



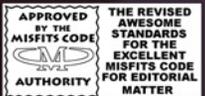
# METAHUMAN MARTIAL ARTS™

#65

STEVEN  
TRUSTRUM



MIS5003-3e



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# METAHUMAN MARTIAL ARTS™

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This book is dedicated to **Psistrike**, who has been playtesting **MnM** products for **Misfit Studios** for many years. He has been the one constant in all of our major **MnM** playtests, and always provides the most detailed, thorough feedback.

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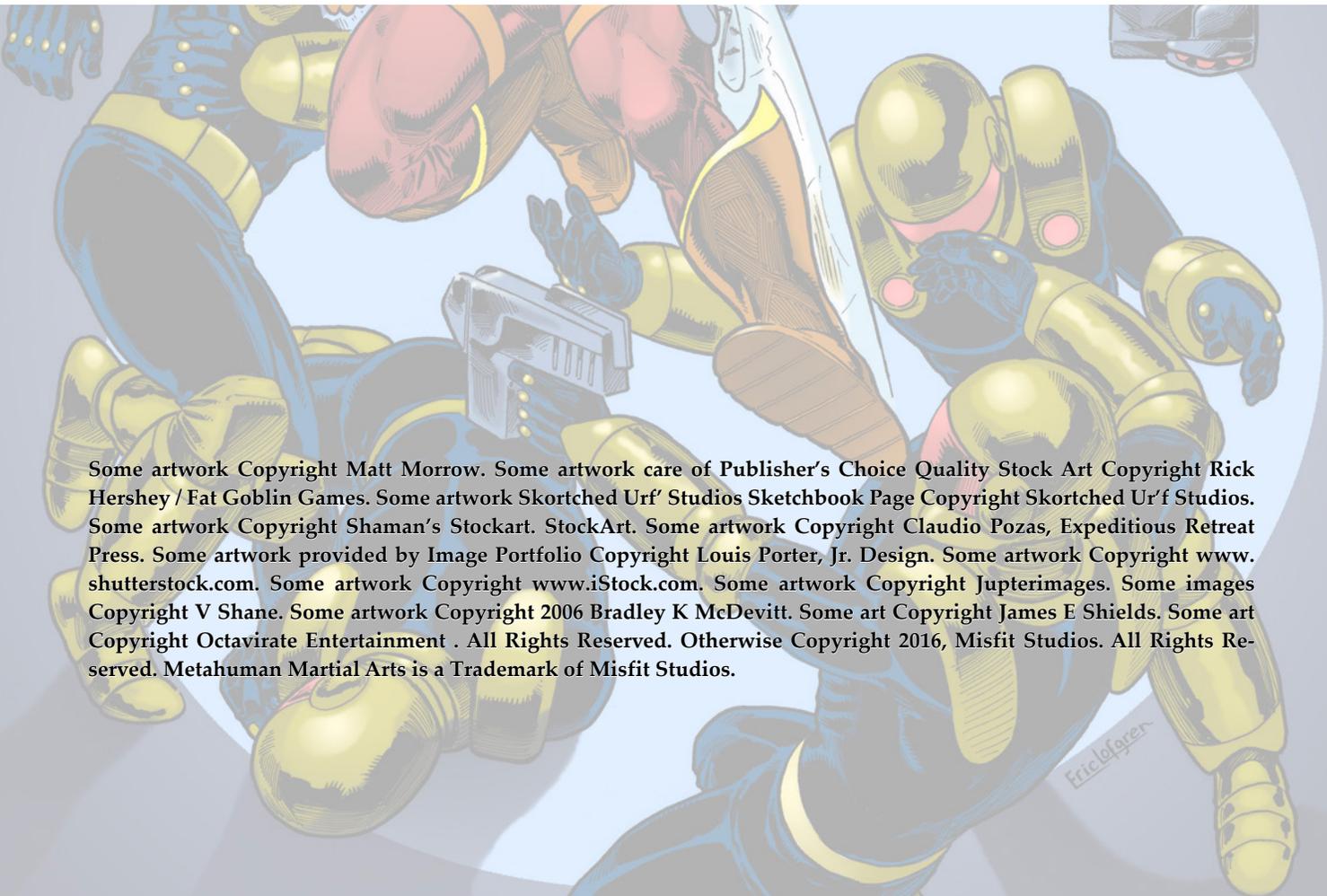
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# INTRODUCTION

## WHAT THIS BOOK IS

When the first version of this product was released in 2009, it was because of a noticeable lacking in source material using the second edition rules to adequately (in this author's opinion) represent martial arts. Since the release of the third edition, **Super-Powered by M&M** rules, this has not changed. Much like the previous M&M rules iteration, **Super-Powered by M&M** similarly lacks anything that really sets such fighting techniques apart as anything other than a special effect. Martial arts are nothing more than a bunch of advantages and power builds strung together to give just a hint of a what a fighting style could be.

