

COSMIC FURY: SCI-FI MARTIAL ARTS

While martial arts is a genre of its own, it seems to be one of those genres that mixes well with just about everything. Horror, superheroes and now even science fiction heroes are cropping up with serious martial arts skills on an increasingly regular basis. Assassins, bounty hunters, noble knights of the future and genetically engineered super soldiers all are exhibiting maneuvers more familiar to John Woo than Gene Roddenberry.

Blood and Space II: Cosmic Fury brings the excitement of hand to hand action to your favorite d20 science fiction game. Whether a gladiator fighting for money and glory in the back alleys of a far-flung colony, a silent assassin who uses his hands as a weapon no sensor can detect or a noble knight who defends the weak with his beam-sword, Cosmic Fury will bring a new dimension to your Future games.

Looking for more martial arts? Then check out the other products in our line of martial arts sourcebooks: Blood and Fists, Blood and Fists II: Hong Kong Nights and Wasteland Fury. These books will give you more styles, more maneuvers, more classes and even the ability to create styles of your own design from scratch.

NEW ADVANCED CLASSES

Following are three character classes to represent those who pursue the martial arts, two for those who study unarmed styles and one for those who study armed styles.

BEAM SWORD KENSEI

The beam sword kensei seeks to be the ultimate practitioner of the beam sword, to learn all the intricacies of it until, in combat, it functions as an

extension of his own body, moving as naturally and as effortlessly as he does.

REQUIREMENTS

To qualify to become a beam sword kensei, a character must fulfill the following criteria.

Base Attack Bonus: +3

Feats: Weapon Focus (beam sword), one style of Beam Sword Fencing

Skills: Knowledge (tactics) 3 ranks

Special: Masterwork beam sword

CLASS INFORMATION

The following information pertains to the beam sword kensei advanced class.

Hit Die: d8

Action Points: 6 plus one-half character level, rounded down.

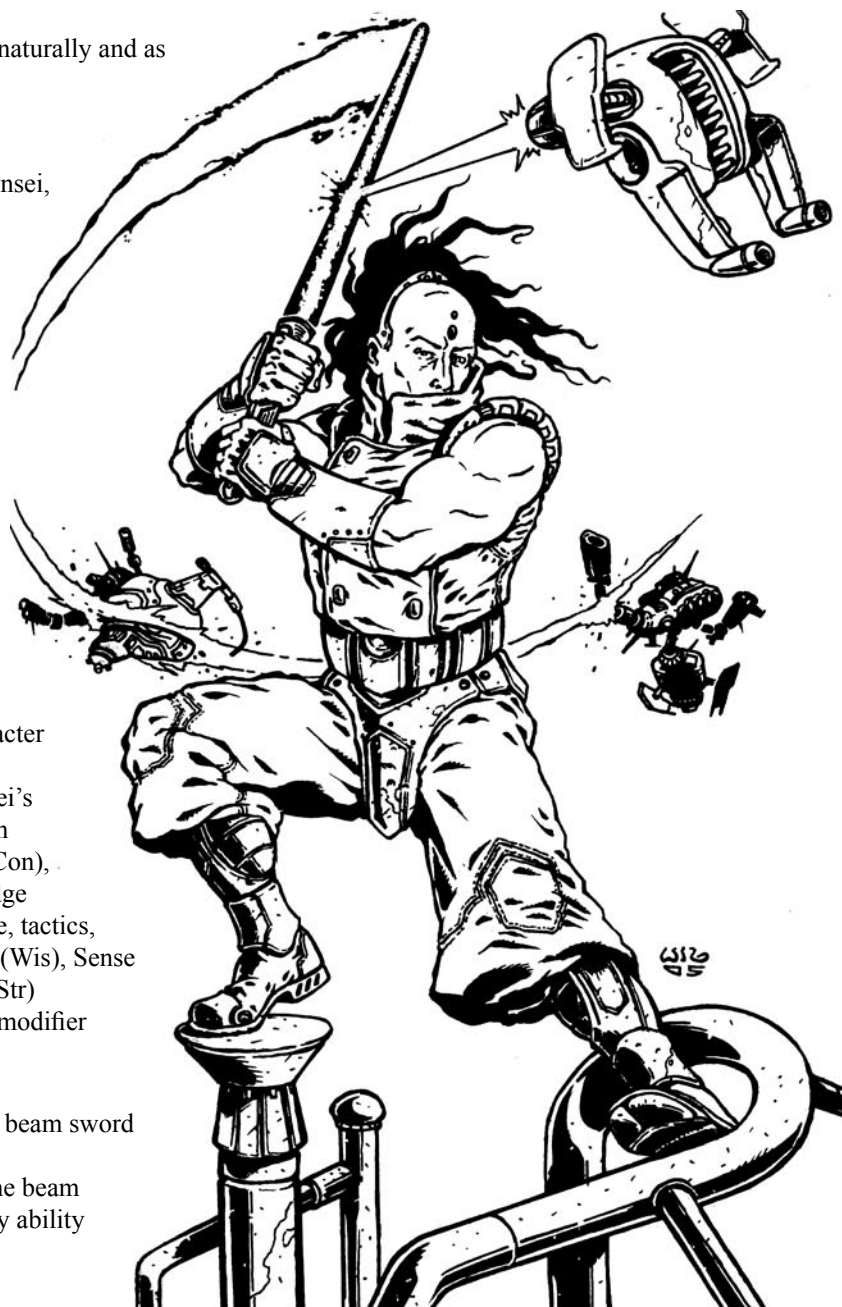
Class Skills: The beam sword kensei's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics, theology and philosophy) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Swim (Str)

Skill Points at Each Level: 3+ Int. modifier

CLASS FEATURES

All of the following are features of the beam sword kensei advanced class.

Mastery: At 1st, 3rd, and 6th levels, the beam sword kensei gains the weapon mastery ability for the beam sword.



Weapon Specialization: At 2nd level, the beam sword kensei inflicts +2 damage with his chosen weapon.

Greater Weapon Focus: At 5th level, the beam sword kensei gains an additional +1 to hit with his chosen weapon. This bonus stacks with weapon focus.

Greater Weapon Specialization: At 9th level, the beam sword kensei inflicts an additional +2 damage with his chosen weapon. This bonus stacks with weapon specialization.

Bonus Feats: At 4th, 7th, 8th, and 10th levels, the beam sword kensei gains a bonus feat off of his weapon style's bonus feat list.

TABLE 1: THE BEAM SWORD KENSEI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+2	+0	Weapon Mastery 1	+1	+0
2nd	+1	+3	+3	+0	Weapon Specialization (beam sword)	+2	+0
3rd	+2	+3	+3	+1	Weapon Mastery 2	+2	+0
4th	+3	+4	+4	+1	Bonus Feat	+3	+0
5th	+3	+4	+4	+1	Greater Weapon Focus (beam sword)	+4	+1
6th	+4	+5	+5	+2	Weapon Mastery 3	+4	+1
7th	+5	+5	+5	+2	Bonus Feat	+5	+1
8th	+6	+6	+6	+2	Bonus Feat	+6	+1
9th	+6	+6	+6	+3	Greater Weapon Specialization (beam sword)	+6	+2
10th	+7	+7	+7	+3	Bonus Feat	+7	+2