

THE COMPLETE MARTIAL ARTIST

BY COLIN CHAPMAN

Martial arts are an integral part of the superhero genre, reflected in the combat training of many heroes, especially the Martial Art Heroes, those heroes deriving their mystical powers from the intense study and training of exotic combat forms. Unfortunately, when asked what martial arts their character has studied, it is almost inevitable that most Players fall back on the tired old generic standbys of Kung Fu, Karate, or Ninjitsu. Yawn.

Well, with a world of strange martial arts out there, Players can now select martial arts that go beyond those broad oft-used categories, and even beyond the realms of China and Japan.

"Your Kung Fu may be strong, Grasshopper, but fear my Bhakti Negara fist!"

Favored Bonuses: As discussed on page 30 of *Wild Talents*, characters with the Martial Arts skill select a bonus for each die in the skill. A pair of common bonuses are listed for each martial art, though players are not restricted to these.

Favored Weapons: Lists of favored weapons are provided for the different martial arts where appropriate, though these must still be learned individually with appropriate Martial Arts [Weapon Name] skills. These weapons are detailed later.

AFRICA

Re-Efi Areh-Ehsee

Traditional art of Ethiopia, using strikes with the elbows, knees, and head, combined with grabbing techniques.

Favored Bonuses: Escape, Fast Attack.

BRAZIL

Capoeira

Originally developed by African slaves, this art combines acrobatic dance maneuvers, such as cartwheels and somersaults, with unarmed techniques,

particularly powerful kicks, as well as locks, throws, and sweeps. Dodging is the main defense.

Favored Bonuses: Power Attack, Sweep.

BURMA

Bando

Modern military art with swift, brutal, unarmed fighting techniques largely targeting an opponent's limbs. The head, knees, elbows, fists, and feet are all used to attack, and grips, locks, and strangling techniques are also incorporated.

Favored Bonuses: Deadly Attack, Strangling.

CHINA

An Ch'i

Relies on the use of hidden thrown weapons, deception, and improvised weapons; even common household items can be used as viable weapons by masters of this art.

Favored Bonuses: Fast Attack, Focused Attack.

Favored Weapons: Luohan Qian (Arhat Coin), Fei Biao (Flying Dart), Fei Dao (Flying Knife), Improvised Weapons.

Jeet Kune Do

"*Way of the Intercepting Fist.*" The art created by Bruce Lee, combining simplified aspects of various forms of Kung Fu, Escrima, and even Western Boxing techniques, stressing practicability, versatility, unpredictability, and adaptation. Most schools of Jeet Kune Do also teach the use of Escrima weapons.

Favored Bonuses: Fast Attack, Focused Attack.

Favored Weapons: Balisong (Knife), Barong (Knife), Olisi (Stick), Tarasaik (Staff).

WILD TALENTS

Kung Fu/Wu Shu

"*Skill and Effort/War Art*." China features a staggering array of martial arts under the Kung Fu banner, of which these are but a tiny sample.

Bagua Zhang

"*Eight Trigram Palm*" style. Based on the I Ching book of philosophy. Practitioners circle their opponents, rotate and turn unexpectedly, and attack from unusual angles with punches and palm strikes that look deceptively light. Various weapons are taught.

Favored Bonuses: Fast Attack, Precise Attack.

Favored Weapons: Ba Ling Chui (Eight Corner Hammer - treat as Golden Melon Hammer), Dan Dao (Chinese Broadsword), Gun (Staff), Hu Die Dao (Butterfly Sword), Jian (Straight Sword), Kwan Dao (General Kwan's Halberd), Lu Jiao Dao (Deer Antler Knife), Qiang (Spear), San Jie Gun (Three-Section Staff), Shuang Shou Dao (Two-Handed Broadsword), Shuang Tou Qiang (Double-Headed Spear).

Bak Hok

"*White Crane*" style. A graceful form using strikes made with a beak-like formation of the fingers, distracting arm sweeps, and blocks made using the wrist and backs of the hands. Many of the form's stances are one-legged balances. Many weapons are taught.

Favored Bonuses: Focused Attack, Precise Attack.

Favored Weapons: Dan Dao (Chinese Broadsword), Gun (Staff), Hu Cha (Tiger Fork), Hu Die Dao (Butterfly Sword), Jian (Straight Sword), Kwan Dao (General Kwan's Halberd), Qiang (Spear), Sai, San Jie Gun (Three-Section Staff), Tie Shan (Steel Fan), Zhan Ma Dao (Horse Chopping Sword).

Chang Ch'uan

"*Long Fist*" style, one of the original Shaolin styles, with a focus on full-length sweeping fist and arm strikes, high kicks, low stances, and a variety of weapons.

Favored Bonuses: Focused Attack, Power Attack.

Favored Weapons: Bi Shou (Knife), Chan (Monk's Spade), Dan Dao (Chinese Broadsword), Gun (Staff), Hu Cha (Tiger Fork), Hu Gou (Tiger Hook), Jian (Straight Sword), Jin Gua Chui (Golden Melon Hammer), Qiang (Spear), Tie Shan (Steel Fan).

Choy Li Fut

Powerful form of kung fu combining traditional unarmed techniques with training in a massive variety of Chinese weapons, not least of which is the Nine Dragon Trident, a weapon exclusive to this art.

Favored Bonuses: Focused Attack, Power Attack.

Favored Weapons: Bi Shou (Knife), Dan Dao (Chinese Broadsword), Er Jie Gun (Two Section Staff), Gou Long Cha (Nine Dragon Trident), Gun (Staff), Hu Cha (Tiger Fork), Hu Die Dao (Butterfly Sword), Hu Gou (Tiger Hooks), Jian (Straight Sword), Jin Gua Chui (Golden Melon Hammer), Jin Qian Chan (Gold Coin Spade), Jiu Huan Dao (Nine Ring Broadsword), Kwan Dao (General Kwan's Halberd), Lian Dao Qiang (Hooked Single Spear), Li Kwei Shuang Fu (Li Kwei's Double Axes), Qiang (Spear), Qi Jie Bian (Seven Section Whip), San Jie Gun (Three-Section Staff), She Qiang (Snake Spear), Tie Shan (Steel Fan), Zhan Ma Dao (Horse Chopping Sword).

Hsing-I

"*Form and Mind*" style, seeking to unite body and mind. Uses hard, powerful block-grab-counterstrike maneuvers based on each of the Chinese Elements, and a variety of animal forms, notably Bear, Chicken, Dragon, Eagle, Hawk, Horse, Monkey, Tai Bird (Phoenix), Snake, Swallow, Tiger, and Tuo (Water Lizard), as well as several weapons.

Favored Bonuses: Focused Attack, Power Attack.

Favored Weapons: Bi Shou (Knife), Dan Dao (Chinese Broadsword), Gun (Staff), Jian (Straight Sword), Qiang (Spear).

WILD TALENTS

Hung Gar

"*Hung Family*." Close-quarters art using low stances and deceptively slow but strong strikes. Also teaches the use of a number of Chinese weapons.

Favored Bonuses: Focused Attack, Power Attack.

Favored Weapons: Bi Shou (Knife), Dan Dao (Chinese Broadsword), Gau Jie Bian (Nine Section Whip), Gun (Staff), Hu Cha (Tiger Fork), Hu Gou (Tiger Hooks), Hu Die Dao (Butterfly Sword), Jian (Straight Sword), Jiu Huan Dao (Nine Ring Broadsword), Kwan Dao (General Kwan's Halberd), Qiang (Spear), San Jie Gun (Three-Section Staff), Tie Shan (Steel Fan).

Tai Ch'i Ch'uan

"*Supreme Ultimate Fist*" style, the most widespread and popular form of Internal martial arts on the planet, used as more as a form of exercise than a fighting art. Uses soft, flowing movements and swift strikes, often using a block followed by a counterstrike or throw. Training can include traditional weapons, primarily the Jian, Qiang, and Dan Dao.

Favored Bonuses: Fast Attack, Focused Attack.