But that is all about to change.

Again.

As the original edition did, **Metahuman Martial Arts 3e** seeks to expand the core rules beyond its rudimentary approach to martial arts. It does so by presenting new traits, options, rules, and the like that will enable martial arts to reach their potential within your game. This edition of **Metahuman Martial Arts** follows the example of its predecessors by representing martial arts as something that stands apart from super-powers instead of merely being a descriptor of them. Doing so means adding new skills and skill uses, additional advantages (including a new category of advantages specific to martial arts), and more.

Furthermore, because training and practice regimens are vital to martial arts, many of these new game elements will have prerequisites—other traits the character must first obtain. This approach enforces the requirement for the sort of on-going, dedicated study and practice you'd expect of learning martial arts. You no longer have the "jump in wherever" feel one gets from the bare bones approach to representing martial arts seen in previous **Super-Powered by M&M** products.

This new approach to presenting martial arts results in a unique identity that is further solidified by the addition of more complex combat options, such as hit location rules. **Metahuman Martial Arts 3e** also makes fuller, more detailed use of added and alternate effects for critical hits, such as strikes capable of wholly or partially disabling



opponents. Although such rules will make combat more complicated than would be the case using the standard rules alone, the new content mostly remains fluid, highly adaptable, and easy to learn. In this manner, this book stays true to the overall design principles of the core **Super-Powered by M&M** rules.

And, as always, if you don't like the new rules, you may simply ignore them and stick to what works for you. That being said, welcome to a much wider world of martial arts.

## WHAT THIS BOOK IS NOT

As should be obvious from its name, **Metahuman Martial Arts 3e** is a sourcebook intended for use in the super-hero genre. Considering **Super-Powered by M&M**'s "tool-kit" nature, it is entirely possible (even encouraged) to use this product in other genres as well. However, keep in mind that the primary driving thought behind this book's development was to suit super-hero gameplay.

By no means should this work be taken as an attempt at providing a historically accurate resource on martial arts in general. It is supposed to be nothing more than a tool for bringing more interesting martial arts rules into your game. As such, liberties have been taken in the name of consistency to the core rules and in the name of fun. This is why the closest things you'll find to a history of martial arts within this work are some of the brief descriptions accompanying each fighting style.

This book has no intention of going into each style's background in detail, nor will it outline the origins and history of martial arts in general. If you want to learn about martial arts in the real world, there are countless books written on the subject, but you won't find such information here. **Metahuman Martial Arts 3e** is all about entertainment!



## CONTENT SUMMARY

### CHAPTER ONE: RUNNING A MARTIAL ARTS GAME

The first chapter presents new and revised archetypes suited for a martial arts-based game. Also included are details and suggestions for running such a game with the desired style and atmosphere.

### CHAPTER TWO: SKILLS

Some new Expertise skills relevant to martial arts are presented in this brief chapter, along with new skill uses.

### CHAPTER THREE: ADVANTAGES

This chapter contains new and appended advantages. A new category of advantages is also presented: martial arts advantages. Some these advantages have prerequisites that must be satisfied before they may be selected.

### CHAPTER FOUR: POWERS

This chapter is filled with new power effects, extras, flaws, and power builds useful to creating characters of any martial arts genre.

### CHAPTER FIVE: NEW RULES

Want new rules? You got 'em!

New complications, personal and skill challenges, and new rules for critical hits and targeting specific parts of a target are included. Topping this chapter off are new combat actions and additional vehicle combat maneuvers to complement those provided in **Better Mousetrap 3e**.

### CHAPTER SIX: ART OF THE FIGHT

The heart of this product, this chapter contains everything you need to know about building a fighting style of your own. It also includes the basic and advanced combat maneuvers referenced throughout this work.

### CHAPTER SEVEN: THE FIGHTING STYLES

This is the single largest chapter in the book, and it is here where you will find details on over 160 fighting styles from around the world or born of the writer's imagination. Also included are guidelines for expanding and improving on what's been provided, as well as suggestions on how to get started building your own fighting styles.

