

MARTIAL ARTS

Martial Arts (MA), Unarmed Combat (UC), and Wrestling (W): Each rank that you have in one of these skills allows you to learn one type of attack. However, some attacks are unique to each style of fighting. These are listed below:

Attack	UC	MA	W	DMG	PEN	AD	Notes
Punch	X	X	X	STB	0	STB	
Straight Punch	X	X		STB	0	0	+1 to hit.
Haymaker*	X			STB+1	1	STB	Hits at end of phase.
Kick	X	X	X	STB	0	STB	
Snap Kick	X	X		STB	0	0	+1 to hit.
Putting The Boot In*	X 6+			STB+2	1	STB	Hits at end of phase, your next attack is -1 to hit.
Headbutt	X		X	STB	0	STB	-2 to aim at head instead of -4.
Smash*	X		X	STB+1	0	1	-4 to block and evade Smash.
Natural Weapons	X	X	X	STB+dmg	See stats	STB+dmg	
Block	X	X	X	Halves damage of incoming attack (taken by blocking limb).			
Evade*		X 6+		Avoid all melee attacks for that phase			
Knockback		X	X	Pushes opponent back by STB ft and he must make DEX roll to stay standing.			
Jab*		X		STB	2	0	
Trap Weapon		X		Entangles weapon between limb and body.			
Throw*		X	X	0	0	1	Puts opponent on ground, cannot be blocked/evaded.
Lock Hold			X	0	(8)	0	Pins opponent.
Dislocate*			X 6+	0	(8)	0	Disables limb. Can be applied to head.
Choke	X		X	STB	0	0	Chokes opponent.
Stun*		X	X	0	0	0	Opponent has -6 to all actions in next phase.

Manoeuvres with a * next to them take up two 'slots' to learn, while those with nothing in brackets are available to all three skills. I'm going to assume for now that you only need to take "Natural Weapons" once to cover all your natural weapons (claws, teeth, tusks, etc). Ebons/Brain Wasters will need this if they grow their own natural weapons with the Enhancement Ebb Power.

Also, you need to select a **Signature Move** - this is basically what happens if you get a critical hit on a target in melee combat (you get criticals on a double on 2d10 on a successful hit, which (if no modifiers are in play) means on a 6+6, 7+7, 8+8, 9+9, or 0+0. The following are available, "Big Smash" is the default if you don't choose anything else (you just do more damage).

Big Smash	+4 DMG
Impale	+8 PEN
Rend	+8 AD
Dazed and Confused	Opponent can take no action in next phase.
Throw-Away	Opponent is thrown (2xSTR) feet and knocked prone.
Impact Strike	+2 DMG, +3 PEN, +3 AD.
Jangler	+4 PEN, -4 on opponent's next action
Spot On	Choose where your blow lands.