

Seven Sacred Mountains School

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Seven Sacred Mountains School is a free publication offered in promotion of *Martial Arts Mayhem*. It details a new martial arts school, its masteries, and its secret techniques.

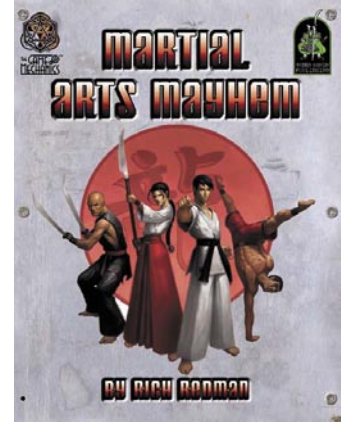
Is your fu weak? Does triple damage on a critical hit and a +1 dodge bonus to your Defense not quite match your vision of the martial arts expertise of Bruce Lee, Jackie Chan, Jet Li, and Gordon Liu?

Then *Martial Arts Mayhem* is for you! Written by *d20 Modern Roleplaying Game* designer Rich Redman, this book includes enough new feats, techniques, schools, and weapons to transform the Brawl, Combat Martial Arts, and Defensive Martial Arts feats into a dizzying array of combat options!

Your heroes can become brutal masters of the Bare-Knuckle Brawling School, master martial arts weaponry as students of Kobujutsu, or confuse and bewilder opponents as masters of Drunken Fighting.

Martial Arts Mayhem includes:

- Eighteen martial arts schools, including Clothyard Shaft, Military Martial Arts, Sticky Hands, and two new schools specifically designed for FX campaigns
- More than thirty feats to truly customize your martial arts heroes, including Crane Kick, Hands Without Shadow, and Horse Stance
- Thirty-five secret techniques for your martial arts masters, including Kiritsuke, Three-Inch Punch, and Top Rope
- And the best part: zero prestige classes! With the schools, feats, and techniques in this book, any character can be a devastating martial artist—not just those characters who took levels in Martial Artist!



Martial Arts Mayhem is a printed compilation of the *Martial Arts Mayhem* sourcebooks from **The Game Mechanics**. Originally released in PDF-format, the material in this book is designed to maintain the balance between firearms and martial arts found in the *d20 Modern Roleplaying Game*.

This product requires the use of the *d20 Modern Roleplaying Game* core rulebook published by Wizards of the Coast, Inc. For players and Gamemasters, this product is compatible with d20 System roleplaying games.



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Modern Classes

Martial Arts Mayhem introduces a broad variety of martial arts schools that give characters additional benefits for achieving certain prerequisite feats, skills, or class abilities. "Secret techniques" presented in that book are feats only available to masters of specific schools.

The majority of the schools presented in *Martial Arts Mayhem* were inspired by real-world styles of martial arts, from archery to tae-kwon doe. This web enhancement presents an entirely new school for use with those rules and the magic FX rules, including new secret techniques for its masters.

Seven Sacred Mountains School

In a world where the devout can accomplish miraculous things through faith alone, martial arts styles incorporating faith-based enhancements will develop. Seven Sacred Mountains School teaches such a style of "divine martial arts." While many enroll in the school, only those capable of casting divine spells achieve mastery and learn the school's secrets.

1st Degree Mastery—Seven Sacred Mountains

Prerequisites: Dex 13, Wis 15, Defensive Martial Arts, Combat Throw, Concentration 6 ranks, Knowledge (theology and philosophy) 6 ranks, Spellcraft 4 ranks, ability to cast 1st-level divine spells, ability to turn or rebuke undead.

Benefit: You may choose to turn (or rebuke) undead as a full-round action that provokes an attack of opportunity. During that round, you perform a series of movements designed to focus your will, so you cannot use this ability if entangled, grappled, pinned, or otherwise prevented from moving freely. If you suffer an attack of opportunity, you must make a Concentration check (see Concentration in Chapter Two: Skills of the *d20 Modern Roleplaying Game*). If you succeed, then you gain a +2 bonus to both your turning check and your turning damage. If you fail, your attempt to turn (or rebuke) also fails. These bonuses last a number of rounds equal to your Charisma bonus (minimum 1).

Normal: A turn (or rebuke) check is normally an attack action that does not provoke an attack of opportunity.

2nd Degree Mastery—Seven Sacred Mountains

Prerequisites: 1st Degree Mastery of Seven Sacred Mountains School, Dex 13, Wis 15, Defensive Martial Arts, Combat Throw, Elusive Target, Concentration 8 ranks, Knowledge (theology and philosophy) 8 ranks, Spellcraft 6 ranks, ability to cast 2nd-level divine spells, ability to turn or rebuke undead.

Benefit: You may attempt to turn or rebuke undead two additional times per day. When checking to see if you destroy undead you would normally turn, treat yourself as if you had two more of the appropriate class levels. You gain a +2 bonus on any saving throw to resist energy drain and fear effects. You gain a +2 bonus to melee attack rolls when attempting to deliver a spell with a range of touch.

Available Secret Technique: Divine Armor

3rd Degree Mastery—Seven Sacred Mountains

Prerequisites: 2nd Degree Mastery of Seven Sacred Mountains School, Dex 13, Wis 15, base attack bonus

+6, Defensive Martial Arts, Dodge, Unbalance Opponent, Concentration 10 ranks, Knowledge (theology and philosophy) 10 ranks, Spellcraft 8 ranks, ability to cast 3rd-level divine spells, ability to turn or rebuke undead.

Benefit: You may attempt to turn or rebuke undead two additional times per day.

Your bonus to saving throws to resist energy drain and fear effects increases to +3. Your bonus to melee attack rolls increases to +3 when attempting to deliver a spell with a range of touch.

Available Secret Technique: Purifying Touch

Secret Techniques

Secret techniques, as mentioned, are feats. Characters that meet the prerequisites (always some degree of mastery in a particular school) may learn a secret technique instead of learning some other feat.

Divine Armor

Your faith protects you in combat.

Prerequisite: Second Degree Mastery of Seven Sacred Mountains School

Benefit: As a move action, you may voluntarily lose a divine spell to gain a dodge bonus to Defense equal to twice the spell's level. A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses, stack with each other, unlike most other types of bonuses. This dodge bonus lasts a number of rounds equal to your Wisdom bonus.

Purifying Touch

Your faith is so strong that your touch drives out forces of opposing allegiances.

Prerequisite: Third Degree Mastery of Seven Sacred Mountains School

Benefit: Your unarmed strikes deal lethal or nonlethal damage (your choice) equal to 1d6 plus your Strength modifier. Your unarmed attacks provoke attacks of opportunity normally and you cannot use this technique to make unarmed attacks of opportunity.

As a move action, you may voluntarily lose a divine spell to increase the damage of your next unarmed strike. You gain a bonus to damage equal to the spell's level unless your target's allegiance is the opposite of yours (for example, if you have an allegiance to good and your opponent has an allegiance to evil, or if your allegiance is to law and the opponent's is to chaos) in which case the bonus is equal to twice the spell's level. This bonus lasts until your next unarmed strike. If that strike misses, you still lose the damage bonus. You may choose to "charge" your unarmed strike outside of combat and carry the charge until you need it. If you do, you must make a Concentration check each round (see Concentration in Chapter Two: Skills of the *d20 Modern Roleplaying Game*). You may maintain the charge a number of rounds equal to your Wisdom bonus (minimum 1). Sacrificing more than one spell has no additional effect.

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