katas  
91-00 Chi Katas

**Table 10C Automatically Received Martial Art Powers**

01-10 ***Advanced Atemi***

01-16 Enlightenment Strike Atemi  
17-32 Blindness Atemi  
33-48 Chi Block Atemi  
49-64 Tien Hsueh Amnesia  
65-80 Finger-Snap Tien Hsueh  
81-96 Puppet Dance Tien Hsueh  
97-00 Long-Distance Dim Mak

11-20 ***Chi Mastery***

01-04 Chi Healing  
05-08 Dragon Chi  
09-12 Body Chi  
13-16 Hardened Chi  
17-20 Soft Chi  
21-24 Find Weakness  
25-28 Negative Chi Control  
29-33 Negative Chi Attacks  
34-38 One Finger Chi  
39-43 Fist Gesture  
44-48 Chi Awareness  
49-52 Chi Relaxation  
53-57 Defend Against Chi Attacks  
58-62 Dark Chi  
63-67 Radiate Positive Chi  
68-72 Heal the Mind  
73-76 Chi Weight Control  
77-80 Chi Overcharge  
81-84 Fill Object with Chi  
85-88 Divert Incoming Chi  
89-92 Control Negative Chi  
93-96 Negative Chi Polarity  
97-98 Inflict Negative Chi Illness  
99-00 Hua Chin Chi Mastery (Mystic China, page 186)

21-30 ***Arts of Invisibility***

01-18 Art of Stealth  
19-36 Art of Hiding  
37-54 Art of Vanishing  
55-72 Art of Disguise  
73-90 Art of Escape  
91-00 Art of Mystic Invisibility

31-40 ***Atemi***

01-16 Healing Atemi  
17-32 Neural Atemi  
33-48 Blood Flow Atemi  
49-64 Grasping Hand Atemi  
65-80 Open Hand Atemi  
81-96 Withering Flesh Atemi  
97-00 Dim Mak

41-50 ***Body Hardening Exercises***

01-16 Dam Sum Sing  
17-32 Iron Hand  
33-48 Kick Practice  
49-64 Stone Ox  
65-80 Winter/Summer Training  
81-96 Wrist Hardening

- 97-00 Chi-Gung
- 51-60 **Martial Art Techniques**
- 01-08 Sung Chi
  - 09-16 Shift Internal Organ
  - 17-24 Vital Harmony
  - 25-32 Zanshin
  - 33-41 Tamashiwara
  - 42-50 Falling Technique
  - 51-59 Kiaijutsu
  - 60-68 One Life/One Shot/One Hit/One Kill
  - 69-76 Iaijutsu
  - 77-84 Eight Horse Stomp
  - 85-92 Light Body Climbing
  - 93-98 Sword Chi Technique
  - 99-00 Advanced Chi Sword Technique (Mystic China, page 182)
- 61-70 **Special Katas**
- 01-02 Crane Stance (Revised N&S, page 85)
  - 03-04 Bear Stance (Revised N&S, page 88)
  - 05-06 Drunken Monkey Kata (Revised N&S, page 97)
  - 07-08 Lost Monkey Kata (Revised N&S, page 97)
  - 09-10 Tall Monkey Kata (Revised N&S, page 97)
  - 11-12 Stone Monkey Kata (Revised N&S, page 97)
  - 13-14 Wood Monkey Kata (Revised N&S, page 97)
  - 15-30 Fortress Penetration
  - 31-45 One Mind
  - 46-60 Warrior Spirit
  - 61-70 Five Principles
  - 71-86 Windmill
  - 87-88 Dragon Kata (Revised N&S, page 102)
  - 89-90 Mao's Pride Kata (Revised N&S, page 111)
  - 91-92 Bagua Circle Kata (Mystic China, page 172)
  - 93-94 Greased Lightning Kata (Mystic China, page 177)
  - 95-96 Kung Sao Kata (Mystic China, page 177)
  - 97-98 Ni Huei Kata (Mystic China, page 177)
  - 99-00 Lightning Form Kata (Revised N&S, page 108)
- 71-80 **Demon Hunter Body Hardening Exercises**
- 01-16 Ao Dah Jong
  - 17-32 Control Revulsion
  - 33-48 Eternal Clarity
  - 49-64 Feign Death/Coma/Unconsciousness
  - 65-80 Laugh at Pain
  - 81-96 Resist Chi Influence
  - 97-00 Demon Wrestling
- 81-90 **Chi Katas**
- 01-18 Blind Man's Kata
  - 19-36 Chi Ball Kata
  - 37-54 Chi Defense Kata
  - 55-72 Dragon Line Kata
  - 73-90 Mending Chi Kata
  - 91-00 Ying-Yang Kata
- 91-95 **1D4 Mudra** (roll on Table 10D)
- 96-00 **Zenjorike**
- 01-16 Calm Minds
  - 17-32 Karumi-Jutsu
  - 33-48 Mind Walk
  - 49-64 Vibrating Palm
  - 65-80 Spirit Burst
  - 81-96 Two Minds
  - 97-00 Discorporate

**Table 10D Mudra**

- 01-16 Mudra of Tranquility and Collection
- 17-18 Mudra of Fearlessness & Banishment of Fear

19-20 Mudra of Appeasement  
 21-22 Mudra of the Ceremony of Unction  
 23-24 First Mudra of Unmoving  
 25-26 Second Mudra of Unmoving  
 27-28 Third Mudra of Unmoving  
 29-30 Fourth Mudra of Unmoving  
 31-32 Fifth Mudra of Unmoving  
 33-34 Thousandth Mudra of Unmoving  
 35-44 Mudra of Silent Contemplation  
 45-46 Mudra for the Deflection of Negative Chi  
 47-48 Mudra for the Deflection of Positive Chi  
 49-50 Mudra for the Protection from Magic  
 51-52 Mudra for the Reflection of the Dragon's Gaze  
 53-54 Mudra that Quenches Hellfire  
 55-56 Mudra of Subtracting Oneself from the Sight of Others  
 57-58 Three Smoke Mudra  
 59-60 Five Smoke Mudra  
 61-62 Eight Smoke Mudra  
 63-72 Mudra for the Collection of Alms  
 73-74 Mudra for the Evocation of Healing Energy  
 75-76 Mudra of the Fulfilling of the Vow  
 77-78 Mudra for the Evocation of Power  
 79-80 Mudra of Terrible Anger  
 81-82 Mudra for the Release of Restrained Chi  
 83-84 Mudra to Prevent Errors of the Six Senses  
 85-86 Mudra of Unification  
 87-88 Mudra of Communion with Spirits  
 89-90 Mudra for the Communion with the Yama Kings of Hell  
 91-92 Mudra for the Handling of Jade or Jewels  
 93-94 Mudra for the Handling of Mystic Mirrors  
 95-96 Mudra for the Handling of a Reliquary  
 97-98 Mudra for the Handling of Mystic Vajra  
 99-00 Mudra for the Handling of Weapons of Power

## **STEP 11. DETERMINE SKILLS**

### **Table 11A1 American/Australian Languages**

01-10 None  
 11-50 English  
 51-90 Spanish  
 91-00 English and Spanish

### **Table 11A2 Indian Languages**

01-10 None  
 11-15 Bengali  
 16-20 Gujarati  
 21-25 Kashmiri  
 26-30 Malayalam  
 31-35 Marathi  
 36-40 Oriya  
 41-45 Punjabi  
 46-50 Hindi  
 51-55 English  
 56-60 Tamil  
 61-65 Telugu  
 66-70 Urdu  
 71-75 Kannada  
 76-80 Assamese  
 81-85 Sanskrit  
 86-90 Sindhi  
 91-95 Two Languages (Roll two times on the table disregarding rolls of 01-10 and 91-95)  
 96-00 Three Languages (Roll three times on the table disregarding rolls of 01-10 and 91-95)

**Table 11A3 Mongolian Languages**

01-10 None

11-90 Mongolian

91-00 Mongolian & English

**Table 11A4 Vietnamese Languages**

01-10 None

11-90 Vietnamese

91-00 Vietnamese & English

**Table 11A5 Thai Languages**

01-10 None

11-90 Thai

91-00 Thai & English

**Table 11A6 Filipino Languages**

01-10 None

11-18 Magindanaon

19-26 Pampangan

27-34 Bicolano

35-42 Ilocano

43-50 Tagalog

51-58 Cebuano

59-66 Hiligaynon

67-74 Waray-Waray

75-82 Pangasinan

83-90 Maranao

91-95 Two Languages

01-52 Roll once on the table disregarding rolls of 01-10 and 91-95, and English is the second language.

53-00 Roll two times on the table disregarding rolls of 01-10 and 91-95.

96-00 Three Languages

01-52 Roll two times on the table disregarding rolls of 01-10 and 91-95, and English is the third language.

53-00 Roll three times on the table disregarding rolls of 01-10 and 91-95.

**Table 11A7 Indonesian & Malaysian Languages**

01-10 None

11-90 Malay

91-00 Malay & English

**Table 11A8 Japanese Languages**

01-10 None

11-80 Japanese

81-00 Japanese & English

**Table 11A9 Chinese Languages**

01-10 None

11-11 Min Bei Chinese

12-12 Hakka Chinese

13-14 Xiang Chinese

15-16 Yue Chinese

17-77 Mandarin Chinese

78-84 Wu Chinese

85-86 Jinyu Chinese

87-88 Min Nan Chinese

89-89 Gan Chinese

90-90 Northern Zhuang

91-95 Two Languages (Roll two times on the table disregarding rolls of 01-10 and 91-95)

96-00 Three Languages (Roll three times on the table disregarding rolls of 01-10 and 91-95)

**Table 11A10 Okinawan Languages**

01-10 None

11-70 Japanese

71-80 Uchinaguchi & Japanese

81-95 Japanese & English  
96-00 Uchinaguchi, Japanese & English

**Table 11A11 Italian Languages**

01-10 None  
11-90 Italian  
91-00 Italian & English

**Table 11A12 Spaniard Languages**

01-10 None  
11-90 Spanish  
91-00 Spanish & English

**Table 11A13 German Languages**

01-10 None  
11-90 German  
91-00 German & English

**Table 11A14 French Languages**

01-10 None  
11-90 French  
91-00 French & English

**Table 11A15 British Languages**

01-10 None  
11-76 English  
77-80 Welsh  
81-86 Scots Gaelic  
87-90 Gaelic  
91-95 Two Languages (Roll two times on the table disregarding rolls of 01-10 and 91-95)  
96-00 Three Languages (Roll three times on the table disregarding rolls of 01-10 and 91-95)

**Table 11A16 Greek Languages**

01-10 None  
11-90 Greek  
91-00 Greek & English

**Table 11A17 Russian Languages**

01-10 None  
11-75 Russian  
76 Uzbek  
77 Tatar  
78 Kazakh  
79 Azerbaijani  
80 Armenian  
81 Georgian  
82 Lithuanian  
83 Romanian  
84 Latvian  
85 Chuvash  
86 Estonian  
87 Kirgiz  
88 Mordvinian  
89 Tajiki  
90 Turkoman  
91-95 Two Languages (Roll two times on the table disregarding rolls of 01-10 and 91-95)  
96-00 Three Languages (Roll three times on the table disregarding rolls of 01-10 and 91-95)

**Table 11A18 Scandinavian Languages**

01-10 None  
11-22 Danish  
23-33 Faeroese  
34-44 Greenlandic



45-56 Finnish  
57-68 Swedish  
69-79 Bokmål Norwegian  
80-90 Nynorsk Norwegian  
91-95 Two Languages (Roll two times on the table disregarding rolls of 01-10 and 91-95)  
96-00 Three Languages (Roll three times on the table disregarding rolls of 01-10 and 91-95)

**Table 11A19 Korean Languages**

01-10 None  
11-90 Korean  
91-00 Korean & English

**Table 11A20 African Languages**

01-10 None  
11 Italian  
12 Kikongo  
13 Lingala  
14 Ndebele  
15 Afar  
16 Afrikaans  
17 Bantu  
18 Berber dialects  
19 Creole  
20-21 Sesotho  
22-25 Portuguese  
26-35 Arabic  
36-56 French  
57-76 English  
77-80 Swahili  
81-82 Hansa  
83 Ewe  
84 Fang  
85 Setswana  
86 Somali  
87 Spanish  
88 Xhosa  
89 Yoruba  
90 Zulu  
91-95 Two Languages (Roll two times on the table disregarding rolls of 01-10 and 91-95)  
96-00 Three Languages (Roll three times on the table disregarding rolls of 01-10 and 91-95)

**Table 11A21 Middle Eastern Languages**

01-10 None  
11-16 Hebrew  
17-22 French  
23-28 Sindhi  
29-34 Siraiki  
35-40 Turkish  
41-46 Punjabi  
47-53 Arabic  
54-60 English  
61-66 Farsi (Persian)  
67-72 Urdu  
73-78 Kurdish  
79-84 Azari  
85-90 Pashtu  
91-95 Two Languages (Roll two times on the table disregarding rolls of 01-10 and 91-95)  
96-00 Three Languages (Roll three times on the table disregarding rolls of 01-10 and 91-95)

**Table 11B1 Number of Cultural Skills**

01-50 None  
51-56 One  
57-62 Pick One (from 1D4 skills)

63-68 Two  
69-76 Pick Two (From 1D4+1 skills)  
77-82 Three  
83-88 Pick Three (from 1D4+2 skills)  
89-94 Four  
95-00 Pick Four (from 1D4+3 skills)

**Table 11B2 Types of Japanese Cultural Skills**

01-10 Bonsai  
11-20 Calligraphy  
21-25 Cook  
26-30 Dance  
31-35 Gardening  
36-45 Go  
46-50 Floral Arrangement  
51-55 Poetry  
56-65 Shogi  
66-75 Ukie-E (ink brush painting)  
76-80 Singing  
81-85 Sewing  
86-90 Dancing  
91-95 Play Musical Instrument  
96-00 Fishing

**Table 11B3 Types of Chinese Cultural Skills**

01-10 Cooking  
11-20 Gardening  
21-30 Calligraphy  
31-40 Wei Qi (Go)  
41-45 Tiao Qi (Chines Checkers)  
46-50 Xiang Qi (Chinese Chess)  
51-60 Poetry  
61-70 Singing  
71-80 Sewing  
81-90 Dancing  
91-00 Play Musical Instrument

**Table 11B4 Other Cultural Skills**

01-10 Brewing  
11-20 Cook  
21-30 Dance  
31-40 Dancing  
41-50 Fishing  
51-60 Horsemanship: (basic or riding)  
61-70 Play Musical Instrument  
71-80 Sewing  
81-90 Singing  
91-00 Sports

**Table 11C1 Number of Physical Skills**

01-75 None  
76-80 One Physical  
81-85 Two Physical  
86-90 Three Physical  
91-95 Four Physical  
96-00 Five Physical

**Table 11C2 Types of Physical Skill**

01-02 Baseball  
03-04 Boxing  
05-06 Ice Skating  
07-08 Moving Blind  
09-10 Oxygen Conservation

11-14 Aerobic Athletics  
15-18 Aerobics  
19-22 Archery  
23-26 Athletics (General)  
27-30 Body Building & Weight Lifting  
31-34 Prowl  
35-36 Long-Distance Running  
37-41 Acrobatics  
42-46 Climbing  
47-51 Running  
52-56 Swimming  
57-60 Dieting  
61-64 Fencing  
65-68 Forced March  
69-72 Gymnastics  
73-76 Juggling  
77-80 Plyometrics  
81-84 Snow Skiing  
85-88 Swimming Advanced  
89-90 Surfing  
91-92 Swimming: S.C.U.B.A.  
93-94 Tai Chi  
95-96 Wrestling  
97-98 Yoga  
99-00 Sports

**Table 11C3 Types of Australian Survival Skills**

01-75 None  
76 Australian Nature Lore  
77 Desert Survival  
78 Dowsing & Water Location  
79 Find and Prepare Bush Tucker  
80 First Aid  
81 Forestwise  
82 Holistic Medicine  
83 Hunting  
84 Identify Plants & Fruits  
86 Land Navigation  
87 Outback Survival  
88 Preserve Food  
89 Skin & Prepare Animal Hides  
90 Spelunking  
91 Track & Hunt Sea Animals  
92 Track Animals  
93 Trapping  
94 Undersea & Sea Survival  
95 Use Songlines (Mutants Down Under or Rifts: Australia)  
96 Two Survival (Roll two times, disregarding rolls of 01-75 and 96-00)  
97 Three Survival (Roll three times, disregarding rolls of 01-75 and 96-00)  
98 Four Survival (Roll four times, disregarding rolls of 01-75 and 96-00)  
99 Five Survival (Roll five times, disregarding rolls of 01-75 and 96-00)  
00 Six Survival (Roll six times, disregarding rolls of 01-75 and 96-00)

**Table 11C4 Other Survival Skills**

01-75 None  
76 Desert Survival  
77 Dowsing & Water Location  
78 Find and Prepare Jungle Food  
79 First Aid  
80 Forestwise  
81 Holistic Medicine  
82 Hunting  
83 Identify Plants & Fruits

- 84 Imitate Animal or Insect Sound
- 85 Jungle Survival
- 86 Land Navigation
- 87 Mountaineering
- 88 Preserve Food
- 89 Skin & Prepare Animal Hides
- 90 Spelunking
- 91 Track & Hunt Sea Animals
- 92 Track Animals
- 93 Trapping
- 94 Undersea & Sea Survival
- 95 Wilderness Survival
- 96 Two Survival (Roll two times, disregarding rolls of 01-75 and 96-00)
- 97 Three Survival (Roll three times, disregarding rolls of 01-75 and 96-00)
- 98 Four Survival (Roll four times, disregarding rolls of 01-75 and 96-00)
- 99 Five Survival (Roll five times, disregarding rolls of 01-75 and 96-00)
- 00 Six Survival (Roll six times, disregarding rolls of 01-75 and 96-00)

**Table 11C5 Temple Skills (50%)**

- 01-50 None
- 51-54 Feng Shui
- 55-62 Begging
- 63-78 Meditation
- 79-86 Fasting
- 87-90 Geomancy
- 91-95 Two Temple (Roll two times, disregarding rolls of 01-50 and 91-00)
- 97-98 Three Temple (Roll three times, disregarding rolls of 01-50 and 91-00)
- 99-00 Four Temple (Roll four times, disregarding rolls of 01-50 and 91-00)

**Table 11C6 Weapon Proficiencies**

Roll only if the style receives Weapon Kata or Weapon Proficiencies Only results. If the number of Weapon Proficiencies rolled is more than the number of Weapon Kata rolled above, the excess number of weapons are taught only as Weapon Proficiencies. If the number of Weapon Proficiencies rolled is lower than the number of Weapon Kata, then that style has as many weapon proficiencies as it does weapon kata. Note: The style always has Weapon Proficiencies for any and all Weapon Kata it knows.

- 01-50 One
- 51-60 Two
- 61-70 Three
- 71-75 Four
- 76-80 Five
- 81-85 Six
- 86-90 Seven
- 91-95 Eight
- 96-97 Nine
- 98 Ten
- 99 Twelve
- 00 Eighteen

**Table 11D1 American/Australian Philosophies**

- 01-75 None
- 76-80 Christianity
- 81-85 Buddhism
- 86-90 Taoism
- 91-95 Islam
- 96-00 Hinduism

**Table 11D2 Indian Philosophies**

- 01-75 None
- 76-80 Buddhism
- 81-85 Hinduism
- 86-90 Sikhism
- 91-95 Jainism
- 96-00 Thugee Hinduism

**Table 11D3 Mongolian Philosophies**

01-50 None  
51-70 Sufi  
71-90 Islam  
91-00 Buddhism

**Table 11D4 Japanese Philosophies**

01-25 None  
26-35 Shinobi Code of Honor  
36-45 Ryobu Shinto  
46-55 Bushido  
56-65 Zen Buddhism  
66-75 Shinto  
76-85 Mikkyo Buddhism  
86-95 Shugendo  
96-00 Christianity

**Table 11D5 Chinese Philosophies**

01-25 None  
26-35 Maoism  
36-45 Confucianism  
46-55 Taoism  
56-65 Buddhism  
66-75 Shaolin Moral Code  
76-85 Meditative Buddhism  
86-95 Tibetan Lore  
96-00 Two

**Table 11D6 Okinawan Philosophies**

01-50 None  
51-60 Confucianism  
61-70 Zen Buddhism  
71-80 Shinto  
81-90 Taoism  
91-00 Meditative Buddhism

**Table 11D7 European Philosophies**

01-75 None  
76-80 Christianity  
81-85 Knightly Code of Honor  
86-90 Meditative Christianity  
91-95 Military Code of Conduct  
96-00 Feudal Fealty

**Table 11D8 Korean Philosophies**

01-25 None  
26-50 Son Buddhism  
51-75 Ten Creeds of Moo Duk Kwan  
76-90 Buddhism  
91-00 Juche (North Korean Communism)

**Table 11D9 African/Middle Eastern Philosophies**

01-50 None  
51-55 Yoruba  
56-60 Sunni Islam  
61-65 Shiite Islam  
66-70 Santeria  
71-75 Vodoun  
76-80 Baha'i  
81-85 Judaism  
86-90 Christianity  
91-95 Zoroastrianism  
96-00 Egyptology

## **STEP 12. DETERMINE OTHER STYLES WHICH CAN BE LEARNED IN A SHORTER TIME**

### **Table 12A Number of Styles**

01-10 None  
11-20 One  
21-30 Two  
31-42 Three  
43-58 Four  
59-70 Five  
71-80 Six  
81-90 Seven  
91-00 Eight

### **Table 12B Styles**

01-02 An Yin (6 Years)  
03-04 Ba Gua (5 Years)  
05-06 Bak Mei (5 Years)  
07-09 Bok Pai (4 Years)  
10-12 Ch'a Ch'uan (4 Years)  
13-14 Chao Ta (1 Year)  
15-17 Chin-Na (4 Years)  
18-20 Choy-Li-Fut (3 Years)  
21-22 Drunken Style (6 Years)  
23-25 Fong Ngan (3 Years)  
26-27 Fu Chiao Pai (2 Years)  
28-30 Gui Long (4 Years)  
31-32 Han Yu (2 Years)  
33-34 Hsing-I (5 Years)  
35-37 Isshin Ryu (4 Years)  
36-38 Jujutsu (3 Years)  
39-40 Kuo-Ch'uan (5 Years)  
41-43 Kyokushinkai (4 Years)  
44-45 Lee Kwan Choo (5 Years)  
46-48 Li Chia (3 Years)  
49-50 Liang Hsiung (1 Year)  
51-52 Mien Chuan (8 Years)  
53-55 Monkey Style (4 Years)  
56-58 Moo Gi Gong (4 Years)  
59-60 Pao Pat Mei (2 Years)  
61-62 Pao Chih (8 Years)  
63-64 Sankukai Karate (5 Years)  
65-66 Shan Tung (2 Years)  
67-68 Shao Lin (6 Years)  
69-71 Shih Ba Ban Wu Yi (3 Years)  
72-73 Snake Style (7 Years)  
74-76 Tae Kwon Do (3 Years)  
77-79 Tai Chi Chuan (4 Years)  
80-81 Taido (6 Years)  
82-84 Tang Su (3 Years)  
85-86 Te (5 Tears)  
87-89 Tong Lun (3 Years)  
90-91 Triad Assassin (1 Year)  
92-93 Xing Chiao (2 Years)  
94-95 Yu Sool (6 Years)  
96-00 Zanji Shinjinken Ryu (4 Years)

## **STEP 13. DETERMINE LEVEL ADVANCEMENT BONUSES**

### **Table 13A1 Number and Placement of Additional Martial Art Powers**

Roll for every style.

Modifiers (All modifiers are cumulative): Exclusive +10%, Internal +10%, Passive +10%, Aggressive -10%, Non-Combative +10%, External -10%, Non-Exclusive -10%

Internal/External, and Passive/Aggressive provide no modifier.

A Result of 91-00 on any Number of Combat Moves Table also provides an inclusive -25%.

01-20 *No additional Martial Art Powers*

21-40 *One additional Martial Art Power*

01-10 At 6th level.

11-20 At 7th level.

21-30 At 8th level.

31-40 At 9th level.

41-50 At 10th level.

51-60 At 11th level.

61-70 At 12th level.

71-80 At 13th level.

81-90 At 14th level.

91-00 At 15th level.

41-60 *Two additional Martial Art Powers*

01-05 At 5th and 10th levels.

06-10 At 5th and 11th levels.

11-15 At 5th and 12th levels.

16-20 At 5th and 13th levels.

21-25 At 5th and 14th levels.

26-30 At 5th and 15th levels.

31-35 At 6th and 12th levels.

36-40 At 6th and 13th levels.

41-45 At 6th and 14th levels.

46-50 At 6th and 15th levels.

51-55 At 7th and 12th levels.

56-60 At 7th and 13th levels.

61-65 At 7th and 14th levels.

66-70 At 7th and 15th levels.

71-75 At 8th and 12th levels.

76-80 At 8th and 13th levels.

81-85 At 8th and 14th levels.

86-90 At 8th and 15th levels.

91-95 At 9th and 14th levels.

96-00 At 9th and 15th levels.

61-80 *Three additional Martial Art Powers*

01-10 At 3rd, 6th, and 12th levels.

11-20 At 3rd, 7th, and 14th levels.

21-30 At 3rd, 8th, and 15th levels.

31-40 At 4th, 8th, and 12th levels.

41-50 At 4th, 9th, and 13th levels.

51-60 At 4th, 10th, and 15th levels.

61-70 At 5th, 9th, and 13th levels.

71-80 At 5th, 10th, and 14th levels.

81-90 At 5th, 10th, and 15th levels.

91-00 At 6th, 12th, and 15th levels.

81-85 *Four additional Martial Art Powers*

01-10 At 3rd, 6th, 9th, and 12th levels.

11-20 At 3rd, 6th, 10th, and 13th levels.

21-30 At 4th, 7th, 11th, and 14th levels.

31-40 At 4th, 8th, 12th, and 14th levels.

41-50 At 4th, 8th, 12th, and 15th levels.

51-60 At 5th, 8th, 11th, and 14th levels.

61-70 At 5th, 8th, 12th, and 14th levels.

71-80 At 5th, 8th, 13th, and 15th levels.

81-90 At 6th, 9th, 12th, and 14th levels.

91-00 At 6th, 9th, 12th, and 15th levels.

86-90 *Five additional Martial Art Powers*

01-10 At 2nd, 5th, 9th, 11th, and 15th levels.

11-20 At 3rd, 5th, 7th, 11th, and 13th levels.

21-30 At 3rd, 6th, 9th, 12th, and 15th levels.

31-40 At 3rd, 7th, 9th, 12th, and 14th levels.

41-50 At 4rd, 5th, 8h, 11th, and 15th levels.

51-60 At 4rd, 6th, 8h, 12th, and 15th levels.

61-70 At 4th, 9th, 12th, 14th, and 15th levels.

71-80 At 5th, 9th, 12th, 14th, and 15th levels.

81-90 At 5th, 9th, 10th, 14th, and 15th levels.

91-00 At 5th, 9th, 11th, 14th, and 15th levels.

**91-95 *Six additional Martial Art Powers***

01-10 At 2nd, 5th, 9th, 11th, 12th, and 15th levels.

11-20 At 2nd, 5th, 9th, 11th, 13th, and 15th levels.