Favored Weapon: Dan Dao (Chinese Broadsword), Feng Huo Lun (Wind and Fire Wheel), Gun (Staff), Jian (Straight Sword), Qiang (Spear), Tie Shan (Steel Fan).

Tai Shing Pek Kwar

"*Monkey*" style. Uses a low, monkey-like crouching stance, along with acrobatic rolling, tumbling, and monkey-like screeching. Practitioners often feign panic or retreat to confuse or lure opponents, before leaping to attack using kicks, grabs, grapples, and punches. Also includes forms similar to Eight Drunken Immortals style. Weapons are taught.

Favored Bonuses: Fast Attack, Focused Attack.

Favored Weapon: Dan Dao (Chinese Broadsword), Gun (Staff), Jian (Straight Sword), Kwan Dao (General Kwan's Halberd), Qiang (Spear), San Jie Gun (Three-Section Staff).

Tang Lang Ch'uan

"*Praying Mantis Boxing*" style. Fast, incredibly aggressive art with an unusual stance, the elbows kept close to the body, the forearms extended, hands open. Relies on swift counterstrikes, balance, quick changes in position, grabs, and strikes to vital areas. As with most Chinese arts, extensive weapon forms are also taught.

Favored Bonuses: Fast Attack, Precise Attack.

Favored Weapons: Bi Shou (Knife), Dan Dao (Chinese Broadsword), Er Jie Gun (Two Section Staff), Hu Cha (Tiger Fork), Qiang (Spear), Qi Jie Bian (Seven Section Whip), San Jie Gun (Three-Section Staff), She Qiang (Snake Spear), Tie Shan (Steel Fan).

Ts'ui Pa Hsien

"*Eight Drunken Immortals*" style. Movements use feigned, drunken staggers and sways, with deceptive strikes and seemingly accidental dodges and blocks, as well as ground fighting techniques. A few weapons are taught.

Favored Bonuses: Focused Attack, Sweep.

Favored Weapons: Dan Dao (Chinese Broadsword), Gun (Staff), Qiang (Spear).

Wing Chun

A practical, close-fighting style relying on rapid block and counterstrikes, close-in punches and kicks, grabs, and two weapons.

Favored Bonuses: Fast Attack, Focused Attack.

Favored Weapons: Gun (Staff), Hu Die Dao (Butterfly Sword).

FRANCE

Savate

A fast, tough art combining Western-style boxing with a variety of kicking techniques, and extensively used as a full-contact sport. Cane fighting was also originally taught, but this is now incredibly rare.

Favored Bonuses: Fast Attack, Power Attack.

Favored Weapons: Cane (treat as Stick).

WILD TALENTS

HAWAII

Kajukenbo

Modern combat art combining aspects of Karate, Judo, Kempo, and Boxing, focusing on kicking, punching, striking with elbows and knees, and grappling techniques, with some weapons.

Favored Bonuses: Escape, Focused Attack.

Favored Weapons: Bo (Staff), Kai Bo (Oar, treat as Staff), Sai, Tonfa (Night Stick).

Lua

Native Hawaiian art combining punches, kicks, and elbow strikes, with throws, and joint-locking and joint-breaking techniques. The modern form includes various animal techniques: Crab (pinches and grabs), Dolphin (wrist strikes), Moray Eel (finger and palm strikes), Mountain Pig (stomps, knee strikes), Ocelot (slaps and leg sweeps), Octopus (swift block-counterstrikes, and eye pokes), and Shark (powerful knuckle jabs).

Traditional Hawaiian weapons are taught.

Favored Bonuses: Precise Attack, Sweep.

Favored Weapons: Hoe (Oar), Hoe Lei-o-Mano (Oar set with Shark's Teeth), Ihe (Spear), Ko'oko'o (Staff), Ku'eku'e Lima Lei-o-Mano (Brass Knuckles), Lei-o-Mano (Mace), Pahi (Knife).

INDIA

Gatka

Art used exclusively by Sikhs, focusing entirely on weapon techniques, and a strong religious aspect. The use of two weapons is emphasized and all movements are flowing and natural.

Favored Bonuses: Disarm, Focused Attack.

Favored Weapons: Barcha (Spear), Chakar, Chakram, Dahl (Shield), Gurj (Mace), Katar (Punching Dagger), Khanda (Straight Sword), Kirpan (Knife), Lathi (Staff), Soti (Stick), Tabar (Axe), Tulwar (Curved Sword).

Kalaripayattu

Varied form using unarmed techniques such as high leaps, kicks, crouching stances, grapples, and throws, the study of pressure points, and training in a wide range of weaponry. Gurus of the art are often skilled healers. This art relies greatly on agility and suppleness, and is rarely taught to outsiders.

Favored Bonuses: Focused Attack, Precise Attack.

Favored Weapons: Dahl (Shield), Gada (Mace), Kattaram (Knife), Kettukari (Staff), Khanda (Straight Sword), Kuntham (Spear), Muchan (Stick), Ottakol, Tulwar (Curved Sword), Urumi (Flexible Sword).

INDONESIA

Kuntao

"*Way of the Fist.*" An unusual art combining elements of Kung Fu, Bersilat, and Pentjak-Silat, relying on practical strikes, grapples, locks and throws, as well as a huge variety of weapons.

Favored Bonuses: Escape, Fast Attack.

Favored Weapons: Arit (Sickle), Golok (Short Sword), Kerambit (Knife), Keris (Knife), Kujang (Knife), Lembing/Tombak (Spear), Parang (Curved Sword), Pedang (Short Sword), Rantai (Chain), Simbat (Stick), Tongkat (Staff), Tjabang (Sai).

Pentjak - Silat

"*Strike-Lightning.*" Incredibly diverse martial art with hundreds of substyles, using kicks, punches, grapples, leaping attacks, balancing techniques, and a variety of weapons, primarily knives.

Favored Bonuses: Fast Attack, plus see substyle.

Favored Weapons: Arit (Sickle), Golok (Short Sword), Kerambit (Knife), Keris (Knife), Kujang (Knife), Lembing/Tombak (Spear), Parang (Curved Sword), Pedang (Short Sword), Rantai (Chain), Simbat (Stick), Tongkat (Staff), Tjabang (Sai).

Baru Silat

Sumatran substyle. Focuses on evasion and blocking, with elements of Sterlak Silat.

Favored Bonus: Power Attack

Bhakti Negara

Balinese substyle. Makes extensive use of deceptive actions to lure an opponent, and strikes focused on the throat and vitals.

Favored Bonus: Precise Attack.

Delima

East Javan substyle. A highly acrobatic style focusing on leaps, dodges, kicks, legsweps, and palm strikes.

Favored Bonus: Sweep.

WILD TALENTS

Harimau Silat

Sumatran "*Tiger*" substyle. Uses incredibly low, almost crawling stances, from which attacks may be launched low or raising.

Favored Bonus: Focused Attack.

Kumango Silat

Sumatran substyle. Concentrates on close-in grabs, strikes, low kicks, and chokes.

Favored Bonus: Strangling.

Patai Silat

Sumatran substyle. Concentrates on evasion, parrying, grabbing, and throwing an opponent to the ground.

Favored Bonus: Disarm.

Perisai Diri

"*Self Shield*." Central Javan substyle, taught extensively in the Indonesian military. Attacks are linear, and primarily directed at the opponent's groin and thighs.

Favored Bonus: Precise Attack.

Prisai Sakti

"*Holy Shield*." Javan substyle. Focuses primarily on kicks and joint-locks.

Favored Bonus: Escape.

Sterlak Silat

"*Attack with Strength*." Sumatran substyle. Focuses on direct, powerful attacks.

Favored Bonus: Power Attack.

Tjampur Silat

"*Combined*." Sumatran substyle. Features techniques of Kuntao and Pentjak-Silat. Uses aggressive surprise strikes and close-fighting techniques, primarily strikes with the knees and elbows.

Favored Bonus: Focused Attack.

Tjinkirk

West Javan substyle. Highly acrobatic, concentrating on evasion, palm-strikes, and sitting stances.

Favored Bonus: Focused Attack.

Tridharma

"*Three Peaces*." North Balinese substyle. Uses circular punches and linear kicks.

Favored Bonus: Focused Attack.

ISRAEL

Krav Maga

"*Contact Fight*." Modern unarmed combat art taught to Israeli military, law enforcement, and Mossad members. Deliberately designed to be fast, efficient, and practical, with particularly good defensive techniques for dealing with armed opponents, including those using firearms.

Favored Bonuses: Disarm, Fast Attack.

Favored Weapons: Knife, Stick.

JAPAN

In addition to the many varied arts of Japan, traditional Japanese weapons are also taught as individual martial arts in their own right. In such cases, the name of the art is nearly always the name of the weapon with the word, "jutsu" appended. For example: Bojutsu (study of the Bo staff), Naginatajutsu (study of the Naginata), Shurikenjutsu (study of the Shuriken), etc.

Aikido

Defensive art primarily involves redirecting an opponent's energies, in particular the use of throws that go along with an attacker's motions, and the avoidance of blows. Some punches and kicks are taught, primarily as a means of distracting the enemy. Some schools also teach weapons, primarily so practitioners can learn to defend against them.

Favored Bonuses: Disarm, Sweep.

Favored Weapons: Bokken (Wooden Sword, treat as Short Staff), Jo (Short Staff), Tanto (Knife).

Judo

Sporting art derived from Jujutsu, relying exclusively on throws, sweeps, locks, holds, and chokes.

Favored Bonuses: Escape, Sweep.

WILD TALENTS

Jujutsu

Art combining punching and kicking techniques with a wide variety of throws, sweeps, locks, chokes, and holds. Some schools also teach the use of traditional weapons.

Favored Bonuses: Sweep, plus see substyles.

Favored Weapons: Bo (Staff), Bokken (Wooden Sword, treat as Short Staff), Jitte (Sai), Jo (Short Staff), Manriki-Gusari (Chain), Sensu (Folding Fan), Tanto (Knife).

Hakko-Ryu

Uses grabs, locks, and holds designed to inflict pain, also low kicks and open-hand strikes.

Favored Bonus: Escape.

Tenjin-Shinyo-Ryu

Substyle of Jujutsu that also incorporates many holds, chokes, and nerve strikes.

Favored Bonus: Strangling.

Karate

"*Empty Hand.*" The Japanese created many forms of the original Okinawan martial art. Traditional Karate weapons are taught to advanced practitioners.

Favored Bonus: Fast Attack, plus see substyles.

Favored Weapons: Bo (Staff), Kama (Sickle), Nunchaku (Grain Flail), Sai, Tonfa (Night Stick).

Kyokushinkai

Direct art focusing on powerful, swift, crushing strikes, and sheer physical toughness.

Favored Bonus: Power Attack.

Shito-Ryu

Substyle focussing equally on hard hand and foot strikes.

Favored Bonus: Focused Attack.

Shotokan

Linear art relying primarily on kicks, and the use of momentum to help deliver more powerful attacks.

Favored Bonus: Power Attack.

Kendo

Sporting art derived from Kenjutsu. Practitioners wear padded armor, and wield bamboo practice swords called Shinai.

Favored Bonuses: Fast Attack, Focused Attack.

Favored Weapon: Shinai (Bamboo Sword, does W+1 in S).

Kempo

Japanese substyle of Chinese Shaolin Kung Fu, with a philosophy of peace and care. Teaches strikes, kicks, throws, and holds, including disabling pressure point techniques, and the use of several weapons.

Favored Bonuses: Escape, Precise Attack.

Favored Weapon: Bo (Staff), Dan Dao (Chinese Broadsword), Jo (Staff), Manriki-Gusari (Chain), Tanto (Knife).

Kenjutsu

Art of fighting with a Katana, Wakizashi, and No-Dachi. Practitioners use a solid wooden sword (Bokken) to practice, and this can be an effective weapon in its own right. There are many schools of Kenjutsu.

Favored Bonuses: Focused Attack, plus see substyles.

Favored Weapons: Bokken (Wooden Sword, treat as a Short Staff), Katana (Curved Sword), No-Dachi (Great Sword), Wakizashi (Short Sword).

Jigen-Ryu

School focusing on rapid attacks and offense at the expense of defense.

Favored Bonus: Fast Attack.

Kashima-Ryu

School focused on the *hitotsutachi*, "one cut," technique, avoiding and countering an opponent's attack at the last moment possible, defeating them in one single economical action.

Favored Bonus: Precise Attack.

Mijin-Ryu

School focused on power and speed, incorporating running and leaping sword attacks.

Favored Bonus: Power Attack.

WILD TALENTS

Nito-Ryu

School teaching the famous Two-Sword Technique taught by Miyamoto Musashi, where the wielder can fight with a sword in either hand, or a Katana in one and Wakizashi in the other.

Favored Bonus: Multiple Attacks.

Yagyū Shinkage-Ryu

School emphasizing a cautious approach and disarming techniques.

Favored Bonus: Disarm.

Ninjutsu

"*Technique of Perseverance.*" The adaptable art of the Japanese Ninja assassins, incorporating all of the Ninja's skills, including falling, rolling, leaping, avoidance, striking with or without weapons, and applying (and escaping) locks, throws, chokes, and holds.

Favored Bonuses: Strangling, plus see substyles.

Gyokko-Ryu

"*Jewel Tiger School.*" Focuses on frustrating an opponent by staying just out of reach at all times. Uses finger-strikes, and techniques designed to tear at skin and muscle.

Favored Bonus: Deadly Attack.

Koto-Ryu

"*Knocking Down the Tiger*" school. Focuses on nerve strikes and bone-breaking joint-locks.

Favored Bonus: Precise Attack.

Kumogakure-Ryu

Substyle heavily focusing on weapon training.

Favored Bonus: Fast Attack.

Favored Weapons: Bo (Staff), Kusari-Gama (Chain and Sickle), Kyoketsu Shogi (Rope and Knife), Manriki-Gusari (Chain), Nekode (Cat Claws), Ninjato (Straight Sword), Shuriken (Throwing Star).

Sumo

Ritualized ceremonial wrestling, a popular sport in Japan. Sumotori are trained from childhood to develop strength, toughness, and sheer bulk, and learn to attack with grapples, pushes, slaps, and lifting throws.

Favored Bonuses: Power Attack, Sweep.

KOREA

Hapkido

"*Way of Coordinated Power.*" Modern style combining joint locks, pressure point strikes, and throws, with the usual focus on kicking techniques found in many Korean arts. Advanced practitioners may also learn some weapons.

Favored Bonuses: Escape, Focused Attack.

Favored Weapons: Ji Pang Ee (Stick), Jung Bong (Short Staff), Kyo Kun (Knife), Wun Gum (Curved Sword).

Hwarang-Do

"*Way of Flowering Manhood.*" Versatile art teaching blocks, joint locks, nerve strikes, chokes, punches, and kicks, as well as all traditional Korean weapon forms.

Favored Bonuses: Escape, Focused Attack.

Favored Weapons: Bong (Staff), Bu Chae (Fan), Chang (Spear), Cha Ru (Night Stick), Ee Chul Bong (Grain Flail), In Gum (Straight Sword), Jang Tan Do (Sai), Ji Pang Ee (Stick), Jung Bong (Short Staff), Kyo Kun (Knife), Nat (Sickle), Wun Gum (Curved Sword).

Kuk Sool Won

"*Traditional Korean Martial Arts.*" All-encompassing art created from the combination of Tribal Martial Arts, Buddhist Temple Martial Arts (essentially Kung Fu); and Royal Court Martial Arts (particularly Hwarang-Do). It teaches a variety of unarmed techniques such as punches, kicks, locks, throws, palm and pressure point strikes, grappling, throwing, and joint-locking, as well as weapons, with a particular focus on the sword, practitioners also learning to forge and create their own swords as well as use them.

Favored Bonuses: Focused Attack, Precise Attack.

Favored Weapons: Bong (Staff), Bu Chae (Fan), Chang (Spear), Cha Ru (Night Stick), Ee Chul Bong (Grain Flail), In Gum (Straight Sword), Jang Tan Do (Sai), Ji Pang Ee (Stick), Jung Bong (Short Staff), Kyo Kun (Knife), Nat (Sickle), Wun Gum (Curved Sword).

Tae Kwon Do

"*Way of the Foot and the Fist.*" The most popular and widespread Korean art, emphasizing powerful high kicks, flying kicks, and punches, elbow strikes, and leg sweeps to a lesser extent.

Favored Bonuses: Focused Attack, Power Attack.

WILD TALENTS

Yu Kwon Sool

"*Soft Art.*" Primarily focuses on grapples, locks, throws, and chokes.

Favored Bonuses: Escape, Sweep.

OKINAWA

Karate

"*Empty Hand.*" The quintessential Okinawan martial art is found in a variety of forms.

Favored Bonuses: Fast Attack, plus see substyles.

Goju-Ryu

Teaches strong techniques designed to take out an opponent with a single blow, or break limbs with counterstrikes. Traditional Okinawan weapons are also taught, although two are favored.

Favored Bonus: Deadly Attack.

Favored Weapons: Bo (Staff), Sai.

Isshin-Ryu

Pragmatic form using natural stances and flowing maneuvers, with a good balance of kicks and punches.

Favored Bonus: Focused Attack.

Favored Weapons: Bo (Staff), Sai, Tonfa (Night Stick).

Shorei-Ryu

Incorporates many grabs, throws, and joint-locks. Training in many of the traditional Okinawan weapons is also included.

Favored Bonus: Sweep.

Favored Weapons: Bo (Staff), Kama (Sickle), Nunchaku (Grain Flail), Sai, Tonfa (Night Stick).

Kobudo

"*Ancient Martial Way.*" Armed art focusing exclusively on effective use of the full range of traditional weapons.

Favored Bonuses: Disarm, Focused Attack.

Favored Weapons: Bo (Staff), Eku (Paddle), Kama (Sickle), Nunchaku (Grain Flail), Rochin, Sai, Sansetsu Bo (Three-Section Staff), Tinbe (Shield), Tekko (Brass Knuckles), Tonfa (Night Stick).

PHILIPPINES

Arnis/Kali/Escrima

Varied martial arts with a wide number of substyles, relying primarily on weapons, particularly fighting sticks and knives, but also teaches barehanded techniques, disarming strikes, and locks that can be performed with or without sticks.

Favored Bonuses: Disarm, Multiple Attacks.

Favored Weapons: Balisong (Knife), Barong (Knife), Kampilan (Curved Sword), Olisi (Stick), Panabas (Glaive), Tarasaik (Staff).

RUSSIA

SAMBO (SAMozaschita Bez Orujiya)

"*Self Defense Without Weapons.*" Modern combat art combining elements of oriental and native martial arts, wrestling, and street fighting. Techniques include floor-fighting, many defensive maneuvers (including ones useful against armed opponents), throws and joint-locks, punches and kicks, as well as many "dirty tricks" such as eye gouges, bites, and spine locks.

Favored Bonuses: Disarm, Precise Attack.

THAILAND

Krabi Krabong

"*Sword-Stick.*" Thai art combining many of the aspects of Muay Thai unarmed combat, with throwing techniques and extensive weapon training, especially favoring the use of paired swords.

Favored Bonuses: Fast Attack, Power Attack.

Favored Weapons: Krabi (Curved Sword), Loh (Shield), Ngao (Glaive), Plong (Staff).

Muay Thai

Traditional Thai kickboxing. A brutal, direct art using swift, powerful punches, kicks, blocks, and strikes with the elbow and knees. Practiced extensively in Thailand as a popular sport.

Favored Bonuses: Fast Attack, Power Attack.

WILD TALENTS

VIETNAM

Vovinam (Viet Vo Dao)

"*Vietnamese Martial Arts.*" Art focussing on various kicks, including footsweeps, blocks using the legs, scissors on different levels, jumping kicks, and leaps onto the opponent, as well as punches, dodges, takedowns, and joint-locks, and disarming techniques. Teaches many weapons.

Favored Bonuses: Disarm, Sweep.

Favored Weapons: Bong (Staff), Cao Lien (Sickle), Doan Guom (Short Sword), Guom (Straight Sword), Imi Dao (Glaive), Kien (Straight Sword), Long Gian (Grain Flail), Ma Dao (Curved Sword), Moc Cau (Night Stick), Song Dao (Short Sword), Tham Thiet Gian (Three-Section Staff), Thuong (Spear).

NINE HOOK BROADSWORD



CICADA WING SWORD



WILD TALENTS

BEYOND THE KATANA

THE COMPLETE MARTIAL ART ARSENAL

We've all seen it before, the martial artist or ninja character, a dedicated practitioner of esoteric martial skills, deadly with fists or weapons, a cool concept in need of an equally cool signature weapon... and the word, "katana" is once again uttered.

Well, it's time to open your eyes to the wonderful and varied world of martial art weaponry so that the next time a ninja or iron-fisted old master enters the fray, they bear something just that bit cooler and more unusual than the old standbys. With descriptions of a vast array of exotic weapons, it's time to give your martial artists a melee weapon makeover.

NEW WEAPON QUALITIES

Climbing Aid

When used in appropriate circumstances, the weapon adds +1d Climbing to your efforts to scale surfaces.

Defensive

This weapon lends itself well to parrying attacks, providing +1d to Block attempts.

Flexible

The unpredictable strikes of such a weapon, as well as its tendency to wrap around defenses, causes victims to suffer a -1d penalty to Block attempts against it.

Hooked

Strongly hooked weapons can effectively catch and disarm weapons more readily than most, providing a +1d bonus to Disarm attempts to offset the standard -1d penalty.

Shield

Shields are ideally suited to Block attacks, providing a +2d bonus to such attempts. They also protect Locations 3 or 5 (depending on which arm they are worn) with HAR 2 if wooden or HAR 4 if metal, even if not being used to actively Block incoming attacks. If used to Block successfully, a Shield also protects any one other location (which must be chosen in the declaration phase). If you opt to cover an additional

location, you cannot use it to gobble dice as well. A shield may also be used offensively to bash an opponent, doing W+1 in S.

Yielding

The weapon's flex and lack of rigidity make it poorly suited to parrying attacks incurring a -1d penalty to Block attempts using it.

WEAPON TYPES

AXE

Although far from being as common as they used to be, one-handed, single-headed battle axes are still used. In China, such axes are used in pairs, named after the famous hero, **Li Kwei**. Also used in pairs, the **Mandarin Duck Spade** isn't a spade at all, but is a broad axe head with a 6" handle extruded from the axe head itself. In Japan, the Japanese Yamabushi warrior-monks also used similar axes, called **Masakari**. In Indian arts, the **Tabar** is used, a light, two-handed battle axe with a 3' shaft.

Chinese: Li Kwei Shuang Fu (Li Kwei's Double Axes), Yuan Yang Chan (Mandarin Duck Spade).

Indian: Tabar.

Japanese: Masakari.

Damage: W+1 in K.

HAR: 3

Wound Boxes: 5

BRASS KNUCKLES

Although common weapons in the criminal underworld of the West, brass knuckles are extremely rare in the martial arts. The most notable exceptions are the **Tekko** of Okinawa, a metal or wooden fistload with 1-3 projecting studs or points, and the **Ku'eku'e Lima Lei-o-Mano** of Hawaii, a wooden semi-circle set with shark's teeth.

Hawaiian: Ku'eku'e Lima Lei-o-Mano.

Okinawan: Tekko.

Damage: W+1 in S.

WILD TALENTS

HAR: 2-3

Wound Boxes: 2

CAT CLAWS

More a tool than a weapon, the **Nekode** used by the Ninja were reinforced leather bands that fitted around the wearer's palm, and from which several small iron claws projected. These could be used as a weapon, but were primarily an aid in climbing.

Japanese: Nekode.

Damage: W in S +1K.

HAR: 2

Wound Boxes: 2

Special: Climbing Aid.

CHAIN

The Japanese weighted chain, the **Manriki-Gusari**, is useful for striking, but also for entangling and disarming, and is typically 3' in length with a small bludgeoning weight affixed to each end. Due to its easily concealable nature, assassins such as Ninja commonly used it. The Indonesian weighted chain, the **Rantai**, is much the same, although it is longer, ranging from 6'-9' in length.

Indonesian: Rantai.

Japanese: Manriki-gusari.

Damage: W+1 in S.

HAR: 3

Wound Boxes: 3

Special: Flexible, Yielding.

CHAIN AND SICKLE

A combination weapon used in Japan, the **Kusari-Gama** chain and sickle is exactly what it sounds like, a Kama with a weighted length of chain attached to the back of the sickle head. The chain could be used to strike or entangle, while the Kama could be used to close in and strike with.

Japanese: Kusari-gama.

Damage: W in K (Kama) or W+1 in S (Chain).

HAR: 3

Wound Boxes: 5

Special: Flexible.

CHAKAR

A weapon particular to the Sikh art of Gatka, the **Chakar** looks something like an unrimmed wagon wheel. Six wooden spokes, each around 18" in length, project from a hub formed from a metal ring, each wooden shaft being topped by a metal weight. This weapon is grasped by the central hub and spun around rapidly, striking anyone foolish enough to come too close to the spinning weights, and providing protection for the wielder.

Indian: Chakar.

Damage: W+2 in S.

HAR: 3

Wound Boxes: 5

Special: Defensive.

FAN

Among the most beautiful and elegant of weapons, the **Chinese Steel Fan** is a large, folding silk fan, often heavily embroidered or dyed, with steel or iron ribs. Folded it could be used to strike or prod, and open it could be used to distract. The Korean **Bu Chae** is all but identical to the Chinese Steel Fan.

The Japanese also used similar weapons, Iron Fans (collectively called Tessen), such as the nearly identical **Folding Fan**, and the rigid, paddle-like **Military Fan** used by Samurai officers as a signaling device and defensive weapon.

Chinese: Tie Shan (Steel Fan).

Japanese: Gunsen (Military Fan), Senu (Folding Fan).

Korean: Bu Chae.

Damage: W+1 in S.

HAR: 2

Wound Boxes: 2

FORK

The common **Tiger Fork** used in Chinese martial arts is a heavy trident with a thick shaft and large, broad metal tines. Lighter and easier to use are the **Ox Horn Fork**, a lighter weapon with only two tines, and the **Dragon Whisker Fork**, a strange trident with two wavy outside tines that point out at 90° angles from the straight central tine.

Chinese: Hu Cha (Tiger Fork), Long Xu Cha (Dragon Whisker Fork), Miu Jiao Cha (Ox Horn Fork).

Damage: W+2 in K.

WILD TALENTS

HAR: 3

Wound Boxes: 4

Special: +1 initiative, Defensive.

GLAIVE

Martial art polearms in the glaive category are polearms with sword-like blade heads, used to cleave or slice depending on the weapon in question. The most famous Chinese version, **General Kwan's Halberd**, named after the hero of the Three Kingdoms period, is a heavy pole with a large, broad, single-edged cleaving blade, the back of which is usually decorated with a red hair tassel. The **Three-Point Double-Blade Sword** is a polearm with a broad blade that splits near the tip into three points. The **Horse Chopping Sword** has a short, slender, slightly curved blade affixed, and also mounts two crescent moon-shaped blade hand guards where the main blade meets the shaft of the pole. The **Long Handled Sword** has a slightly shorter pole, with a broad, curved, single-edged blade head, while the **Simple Sword** has a half staff length pole, and a blade practically identical to that of the typical Chinese Broadsword.

The **Imi Dao**, a Vietnamese martial art glaive, is almost identical to the General Kwan's Halberd. In Thai martial arts, the **Ngao** is used, a weapon much like a slimmer version of General Kwan's Halberd, complete with tassel.

The famous **Naginata** of Japan is a pole affixed with a short, slightly curved cleaving blade, much like the blade of a Wakizashi, and was the favored weapon of Japanese noblewomen. The **Nagemaki** has a half-staff length handle, and a blade practically identical in style and length to that of the Katana.

In the Philippines, the **Panabas** is used, the pole affixed with a slender, scimitar-like blade, the inside edge of which is sharp and used to cut with.

Chinese: Da Dao (Long Handled Sword), Kwan Dao (General Kwan's Sword), Pu Dao (Simple Sword), San Jian Liang Ren Dao (Three-Point Double-Blade Sword), Zhan Ma Dao (Horse Chopping Sword).

Filipino: Panabas.

Japanese: Nagemaki, Naginata.

Thai: Ngao.

Vietnamese: Imi Dao.

Damage: W+2 in K.

HAR: 3

Wound Boxes: 5

GRAIN FLAIL

The oriental grain flail is best known by its Okinawan name, the **Nunchaku**, and is little more than two short, stout pieces of wood, connected by a short chain or cord. In Korea this weapon is called an **Ee Chul Bong**.

The Chinese **Two Section Staff** is all but identical these days, although the wooden shafts did used to be slightly longer in previous generations. The Vietnamese **Long Gian** is the same.

Chinese: Er Jie Gun (Two Section Staff).

Korean: Ee Chul Bong.

Okinawan: Nunchaku.

Vietnamese: Long Gian.

Damage: W+1 in S.

HAR: 2

Wound Boxes: 3

Special: +1d Spray.

GREAT CLUB

A direct, brutal heavy weapon, the two-handed club can be found in both Japan and China. The **Wolf Tooth Club** is a heavy shaft fitted with a large spiked iron head, while the **Buddha Hand** used by monks is a simple short staff topped with an overlarge metal hand, the fingers extended in a meditative gesture. Another monk's weapon, the **Monk's Cudgel** is a short staff fitted with a large bludgeoning head that looks much like a spherical metal bird's cage. The Japanese **Tetsubo**, on the other hand, looks very like an overlarge baseball bat, reinforced along its lengths with studded iron strips.

Chinese: Chan Zhang (Monk's Cudgel), Fo Shou (Buddha Hand), Lan Ya Ban (Wolf Tooth Club).

Japanese: Tetsubo.

Damage: W+1 in SK.

HAR: 3

Wound Boxes: 5

Special: Penetration 1.

GREAT FLAIL

Much like the large grain flail used by Western peasants, the Chinese **Lashing Staff** is simply a wooden staff to which a short metal baton is affixed by means of a very short piece of chain or cord.

Chinese: Chang Xiao Bang (Lashing Staff).

Damage: W+2 in S.

WILD TALENTS

HAR: 2

Wound Boxes: 4

Special: +1d Spray.

HEAVEN AND EARTH - SUN AND MOON SWORD

If anything in the real world comes close to approximating the large, crescent-shaped fighting blades of a certain warlike culture in Trek, the **Heaven and Earth, Sun and Moon Sword** is it. This bizarre weapon is a 30" metal shaft, mounted with a short, curved, sword-like blade at each end, and two crescent-moon shaped blade hand guards on the bar. The **Cicada Wing Sword** is practically identical, but the sword-like blades are straighter, and the hand guards are closer together.

Chinese: Chan Zi Dao (Cicada Wing Sword), Qian Kun Ri Yue Dao (Heaven and Earth, Sun and Moon Sword).

Damage: W+1 in K.

HAR: 3

Wound Boxes: 5

Special: +1d Spray, Defensive.

IRON SMOKING PIPE

The **Iron Smoking Pipe** is found as a weapon in both China and Japan, and is a 3' long, slim, all-iron pipe with a small, rounded smoking bowl used as the striking head.

Chinese: Tie Yan Dou.

Japanese: Kiseru.

Damage: W+1 in S.

HAR: 3

Wound Boxes: 4

KNIFE

The basic knife is used in many martial arts, from the simple, straight, thrusting **Bi Shou**, the edges of which are barely sharp, used in pairs by the Chinese, to the slightly curved, single-edged **Aiguchi** and **Tanto** of Japan, and identical **Kyo Kun** of Korea.

The male Sikhs of India are all expected to carry the short, curved **Kirpan**, and it forms part of the weapon arts of Gatka, while in Kalaripayattu, the straight, double-edged **Kattaram** dagger is used.

A large number of different knives are used in the many forms of Pentjak-Silat in Indonesia. The **Keris**,

often mistakenly called a Kris, is the most famous example, a long knife with a wavy, tapering blade and pistol-style grip. Other examples include the **Kerambit**, a small, heavily-curved sickle-knife used for ripping strikes, and the **Kujang**, a knife with a curving, single-edged, leaf-shaped blade, rough wooden handle, and tiny, hook-like projection at the base of the blade.

Knife fighting as a martial art is perhaps best exemplified in the Philippines, where the **Balisong**, a knife often mistakenly called a "butterfly knife" is commonly used. This weapon is a short, sharp knife blade, the handle of which is split along its length and folds around to conceal the blade. Another common Filipino fighting knife is the **Barong**, a larger knife with a single, slightly curved cutting edge, and wooden handle shaped a bit like an antique pistol grip.

In Hawaii, the **Pahi** is wielded, a knife carved entirely from wood with a gnarled handle and twisted, hooked stabbing blade.

Chinese: Bi Shou.

Filipino: Balisong (Broken Horn), Barong.

Hawaiian: Pahi.

Indian: Kattaram, Kirpan.

Indonesian: Kerambit, Keris, Kujang.

Japanese: Aiguchi, Tanto.

Korean: Kyo Kun.

Damage: W in K.

HAR: 3

Wound Boxes: 3

Special: Range 1/5.

KNIFE - THROWING

Knives intended for effective throwing can also be found in martial arts. The Chinese **Flying Knife** is a simple, double-edged, straight knife with a narrow handle, while the **Flying Dart** is far more attractive, a 6" piercing blade without handle, the rear of which is affixed with a with large, decorative cloth tassel.

Even the Japanese have a knife suitable for throwing in the form of the **Kozuka**, the narrow metal piercing knife carried on the saya (scabbard) of some Katanas.

Although not a knife, the **Chakram** used in the Sikh martial art of Gatka is a sharp metal ring usually around 6"-1' in diameter, and is included here because it is larger and more effective than a throwing star. It is not the overlarge weapon of a certain Warrior-Princess.

Chinese: Fei Biao (Flying Dart), Fei Dao (Flying Knife).

WILD TALENTS

Indian: Chakram.
Japanese: Kozuka.
Damage: W in S +1K.
HAR: 3
Wound Boxes: 2
Special: Range 1/10.

MACE

The Chinese **Golden Melon Hammer** is not a hammer at all, but is a heavy, brutal mace, a stout wooden handle bearing a metal head both the shape and size of a melon. This heavy mace is nearly always used in pairs.

The **Gada** and **Gurj** of India, on the other hand are longer, slenderer, all metal weapons, with flanged and smooth mace heads respectively, and guarded hilts.

The **Lei-o-Mano** of Hawaii is a short paddle-shaped wooden club set with shark's teeth.

Chinese: Jin Gua Chui (Golden Melon Hammer).

Hawaiian: Lei-o-Mano (Shark Tooth Club).

Indian: Gada, Gurj.

Damage: W in SK.

HAR: 3

Wound Boxes: 6

Special: Penetration 1.

MANDARIN DUCK BLADE

Used in pairs, the **Mandarin Duck Blade** is an unusual weapon formed from two, overlapping crescent-moon shaped blades forming a single weapon shaped like a long, pointed oval with two points at each end. These weapons are also commonly called **Deer Antler Knives**.

Chinese: Lu Jiao Dao (Deer Antler Knife), Yuen Yang Yue (Mandarin Duck Blade).

Damage: W in K.

HAR: 3

Wound Boxes: 3

Special: Defensive.

MOTHER AND SON HAMMER

Taking the concept of the weighted chain to its limits, the **Mother and Son Hammer** is a 4' length of chain connecting two melon-sized and -shaped bludgeoning weights, lending itself to crushing blows when swung.

Chinese: Zi Mu Chui (Mother and Son Hammer).

Damage: W+1 in SK.

HAR: 3

Wound Boxes: 5

Special: Flexible, Yielding.

NIGHT STICK

Although widely seen in the West in the hands of various police forces as the **Night Stick**, the original weapon of this type is the **Tonfa** of Okinawa, a wooden baton with a wooden handle set into it near one end. Beyond its striking capability, it also makes an excellent parrying weapon.

The Tonfa is also found in the arts of Korea, where it is called a **Cha Ru**, and in Vietnam it is called a **Moc Cau**.

Korean: Cha Ru.

Okinawan: Tonfa.

Vietnamese: Moc Cau.

Damage: W+1 in S.

HAR: 2

Wound Boxes: 3

Special: Defensive.

NINE DRAGON TRIDENT

Although technically part of the Fork family, the **Nine Dragon Trident** better resembles some bizarre form of combat hat stand! 6' in length, and 20lbs. in weight, its central pole ends in a typical broad three-tined trident array, but there the resemblance ends. Underneath the trident head, two short metal arms extend at right angles from the shaft, each terminating in a hooked blade forming a T-shape at the end of each arm. Underneath that array is another identical pair of arms and blades, albeit extending from the shaft on the sides of it that the previous array didn't extend from! This incredibly rare weapon is exclusive to the art of Choy Li Fut, and requires a great deal of strength and skill to use effectively.

Chinese: Gou Long Cha (Nine Dragon Trident).

Damage: W+2 in K.

HAR: 4

Wound Boxes: 6

Special: Defensive.

WILD TALENTS

OAR

Although the Okinawan paddle, the Eku, exists, it is best treated as a staff due to its narrow paddle head and length. The Hawaiian **Hoe**, is much more paddle-like, a thick wooden shaft topped with a long, broad, flat paddle head. The **Hoe Lei-o-Mano** is identical, save that the edges of the oar are set with shark's teeth.

Hawaiian: Hoe, Hoe Lei-o-Mano.

Damage: W+2 in S (W+1 in KS for the Hoe Lei-o-Mano).

HAR: 2

Wound Boxes: 4

OTTAKOL

A strange weapon used in Kalaripayattu, the **Ottakol** is an S-shaped hardwood club, 2' in length, with a knob on the striking end.

Indian: Ottakol.

Damage: W+1 in S.

HAR: 2

Wound Boxes: 3

POLEAXE

The basic, "axe head affixed to the top of a staff" is a viable martial art weapon, especially in China where the use of the **Long Stick Axe** is still relatively common.

The Japanese Yamabushi warrior-monks also used a poleaxe, the **Ono**.

Chinese: Yue (Long Stick Axe).

Japanese: Ono.

Damage: W+2 in K.

HAR: 3

Wound Boxes: 5

Special: Penetration 1.

PUNCHING DAGGER

One of the most famous weapons of India, the **Katar** has a broad, double-edged blade, usually around 1' in length. This is affixed to a handle which is made up of two parallel bars connected by two or more crosspieces.

Indian: Katar.

Damage: W in K.

HAR: 3

Wound Boxes: 3

ROCHIN

The Okinawan **Rochin** is a short, stabbing spear, generally a small metal spear head fitted to a wooden shaft around 18"-2' in length. It is wielded in one hand in combination with the Tinbe shield.

Okinawan: Rochin.

Damage: W in K.

HAR: 3

Wound Boxes: 3

ROPE AND KNIFE

The **Kyoketsu Shogi** used by the Ninja was a cheap, versatile weapon and tool. It was a 15' length of cord weighted at one end with a large, iron ring, and affixed at the other with a large double-bladed knife, one blade extending straight as with most daggers, the other curving backwards at the handle to form a sickle-like hook. Either end could be used to strike with, while the weighted rope could be used to entangle. The hooked knife blade also enabled the weapon to be used as a simple grappling hook and rope.

Japanese: Kyoketsu Shogi.

Damage: W in K (Knife) or W+1 in S (Weighted Rope).

HAR: 3

Wound Boxes: 3

Special: Climbing Aid, Flexible.

ROPE DART

These peculiar weapons all feature metal weights affixed to the ends of 10' lengths of slender cord, and can be spun or thrown to strike or entangle. The **Meteor Hammer** has a metal head the size and shape of a duck's egg, affixed to each end of its cord, while the **Flying Weight** has a single, conical metal weight on its cord. The **Rope Javelin** also only has a single striking head on its cord, in this case shaped like a blunt metal dart.

Chinese: Liu Xing Chui (Meteor Hammer), Sen Biao (Rope Javelin), Tao Fei Chui (Flying Weight).

Damage: W+1 in S.

HAR: 2

Wound Boxes: 2

Special: +1 initiative, Range 1/3, Flexible, Yielding.

WILD TALENTS

SAI

The **Sai** is a short metal baton with two large side tines designed to catch attacking weapons, is used in pairs, and was designed to counter the likes of the Katana. Contrary to popular myth, the baton itself is rarely sharp, and is used to jab and strike, not thrust and slash. Feudal Japanese police used a similar weapon, the **Jitte**, although this only had a single weapon-catching tine of much shorter length.

The Korean **Jang Tan Do** is identical to the Sai, while the Indonesian **Tjabang** is similar, although its tines are larger, and the rod is often a leaf-shaped blade instead (Damage is Killing instead of Shock).

In Hawaii the **Maka Pâhoa** is used, a stout Y-shaped wooden fork.

Hawaiian: Maka Pâhoa.

Indonesian: Tjabang.

Japanese: Jitte.

Korean: Jang Tan Do.

Okinawan: Sai.

Damage: W+1 in S.

HAR: 4

Wound Boxes: 3

Special: Defensive, Hooked.

SEVEN SECTION WHIP

The chain whip is a popular Chinese weapon formed from several short, slender iron bars linked together like a chain, and attached to a handle. The **Seven Section Whip** is the most well known, but others with as little as three and as many as nine bars, are also known.

Chinese: Qi Jie Bian (Seven Section Whip).

Damage: W+1 in S +1K.

HAR: 3

Wound Boxes: 3

Special: Flexible, Yielding.

SICKLE

Although the Okinawan **Kama** is the most famed of martial art sickles the Chinese also use nearly identical sickles called **Lian Dao**, and like the Kama these weapons are also used in pairs. A Kama features a sturdy handle with a slightly curved, single edged cutting blade projecting at a 90° angle from the top.

In Korea the Kama is called a **Nat**, and in Vietnam it is called a **Cao Lien**.

The Indonesian **Arit** better resembles a Western peasant sickle, a hook-shaped sickle with a short wooden grip.

Chinese: Lian Dao.

Indonesian: Arit.

Japanese/Okinawan: Kama.

Korean: Nat.

Vietnamese: Cao Lien.

Damage: W in K.

HAR: 3

Wound Boxes: 3

Special: Hooked.

SHIELD

Shields are used as parrying weapons in several martial arts. **Chinese Shields** are usually made of bamboo or rattan, and decorated with the painted face of a demon or tiger.

The Okinawan **Tinbe** is nearly always used in conjunction with the short stabbing spear (Rochin), and is typically made from woven cane or the shell of a turtle, while the shields used in Indian martial arts are typically made of steel or leather, as are those of Thailand.

Chinese: Dun.

Indian: Dahl.

Okinawan: Tinbe.

Thai: Loh.

Damage: W+1 in S.

HAR: 2 (if wood, shell, bamboo, cane, or rattan), 4 (if metal)

Wound Boxes: 4

Special: Shield.

SPADE

The Chinese fighting spade is a stout staff fixed with a flat metal blade in the shape of a shovel head. The **Monk's Spade**, the most common version, is a popular weapon of this type, also affixed at the other end with a crescent-moon shaped blade. The rarer **Gold Coin Spade** has a shovel head shaped like a round, pierced Chinese coin.

Chinese: Chan (Monk's Spade), Jin Qian Chan (Gold Coin Spade).

Damage: W+2 in K.

HAR: 3

Wound Boxes: 5

WILD TALENTS

SPEAR

The common spear is a much favored martial art weapon, although these spears are rarely designed to be thrown.

The typical **Chinese Spear** has a diamond-shaped spearhead with a red horsehair tassel at the base of the head. The simple spear comes in many forms, however, from the **Snake Spear** with its wavy head, to the **Double-Headed Spear** with a spear head on each end of the shaft. From the **Hooked Spear** which features a small, backwards-facing hook at the base of the spear head, to the **Single Halberd**, a spear fitted with a small crescent-shaped blade on one side of the head.

The head of the typical Japanese **Yari** is fairly long, straight and double-edged, tapering only close to the tip.

The Indian **Barcha** and **Kuntham**, on the other hand, both resemble the typical image of a spear in every way, as does the Vietnamese **Thuong**.

The Korean **Chang** resembles the normal Chinese spear, in contrast to the Indonesian **Lembing** and **Tombak**, both of which have long, double-edged, leaf-shaped spearheads.

The Hawaiian **Ihe** has a crudely barbed spearhead. **Chinese:** Qiang, Dan Ji (Single Halberd), Lian Dao Qiang (Hooked Single Spear), She Qiang (Snake Spear), Shuang Tou Qiang (Double-Headed Spear).

Hawaiian: Ihe.

Indian: Barcha, Kuntham.

Indonesian: Lembing, Tombak.

Japanese/Okinawan: Yari.

Korean: Chang.

Vietnamese: Thuong.

Damage: W+2 in K.

HAR: 3

Wound Boxes: 4

Special: +1 initiative.

STAFF

The staff used in martial arts is typically made of oak, teak, rattan, or white wax wood. Most are of consistent width, but others such as the Chinese **Rat Tail**, are tapered towards the ends.

Although not technically a staff, the Okinawan **Paddle** is used in much the same way, its long, flat, narrow paddle head being barely wider than the staff itself.

Chinese: Gun, Shu Wei Ba (Rat Tail).

Filipino: Tarasaik.

Hawaiian: Ko'oko'o.

Indian: Kettukari, Lathi.

Indonesian: Tongkat.

Japanese/Okinawan: Bo, Eku (Paddle).

Korean: Bong.

Thai: Plong.

Vietnamese: Bong.

Damage: W+2 in S.

HAR: 2

Wound Boxes: 4

Special: +1d Spray.

STAFF - SHORT

The Japanese **Jo**, a short staff, is around 4' in length, and is stout and heavy, crafted from durable hardwood such as White Wax Wood. Used in both hands it is a fine parrying weapon capable of dealing strong blows.

In Korea, the **Jung Bong**, a middle staff, is also found, akin to the Jo.

Japanese: Jo.

Korean: Jung Bong.

Damage: W+1 in S.

HAR: 2

Wound Boxes: 3

STAFF - THREE SECTION

Much like a large, extended Nunchaku, the **Three-Section Staff** has three wooden shafts, each usually around 18" in length, connected together by two very short lengths of chain or cord.

Chinese: San Jie Gun (Three-Section Staff).

Okinawan: Sansetsu Bo.

Vietnamese: Tham Thiet Gian.

Damage: W+2 in S.

HAR: 2

Wound Boxes: 4

Special: Flexible.

STICK

The quintessential Filipino weapon, the **Olisi** is a slender cane, 2'-3' in length, usually made of rattan, used to rapidly strike and thrust, and nearly always used in pairs, and an identical weapon, also used in pairs, is the **Simbat** of Indonesia. Practitioners of the Sikh art of

WILD TALENTS

Gatka also used paired sticks called **Soti**, albeit as training for wielding swords, and in Kalaripayattu, a single stick, a **Muchan**, is used for the same purpose. A simple fighting cane, the **Ji Pang Ee**, is also used in Korea.

Filipino: Olisi.

Indian: Muchan, Soti.

