

THREAT RECORD



40 POWERED

Downtown

VOLUME 1, ISSUE #2

- *5 New NPCs*
- *Martial Arts Styles*
- *The Martial Arts of SMITE*
- *Weapons of the Arts & More*

IN THIS EXCITING ISSUE OF

THREAT RECORD



MARTIAL ARTS **PG 4**

5 Styles for use with the Martial Arts skill, using the optional Skill Level rules.

by James F Keck

4C NPCs **PG 9**

5 new NPCs for use in your 4C campaign! Each a martial artist in their own right.

by James F Keck



THE FINE ARTS OF FIGHTING **PG 20**

The fighting arts of SMITE, a 4C Fantasy setting from Silverlion Studios!

by Tim Kirk

Sample file



WEAPONS OF THE ARTS **PG 22**

An arsenal of devastating martial arts weaponry, ready to go for your 4C adventuring!

by James F Keck

ALSO FEATURING

INTRODUCTION - A recap of the optional Skill Level rules, originally introduced in Threat Record Issue #1

PG 1

IN REVIEW - A review of Precis Intermedia's *Disposable Heroes: Superhero Statix Set 1* by Megan Robertson

PG 26

Welcome to Threat Record issue #2!

In this installment we delve into the mysterious world of the Martial Arts! We'll learn about several styles that are popular in both fiction, and the real world. We will also be investigating several of the weapons used by martial artists from around the world. Further, each of our regular complement of five NPCs have a background in one form of martial arts, or another.

Threat Levels

Each NPC presented in Threat Record is rated with a Threat Level that will assist a Game Master in choosing the right villain to use against his or her group of super heroes. This level is a rank number that represents the NPC's greatest offensive ability that will be used most often against the PCs. This can be the rank of a power, or one of the character's Primary Attributes such as Melee, or Brawn.

Skills & Skill Levels

The skill rules, as presented in the 4C System rule manual, are basic. They are designed for use alongside the powers that a character may possess in a supers oriented setting. In Threat Record Issue #1, we introduced the concept of five levels of skill competency for use in both supers and non-supers campaigns. Though not considered "canon," as far as the 4C System is concerned, this new skill system will be used in some future publications from Keck Publishing, and is also used with the NPCs created by Keck Publishing presented within these pages.

The rules presented in Issue #1 of Threat Record are reprinted below. Publishers wishing to use them in their own productions are free to do so as they are considered public domain material.

Optional Skill Rules

Skills in 4C are typically a simple affair, giving a character a Row Step bonus of +1 to the Primary Trait that the skill falls under. Here, we expand on this by adding Skill Levels.

Characters can achieve up to five levels in any skill. Each level in a skill gives a +1 Row Step to the Primary Trait it is associated with. Should a character acquire the Improved Skills power, he or she still gets a +3 bonus to the chosen skill, which can raise it above the maximum level limit of 5.

Skill Level	Classification
1	Beginner
2	Intermediate
3	Advanced
4	Expert
5	Master

Layout, editing, design, character concepts, scenarios, and maps created by James F Keck

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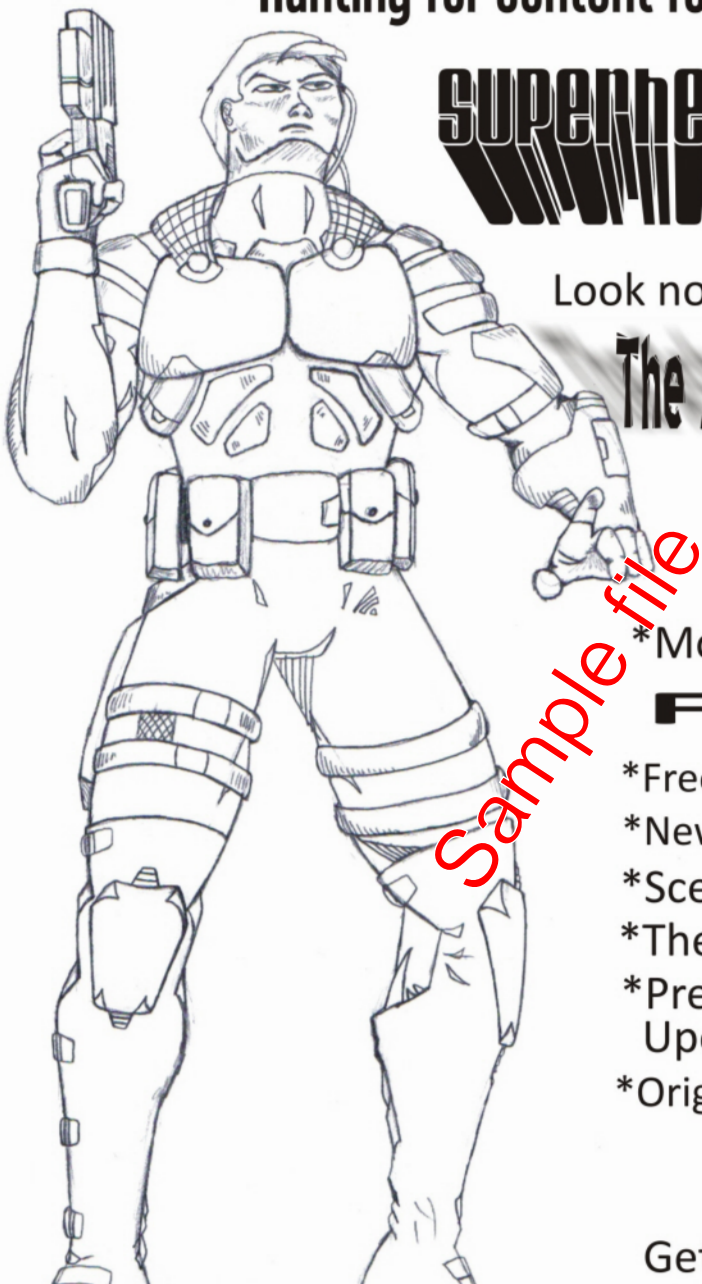
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HAZARD STUDIO