21-30 At 2nd, 5th, 9th, 11th, 12th, and 14th levels.

31-40 At 3rd, 6th, 9th, 11th, 12th and 15th levels.

41-50 At 3rd, 6th, 9th, 10th, 12th and 15th levels.

51-60 At 3rd, 6th, 9th, 12th, 14th and 15th levels.

61-70 At 2nd, 6th, 8th, 9th, 11th, and 14th levels.

71-80 At 2nd, 6th, 8th, 9th, 11th, and 15th levels.

81-90 At 2nd, 6th, 8th, 9th, 12th, and 14th levels.

91-00 At 2nd, 6th, 8th, 9th, 12th, and 15th levels.

**96-00 *Seven additional Martial Art Powers***

01-10 At 2nd, 6th, 8th, 9th, 12th, 14th and 15th levels.

11-20 At 2nd, 5th, 6th, 9th, 11th, 13th, and 15th levels.

21-30 At 2nd, 5th, 9th, 11th, 12th, 14th and 15th levels.

31-40 At 3rd, 6th, 9th, 11th, 12th 14th and 15th levels.

41-50 At 3rd, 6th, 9th, 10th, 12th 14th and 15th levels.

51-60 At 3rd, 6th, 8th, 10th, 11th, 14th and 15th levels.

61-70 At 2nd, 6th, 8th, 9th, 11th, 14th and 15th levels.

71-80 At 2nd, 6th, 8th, 9th, 11th, 14th and 15th levels.

81-90 At 2nd, 6th, 8th, 9th, 12th, 14th and 15th levels.

91-00 At 2nd, 6th, 8th, 9th, 12th, 14th and 15th levels.

**Table 13A2 Types of Additional Martial Art Powers**

If the style has additional martial art powers, roll for each level the martial art powers are received at

Primary Category refers to the first selection of Martial Art Powers available as determined in Tables 10A and 10B, if the style has only specific martial art powers, use the Martial Art Power category that/those power(s) come from.

Secondary Category refers to the second selection of Martial Art Powers available as determined in Tables 10A and 10B, if there is not secondary category of Martial Art Powers available, use the Primary Category.

New Category means that the character should roll for an additional Martial Art Power Category (new table for that?, reroll existing power categories).

Specific Martial Art Powers are rolled on the appropriate table or tables.

01-05 Specific Martial Art Power from Primary Category (Roll under appropriate category on Table 10C)

06-10 Secondary Category

11-20 New Category (Roll for category on Table 10C)

21-80 Primary Category

81-90 Primary or Secondary Category

91-95 Specific Martial Art Power from New Category (Roll for category on Table 10C)

96-00 Specific Martial Art Power from Secondary Category (Roll under appropriate category on Table 10C)

**Table 13B1 Number and Placement of Additional Attacks Per Melee**

Roll for every style.

Modifiers (All modifiers are cumulative): Exclusive +10%, Internal -10%, Passive -10%, Aggressive +10%, Non-Combative -20%, External +10%, Non-Exclusive -10%. Internal/External, and Passive/Aggressive provide no modifier.

SPECIAL: When determining placement of Attacks Per Melee, the placement of Martial Art Powers is factored in. To determine where the additional Attack Per Melee is placed when the same level of placement is rolled for an Attack Per Melee AND a Martial Art Power, roll on Table 13B2 to determine if the placement of the Attack Per Melee is adjusted.

01-10 *No additional Attacks Per Melee.*

11-30 *One additional Attack Per Melee.*

01-10 At 6th level.

11-20 At 7th level.

21-30 At 8th level.

31-40 At 9th level.

41-50 At 10th level.

51-60 At 11th level.

61-70 At 12th level.

71-80 At 13th level.

81-90 At 14th level.

91-00 At 15th level.

31-50 *Two additional Attacks Per Melee.*



01-05 At 5th and 10th levels.  
06-10 At 5th and 11th levels.  
11-15 At 5th and 12th levels.  
16-20 At 5th and 13th levels.  
21-25 At 5th and 14th levels.  
26-30 At 5th and 15th levels.  
31-35 At 6th and 12th levels.  
36-40 At 6th and 13th levels.  
41-45 At 6th and 14th levels.  
46-50 At 6th and 15th levels.  
51-55 At 7th and 12th levels.  
56-60 At 7th and 13th levels.  
61-65 At 7th and 14th levels.  
66-70 At 7th and 15th levels.  
71-75 At 8th and 12th levels.  
76-80 At 8th and 13th levels.  
81-85 At 8th and 14th levels.  
86-90 At 8th and 15th levels.  
91-95 At 9th and 14th levels.  
96-00 At 9th and 15th levels.

**51-70 *Three additional Attacks Per Melee.***

01-10 At 3rd, 6th, and 12th levels.  
11-20 At 3rd, 7th, and 14th levels.  
21-30 At 3rd, 8th, and 15th levels.  
31-40 At 4th, 8th, and 12th levels.  
41-50 At 4th, 9th, and 13th levels.  
51-60 At 4th, 10th, and 15th levels.  
61-70 At 5th, 9th, and 13th levels.  
71-80 At 5th, 10th, and 14th levels.  
81-90 At 5th, 10th, and 15th levels.  
91-00 At 6th, 12th, and 15th levels.

**71-85 *Four additional Attacks Per Melee.***

01-10 At 3rd, 6th, 9th, and 12th levels.  
11-20 At 3rd, 6th, 10th, and 13th levels.  
21-30 At 4th, 7th, 11th, and 14th levels.  
31-40 At 4th, 8th, 12th, and 14th levels.  
41-50 At 4th, 8th, 12th, and 15th levels.  
51-60 At 5th, 8th, 11th, and 14th levels.  
61-70 At 5th, 8th, 12th, and 14th levels.  
71-80 At 5th, 8th, 13th, and 15th levels.  
81-90 At 6th, 9th, 12th, and 14th levels.  
91-00 At 6th, 9th, 12th, and 15th levels.

**86-90 *Five additional Attacks Per Melee.***

01-10 At 2nd, 5th, 9th, 11th, and 15th levels.  
11-20 At 3rd, 5th, 7th, 11th, and 13th levels.  
21-30 At 3rd, 6th, 9th, 12th, and 15th levels.  
31-40 At 3rd, 7th, 9th, 12th, and 14th levels.  
41-50 At 4rd, 5th, 8h, 11th, and 15th levels.  
51-60 At 4rd, 6th, 8h, 12th, and 15th levels.  
61-70 At 4th, 9th, 12th, 14th, and 15th levels.  
71-80 At 5th, 9th, 12th, 14th, and 15th levels.  
81-90 At 5th, 9th, 10th, 14th, and 15th levels.  
91-00 At 5th, 9th, 11th, 14th, and 15th levels.

**91-95 *Six additional Attacks Per Melee.***

01-10 At 2nd, 5th, 9th, 11th, 12th, and 15th levels.  
11-20 At 2nd, 5th, 9th, 11th, 13th, and 15th levels.  
21-30 At 2nd, 5th, 9th, 11th, 12th, and 14th levels.  
31-40 At 3rd, 6th, 9th, 11th, 12th and 15th levels.  
41-50 At 3rd, 6th, 9th, 10th, 12th and 15th levels.  
51-60 At 3rd, 6th, 9th, 12th, 14th and 15th levels.  
61-70 At 2nd, 6th, 8th, 9th, 11th, and 14th levels.  
71-80 At 2nd, 6th, 8th, 9th, 11th, and 15th levels.  
81-90 At 2nd, 6th, 8th, 9th, 12th, and 14th levels.

91-00 At 2nd, 6th, 8th, 9th, 12th, and 15th levels.

**96-00 *Seven additional Attacks Per Melee.***

- 01-10 At 2nd, 6th, 8th, 9th, 12th, 14th and 15th levels.
- 11-20 At 2nd, 5th, 6th, 9th, 11th, 13th, and 15th levels.
- 21-30 At 2nd, 5th, 9th, 11th, 12th, 14th and 15th levels.
- 31-40 At 3rd, 6th, 9th, 11th, 12th 14th and 15th levels.
- 41-50 At 3rd, 6th, 9th, 10th, 12th 14th and 15th levels.
- 51-60 At 3rd, 6th, 8th, 10th, 11th, 14th and 15th levels.
- 61-70 At 2nd, 6th, 8th, 9th, 11th, 14th and 15th levels.
- 71-80 At 2nd, 6th, 8th, 9th, 11th, 14th and 15th levels.
- 81-90 At 2nd, 6th, 8th, 9th, 12th, 14th and 15th levels.
- 91-00 At 2nd, 6th, 8th, 9th, 12th, 14th and 15th levels.

**Table 13B2 Placement Modifier for Attacks Per Melee which fall on the same level of advancement as a Martial Art Power**

- 01-10 Shift Attack Per Melee to nearest empty level (i.e. a space where no Martial Art Powers OR Attacks Per Melee exist)
- 11-20 Shift Attack Per Melee Down to the nearest empty level of advancement in situations where the Martial Art Powers are already filling slots below the originally determined level.
- 21-30 Shift Attack Per Melee Down one level of advancement (or down to the nearest empty level of advancement in situations where the Martial Art Powers are already filling those slots)
- 31-40 Shift Attack Per Melee Down one level of advancement (doesn't matter if a Martial Art Power occupies that spot)
- 41-50 Shift Attack Per Melee Up one level of advancement (doesn't matter if a Martial Art Power occupies that spot)
- 51-60 Shift Attack Per Melee Up one level of advancement (or down to the nearest empty level of advancement in situations where the Martial Art Powers are already filling those slots)
- 61-80 Shift Attack Per Melee Up to the nearest empty level of advancement in situations where the Martial Art Powers are already filling slots below the originally determined level.
- 81-00 Do not shift Attack Per Melee location

**Table 13C1 Total Number and Placement of Critical Natural Numbers**

Roll for every style.

Modifiers (All modifiers are cumulative): Exclusive +10%, Internal -10%, Passive -10%, Aggressive +10%, Non-Combative -20%, External +10%, Non-Exclusive -10%

01-50 *None; Critical Strike on a Natural 20 only* (no need for placement in Level Advancement Bonuses)

**51-75 *One Critical Strike Natural Number***

- 01-10 Critical Strike on a Natural 19 or 20 at 6th level.
- 11-20 Critical Strike on a Natural 19 or 20 at 7th level.
- 21-30 Critical Strike on a Natural 19 or 20 at 8th level.
- 31-40 Critical Strike on a Natural 19 or 20 at 9th level.
- 41-50 Critical Strike on a Natural 19 or 20 at 10th level.
- 51-60 Critical Strike on a Natural 19 or 20 at 11th level.
- 61-70 Critical Strike on a Natural 19 or 20 at 12th level.
- 71-80 Critical Strike on a Natural 19 or 20 at 13th level.
- 81-90 Critical Strike on a Natural 19 or 20 at 14th level.
- 91-00 Critical Strike on a Natural 19 or 20 at 15th level.

**76-90 *Two Critical Strike Natural Numbers***

- 01-05 Critical Strike on a Natural 19 or 20 at 5th level & Critical Strike on a Natural 18, 19, or 20 at 10th level.
- 06-10 Critical Strike on a Natural 19 or 20 at 5th level & Critical Strike on a Natural 18, 19, or 20 at 11th level.
- 11-15 Critical Strike on a Natural 19 or 20 at 5th level & Critical Strike on a Natural 18, 19, or 20 at 12th level.
- 16-20 Critical Strike on a Natural 19 or 20 at 5th level & Critical Strike on a Natural 18, 19, or 20 at 13th level.
- 21-25 Critical Strike on a Natural 19 or 20 at 5th level & Critical Strike on a Natural 18, 19, or 20 at 14th level.
- 26-30 Critical Strike on a Natural 19 or 20 at 5th level & Critical Strike on a Natural 18, 19, or 20 at 15th level.
- 31-35 Critical Strike on a Natural 19 or 20 at 6th level & Critical Strike on a Natural 18, 19, or 20 at 12th level.
- 36-40 Critical Strike on a Natural 19 or 20 at 6th level & Critical Strike on a Natural 18, 19, or 20 at 13th level.
- 41-45 Critical Strike on a Natural 19 or 20 at 6th level & Critical Strike on a Natural 18, 19, or 20 at 14th level.
- 46-50 Critical Strike on a Natural 19 or 20 at 6th level & Critical Strike on a Natural 18, 19, or 20 at 15th level.
- 51-55 Critical Strike on a Natural 19 or 20 at 7th level & Critical Strike on a Natural 18, 19, or 20 at 12th level.
- 56-60 Critical Strike on a Natural 19 or 20 at 7th level & Critical Strike on a Natural 18, 19, or 20 at 13th level.
- 61-65 Critical Strike on a Natural 19 or 20 at 7th level & Critical Strike on a Natural 18, 19, or 20 at 14th level.
- 66-70 Critical Strike on a Natural 19 or 20 at 7th level & Critical Strike on a Natural 18, 19, or 20 at 15th level.
- 71-75 Critical Strike on a Natural 19 or 20 at 8th level & Critical Strike on a Natural 18, 19, or 20 at 12th level.
- 76-80 Critical Strike on a Natural 19 or 20 at 8th level & Critical Strike on a Natural 18, 19, or 20 at 13th level.
- 81-85 Critical Strike on a Natural 19 or 20 at 8th level & Critical Strike on a Natural 18, 19, or 20 at 14th level.
- 86-90 Critical Strike on a Natural 19 or 20 at 8th level & Critical Strike on a Natural 18, 19, or 20 at 15th level.
- 91-95 Critical Strike on a Natural 19 or 20 at 9th level & Critical Strike on a Natural 18, 19, or 20 at 14th level.

96-00 Critical Strike on a Natural 19 or 20 at 9th level & Critical Strike on a Natural 18, 19, or 20 at 15th level.

**91-00 *Three Critical Strike Natural Numbers***

01-10 Critical Strike on a Natural 19 or 20 at 3rd level, Critical Strike on a Natural 18, 19, or 20 at 6th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 12th level.

11-20 Critical Strike on a Natural 19 or 20 at 3rd level, Critical Strike on a Natural 18, 19, or 20 at 7th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 14th level.

21-30 Critical Strike on a Natural 19 or 20 at 3rd level, Critical Strike on a Natural 18, 19, or 20 at 8th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 15th level.

31-40 Critical Strike on a Natural 19 or 20 at 4th level, Critical Strike on a Natural 18, 19, or 20 at 8th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 12th level.

41-50 Critical Strike on a Natural 19 or 20 at 4th level, Critical Strike on a Natural 18, 19, or 20 at 9th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 13th level.

51-60 Critical Strike on a Natural 19 or 20 at 4th level, Critical Strike on a Natural 18, 19, or 20 at 10th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 15th level.

61-70 Critical Strike on a Natural 19 or 20 at 5th level, Critical Strike on a Natural 18, 19, or 20 at 9th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 13th level.

71-80 Critical Strike on a Natural 19 or 20 at 5th level, Critical Strike on a Natural 18, 19, or 20 at 10th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 14th level.

81-90 Critical Strike on a Natural 19 or 20 at 5th level, Critical Strike on a Natural 18, 19, or 20 at 10th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 15th level.

91-00 Critical Strike on a Natural 19 or 20 at 6th level, Critical Strike on a Natural 18, 19, or 20 at 12th level, & Critical Strike on a Natural 17, 18, 19, or 20 at 15th level.

**Table 13C2 Placement Modifier for Critical Strike Natural Number**

Note: In this table 'level advancement bonus' refers to Martial Art Powers and Attacks Per Melee.

01-25 Shift Natural Number to nearest empty level

26-50 Shift Natural Number Down to nearest level with one or less level advancement bonus

51-75 Shift Natural Number Up to nearest level with one or less level advancement bonus

76-00 Do Not Shift Natural Number unless current level is occupied by two level advancement bonuses

**Table 13D1 Placement of Critical Strike from Behind Modifier**

Roll only if the style receives the Critical Strike from Behind.

01-10 Critical Strike from Behind at 9th level.

11-20 Critical Strike from Behind at 7th level.

21-30 Critical Strike from Behind at 5th level.

31-40 Critical Strike from Behind at 3rd level.

41-50 Critical Strike from Behind at 1st level.

51-60 Critical Strike from Behind at 2nd level.

61-70 Critical Strike from Behind at 4th level.

71-80 Critical Strike from Behind at 6th level.

81-90 Critical Strike from Behind at 8th level.

91-00 Critical Strike from Behind at 10th level.

**Table 13D2 Placement Modifier for Critical Strike from Behind**

Note: In this table 'level advancement bonus' refers to Critical Strike Natural Numbers, Martial Art Powers and Attacks Per Melee.

01-25 Shift Natural Number to nearest empty level

26-50 Shift Natural Number Down to nearest level with one or less level advancement bonus

51-75 Shift Natural Number Up to nearest level with one or less level advancement bonus

76-00 Do Not Shift Natural Number unless current level is occupied by two level advancement bonuses

**Table 13E1 Total Number and Placement of Knockout/Stun Natural Numbers**

Roll only if the style receives the Knockout/Stun.

Modifiers (All modifiers are cumulative): Exclusive +10%, Internal -10%, Passive -10%, Aggressive +10%, Non-Combative -20%, External +10%, Non-Exclusive -10%

**01-40 *One Knockout/Stun Natural Number***

01-10 Knockout/Stun on a Natural 20 at 6th level.

11-20 Knockout/Stun on a Natural 20 at 7th level.

21-30 Knockout/Stun on a Natural 20 at 8th level.

31-40 Knockout/Stun on a Natural 20 at 9th level.

41-50 Knockout/Stun on a Natural 20 at 10th level.

51-60 Knockout/Stun on a Natural 20 at 11th level.

61-70 Knockout/Stun on a Natural 20 at 12th level.

71-80 Knockout/Stun on a Natural 20 at 13th level.



91-00 Knockout/Stun on a Natural 20 at 6th level, Knockout/Stun on a Natural 19, or 20 at 9th level, Knockout/Stun on a Natural 18, 19, or 20 at 12th level, and Knockout/Stun on a Natural 17, 18, 19, or 20 at 15th level.

**91-00 Five Knockout/Stun Natural Numbers**

01-10 Knockout/Stun on a Natural 20 at 2nd level, Knockout/Stun on a Natural 19, or 20 at 5th level, Knockout/Stun on a Natural 18, 19, or 20 at 9th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 11th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 15th level.

11-20 Knockout/Stun on a Natural 20 at 3rd level, Knockout/Stun on a Natural 19, or 20 at 5th level, Knockout/Stun on a Natural 18, 19, or 20 at 7th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 11th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 13th level.

21-30 Knockout/Stun on a Natural 20 at 3rd level, Knockout/Stun on a Natural 19, or 20 at 6th level, Knockout/Stun on a Natural 18, 19, or 20 at 9th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 12th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 15th level.

31-40 Knockout/Stun on a Natural 20 at 3rd level, Knockout/Stun on a Natural 19, or 20 at 7th level, Knockout/Stun on a Natural 18, 19, or 20 at 9th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 12th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 14th level.

41-50 Knockout/Stun on a Natural 20 at 4th level, Knockout/Stun on a Natural 19, or 20 at 5th level, Knockout/Stun on a Natural 18, 19, or 20 at 8th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 11th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 15th level.

51-60 Knockout/Stun on a Natural 20 at 4th level, Knockout/Stun on a Natural 19, or 20 at 6th level, Knockout/Stun on a Natural 18, 19, or 20 at 8th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 12th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 15th level.

61-70 Knockout/Stun on a Natural 20 at 4th level, Knockout/Stun on a Natural 19, or 20 at 9th level, Knockout/Stun on a Natural 18, 19, or 20 at 12th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 14th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 15th level.

71-80 Knockout/Stun on a Natural 20 at 5th level, Knockout/Stun on a Natural 19, or 20 at 9th level, Knockout/Stun on a Natural 18, 19, or 20 at 12th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 14th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 15th level.

81-90 Knockout/Stun on a Natural 20 at 5th level, Knockout/Stun on a Natural 19, or 20 at 9th level, Knockout/Stun on a Natural 18, 19, or 20 at 10th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 14th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 15th level.

91-00 Knockout/Stun on a Natural 20 at 5th level, Knockout/Stun on a Natural 19, or 20 at 9th level, Knockout/Stun on a Natural 18, 19, or 20 at 11th level, Knockout/Stun on a Natural 17, 18, 19, or 20 at 14th level, and Knockout/Stun on a Natural 16, 17, 18, 19, or 20 at 15th level.

**Table 13E2 Placement Modifier for Knockout/Stun Natural Number**

Note: In this table 'level advancement bonus' refers to Critical Strike Natural Numbers, Critical Strike from Behind, Martial Art Powers and Attacks Per Melee.

01-25 Shift Natural Number to nearest empty level

26-50 Shift Natural Number Down to nearest level with one or less level advancement bonus

51-75 Shift Natural Number Up to nearest level with one or less level advancement bonus

76-00 Do Not Shift Natural Number unless current level is occupied by two level advancement bonuses

**Table 13F1 Placement of Knockout/Stun from Behind Modifier**

Roll only if the style receives the Knockout/Stun from Behind.

01-10 Knockout/Stun from Behind at 9th level.

11-20 Knockout/Stun from Behind at 7th level.

21-30 Knockout/Stun from Behind at 5th level.

31-40 Knockout/Stun from Behind at 3rd level.

41-50 Knockout/Stun from Behind at 1st level.

51-60 Knockout/Stun from Behind at 2nd level.

61-70 Knockout/Stun from Behind at 4th level.

71-80 Knockout/Stun from Behind at 6th level.

81-90 Knockout/Stun from Behind at 8th level.

91-00 Knockout/Stun from Behind at 10th level.

**Table 13F2 Placement Modifier for Knockout/Stun from Behind Modifier**

Note: In this table 'level advancement bonus' refers to Critical Strike Natural Numbers, Critical Strike from Behind, Knockout/Stun Natural Numbers, Martial Art Powers and Attacks Per Melee.

01-25 Shift Natural Number to nearest empty level

26-50 Shift Natural Number Down to nearest level with one or less level advancement bonus

51-75 Shift Natural Number Up to nearest level with one or less level advancement bonus

76-00 Do Not Shift Natural Number unless current level is occupied by two level advancement bonuses

### **Table 13G1 Total Number and Placement of Death Blow Natural Numbers**

Roll only if the style receives the Death Blow.

Modifiers (All modifiers are cumulative): Exclusive +10%, Internal -10%, Passive -10%, Aggressive +10%, Non-Combative -20%, External +10%, Non-Exclusive -10%

#### **01-80 *One Death Blow Natural Number***

- 01-10 Death Blow on a Natural 20 at 6th level.
- 11-20 Death Blow on a Natural 20 at 7th level.
- 21-30 Death Blow on a Natural 20 at 8th level.
- 31-40 Death Blow on a Natural 20 at 9th level.
- 41-50 Death Blow on a Natural 20 at 10th level.
- 51-60 Death Blow on a Natural 20 at 11th level.
- 61-70 Death Blow on a Natural 20 at 12th level.
- 71-80 Death Blow on a Natural 20 at 13th level.
- 81-90 Death Blow on a Natural 20 at 14th level.
- 91-00 Death Blow on a Natural 20 at 15th level.

#### **81-90 *One Death Blow Natural Number***

- 01-10 Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 10th level.
- 11-20 Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 11th level.
- 21-30 Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 12th level.
- 31-40 Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 13th level.
- 41-50 Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 14th level.
- 51-00 Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 15th level.

#### **91-94 *Two Death Blow Natural Numbers***

- 01-05 Death Blow on a Natural 20 at 6th level and Death Blow on a Natural 19 or 20 at 12th level.
- 06-10 Death Blow on a Natural 20 at 6th level and Death Blow on a Natural 19 or 20 at 13th level.
- 11-15 Death Blow on a Natural 20 at 6th level and Death Blow on a Natural 19 or 20 at 14th level.
- 16-20 Death Blow on a Natural 20 at 6th level and Death Blow on a Natural 19 or 20 at 15th level.
- 21-25 Death Blow on a Natural 20 at 7th level and Death Blow on a Natural 19 or 20 at 12th level.
- 26-30 Death Blow on a Natural 20 at 7th level and Death Blow on a Natural 19 or 20 at 13th level.
- 31-35 Death Blow on a Natural 20 at 7th level and Death Blow on a Natural 19 or 20 at 14th level.
- 36-40 Death Blow on a Natural 20 at 7th level and Death Blow on a Natural 19 or 20 at 15th level.
- 41-45 Death Blow on a Natural 20 at 8th level and Death Blow on a Natural 19 or 20 at 12th level.
- 46-50 Death Blow on a Natural 20 at 8th level and Death Blow on a Natural 19 or 20 at 13th level.
- 51-60 Death Blow on a Natural 20 at 8th level and Death Blow on a Natural 19 or 20 at 14th level.
- 61-70 Death Blow on a Natural 20 at 8th level and Death Blow on a Natural 19 or 20 at 15th level.
- 71-80 Death Blow on a Natural 20 at 9th level and Death Blow on a Natural 19 or 20 at 14th level.
- 81-00 Death Blow on a Natural 20 at 9th level and Death Blow on a Natural 19 or 20 at 15th level.

#### **95-98 *Two Death Blow Natural Numbers***

- 01-05 Death Blow on a Natural 20 at 6th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 12th level.
- 06-10 Death Blow on a Natural 20 at 6th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 13th level.
- 11-15 Death Blow on a Natural 20 at 6th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 14th level.
- 16-20 Death Blow on a Natural 20 at 6th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 15th level.
- 21-25 Death Blow on a Natural 20 at 7th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 12th level.
- 26-30 Death Blow on a Natural 20 at 7th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 13th level.
- 31-35 Death Blow on a Natural 20 at 7th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 14th level.
- 36-40 Death Blow on a Natural 20 at 7th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 15th level.
- 41-45 Death Blow on a Natural 20 at 8th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 12th level.
- 46-50 Death Blow on a Natural 20 at 8th level and Death Blow (Can be used whenever desired (i.e. No Natural Number

required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 13th level.

51-60 Death Blow on a Natural 20 at 8th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 14th level.

61-70 Death Blow on a Natural 20 at 8th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 15th level.

71-80 Death Blow on a Natural 20 at 9th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 14th level.

81-00 Death Blow on a Natural 20 at 9th level and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 15th level.

**99-00 *Three Death Blow Natural Numbers***

01-15 Death Blow on a Natural 20 at 4th level, Death Blow on a Natural 19 or 20 at 8th level, and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 12th level.

16-30 Death Blow on a Natural 20 at 4th level, Death Blow on a Natural 19 or 20 at 9th level, and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 13th level.

31-45 Death Blow on a Natural 20 at 4th level, Death Blow on a Natural 19 or 20 at 10th level, and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 15th level.

46-60 Death Blow on a Natural 20 at 5th level, Death Blow on a Natural 19 or 20 at 9th level, and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 13th level.

61-75 Death Blow on a Natural 20 at 5th level, Death Blow on a Natural 19 or 20 at 10th level, and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 14th level.

76-90 Death Blow on a Natural 20 at 5th level, Death Blow on a Natural 19 or 20 at 10th level, and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 15th level.

91-00 Death Blow on a Natural 20 at 6th level, Death Blow on a Natural 19 or 20 at 12th level, and Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks) at 15th level.