Indonesian: Simbat.

Korean: Ji Pang Ee.

Damage: W+1 in S.

HAR: 2

Wound Boxes: 2

Special: +1d Spray.

SWORD - CURVED

The range of curved, single-edged swords available to martial artists is surprisingly broad, and is certainly not restricted to the **Katana** or the nearly identical **Wun Gum** of Korea, and like the Katana these weapons are used both two-handed and one-handed.

The Chinese **Broadsword** is a popular weapon, with a broad cutting blade, slightly curved handle, and sash tassel attached to the pommel, is used in Vietnam as the **Ma Dao**, and is available in a variety of other forms. These include the **Swallow Tail Broadsword**, a slightly longer and slenderer version of the Chinese Broadsword; the **Nine Ring Broadsword** with its heavier blade the back of which is pierced by nine metal rings; the **Nine Hook Broadsword**, the back of the blade shaped like nine hooks, each bearing its own red horsehair tassel; the **Ghost Head Broadsword** with its heavy chopping blade, the back of the tip shaped elegantly and bearing a tassel; and the **Southern Broadsword**, shaped much like a long Butterfly Sword, with a broad, straight blade curved at the tip, and an S-shaped hand guard.

In the Filipino arts the **Kampilan** sword is used, a simple blade, straight along its back edge, but slightly curved outwards on its cutting edge, with a slightly split tip, and handle that splits into two prongs.

In Indian martial arts, the curved, single-edged **Tulwar** is a traditional sword. A slender, curved scimitar, the **Krabi**, is used in Thailand, often in pairs, while in Indonesia the **Parang** is used, a sword ranging in style from a machete-like blade to a slimmer, curving one.

Chinese: Dan Dao (Single Sword/Chinese Broadsword), Gui Tao Dao (Ghost Head Broadsword), Jiu Huan Dao (Nine Ring Broadsword), Jiu Gou Dao

(Nine Hook Broadsword), Nan Dao (Southern Broadsword), Yan Zi Dao (Swallow Tail Broadsword).

Filipino: Kampilan.

Indian: Tulwar.

Indonesian: Parang.

Japanese: Katana.

Korean: Wun Gum.

Thai: Krabi.

Vietnamese: Ma Dao.

Damage: W+1 in K (used One-Handed) or W+2 in K (used Two-Handed).

HAR: 4

Wound Boxes: 4

SWORD - FLEXIBLE

The **Urumi**, the flexible sword used in Kalaripayattu is a dangerous weapon, a slender, flexible steel blade, up to 6' in length that can be worn around the waist, concealed under a sash, and is wielded with one hand, much like a whip. Some Urumi are equipped instead with a handful of long, slim, bandsaw-like blades.

Indian: Urumi.

Damage: W+1 in K.

HAR: 3

Wound Boxes: 4

Special: +1 initiative, Flexible, Yielding.

SWORD - GREAT

The large, two-handed sword is a rarity among martial arts, but can be found nonetheless, from the 5' long **Two-Handed Chinese Broadsword**, to the similarly long **Two-Handed Straight Sword**. Even more fearsome, however, is the Japanese **No-Dachi**, a massive version of the Katana, albeit one as long as 6' in length.

Chinese: Shuang Shou Dao (Two-Handed Broadsword), Shuang Shou Jian (Two-Handed Straight Sword).

Japanese: No-Dachi.

Damage: W+2 in K.

HAR: 4

Wound Boxes: 5

Special: Penetration 1.

WILD TALENTS

SWORD - HOOK

Chinese hook swords, always wielded in pairs, are not really swords in the truest sense and their metal blades are seldom particularly sharp. The **Tiger Hook** has a flat metal blade, 3' in length, that curves forward heavily at the tip to form the hook, and its handle is protected by a crescent-moon shaped metal blade hand guard. The **Nine Teeth Hook** is all but identical, but its hand guard is instead a metal arch from which nine sharp points protrude.

Chinese: Hu Gou (Tiger Hook), Jiu Zi Gou (Nine Teeth Hook).

Damage: W+1 in K.

HAR: 4

Wound Boxes: 4

Optional: Hooked.

SWORD - SHORT

Beyond the widely known **Wakizashi**, a short, Katana-like sword that forms part of a Samurai's Daisho (pair of swords) when paired with the larger Katana, other short swords can also be found in the martial arts. The Vietnamese use a sword similar to the Wakizashi, but with a straight blade, the **Doan Guom**.

The Chinese **Butterfly Sword**, often mistakenly called a "Butterfly Knife" and not to be confused with the Filipino Balisong, is used in pairs and is a broad, single-edged blade, rarely longer than 12", affixed to a handle protected by an S-shaped guard useful for catching weapons or protecting the hand. It is called a **Song Dao** in Vietnam.

The rare **Unicorn Horn Sword** is of similar length, and is also used in pairs, but has a forward-curving blade and crescent-moon shaped blade handguard.

The Indonesian **Pedang** resembles a short scimitar with a pistol-style grip, while the **Golok** is essentially a short machete.

Chinese: Hu Die Dao (Butterfly Sword)*, Lin Jiao Dao (Unicorn Horn Sword)*.

Indonesian: Golok, Pedang.

Japanese: Wakizashi.

Vietnamese: Doan Guom, Song Dao.

Damage: W+1 in K.

HAR: 4

Wound Boxes: 3

Special: *Defensive.

SWORD - STRAIGHT

The **Straight Sword** is considered a noble weapon among the practitioners of the Chinese martial arts, an elegant weapon with a slender, double-edged blade, the pommel bearing a hanging tassel, a weapon to which the Korean **In Gum** bears a near perfect resemblance. Variations can be found such as the **Straight Sword Piercer** with its serrated blade, and the **Snake Straight Sword** with its slightly wavy blade.

The Japanese **Ninjato** is more akin to a straight bladed, single-edged Katana, albeit of generally inferior quality. However, this Ninja weapon offers many advantages, for its hilt often contains a small hidden compartment, and its Saya (Scabbard) often has a removable end cap, allowing it to be used as a breathing tube or crude blowpipe, and is often wrapped in cord suitable for climbing with.

The Vietnamese **Guom** resembles a straight-bladed Katana, and the **Kien** has a slightly longer, straight, double-edged blade that tapers along its entire length to the point.

The Indian **Khanda** is a broader, double-edged sword, its tip often blunt, and its hilt usually protected by a wide finger guard.

Chinese: Jian, Jian Ci (Straight Sword Piercer), She Jian (Snake Straight Sword).

Indian: Khanda.

Japanese: Ninjato.

Korean: In Gum.

Vietnamese: Guom, Kien.

Damage: W+1 in K.

HAR: 4

Wound Boxes: 4

THROWING STAR

The infamous **Throwing Stars** of the Ninja were not only star-shaped; many were shaped like slim darts or needles as well. They were used more to deter pursuers than as particularly effective weapons in their own right, and a few could be thrown from a single skilled hand. In China, sharpened **Arhat Coins** were similar.

Chinese: Luohan Qian (Arhat Coin).

Japanese: Shuriken.

Damage: W-1 in K.

HAR: 3

Wound Boxes: 2

Special: Range 1/15, Spray 1.

WILD TALENTS

WHEEL

An exotic and attractive weapon used in pairs, the **Wind and Fire Wheel** is a flat, sharpened metal ring, the outside edge of which is often enhanced with several additional small, protruding blades. A similar weapon is the **Sun and Moon Ring**, a plain, flat metal ring, inside of which is a crescent-shaped metal handguard. The **Snake Ring** is almost identical, but where the ring is wrapped to form the hilt of the plain metal ring, two wavy blades project outwards.

Chinese: Feng Huo Lun (Wind and Fire Wheel), Ri Yue Huan (Sun and Moon Ring), She Huan (Snake Ring).

Damage: W in K.

HAR: 3

Wound Boxes: 3

Special: Defensive.



WIND AND
FIRE WHEELS



UNICORN HORN SWORDS

DEER ANTLER KNIVES



TIGER FORK



GOLDEN MELON HAMMERS



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