## CHAPTER EIGHT: TOOLS OF THE FIGHT

You can't have a fun martial arts-based game without an arsenal of martial arts weapons to swing around. Here you will find new and expanded rules for weapons, as well as a broad selection of equipment and weapons at home in any martial arts game.

## CHAPTER NINE: HEROES AND ALLIES

The heroes presented in this chapter can serve as non-player characters in your game or merely stand as ex-

amples of how to build your own characters using this product's content.

## CHAPTER TEN: VILLAINS AND FOES

Here you will find a selection of villainous individuals and organizations to insert into your game as opponents. All make use of the rules presented in this work to various degrees and are examples of how your villains can make use of this book's content.



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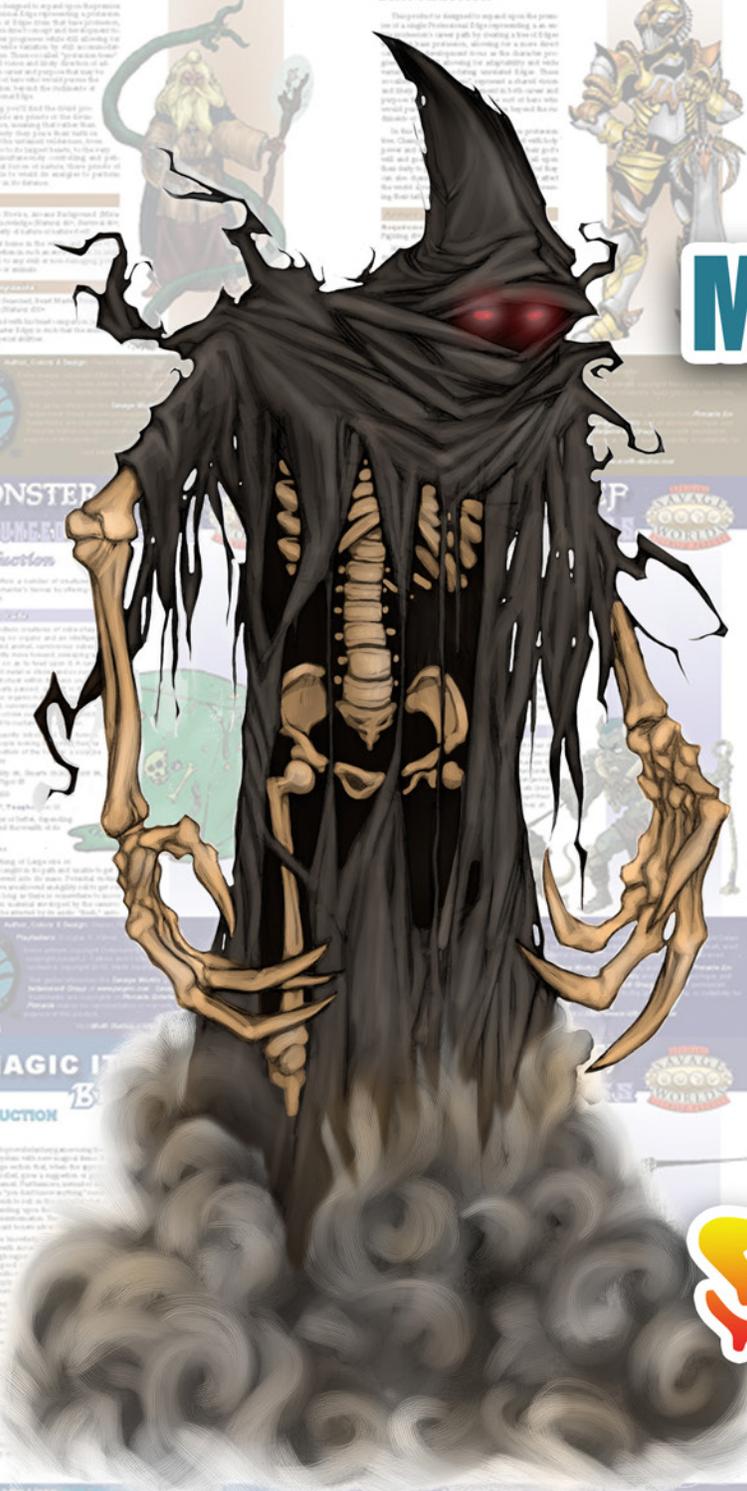


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