**Table 13G2 Placement Modifier for Death Blow Natural Number**

Note1: In this table 'level advancement bonus' refers to Critical Strike from Behind, Critical Strike Natural Numbers, Knockout/Stun Natural Numbers, Knockout/Stun from Behind, Martial Art Powers and Attacks Per Melee.

Note2: Unlike the other tables of this type, the other moves are moved instead of this particular level advancement bonus.

01-25 Shift existing level advancement bonus to nearest empty level.

26-50 Shift existing level advancement bonus Down to nearest empty level.

51-75 Shift existing level advancement bonus Up to nearest empty level.

76-00 Do Not Shift existing level advancement bonus unless current level is occupied by two level advancement bonuses, then shift both to nearest empty level.

**Table 13H1 Total Number of Chi Modifiers**

Roll for every style.

Modifiers (All modifiers are cumulative): Exclusive +10%, Internal +10%, Passive +10%, Aggressive -10%, Non-Combative +20%, External -20%, Internal/External -10%, Non-Exclusive -10%, No Chi Mastery Martial Art Powers -10%, No Chi Skills\* -10%.

\*Chi Skills include all Chi Katas, all Zenjorike, Chi Zoshiki, Chi Gung, Zanshin, Kime/One Mind Kata, Resist Chi Influence, Sword Chi Technique, Sung Chi, all Mudra, and Gui Long's advanced Sword Chi Techniques.

**01-60 *No Chi Modifiers***

**61-70 *One Chi Modifier***

01-10 At 6th level.

11-20 At 7th level.

21-30 At 8th level.

31-40 At 9th level.

41-50 At 10th level.

51-60 At 11th level.

61-70 At 12th level.

71-80 At 13th level.

81-90 At 14th level.

91-00 At 15th level.

**71-80 *Two Chi Modifiers***

01-05 At 5th and 10th levels.

06-10 At 5th and 11th levels.

11-15 At 5th and 12th levels.  
 16-20 At 5th and 13th levels.  
 21-25 At 5th and 14th levels.  
 26-30 At 5th and 15th levels.  
 31-35 At 6th and 12th levels.  
 36-40 At 6th and 13th levels.  
 41-45 At 6th and 14th levels.  
 46-50 At 6th and 15th levels.  
 51-55 At 7th and 12th levels.  
 56-60 At 7th and 13th levels.  
 61-65 At 7th and 14th levels.  
 66-70 At 7th and 15th levels.  
 71-75 At 8th and 12th levels.  
 76-80 At 8th and 13th levels.  
 81-85 At 8th and 14th levels.  
 86-90 At 8th and 15th levels.  
 91-95 At 9th and 14th levels.  
 96-00 At 9th and 15th levels.

**81-90 *Three Chi Modifiers***

01-10 At 3rd, 6th, and 12th levels.  
 11-20 At 3rd, 7th, and 14th levels.  
 21-30 At 3rd, 8th, and 15th levels.  
 31-40 At 4th, 8th, and 12th levels.  
 41-50 At 4th, 9th, and 13th levels.  
 51-60 At 4th, 10th, and 15th levels.  
 61-70 At 5th, 9th, and 13th levels.  
 71-80 At 5th, 10th, and 14th levels.  
 81-90 At 5th, 10th, and 15th levels.  
 91-00 At 6th, 12th, and 15th levels.

**91-00 *Four Chi Modifiers***

01-10 At 2nd, 5th, 9th, 11th, and 15th levels.  
 11-20 At 3rd, 5th, 7th, 11th, and 13th levels.  
 21-30 At 3rd, 6th, 9th, 12th, and 15th levels.  
 31-40 At 3rd, 7th, 9th, 12th, and 14th levels.  
 41-50 At 4rd, 5th, 8h, 11th, and 15th levels.  
 51-60 At 4rd, 6th, 8h, 12th, and 15th levels.  
 61-70 At 4th, 9th, 12th, 14th, and 15th levels.  
 71-80 At 5th, 9th, 12th, 14th, and 15th levels.  
 81-90 At 5th, 9th, 10th, 14th, and 15th levels.  
 91-00 At 5th, 9th, 11th, 14th, and 15th levels.

**Table 13H2 Types of Chi Modifiers**

Roll for each level a Chi Modifier is present

01-25 Add +5 to Chi  
 26-50 Add +10 to Chi  
 51-75 Add +15 to Chi  
 76-98 Double Existing Chi  
 99-00 Triple Existing Chi

**Table 13H3 Placement Modifier for Chi Modifiers**

Note: In this table ‘level advancement bonus’ refers to Critical Strike from Behind, Critical Strike Natural Numbers, Knockout/Stun Natural Numbers, Knockout/Stun from Behind, Martial Art Powers and Attacks Per Melee.

If no empty places exist, use the following joint placement hierarchy from highest to lowest; Natural Number, Attack Per Melee, Martial Art Power, but only if one such level advancement is present, if there are already two such modifiers at that level, move to the next empty or singularly occupied level.

01-25 Shift Chi Modifier to nearest empty level  
 26-50 Shift Chi Modifier Down to nearest level with one or less level advancement bonus (unless that level advancement bonus is a Death Blow Natural Number, in that case, find the nearest other empty level with one or less level advancement bonus)  
 51-75 Shift Chi Modifier Up to nearest level with one or less level advancement bonus (unless that level advancement bonus is a Death Blow Natural Number, in that case, find the nearest other empty level with one or less level advancement bonus)  
 76-00 Do Not Shift Chi Modifier unless current level is occupied by two level advancement bonuses or a Death Blow Natural Number.



**Table 13I1 Placement of Critical Body Flip/Throw**

Roll only if the style receives the Critical Body Flip/Throw.

- 01-10 At 6th level.
- 11-20 At 7th level.
- 21-30 At 8th level.
- 31-40 At 9th level.
- 41-50 At 10th level.
- 51-60 At 11th level.
- 61-70 At 12th level.
- 71-80 At 13th level.
- 81-90 At 14th level.
- 91-00 At 15th level.

**Table 13I2 Placement Modifier for Critical Body Flip/Throw**

Note: In this table 'level advancement bonus' refers to Automatic Body Flip/Throw, Chi Modifier, Critical Strike from Behind, Critical Strike Natural Numbers, Knockout/Stun Natural Numbers, Knockout/Stun from Behind, Martial Art Powers and Attacks Per Melee.

01-25 Shift Critical Body Flip/Throw to nearest empty level

26-50 Shift Critical Body Flip/Throw Down to nearest level with one or less level advancement bonus (unless that level advancement bonus is a Death Blow Natural Number, in that case, find the nearest other empty level with one or less level advancement bonus)

51-75 Shift Critical Body Flip/Throw Up to nearest level with one or less level advancement bonus (unless that level advancement bonus is a Death Blow Natural Number, in that case, find the nearest other empty level with one or less level advancement bonus)

76-00 Do Not Shift Critical Body Flip/Throw unless current level is occupied by two level advancement bonuses or a Death Blow Natural Number.

**Table 13J1 Total Number of Combat Move Bonuses for Exclusive Styles**

Modifiers (All modifiers are cumulative): Internal -10%, Passive -10%, Aggressive +10%, Non-Combative -20%, External +10%

- 01-06 +18 Total Bonuses
- 07-12 +19 Total Bonuses
- 13-18 +20 Total Bonuses
- 19-24 +21 Total Bonuses
- 25-30 +22 Total Bonuses
- 31-36 +23 Total Bonuses
- 37-42 +24 Total Bonuses
- 43-48 +25 Total Bonuses
- 49- 54 +26 Total Bonuses
- 55-61 +27 Total Bonuses
- 62-67 +28 Total Bonuses
- 68-73 +29 Total Bonuses
- 74-79 +30 Total Bonuses
- 80 +31 Total Bonuses
- 81 +32 Total Bonuses
- 82 +33 Total Bonuses
- 83 +34 Total Bonuses
- 84 +35 Total Bonuses
- 85-86 +36 Total Bonuses
- 87 +37 Total Bonuses
- 88 +38 Total Bonuses
- 89 +39 Total Bonuses
- 90 +40 Total Bonuses
- 91 +41 Total Bonuses
- 92 +42 Total Bonuses
- 93 +43 Total Bonuses
- 94 +44 Total Bonuses
- 95 +45 Total Bonuses
- 96 +46 Total Bonuses
- 97 +47 Total Bonuses
- 98 +48 Total Bonuses
- 99 +49 Total Bonuses
- 00 +50 Total Bonuses

**Table 13J2 Total Number of Combat Move Bonuses for non-Exclusive Styles**

Modifiers (All modifiers are cumulative): Internal -10%, Passive -10%, Aggressive +10%, Non-Combative -20%, External +10%

01-05 +11 Total Bonuses  
 06-10 +12 Total Bonuses  
 11-15 +13 Total Bonuses  
 16-20 +14 Total Bonuses  
 21-25 +15 Total Bonuses  
 26-30 +16 Total Bonuses  
 31-35 +17 Total Bonuses  
 36-40 +18 Total Bonuses  
 41-45 +19 Total Bonuses  
 46-50 +20 Total Bonuses  
 51-55 +21 Total Bonuses  
 56-60 +22 Total Bonuses  
 61-65 +23 Total Bonuses  
 66-70 +24 Total Bonuses  
 71-75 +25 Total Bonuses  
 76-80 +26 Total Bonuses  
 81-85 +27 Total Bonuses  
 86-90 +28 Total Bonuses  
 91-95 +29 Total Bonuses  
 96-00 +30 Total Bonuses

**Table 13K Total Number of Combat Move Receiving Bonuses**

This is the number of combat moves receiving bonuses.

Modifiers (All modifiers are cumulative): Exclusive +10%, Internal -10%, Passive -10%, Aggressive +10%, Non-Combative -20%, External +10%, Non-Exclusive -10%

01-10 Four Combat Moves  
 11-20 Five Combat Moves  
 21-40 Six Combat Moves  
 41-60 Seven Combat Moves  
 61-80 Eight Combat Moves  
 81-90 Nine Combat Moves  
 91-00 Ten Combat Moves

**Table 13L Basic Chance of Combat Move Modifiers**

How this table works. For each style created, you will have a basic chance of having certain areas which typically receive modifiers in the level advancement bonuses. After you've determined how many combat moves which receive combat move bonuses, roll under each percentage on the Basic Combat Move section, starting with the highest percentage and going to the lowest. This percentage will be modified by the typical modifiers and unlike skills, if the percentage is 100% or more when adjusted, you don't have to roll, you automatically have bonuses to that combat move. Likewise if the percentage is 0% or less, you do not have to roll, you do not have that combat move with bonuses. If you have combat moves receiving bonuses left over from your total after finishing with the Basic Combat Move section, you get to move to the other sections to determine additional areas of bonuses. After the Basic Combat Moves are rolled, Weapon Based styles will roll on the Weapon Based Styles section, with the standard modifiers and chances described above. Non-weapon styles do not roll in this section. For non-weapon styles and weapon based styles with a number of combat moves receiving bonuses left over the "If Combat Move is Known" section is used. Unlike the previous two sections, the style can only roll for percentages on moves that the style actually knows (again, from highest, to lowest percentage).

Modifiers (All modifiers are cumulative and apply to base percentage chance of having a bonus to that combat move): Exclusive + 10%, Internal -10%, Passive -10%, Aggressive +10%, Non-Combative -20%, External +10%, Non-Exclusive -10%

**BASIC COMBAT MOVE**

Strike 88%

Damage 70%

Initiative 16%

**WEAPON BASED STYLES**

Damage with (weapon) 25%

Strike with (weapon) 25%

Entangle with (weapon) 10%

Disarm with (weapon) 10%

Parry with (weapon) 10%

Add 2 levels to (weapon kata) 10%

Add 3 levels to (weapon kata) 05%

**IF COMBAT MOVE IS KNOWN**

Parry 96%

Dodge 94%

Roll with Punch/Fall/Impact 94%

Maintain Balance 80%  
 Back Flip 75%  
 Cartwheel 75%  
 Leap (Add 1D6 feet to Leap Distance) 75%  
 Entangle 70%  
 Disarm 66%  
 Rear Attacks (Backward Sweep, Backhand Strike) 60%  
 Somersault 60%  
 Handstand 55%  
 Body Flip/Throw 50% (if successful, roll for increased damage below)  
     Body Flip/Throw does 2D6 damage 20%  
     Body Flip/Throw does 3D6 damage 10%  
     Body Flip/Throw does 4D6 damage 05%  
 Breakfall 50%  
 Roll or Roll/Knockdown 50%  
 Spin 50%  
 Stagger 50%  
 Turn (either with Punch/Fall/Impact or Forward/Back) 50%  
 Pull Punch 25%  
 Hold 25%  
 Strike with (combat move) 16%  
 Damage with (combat move) 10%

### **Table 13M Individual Combat Move Bonus Breakdown**

To determine the bonus for each combat move, divide the total number of bonuses by the total number of combat moves receiving bonuses, rounding down.

Modify the results based on the following, the modifications do not exceed the rolled total number of bonuses, so care has to be taken to ensure that a bonus to one area is taken from either the left over pool of left over bonuses (from the remainder left over by dividing the total number of combat move bonuses by the total number of combat moves) or by subtracting from one (or more) of the other combat moves receiving bonuses. Also, a combat move cannot be reduced below a bonus of +1. Any remainder left over can be placed anywhere desired.

Parry; Passive +1, Aggressive -1, Non-Combative -1  
 Dodge; Passive +1, Aggressive -1  
 Roll with Punch/Fall/Impact; Passive +1, Aggressive -1  
 Strike; Passive -1, Aggressive +1, Non-Combative -1  
 Damage; Passive -1, Aggressive +1, Non-Combative -1  
 Initiative; Passive -1, Internal -1, Non-Combative -1  
 Strike with (combat move); Passive -1, Aggressive +1, Striking +2, Grappling -1, Non-Combative -1  
 Damage with (combat move); Passive -1, Aggressive +1, Striking +2, Grappling -1, Non-Combative -1  
 Entangle; Passive +1, Aggressive -1, Striking -1, Grappling +1, Non-Combative -1  
 Disarm; Passive +1, Aggressive -1, Striking +1, Grappling -1, Non-Combative -1  
 Damage with (weapon); Passive -1, Aggressive +1, Weapon Based +1, Striking /Weapon or Grappling/Weapon +0, Grappling/Striking/Weapon -1, Non-Combative -1  
 Strike with (weapon); Passive -1, Aggressive +1, Weapon Based +1, Striking /Weapon or Grappling/Weapon +0, Grappling/Striking/Weapon -1, Non-Combative -1  
 Entangle with (weapon); Passive +1, Aggressive -1, Weapon Based +1, Striking /Weapon or Grappling/Weapon +0, Grappling/Striking/Weapon -1, Non-Combative -1  
 Disarm with (weapon); Passive +1, Aggressive -1, Weapon Based +1, Striking /Weapon or Grappling/Weapon +0, Grappling/Striking/Weapon -1, Non-Combative -1  
 Parry with (weapon); Passive +1, Aggressive -1, Weapon Based +1, Striking /Weapon or Grappling/Weapon +0, Grappling/Striking/Weapon -1, Non-Combative -1  
 Maintain Balance; Striking +1, Grappling -1  
 Back Flip; Striking +1, Grappling -1, Non-Combative -1  
 Cartwheel; Striking +1, Grappling -1, Non-Combative -1  
 Leap (Add 1D6 feet to Leap Distance); Striking +1, Grappling -1, Non-Combative -1  
 Rear Attacks (Backward Sweep, Backhand Strike); Striking +1, Grappling -1, Non-Combative -1  
 Somersault; Striking -1, Grappling +1, Non-Combative -1  
 Handstand; Striking +1, Grappling -1, Non-Combative -1  
 Body Flip/Throw; Striking -1, Grappling +2, Non-Combative -1  
 Breakfall; Striking -1, Grappling +1  
 Roll or Roll/Knockdown ; Striking +1, Grappling -1, Non-Combative -1  
 Spin; Striking +1, Grappling -1, Non-Combative -1  
 Stagger; Striking -1, Grappling +1, Non-Combative -1

Hold; Striking -1, Grappling +2, Non-Combative -1

Turn (either with Punch/Fall/Impact or Forward/Back); Passive +1, Aggressive -1, Striking -1, Grappling -1, Non-Combative -1

Pull Punch; Passive +1, Aggressive -1, Striking -1, Grappling -1

**Table 13N1 Break down the Total bonus for each Combat Move**

01-10 Divide by One

11-40 Divide by Two

41-70 Divide by Three

71-00 Divide by Four

Note: Round down the result, with any remainder left over representing another bonus with a different value.

Example; Strike bonus of +5 divided by two results in two bonuses of +2 and one bonus of +1 for three different bonuses.

Note 2: If the breakdown division exceeds the bonus for a combat move, the combat move's bonuses are broken down into +1s (how ever many the combat move breaks down to).

**Table 13N2 Placement of Combat Move Bonuses for One Bonus Entry**

01-10 At 1st level.

11-20 At 2nd level.

21-30 At 3rd level.

31-40 At 4th level.

41-50 At 5th level.

51-60 At 6th level.

61-70 At 7th level.

71-80 At 8th level.

81-90 At 9th level.

91-00 At 10th level.

**Table 13N3 Placement of Combat Move Bonuses for Two Bonus Entries**

01-05 At 2nd and 14th levels.

06-10 At 2nd and 12th levels.

11-15 At 2nd and 10th levels.

16-20 At 2nd and 8th levels.

21-25 At 2nd and 6th levels.

26-30 At 1st and 12th levels.

31-35 At 1st and 10th levels.

36-40 At 1st and 8th levels.

41-45 At 1st and 6th levels.

46-50 At 1st and 5th levels.

51-55 At 1st and 7th levels.

56-60 At 1st and 9th levels.

61-65 At 1st and 11th levels.

66-70 At 1st and 13th levels.

71-75 At 2nd and 5th levels.

76-80 At 2nd and 7th levels.

81-85 At 2nd and 9th levels.

86-90 At 2nd and 11th levels.

91-95 At 2nd and 13th levels.

96-00 At 2nd and 15th levels.

**Table 13N4 Placement of Combat Move Bonuses for Three Bonus Entries**

01-10 At 2nd, 5th, and 13th levels.

11-20 At 2nd, 5th, and 9th levels.

21-30 At 1st, 4th, and 12th levels.

31-40 At 1st, 4th, and 8th levels.

41-50 At 1st, 3rd, and 6th levels.

51-60 At 1st, 3rd, and 9th levels.

61-70 At 1st, 5th, and 10th levels.

71-80 At 2nd, 4th, and 8th levels.

81-90 At 2nd, 4th, and 12th levels.

91-00 At 2nd, 6th, and 10th levels.

**Table 13N5 Placement of Combat Move Bonuses for Four Bonus Entries**

01-20 At 2nd, 5th, 8th, and 11th levels.

21-40 At 1st, 4th, 7th, and 11th levels.

41-60 At 1st, 4th, 7th, and 10th levels.  
61-80 At 1st, 4th, 8th, and 12th levels.  
81-00 At 2nd, 5th, 10th, and 12th levels.

**Table 13N6 Placement of Combat Move Bonuses for Five Bonus Entries**

01-20 At 2nd, 7th, 10th, 12th, and 13th levels.  
21-40 At 1st, 5th, 6th, 10th, and 11th levels.  
41-60 At 1st, 4th, 6th, 10th, and 11th levels.  
61-80 At 1st, 5th, 8th, 10th, and 11th levels.  
81-00 At 2nd, 4th, 6th, 10th, and 13th levels.

**Table 13N7 Placement Modification of Combat Move Bonuses**

If the Combat Move Bonus falls on a Level of Advancement which already has existing Level Advancement Bonuses (i.e. Martial Art Powers, Attacks Per Melee, Natural Numbers (for Critical, Knockout/Stun, and Death Blow), and/or Chi Modifiers), then sometimes a shift will occur.

Note 1: For the purposes of Placement Modification of Combat Move Bonuses; Automatic Body Flip/Throw, Critical Body Flip/Throw, Critical Strike from Behind, and Knockout/Stun from Behind are considered Combat Move Bonuses.

Filled Condition 1: If the level in question has two of the above listed entries, only one Combat Move bonus can exist on that level, any additional Combat Move bonuses will have to be shifted to another level.

Filled Condition 2: If the level in question only has one of the above listed entries, then up to two Combat Move bonuses can exist on that level, any additional Combat Move bonuses will have to be shifted to another level.

Filled Condition 3: If, in the course of placing and shifting the Combat Move bonuses, more than five Combat Move bonuses exist on an otherwise blank level (i.e. none of the entries described above), then any additional Combat Move bonuses have to be shifted off that level.

Filled Condition 4: Bonuses to the same combat move can NOT occupy the same level of advancement. If shifting causes the bonuses to be placed in the same level, shift in the designated direction (up, down, or nearest) until the unfilled conditions are met.

01-25 Shift Combat Move Bonus to nearest completely empty level.

26-50 Shift Combat Move Bonus Down to nearest unfilled level.

51-75 Shift Combat Move Bonus Up to nearest unfilled level.

76-00 Do Not Shift Combat Move Bonus unless current level is filled (if the current level is filled, shift to nearest unfilled level).

Empty Level Advancement Bonus Entry Condition: If, after all of the above is accomplished, there are still empty levels in the Level Advancement Bonus section, move the level advancement bonuses to the nearest empty space, until all empty spaces have at least one level advancement bonus, avoiding having adjacent modifiers of the same type (as well as the same type of modifier) where possible, using the following hierarchies of movement.

**Move From Hierarchy** (if one of the following, from highest to lowest, has occurred);

One Combat Move and Death Blow Modifier

One Combat Move with Two of the listed entries (i.e. Martial Art Powers, Attacks Per Melee, Natural Numbers (for Critical and Knockout/Stun), and/or Chi Modifiers)

Two Combat Moves and Martial Art Power

Two Combat Moves and Chi Modifier

Two Combat Moves and Attack Per Melee

Two Combat Moves and Natural Number Modifier

Two Combat Moves and Automatic or Critical Body/Flip Throw

Five Combat Moves (includes Critical Strike from Behind and Knockout/Stun from Behind)

Four Combat Moves (includes Critical Strike from Behind and Knockout/Stun from Behind)

Three Combat Moves (includes Critical Strike from Behind and Knockout/Stun from Behind)

Two Combat Moves (includes Critical Strike from Behind and Knockout/Stun from Behind)

**Combat Move to Switch Hierarchy** (Which Combat Move Bonus should be moved first);

Critical or Knockout/Stun from Behind

Bonus to Initiative

Bonus of +4 or better

Body Flip/Throw Damage bonus (note: these are typically listed with the bonus to Body Flip/Throw, so, instead of moving them to an empty space, one can move them to a level where a bonus to Body Flip/Throw occurs, as long as the unfilled conditions are met.)

Add 3 levels to (weapon kata)

Bonus of +3 or better

Add 2 levels to (weapon kata)

Bonus of +2 or better

Bonus of +1 or better

**STEP 14. DETERMINE STYLE DESCRIPTION**

**PARAGRAPH A. Origin of the Style**

**SENTENCE A1.** This style from (location 1) (insert Country of Origin) was created by a/an (adjective 1) (noun1) in the year (see

year calculator) (calender).

### **Location 1**

01-10 a remote cabin in  
11-20 a town in  
21-30 the capital of  
31-40 a city in  
41-50 a village in  
51-60 the wilderness of  
61-70 a remote mountain in  
71-80 an island of  
81-90 a monastery/church/cathedral in  
91-00 a fortress/castle/military base in

### **Adjective 1**

01-10 wandering  
11-20 defeated  
21-30 wise  
31-40 errant  
41-50 noble  
51-60 master  
61-70 skilled  
71-80 ancient  
81-90 artistic  
91-00 governmental

### **Noun 1**

01-10 child  
11-20 martial arts instructor  
21-30 sage  
31-40 hermit  
41-50 martial artist  
51-60 soldier  
61-70 sailor  
71-80 mercenary  
81-90 assassin  
91-00 woman

### **Year Calculator**

Thousands Place; Roll 1D4/2  
Hundreds Place; Roll 1D10  
Tens and Ones Places; Roll 1D100

### **Calender**

01-80 A.D./C.E.  
81-00 B.C./B.C.E.

**SENTENCE A2.** The (noun 1\*) created this style based on (source 1).

\*Do not reroll this, use the existing result.

### **Source 1**

01-10 a boring lifestyle  
11-20 a vision  
21-30 overcoming defeat  
31-40 intense meditation  
41-50 observing a natural phenomenon  
51-60 a quest of self-improvement  
61-70 a tragic incident  
71-80 a dream  
81-90 a desire for revenge  
91-00 too much pop culture

**SENTENCE A3.** Finally, after much (method 1), the (noun 1\*) managed to (transitive verb 1) this style.

\*Do not reroll this, use the existing result.

### **Method 1**

01-10 exercise designed to increase strength and power  
11-20 effort  
21-30 trial and error  
31-40 combative testing  
41-50 study  
51-60 intense training  
61-70 combining of other styles and techniques  
71-80 focus on specific techniques  
81-90 simplifying of other techniques  
91-00 exercise designed to increase speed and agility

### **Transitive verb 1**

01-10 perfect  
11-20 develop  
21-30 create  
31-40 improve  
41-50 refine  
51-60 consummate  
61-70 finish  
71-80 complete  
81-90 polish  
91-00 evolve

**SENTENCE A4.** This style has a/an (adjective 2) reputation for (ability), and (Phrase 1)(ability).

### **Adjective 2**

01-10 (none)  
11-20 well-documented  
21-30 legendary  
31-40 popular  
41-50 deserved  
51-60 unearned  
61-70 inaccurate  
71-80 well-deserved  
81-90 accurate  
91-00 undeserved

**Ability;** If you've got internal, roll twice on the internal table, if you've got external, roll twice on the external table, internal/external styles roll percentile on the following table;

01-50 Internal then External  
51-00 External then Internal

### **Internal Abilities**

01-02 a playful attitude  
03-04 a love of music  
05-06 an ancient lineage  
07-08 being well-known  
09-10 being mysterious  
11-12 being accepting and understanding  
13-14 Chi skills  
15-16 Chi development  
17-18 Chi mastery  
19-20 cleverness  
21-22 contemplation  
23-24 deceptiveness  
25-26 developing concentration  
27-28 developing mental powers  
29-30 discipline  
31-32 disguise  
33-34 escaping combat when needed

35-36 focuses on subterfuge  
37-38 having a sense of humor  
39-40 healing  
41-42 historical knowledge  
43-44 history  
45-46 learning tradition  
47-48 mastering other martial arts  
49-50 meditation  
51-52 mind-building exercises  
53-54 musical skills  
55-56 mystical abilities  
57-58 mysticism  
59-60 negotiation  
61-62 open-mindedness  
63-64 perfectionism  
65-66 perseverance  
67-68 philosophical understanding  
69-70 philosophy  
71-72 producing many famous martial artists  
73-74 scholarship  
75-76 secrecy  
77-78 sneakiness  
79-80 stealth  
81-82 strange rituals  
83-84 strategic thinking  
85-86 surprise  
87-88 surprise tactics  
89-90 theology  
91-92 training well-rounded individuals  
93-94 unpredictability  
95-96 unusual combat techniques  
97-98 using violence as a last resort  
99-00 with cultural skills

### **External Abilities**

01-02 a playful attitude  
03-04 a love of music  
05-06 adaptability  
07-08 agility  
09-10 ambushes  
11-12 an ancient lineage  
13-14 assassination skills  
15-16 being well-known  
17-18 blind-fighting  
19-20 bloodlust  
21-22 both armed and unarmed combat  
23-24 combativeness  
25-26 cultivating rage  
27-28 deadliness  
29-30 deceptiveness  
31-32 developing strength  
33-34 dexterity  
35-36 dietary disciplines  
37-38 discipline  
39-40 endurance  
41-42 enduring damage  
43-44 focuses on subterfuge  
45-46 grappling  
47-48 having a sense of humor  
49-50 hunting skills  
51-52 killing opponents  
53-54 learning tradition  
55-56 mastering other martial arts



57-58 mercilessness  
59-60 musical skills  
61-62 night fighting  
63-64 outdoor survival  
65-66 perfectionism  
67-68 perseverance  
69-70 producing many famous martial artists  
71-72 ruthlessness  
73-74 strategic thinking  
75-76 strength  
77-78 sudden violence  
79-80 surprise tactics  
81-82 surprise  
83-84 survival skills  
85-86 swift motion  
87-88 swift movement  
89-90 swimming  
91-92 training well-rounded individuals  
93-94 travel skills  
95-96 traveling swiftly  
97-98 unpredictability  
99-00 unusual combat techniques

**Phrase 1**

01-10 is virtually obsessed with  
11-20 de-emphasizes  
21-30 focuses on  
31-40 ignores  
41-50 strongly focuses on  
51-60 omits  
61-70 has a casual, but important, focus on  
71-80 virtually ignores  
81-90 places an additional emphasis on  
91-00 strongly de-emphasizes

**PARAGRAPH B. Description of Style.**

**SENTENCE B1.** Training in this style improves the (noun 2) (attribute breakdown 1).

**Noun 2**

01-10 advocates  
11-20 masters  
21-30 devotees  
31-40 martial artists  
41-50 students  
51-60 practitioners  
61-70 adepts  
71-80 professionals  
81-90 experts  
91-92 sensei  
92-94 maestro  
95-96 savants  
97-98 gurus  
99-00 swamis

**Attribute breakdown 1**

Note: Use all attributes incremented by character bonuses which apply.

M.A. = charisma

M.E. = willpower

P.S. of +1 or +2 = strength

P.S. of +3 or +4 = power

P.P. of +1 or +2 = agility

P.P. of +3 or +4 = dexterity

P.E. of +1 or +2 = health  
P.E. of +3 or +4 = stamina  
Spd. = running speed

**SENTENCE B2a.** [If the style has striking moves (i.e. hand attacks, foot attacks, special attacks).] This style (verb 1) (body part 1) (strike 1) (noun 3).

**Verb 1**

01-10 concentrates on  
11-20 fixates on  
21-30 focuses on  
31-40 integrates  
41-50 incorporates  
51-60 consolidates  
61-70 combines  
71-80 systemizes  
81-90 organizes  
91-00 arranges

**Body Part 1**

01-10 hand  
11-20 arm  
21-30 leg  
31-40 elbow  
41-50 knee  
51-60 head  
61-70 foot  
71-80 special  
81-90 jumping  
91-00 leaping

**Strike 1**

01-10 strike  
11-20 blow  
21-30 attack  
31-40 striking  
41-50 hit  
51-60 assault  
61-70 blast  
71-80 slam  
81-90 smash  
91-00 smack

**Noun 3**

01-10 techniques  
11-20 systems  
21-30 methods  
31-40 forms  
41-50 practices  
51-60 skills  
61-70 abilities  
71-80 mastery  
81-90 proficiency  
91-00 movements

**SENTENCE B2b.** [If the style has grappling moves (i.e. special attacks, holds/locks).] This style (verb 1) (list all the types of grappling moves available to the style...i.e holds, locks, and chokes).

**Verb 1**

01-10 concentrates on  
11-20 fixates on  
21-30 focuses on  
31-40 integrates

41-50 incorporates  
51-60 consolidates  
61-70 combines  
71-80 systemizes  
81-90 organizes  
91-00 arranges

**SENTENCE B2c.** [If the style has weapon kata and/or weapon proficiencies] Weapons training in this style includes (list all the individual weapons and/or weapon types available to the style).

**SENTENCE B3.** (noun 4) are (verb 2) (noun 5) (list basic defensive moves (i.e. dodge and parry), escape moves, and basic descriptions of advanced defenses (i.e. multiple dodge and automatic dodge are probably already covered by the basic defensive move of dodge, likewise for circular parry, or combination parry/whatever).

**Noun 4**

01-10 advocates  
11-20 masters  
21-30 devotees  
31-40 martial artists  
41-50 students  
51-60 practitioners  
61-70 adepts  
71-80 professionals  
81-90 experts  
91-92 sensei  
92-94 maestro  
95-96 savants  
97-98 gurus  
99-00 swamis

**Verb 2**

01-10 taught about  
11-20 educated in  
21-30 instructed in  
31-40 schooled in  
41-50 trained in  
51-60 drilled in  
61-70 exercised in  
71-80 practiced in  
81-90 coached in  
91-00 tutored in

**Noun 5**

01-10 the techniques of  
11-20 the system of  
21-30 the methods of  
31-40 various forms of  
41-50 the practices of  
51-60 the skills of  
61-70 the abilities of  
71-80 mastery of  
81-90 proficiency of  
91-00 the movements of

**SENTENCE B4.** (occurrence 1), (noun 6) of this style (preference 1).

**Occurrence 1**

01-10 In combat  
11-20 When faced with combat  
21-30 When facing and opponent  
31-40 Against an enemy  
41-50 Entering combat  
51-60 When starting combat

61-70 When confronted with a fight  
71-80 At the first sign of a fight  
81-90 To gain an advantage in combat  
91-00 Upon being attacked

### **Noun 6**

01-10 advocates  
11-20 masters  
21-30 devotees  
31-40 martial artists  
41-50 students  
51-60 practitioners  
61-70 adepts  
71-80 professionals  
81-90 experts  
91-92 sensei  
92-94 maestro  
95-96 savants  
97-98 gurus  
99-00 swamis

### **Preference 1**

Internal Passive = wait for their opponent to come to them  
Internal Intermediate = take the time to evaluate an opponent before charging into battle  
Internal Aggressive = calm the enemy then suddenly attack  
Internal/External Passive = advance slowly, preferring to meet the attacks of the enemy rather than rushing forward  
Internal/External Intermediate = will not rush into combat, but will wait for either an attack or an expected attack  
Internal/External Aggressive = enter combat steadily and deliberately, advancing to combat range  
External Passive = always attempt to finish their fights as quickly as possible  
External Intermediate = immediately attack their opponent  
External Aggressive = enter combat aggressively, leaping or charging the opponent as soon as possible

**SENTENCE B5.** (select survival, temple, weapon proficiencies, cultural, or physical skills from skill category with highest number of skills available, listing all skills or the category description if multiple options are available) (noun 7) is/are also taught in this style.

### **Noun 7**

01-10 techniques  
11-20 systems  
21-30 methods  
31-40 forms  
41-50 practices  
51-60 skills  
61-70 abilities  
71-80 mastery  
81-90 proficiency  
91-00 movements

**SENTENCE B6.** [Optional, Special attack or move that the style prefers] (When 2) (noun 8) (method 2) (activity 1) (combat move with highest number of bonuses) then (activity 2) (area of combat moves with most number of moves).

### **When 2**

01-10 In combat,  
11-15 When subduing opponents,  
16-20 Preferably when the enemy is off-guard,  
21-25 Using the (attack type),  
26-30 All attacks and defenses seem to be pure accidents,  
31-35 Then, glaring directly into the enemy's eye,  
36-40 Once in combat,  
41-45 Against other martial artists,  
46-50 Responding to attacks,  
51-55 However, there's not a lot of subtlety in this style,  
56-60 When attacked,  
61-65 If the opponent is able to avoid or counter the attacks,

66-70 Never hurrying,  
71-75 While continuously in motion,  
76-80 At first opportunity,  
81-85 From that point on,  
86-90 Standing motionless,  
91-00 In fighting style,

**Noun 8**

01-10 advocates  
11-20 masters  
21-30 devotees  
31-40 martial artists  
41-50 students  
51-60 practitioners  
61-70 adepts  
71-80 professionals  
81-90 experts  
91-92 sensei  
92-94 maestro  
95-96 savants  
97-98 gurus  
99-00 swamis

**Method 2**

01-10 prefer to  
11-20 will try to  
21-30 attempt to  
31-40 will always seek to  
41-50 watch and wait for an indefinite period, waiting to  
51-60 lull the enemy into carelessness to  
61-70 use whatever is at hand to  
71-80 respond to  
81-90 response is to  
91-00 always seem to

**Activity 1**

01-10 keep in combat range to  
11-20 close combat range to  
21-30 open combat range to  
31-40 counter with  
41-50 attack with  
51-60 defend with  
61-70 employ  
71-80 exploit opponents by  
81-90 handle opponents with  
91-00 utilize

**Activity 2**

01-10 follow up with  
11-20 continue attacking with  
21-30 use the attacker's momentum to  
31-40 fire off all but one attack then  
41-50 lash out with  
51-60 continually keep on the move and  
61-70 it becomes a simple matter of out fighting the opponent with  
71-80 strike out when its safe to do so, with  
81-90 the response will be  
91-00 the reaction would be to

**SENTENCE B8.** Advanced training in this style focuses on (list martial art power categories).

**SENTENCE B9.** [If the style has any automatically received powers] (automatically recieved power(s) ) is/are particularly stressed in this style.

**PARAGRAPH C. How, why, and where can characters learn this style**

**SENTENCE C1.** This (style) is (Recognition Modifier) (Recognition) and taught (Where Available).

**Recognition Modifier**

01-20 Reasonably  
21-40 Relatively  
41-60 (None)  
61-80 Very  
81-00 Practically

**Recognition**

01-10 famous  
11-20 well-known  
21-30 renowned  
31-40 popular  
41-50 prominent  
51-60 notorious  
61-70 infamous  
71-80 obscure  
81-90 little-known  
91-00 unknown

**Where Available**

01-10 only in one location  
11-20 only in specific schools within the nation  
21-30 only in specific schools worldwide  
31-40 in various schools in the nation  
41-50 in various schools worldwide  
51-60 in schools and informally within the nation  
61-70 in schools and informally worldwide  
71-80 all over the nation  
81-90 worldwide  
91-00 by reading books and/or watching videos

**SENTENCE C2.** The current head of this style is (Head 1).

**Head 1**

01-10 The founder  
11-20 The founder's child/children  
21-30 The founder's grandchild/grandchildren  
31-40 The founder's family (other than direct child or grandchild)  
41-50 The founder's principle student/disciple  
51-60 The child/children of the founder's principle student/disciple  
61-70 The grandchild/grandchildren of the founder's principle student/disciple  
71-80 The family of the founder's principle student/disciple  
81-90 A committee of other than one of the above  
91-00 A student/committee of students of the founder

**SENTENCE C3.** This style can be taught to (who 1)

**Who 1**

01-80 Anyone  
81-84 Men only  
85-86 Members of the originator's country of origin only  
87-88 Family members of the originator only  
89-90 Women only  
91-92 Members of a specific occupation (typically the same as the originator's occupation)  
93-94 Members of a specific organization  
95-96 Royalty or Nobility only  
97-98 Peasants/Poor only  
99-00 Specially selected and tested students only

**SENTENCE C4.** [Optional, ties to an organization] Members of this style also belong to the (location 2) (style name/style type) (group 1).

**Location 2**

01-10 Local  
11-20 City  
21-30 National  
31-40 International  
41-50 Continental  
51-60 Eastern  
61-70 Western  
71-80 Northern  
81-90 Southern  
91-00 World

**Group 1**

01-05 Group  
06-10 Club  
11-20 Association  
21-30 Committee  
31-40 Organization  
41-45 Temple  
46-50 Monastery  
51-55 Assembly  
56-60 Federation  
61-70 Company  
71-75 Syndicate  
76-80 Cartel  
81-85 League  
86-90 Combine  
91-00 Conglomerate

**STEP 15. DETERMINE WHY SOMEONE SHOULD STUDY THE STYLE**

Select the appropriate tables, based on style type, and roll to determine appropriate sentence for each area. To determine the order, roll on the following table and apply the listed sentence order to each area rolled.

**Table 15A Order of Sentences for Why Someone Should Study the Style**

01-04 B, C, E, D  
05-08 B, D, C, E  
09-12 B, D, E, C  
13-16 B, E, C, D  
17-20 B, E, D, C  
21-24 C, B, E, D  
25-28 C, B, D, E  
29-32 C, D, E, B  
33-36 C, D, B, E  
37-40 C, E, B, D  
41-44 C, E, D, B  
45-48 D, C, B, E  
49-52 D, E, B, C  
53-56 D, C, E, B  
57-60 D, E, C, B  
61-64 D, B, C, E  
65-68 D, B, E, C  
69-72 E, B, C, D  
73-76 E, D, C, B  
77-80 E, B, D, C  
81-84 E, D, B, C  
85-88 E, C, B, D  
89-92 E, C, D, B  
93-00 B, C, D, E

**Table 15B1 Hard**

01-10 Any opponent falling under an attack risks permanent maiming.

11-20 Channeling the body's strength into doing the maximum physical damage to the opponent is what it's all about.  
21-30 To join this style is to fully exploit the destructive power of the human body.  
31-40 A student of this style will become faster and more powerful, and he will be able to fully defend himself in many situations (though for lower level students multiple attackers could be a problem).  
41-50 The perfect outdoor martial art.  
51-60 One great disadvantage of this style is that it does not do well when dealing with multiple attackers.  
61-70 A major disadvantage is the inability to deal effectively with multiple attackers.  
71-80 The only weakness of the form is against multiple attackers.  
81-90 Provides excellent physical training as well.  
91-00 It can be a very effective martial art, but in group situations or against other martial artists, it may fail if the student is not well trained and in prime shape.

#### **Table 15B2 Soft**

01-10 A fairly "soft" martial art style that emphasizes the idea of movement over simply inflicting damage.  
11-20 While there are relatively few attacks, they are designed to be used without risk of personal damage.  
21-30 The combined flexibility and defensive power is hard to beat.  
31-40 While odd in its combat style, it can be used to effectively spread fear in the hearts of others.  
41-50 It is also a very beautiful style.  
51-60 Capable of dealing with multiple attacks or multiple attackers with equal ease.  
61-70 The perfect "hidden" form of martial arts, even the actual moves are disguised.  
71-80 Flexibility, surprising attacks and deadly moves are all this style's trademarks.  
81-90 The intimidation factor may win a few battles, it's great for body building, and the training does allow students to defend themselves.  
91-00 A strong defensive martial art that holds up well against multiple attackers.

#### **Table 15B3 Hard/Soft**

01-05 It's also balanced so there are solid attacks and defenses.  
06-10 Combining the power of hard kicks and punches with soft defenses.  
11-15 Combines good defensive combat techniques with the maximum possible offensive techniques.  
16-20 Aside from the rich tradition in this art, there is its common sense approach to battle.  
21-25 A modern, effective combat form that copes well with multiple attackers.  
26-30 Since this form has a great number of new and unusual techniques, it is often baffling to students of other martial arts.  
31-35 The integration of philosophy with movement makes it a powerful style, but it may be overly complicated.  
36-40 It is relatively easy to learn and is an effective fighting form.  
41-45 A good style with a balance of offensive and defensive moves.  
46-50 It's very impressive, it's highly effective and it also has a strong moral background.  
51-55 It is not as effective against multiple attackers as some arts, but it can still hold its own.  
56-60 It also provides good defenses against multiple attackers in addition to good offensive capabilities.  
61-65 A rewarding style that is a blistering combination of fast and effective moves.  
66-70 It combines good offensive capabilities with the ability to defend against multiple attackers.  
71-75 No major disadvantages.  
76-80 It's very straight forward and uncomplicated, and it's readily available.  
81-85 In combat situations, it teaches the essential skills needed for defeating an opponent.  
86-90 It's a good style that has more widespread publicity than many other types of fighting.  
91-95 Students are proficient fighters and are capable of defending themselves in most situations, including group attacks.  
96-00 Against multiple attackers, only experienced stylists will be able to use their skills effectively.

#### **Table 15C1 Internal**

01-10 This style is also one of the rare martial arts to offer internal abilities.  
11-20 It's also one of the few arts to provide mystic skills.  
21-30 One of the rare arts that teaches internal powers.  
31-40 Deadly internal abilities more than offset the relatively weak physical moves.  
41-50 Every effort is placed on the development of the mind and energy.  
51-60 The most powerful of the "Internal" schools of the martial arts.  
61-70 A form of some contradictions, with a major emphasis on internal skills.  
71-80 If you're interested in a good martial arts oriented approach to internal powers, this is your best choice.  
81-90 The form also offers extensive training in internal skills.  
91-00 The only non-magical way of performing some mystic skills.

#### **Table 15C2 External**

01-05 Relatively few special skills.  
06-10 This style is simply the most powerful of all the martial arts.  
11-15 A straight-forward art of hand to hand combat.



16-20 It's also relatively inflexible, offering few of the mind-oriented abilities.  
21-25 A solid, combat effective form that stresses quickness and power.  
26-30 The only weakness comes from the lack of training in the "internal" arts.  
31-35 To train in this style is also to develop a body carved out of granite, as well as a powerful fighting ability that can tackle most situations.  
36-40 A sound body is the perfect weapon, why should this style offer any mind-oriented abilities?  
41-45 On the other hand, there are few/no special powers or abilities, so it's pretty limiting in any other circumstances.  
56-50 Disadvantages are the total lack of Chi powers and a certain rigidity in the forms.  
51-55 It's also very effective, and great for body hardening and fitness.  
56-60 Totally weak on the Internal/Mystical end of things, but it is a lot of fun!  
61-65 Excellent combat bonuses are offset by a lack of attention to Chi and other esoteric studies.  
66-70 Plus, any characters who really want to "bulk up" will be pleased with a solid diet of Body Hardening Techniques.  
71-75 Because of the total lack of mental training, against a chi master or similar opponent, this style is at a disadvantage, but against untrained opponents, it is extremely deadly.  
76-80 Weaknesses are a difficulty with multiple attackers and a lack of "internal" training.  
81-85 This style lacks any true spiritual training, which may be a loss for some.  
86-90 Your average martial artist is also tough as nails, altogether intimidating.  
91-95 If you're looking for spiritual enlightenment, do a traditional style.  
96-00 Its primary weakness is a lack of internal skills.

### **Table 15C3 Internal/External**

01-10 By focusing on the development of internal powers, and forceful combat moves, this martial art is certainly effective in any attack.  
11-20 Strengths include a wide variety of techniques and it also teaches the rare internal arts.  
21-30 A good mix of Martial Art Powers and combat moves.  
31-40 A decent groundwork in the basics of hand to hand combat providing balance for a martial art that strongly emphasizes the building of great internal abilities.  
41-50 Along with being a well balanced martial art, offering both strong offenses and defenses, quite a few skills are available.  
51-60 It is great for overall fitness and build, and it does give decent self defense capabilities as well.  
61-70 Good, all-around, offensive and defensive actions along with a good number of secondary skills.  
71-80 A very well-rounded form that tries to have a bit of everything, from kicks to weapon skills, to internal training.  
81-90 Since it is one of the most "integrated" martial arts, combining internal development with useful, but graceful, physical movements, this is a good all-around choice.  
91-00 While far from the most powerful of combat forms, this style nevertheless provides strong internal power to its students.

### **Table 15D1 Non-combative**

01-10 The main disadvantage is that it's totally defensive; there's not much you can do unless someone actually attacks you.  
11-20 Primarily a form of meditation, with only basic combat skills, it is mostly defensive.  
21-30 For certain characters, the benefits of gaining a selection of internal abilities outweigh the importance of fighting abilities.  
31-40 In spite of the lack of combat skills, and the relative powerlessness of the style, it does offer the hope of attaining (eventually) impressive internal abilities.  
41-50 Since virtually everything relating to combat is ignored, this isn't a very wise choice for anyone planning on an adventurer's lifestyle.  
51-60 Inflexible, impractical, and mired down in rules, this style would seem to be a martial art to be avoided, however, the special abilities make up for the lack of combat skills.  
61-70 Provides an impressive array of special abilities rather than combat skills.  
71-80 It's a relatively quick style to learn for those characters who don't want to bother learning how to kill someone.  
81-90 Students are taught special abilities every step of the way.  
91-00 Stealth and strategy rather than direct confrontation is the mark of this style.

### **Table 15D2 Weapon Based with Grappling and/or Striking**

01-10 By itself it offers a perfect espionage or martial art ability, that of using any object as an effective weapon.  
11-20 Bonuses can also be used with weapons.  
21-30 A good, strongly offensive form of martial arts that also includes weapon skills.  
31-40 A very complete style, it offers attacks at every range of combat, and also teaches both weapon skills and good defensive moves.  
41-50 Combination of good martial art moves and an impressive collection of weapon skills.  
51-60 One of its best points is that you do not necessarily need a weapon in order to get the most out of this art.  
61-70 This style does not require the use of weapons, but it is greatly enhanced if wielding them.  
71-80 A well-rounded system, with powerful offensive and defensive techniques, as well as basic weapons training, that excels at short-range combat.  
81-90 Because, to learn weapon techniques, is to become a highly proficient fighter in all circumstances, not just with weapons.  
91-00 This style teaches unarmed and armed fighting in equal levels of mastery, where as most other martial arts will teach these

things separately and thus make it more difficult to be proficient in both.

#### **Table 15D3 Grappling**

01-10 The practitioner must be fearless, pushing right into grappling range, willing to be subjected to enemy blows and ignoring threats from other opponents.

11-20 While antique in its reliance on armor, characters who enjoy the rough-and-tumble aspects of hand-to-hand combat will love the bashing-oriented techniques of this style.

21-30 Fans of hard-hitting, impact-based martial arts should look elsewhere, but for those who prefer the option of subduing an opponent with minimal harm, this style is an excellent choice.

31-40 Most martial artists are lost in a grappling situation; someone with this style lives there.

41-50 The greatest benefit of this style is that all the locks can be applied when the opponent is standing, therefore allowing for capture and then movement of the opponent with little fuss.

51-60 If you want to be a real hardcase with a devastating array of moves up your sleeve, this is also for you.

61-70 A powerful grappling style that focuses on power and intimidation.

71-80 Lethal grappling skills make this style a good martial art.

81-90 Grappling with a variety of other skills, what else needs be said?

91-00 As an added advantage, their grappling experience makes them far from helpless up close or on the ground.

#### **Table 15D4 Striking**

01-10 The whole idea is to overwhelm your opponents with powerful, long-distance attacks.

11-20 Main disadvantage is in close combat and grappling situations where this style's best strikes can't be used.

21-30 Against physically trained opponents, they have a good chance of winning.

31-40 If you want fancy kicking and grappling, look elsewhere.

41-50 If you want a fast, simple way to knock someone out, look no further.

51-60 The strikes are particularly devastating and a skilled artist can end a fight as quickly as necessary.

61-70 Each blow or kick becomes an instrument of sheer destruction.

71-80 The strongest thing about this style is the easy Knockouts and Critical Strikes as one advances in levels of experience.

81-90 Simultaneous Attacks are particularly favored.

91-00 If you like the idea of breaking things with your bare hands then this is the form for you!

#### **Table 15D5 Weapon Based**

01-10 A deadly martial art that has the single disadvantage of being dependent on a weapon for effective combat.

11-20 For those who seek the true experience of ancient weapon combat, and who understand that there is magic in the blade of a fine weapon, this is the ideal martial art style.

21-30 Offers the full range of weapons that can be used in conjunction with a martial art.

31-40 A character with this training and the right weapons is a deadly threat.

41-50 It's quite useful because you can't carry a larger weapon most places and is good against multiple attackers who are in hand to hand range.

51-60 With the long reach and power of a weapon, this style allows a student to take on multiple attackers as easily as single ones and dispatch them quickly.

61-70 Weapons are very good for defensive and offensive moves.

71-80 Like most weapon styles, this style can be used without weapons but it loses a great deal of its effectiveness.

81-90 This style is an extremely deadly art with a weapon.

91-00 This style is one of the ultimate weapon martial arts.

#### **Table 15D6 Grappling/Striking**

01-10 It's also flexible in combat distance, with leaps and jump kicks for long distance, a full range of combat distance strikes, and body flip/throws for grappling distance.

11-20 It's good and can operate in Close Combat or Long-Range.

21-30 There's no such thing as an "unfair" move in this style, anything that works against the enemy is acceptable.

31-40 Combining deadly speed with amazing acrobatic skills, it is capable of taking down most human opponents in a matter of seconds.

41-50 The master will enter combat and wait to react to the first sign of hostility, then, when the slightest movement is caught, he either flattens the attacker with a series of rapid punches, or takes the opponent into a lock onto the ground.

51-60 There are hundreds of elements combined into one within this style, but wrestling features most strongly.

61-70 With strong grappling techniques combined with striking techniques, this style is well rounded and decent.

71-80 An grappling and striking style that gets the job done.

81-90 An old form of grappling, this style also provides adequate striking skills.

91-00 Powerful strikes and lethal grappling skills make this a good martial art.

#### **Table 15E1 Passive**

01-10 As a self-defense art, this style can't be beat.

11-20 The main disadvantage is that it's totally defensive; there's not much you can do unless someone actually attacks you.

21-30 It serves better as a defensive form than on offense.  
31-40 Better for defense than offense.  
41-50 As a purely defensive art is hard to beat.  
51-60 The secret moves of this style give powerful defensive advantages.  
61-70 Relatively weak in physical combat.  
71-80 On the other hand, it's not very aggressive.  
81-90 This style isn't really all that effective in aggressive combat.  
91-00 A good combination of advanced martial art techniques and defensive skills.

**Table 15E2 Aggressive**

01-10 It tends to be very aggressive, and poor defensively.  
11-20 Its focus, almost exclusively, is on inflicting damage to your opponent and being able to handle what he dishes out to you.  
21-30 A terrific, action-oriented martial art.  
31-40 Possibly the most aggressive of all martial arts, but at the same time one of the most dangerous.  
41-50 The purpose of this style is to kill, plain and simple.  
51-60 It's more effective than most against non-martial artists but lacks the defenses of most other arts.  
61-70 When it comes to quick and deadly, this is possibly the best of the martial arts.  
71-80 This is a very powerful martial art.  
81-90 Highly mobile and damaging, but the art is short on defensive maneuvers.  
91-00 However, those looking for a balanced approach to combat may be disappointed with the lack of attention to the defensive side of things.

**Table 15E3 Intermediate**

01-10 It's also balanced so, there are solid attacks and defenses.  
11-20 Attacks should be unexpected, should first make the opponent helpless, and then finish him off.  
21-30 Not as flashy as some arts, but meant to handle a large variety of combat situations.  
31-40 Best used on non-martial artists.  
41-50 A well balanced martial art that is aggressive enough to handle multiple attackers but defensive as well.  
51-60 The art is effective but not very glamorous.  
61-70 In exchange for giving up the ability to injure one receives the ability to shock and impress.  
71-80 Because of the lack of specialization, they tend not to be outstanding in anything.  
81-90 Although the form is great against the unsuspecting, it's not as effective as other forms in straight combat.  
91-00 A good all-around style with some nice moves and a solid basis.