If your players build their characters randomly, you can roll on the following table to determine each skill's starting level:

% Roll	Skill Level
00-49	1
50-69	2
70-84	3
85-94	4
95-99	5

Advancing a skill level costs 250 Fortune points times the level being raised to. Character skills can only be raised one level at a time.

A list of skills is below. This list is by no means a complete one, but it will give players and GMs a foundation to work from when coming up with new skills of their own.

Skills

The following list posts the skills under their governing Attribute. You can use each skill as stated in the main rules, giving the characters a +1 RS to the skill's associated Attribute, or you can use the optional, modified skill rules listed in the introduction.

Melee Skills

- Blunt Weapons
- Edged Weapons
- Martial Arts
- Wrestling

Coordination Skills

- Archery
- Guns
- Piloting
- Sleight of Hand
- Thrown Objects
- Thrown Weapons
- Tumbling

Brawn Skills

- Lifting

Fortitude Skills

- Running
- Swimming

Intellect Skills

- Business
- Computer Operations
- Demolitions

- Electronics
- First Aid
- Languages
- Occult Lore
- Professional
- Repair

Awareness Skills

- Artistry
- Investigation
- Mesmerism and Hypnosis
- Trance

Willpower Skills

- Interrogation
- Intimidation
- Resist Domination

Professional Specialties

The Professional skill listed under Intellect is broken down into several specialist fields. Use a specialty from the following list, or work with the GM to create a new one to fit your character's career.

- Archeology
- Biology
- Chemistry
- Criminology
- Engineering (Mechanical or Electrical)
- Espionage
- Genetics
- Geology
- Journalism
- Medicine
- Psychiatry
- Physics

Uncategorized Skills

The following skills can be coupled with more than one of the previous categories. These are specialty skills that will increase the RS modifier of the associated skill by +1.

- Marksman - This can be applied to the Archery, Guns, Thrown Objects, or Thrown Weapons skills.
- Weapons Master - The character receives a +1 RS when using melee weapons, on top of any other modifiers gained by other skills.
- Weapons Specialist - The character receives a +2 RS when using a weapon that he or she has chosen as a "signature" weapon.

MARTIAL ARTS



BY JAMES F KECK

The history of martial arts has seen numerous innovations in technique since a man first raised his hand against another. Throughout time, these techniques have evolved into efficient, and lethal, styles that have become legendary. Here we will take a look at the Martial Arts skill, and some of the various styles that one can choose from.

Martial Arts was never fully expanded upon in the 4C System beyond merely listing it as skill that can be taken for a +1 Row Step modifier to the Melee Attribute. In Threat Record, we will try to enhance the Martial Arts skill by dividing it into separate categories, or styles, five of which will be represented by the feature NPCs within this issue.

The Martial Arts skill is composed of several styles, each with its own unique effect on combat. Players may use this skill as is, getting the standard +1 RS, or they may customize their character by choosing one of the following basic styles:

Quick Strike - This style uses quick, rapid attacks that allow the combatant to get in several punches or kicks during a Turn at the cost of doing less damage per strike. The character makes a number of attacks equal to his or her Melee rank score divided by ten,

but each hit only does half his or her Brawn score in damage.

Locks & Bars - This style focuses on trapping an opponent's arms and legs by twisting, bending, or even pinching their joints in ways that will immobilize them, and possibly render them unconscious. Characters that utilize this style achieve a Hold on a Red result or higher.

Power Strike - This style concentrates on hard hitting attacks that amplify the damage with each strike. The character receives a +1 RS to Brawn for damage purposes.

Energy Reversal - The martial artist utilizing this style pits his or her opponent's energy against themselves. The target of these attacks typically gets thrown, sometimes for great distances, by a simple twist of a wrist. A successful attack with a Red result or better causes the target to roll to resist a Pound result.

These styles are the basis for almost every martial arts style ever created and are very basic. If you would like to get into more detail with your character's martial arts skill, use one of the following styles: