



UNARMED COMBAT

Across the face of Al'Akwannon, many people, races and groups have devised numerous styles of unarmed combat both for battle and war training as well as for sport. These styles vary from hard punching and kicking forms to soft defensive throw and countering methods; strength oriented wrestling and hold styles to dexterity based acrobatic ones. Regardless of style, each boils down to some basic maneuvers which can be applied with certain variations depending on situation and environment. As characters increase their abilities with them, they can gain access to more special attacks. Listed below are the basic guidelines which cover basic attacks for all combat styles. See each individual style for special maneuvers and attacks beyond these and keep in mind that even the specified styles are mostly guidelines which can be extrapolated

on by characters

BASIC STRIKE

A basic hand or foot strike (depending on the style) to any area of a target does a base d2 points plus any strength bonuses (from the muscle sub-stat) that may apply of non-lethal (stun) damage to the opponent. Reducing an opponent to zero HP in this fashion renders them unconscious. Keep in mind some HTH styles are designed to do lethal damage and surpass this limitation, however those designed for lethal fighting can always be used in a non-lethal style by those well trained

BASIC HOLD

A basic immobilizing hold (depending on the style) requires a successful to hit roll followed by a Muscle versus Muscle opposed roll. Success prevents the use of the immobilized area (DM.) The victim may make an opposed roll each round thereafter to break free. A muscle roll is a base 50% and is adjusted up or down 5% for each point of muscle difference and 10% for each level of proficiency above the opponent with possible modification for certain skills used (i.e. – escape artist, tumbling, etc; DM) Each combatant makes a roll against their modified target and the winner gains control

Example #1: A muscle 16 warrior grapples a muscle 10 rioter and successfully hits. The warrior is specialized in grappling and the rioter is not. This creates a -30% penalty for the rioter for muscle alone and a -20% for style specialization and thus the rioter is immobilized without any contest of skills (PCs can potentially escape on a roll of natural 1% to 5%; NPCs cannot)

Example #2: Two skilled grapplers face off in a sporting competition, one muscle 14 (A) the other muscle 15 (B), both are specialized in the combat sport. Grappler A attempts to put grappler B in an arm hammer lock, after a successful hit, the two face each other in a contested roll. The strength difference provides the only variance and causes grappler A to roll against a base of 45% while grappler B rolls against a 55%. Grappler A rolls a 25 while grappler B rolls a 50, while both make their rolls, grappler A makes his by 30%, while B makes his by 5%. Thus grappler A gains the hold. Note – such a contest between matched opponents can take a long time (as much as 15 minutes or longer, the equivalent of 150 melee rounds!!!)

Kulakna (*Cossack Martial Arts HTH; Bear Fist*)

From Cha'Akun to the Tolemec Ajaxil and to the reaches of the various principalities which surround them, the origins of Xilam have been passed down from through generations of the fighting clans. Xilam was introduced as part of a fighting culture which surrounds Cha'Akun and the countries that have spawned from it using primarily elbows, knees and hips as offensive and defensive elements. Xilam is as much a sport as a deadly art and has many ties to ball court games, dance and other facets of jungle existence balancing physical, mental, emotional and transcendental aspects. There are six core elements of Xilam which are based on animal traits; the Serpent, the Eagle, the Jaguar, the Deer, the Iguana and the Armadillo. There are also elements of Xilam which combine the natural hand to hand forms with traditional weapons, such as the obsidian blade, spear, club and even sharpened antlers

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible. Keep in mind each listed maneuver generally covers a suite of maneuvers which accomplish the same end result

Proficiency – Basic Vitals Strike, Basic Takedown, Basic Submission Hold

Basic Vitals Strike – A simple strength or leverage oriented hold (bearhug, arm bar, headlock, etc.) To establish the hold, the attacker must successfully roll to hit vs DEX DEF (armor is irrelevant) and make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful opposed roll to escape (unless they have escape artist abilities; DM) and suffer a -5% penalty each round the hold is maintained. An attacker can maintain such a hold for a number of minutes equal to their Stamina score before beginning to tire

Basic Takedown – A takedown (spear, bull rush, trip, etc.) requires a -4 penalty (basic called shot) attack to hit successfully which causes the struck victim to make a Reflex save DC10 +1/point the attacker makes his roll by. If the save is failed, the victim is knocked to the ground causing a d2 +STR bonus damage, they lose any remaining attacks for the round and automatically lose initiative for the following round

Basic Submission Hold – A variant on the takedown, the throw involves a slightly more evolved shifting of weight intended to hurtle an opponent out of a ring, into others or into obstacles. A throw requires a to hit roll at -6 and a Reflex save DC10 +1/point the roll is made by for the victim. Success means the victim is thrown 1 hex in a direction chosen by the attacker. The victim takes the same d2 +STR bonus damage effect, but gains a second Reflex save to avoid additional damage if thrown into other persons or objects. Both characters must close again to initiate melee

Specialization – Advanced Head Takedown, Basic Daze Strike, Advanced Pin

Advanced Head Takedown – The principle “where the head goes, the body will follow” is the impetus behind this move

WOC – Combination Aggressive Takedown/Choke Out, Combination Advanced Hold/Bodyslam, Combination Daze Strike/Hurl

Combination Aggressive Takedown/Choke Out – Attacker must first score a successful takedown hit

Stali (*Northern Tsardoms Grappling HTH; Fingers of Steel*)

From Cha'Akun to the Tolemec Ajaxil and to the reaches of the various principalities which surround them, the origins of Xilam have been passed down from through generations of the fighting clans. Xilam was introduced as part of a fighting culture which surrounds Cha'Akun and the countries that have spawned from it using primarily elbows, knees and hips as offensive and defensive elements. Xilam is as much a sport as a deadly art and has many ties to ball court games, dance and other facets of jungle existence balancing physical, mental, emotional and transcendental aspects. There are six core elements of Xilam which are based on animal traits; the Serpent, the Eagle, the Jaguar, the Deer, the Iguana and the Armadillo. There are also elements of Xilam which combine the natural hand to hand forms with traditional weapons, such as the obsidian blade, spear, club and even sharpened antlers

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible. Keep in mind each listed maneuver generally covers a suite of maneuvers which accomplish the same end result

Proficiency – Basic Grapple, Basic Takedown, Basic Throw

Basic Grapple – A simple strength or leverage oriented hold (bearhug, arm bar, headlock, etc.) To establish the hold, the attacker must successfully roll to hit vs DEX DEF (armor is irrelevant) and make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful opposed roll to escape (unless they have escape artist abilities; DM) and suffer a -5% penalty each round the hold is maintained. An attacker can maintain such a hold for a number of minutes equal to their Stamina score before beginning to tire

Basic Takedown – A takedown (spear, bull rush, trip, etc.) requires a -4 penalty (basic called shot) attack to hit successfully which causes the struck victim to make a Reflex save DC10 +1/point the attacker makes his roll by. If the save is failed, the victim is knocked to the ground causing a d2 +STR bonus damage, they lose any remaining attacks for the round and automatically lose initiative for the following round

Basic Throw – A variant on the takedown, the throw involves a slightly more evolved shifting of weight intended to hurtle an opponent out of a ring, into others or into obstacles. A throw requires a to hit roll at -6 and a Reflex save DC10 +1/point the roll is made by for the victim. Success means the victim is thrown 1 hex in a direction chosen by the attacker. The victim takes the same d2 +STR bonus damage effect, but gains a second Reflex save to avoid additional damage if thrown into other persons or objects. Both characters must close again to initiate melee

Specialization – Advanced Head Takedown, Basic Daze Strike, Advanced Pin

Advanced Head Takedown – The principle “where the head goes, the body will follow” is the impetus behind this move

WOC – Combination Aggressive Takedown/Choke Out, Combination Advanced Hold/Bodyslam, Combination Daze Strike/Hurl

Combination Aggressive Takedown/Choke Out – Attacker must first score a successful takedown hit

Agni Purana (*Ashokti Grappling HTH; Will of Fire*)

Reportedly developed by Ashok the Great himself, Agni Purana now counts itself parent to a host of melee and HTH styles. This style specifically addresses the eight stances of combat and use of a rope as a lever, grappling aid and as a thuggee cord. Historically, Agni Purana helped those who were merely farmers and peasants defend themselves against the organized military might of the Horde; using ropes to successfully defend against spears and virtually any type of short blade.

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible. Keep in mind each listed maneuver generally covers a suite of maneuvers which accomplish the same end result

Proficiency – Basic Grapple, Basic Takedown, Basic Throw

Basic Grapple – A simple strength or leverage oriented hold (in Agni Purana always using a rope.) To establish the hold, the attacker must successfully roll to hit vs DEX DEF (armor is irrelevant) and make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful opposed roll to escape (unless they have escape artist abilities; DM) and suffer a -5% penalty each round the hold is maintained. An attacker can maintain such a hold for a number of minutes equal to their Stamina score before beginning to tire

Basic Takedown – A takedown (uses the rope to execute a trip, akido-esque pull down, etc.) requires a -4 penalty (basic called shot) attack to hit successfully which causes the struck victim to make a Reflex save DC10 +1/point the attacker makes his roll by. If the save is failed, the victim is knocked to the ground causing a d2 +STR bonus damage, they lose any remaining attacks for the round and automatically lose initiative for the following round

Basic Throw – A variant on the takedown, the throw involves a slightly more evolved shifting of weight intended to hurtle an opponent out of a ring, into others or into obstacles. A throw requires a to hit roll at -6 and a Reflex save DC10 +1/point the roll is made by for the victim. Success means the victim is thrown 1 hex in a direction chosen by the attacker. The victim takes the same d2 +STR bonus damage effect, but gains a second Reflex save to avoid additional damage if thrown into other persons or objects. Both characters must close again to initiate melee

Specialization – Advanced Head Takedown, Aggressive Takedown, Choking Silencer

Advanced Head Takedown – The principle “where the head goes, the body will follow” is the impetus behind this move which requires a roped strike to the neck region of the target. Once hooked the victim must make a Reflex save DC12 with a penalty of -1 per every 2 points the attacker’s strike beat the needed to hit roll by. If the save fails, the victim is taken to the ground and the attacker immediately is able to move into or add a “basic hold” (DM)

Aggressive Takedown – The attacker must have room for a charge (or glide) of at least two hexes (10ft.) The effects are the same as a basic takedown, except the attack causes 1d6 +STR bonus damage in addition to the takedown. Additionally the Reflex save is at DC14 +1/point the attacker makes his to hit roll by and if the save is failed any hand held weapons are dropped

Choking Silencer – An attack with the rope to the neck of the target creature, a successful attack will eventually choke the victim to unconsciousness. The attacker must either have surprise or suffers a -2 to strike. Victims must make a successful opposed Muscle roll to escape, -5% to the victim per melee held. After three rounds, the victim must begin to save vs Stamina each round, with a cumulative -2 for each round after the 4th. The choking causes no damage itself, but renders the victim unconscious for 2d4 melees. Spellcasters requiring verbal components may not cast such spells without breaking this hold first

Xilam (*Cha'Akun/Tolemec Martial Art HTH*)

From Cha'Akun to the Tolemec Ajaxil and to the reaches of the various principalities which surround them, the origins of Xilam have been passed down from through generations of the fighting clans. Xilam was introduced as part of a fighting culture which surrounds Cha'Akun and the countries that have spawned from it using primarily elbows, knees and hips as offensive and defensive elements. Xilam is as much a sport as a deadly art and has many ties to ball court games, dance and other facets of jungle existence balancing physical, mental, emotional and transcendental aspects. There are six core elements of Xilam which are based on animal traits; the Serpent, the Eagle, the Jaguar, the Deer, the Iguana and the Armadillo. There are also elements of Xilam which combine the natural hand to hand forms with traditional weapons, such as the obsidian blade, spear, club and even sharpened antlers

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible. Keep in mind each listed maneuver generally covers a suite of maneuvers which accomplish the same end result

Proficiency – Basic Vitals Strike, Basic Takedown, Basic Submission Hold

Basic Vitals Strike – A simple strength or leverage oriented hold (bearhug, arm bar, headlock, etc.) To establish the hold, the attacker must successfully roll to hit vs DEX DEF (armor is irrelevant) and make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful opposed roll to escape (unless they have escape artist abilities; DM) and suffer a -5% penalty each round the hold is maintained. An attacker can maintain such a hold for a number of minutes equal to their Stamina score before beginning to tire

Basic Takedown – A takedown (spear, bull rush, trip, etc.) requires a -4 penalty (basic called shot) attack to hit successfully which causes the struck victim to make a Reflex save DC10 +1/point the attacker makes his roll by. If the save is failed, the victim is knocked to the ground causing a d2 +STR bonus damage, they lose any remaining attacks for the round and automatically lose initiative for the following round

Basic Submission Hold – A variant on the takedown, the throw involves a slightly more evolved shifting of weight intended to hurtle an opponent out of a ring, into others or into obstacles. A throw requires a to hit roll at -6 and a Reflex save DC10 +1/point the roll is made by for the victim. Success means the victim is thrown 1 hex in a direction chosen by the attacker. The victim takes the same d2 +STR bonus damage effect, but gains a second Reflex save to avoid additional damage if thrown into other persons or objects. Both characters must close again to initiate melee

Specialization – Advanced Head Takedown, Basic Daze Strike, Advanced Pin

Advanced Head Takedown – The principle “where the head goes, the body will follow” is the impetus behind this move

WOC – Combination Aggressive Takedown/Choke Out, Combination Advanced Hold/Bodyslam, Combination Daze Strike/Hurl

Combination Aggressive Takedown/Choke Out – Attacker must first score a successful takedown hit

Glíma (*Northwest Norlan Wrestling HTH*)

From Kaltesvard to Pheralon and to the reaches of the various northwestern kingdoms, the origins of Glíma have been passed down from the first Norlan men who settled this region. Glíma was passed generation to generation to foster fighting skills and a useful warrior's attitude in all young men. It provides a way to enhance physical fitness, pass on fighting skills from the old to the young and is done in a playful way insuring almost every male has a dose of Glíma. Over the years, the sporting styles have evolved into major regional events where Glíma practitioners are bet on heavily and fight in non-lethal style. There are three sporting "styles" which fighters often focus on: Buxnatók (a belt grip style); Hrygspenaa (an arms to shoulders grip style) and Losa Tók (a free grip style) Buxnatók being the most technical and most highly regarded sport form while Losa Tók is the closest to real combat and the battle tough original

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible. Keep in mind each listed maneuver generally covers a suite of maneuvers which accomplish the same end result

Proficiency – Basic Grapple, Basic Takedown, Basic Throw

Basic Grapple – A simple strength or leverage oriented hold (bear hug, arm bar, headlock, etc.) To establish the hold, the attacker must successfully roll to hit vs DEX DEF (armor is irrelevant) and make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful opposed roll to escape (unless they have escape artist abilities; DM) and suffer a -5% penalty each round the hold is maintained. An attacker can maintain such a hold for a number of minutes equal to their Stamina score before beginning to tire

Basic Takedown – A takedown (spear, bull rush, trip, etc.) requires a -4 penalty (basic called shot) attack to hit successfully which causes the struck victim to make a Reflex save DC10 +1/point the attacker exceeds his needed to hit roll by. If the save is failed, the victim is knocked to the ground causing a d2 +STR bonus damage, they lose any remaining attacks for the round and automatically lose initiative for the following round

Basic Throw – A variant on the takedown, the throw involves a slightly more evolved shifting of weight intended to hurtle an opponent out of a ring, into others or into obstacles. A throw requires a to hit roll at -6 and a Reflex save DC10 +1/point the attacker exceeds his needed to hit roll by, for the victim. Success means the victim is thrown 1 hex in a direction chosen by the attacker. The victim takes the same d2 +STR bonus damage effect, but gains a second Reflex save to avoid additional damage if thrown into other persons or objects. Both characters must close again to initiate melee

Specialization – Advanced Head Takedown, Basic Daze Strike, Advanced Pin

Advanced Head Takedown – The principle "where the head goes, the body will follow" is the impetus behind this move. The attacker must make a successful targeted "head" strike at -8 penalty (head called shot) and hit successfully to gain proper grip. The attacker may then make a tumbling or other related skill roll (default is a Balance roll [DEX]) to take the head toward the ground. The move may be done in one of two styles, 1) causing no damage, but takedown provides additional "basic takedown" effects of losing attacks and upcoming initiative and sets up the next Glíma move with a +4 bonus and -2 to any related saves for the victim. 2) causing d4 +STR bonus damage with a 'piledriver' type of move and causing the victim to lose remaining attacks. No saving throws for target except in unique situations (DM)

Basic Daze Strike – A punch, elbow or similar type of strike to the eyes, nose, temple or other "weak" area designed to daze the opponent. This requires the -4 penalty (basic called shot) attack to hit successfully and introduces a Fort save DC 12 +1/point the attacker exceeds his needed to hit roll by. Damage for the attack is a d2 +STR bonus and a successful save causes only a -2/-10% to the next immediate action by the target. A failed Fort save results in a daze which affects the target for 2d4 melees with a -4/-20% to all applicable actions (DM)

Advanced Pin – The attacker may attempt this maneuver directly with a -6, -8, -12 penalty depending on the type of called shot (arm, head, digit respectively; DM) in an attempt to immobilize the targeted appendage or extremity. This requires two "to hit" rolls, one to successfully strike and one to establish the hold. If used as a progressive move after a Basic Grapple, Basic Throw or Advanced Head Takedown, the called shot penalty is halved and the "initial" attack is considered to have already "hit". Once established, the attack causes 3d4 +STR bonus subdual damage (¼ damage real, the total toward subdual)

WOC – Combination Aggressive Takedown/Choke Out, Combination Advanced Hold/Bodyslam, Combination Daze Strike/Hurl

Combination Aggressive Takedown/Choke Out – Attacker must first score a successful “advanced head takedown” that combines both types to both cause damage and setup the next move, a choke out. To establish the choke hold, a new attack roll must be made with a +4 bonus. If this attack fails, the attacker may attempt again the following melee unless the victim breaks the hold. If the attack is successful, the victim must make a Fort save or fall unconscious the following round unless they can break the hold. The victim must continue to save each melee with a cumulative -3 each successive melee round. Breaking the hold is the same effort as is outlined in the “basic grapple” (possible DM modifiers where applicable)

Combination Advanced Hold/Bodyslam – Attacker must first execute a successful “basic grapple” and then may follow up with a devastating bodyslam. To execute the slam, the attacker must be able to lift the opponent and make a successful Muscle roll (any related Class Abilities may be used to aid or improve results). The make a successful “to hit” roll to slam the opponent to the ground. This causes a base 3d6 +STR subdual damage and may gain damage bonuses depending on what the target is being bodyslammed into (i.e. – through a table, into jagged rocks, etc.; DM). Additionally, the bodyslam automatically applies all “basic takedown” effects of lost attacks and lost initiative

Combination Daze Strike/Hurl – Attacker must first execute a successful “daze strike” and may then follow up with a “hurl” that is effectively an advanced version of the “basic throw”. Use the same “basic throw” attack and save format, but with a 2 hex (10 foot) range and 2d4 +STR base damage (can be improved depending on what is targeted with the throw; DM)

Aubrecht Magna (*Western Knight HTH*)

A part of knightly training for nearly a thousand years in the Far West, Aubrecht Magna was originally developed by and named after a collective of knights. The non-religious order’s name Aubrecht an Magnus means “Circle of Power” in the Talyish dialect but, although some disagree, it does not have any bearing on the actual style or it’s moves. It is primarily used to compliment a knight’s wielding of his weapon, but also provides non-lethal alternatives. Over the ages, the style has developed into a tactically sound, conservative style that can be extremely useful and rarely dangerous to one’s self. The style focuses on using the knight’s body and weapon to achieve spacing and deal with multiple attackers

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Shoulder Strike, Feinting Sidestep, Gauntlet Punch

Basic Spin Strike - A spinning backhand strike, usually after a blade parry, causes 1d2 damage to the opponent

Basic Leg Sweep - A spinning sweep to the legs, usually while dodging a high attack, causes no damage. The opponent must save vs Paralyzation or be knocked down (DM)

Basic Feint - A feint maneuver with either the blade or the free hand, designed to trick the opponent into attempting a parry. The opponent must save vs Paralyzation or be set up for the next strike (+4 to hit)

Specialization - Overhand Hilt Smash, Combination Feint/Grapple/Sidestep, Overbear

Spinning Hilt Fist Uppercut - A spinning uppercut with the weapon hand to the jaw area of the opponent. Causes 1d4+1

Full Knee Strike - A powerful strike to the midsection (usually stomach or kidney area) with the knee made at -2 to hit, causes 1d8 damage

Forearm Power Block - A striking parry option vs unarmed opponents, if successful with a parry at -4, the attacker is caused 1d4 damage

Basaa-Lukti (*Picis Grappling HTH*)

The true origins of Basaa-Lukti are lost to time due to the unwritten history of the Picis peoples. If stories passed generation to generation bear any truth, however, the form originated during the Holocaust period of Al'Akwannese history. Basaa-Lukti is part of basic training for the undersea soldiers of the Tuulmayne Empire and has varying levels of complexity. The name Basaa-Lukti is an adaptation by surface Picis from the pictographic communication of the original Picis and roughly means 'undersea grappling.' The style was originally designed to take full advantage of the underwater environment, but the moves are surprisingly effective in the air-breathers environment as well. As such, the style remains prolific among Picis soldiers and mercenaries, containing a variety of holds and opportunistic strikes

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Vital Strike, Basic Grapple, Basic Blinder

Basic Vital Strike - A short arm edge of hand or fist strike to a weaker body area (throat, solar plexus, kidney, etc.)

The strike causes 1d4 damage

Basic Grapple - A simple strength or leverage oriented hold (bearhug, arm bar, headlock, etc.) To establish the hold, the attacker must make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful Bend Bars roll to escape

Basic Blinder - A gouge maneuver to the eye or temple area of the opponent, designed to blind them momentarily, the strike is made at -3. If successful, the opponent must save vs Paralyzation or be blinded for 1d4 melees

Specialization - Advanced Vital Strike, Basic Hold, Full Knee Strike

Advanced Vital Strike - A hard arm palm, edge or fist strike to a weaker body area (throat, solar plexus, kidney, etc.)

The strike causes base 1d6 damage and will almost certainly cause a secondary effect which requires the victim to sv vs Paralysis (i.e. - numb a body part, cause coughing, stun, etc.; effects of which last no more than 1d4 melees; DM)

Basic Hold - A simple strength oriented hold (bearhug, full nelson, headlock, etc.) To establish the hold, the attacker must make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful Bend Bars roll to escape

Full Knee Strike - A powerful strike to the midsection (usually stomach or kidney area) with the knee made at -2 to hit, causes 1d8 damage

WOC - Combination Aggressive Takedown/Rack, Combination Basic Hold/Bodyslam, Joint Lock/Immobilizer

Combination Aggressive Takedown/Rack - Attacker must first score a successful takedown hit at -8, if successful, the victim is -4 on their saving throw. If the takedown is successful, the attacker may hook two body parts (often the head and a leg) and forcibly bend the victim causing 1d2 + bonuses in damage every round held. The victim must win a contest of strength to escape (DM)

Combination Basic Hold/Bodyslam - Attacker must first score a Basic Hold, if successful they may then attempt to hoist the victim and slam their body to the ground in various ways. Hoisting a struggling victim requires a successful muscle roll at -4, then a roll to hit to determine the severity of the slam. The slam causes 1d8 damage (DM)

Joint Lock/Immobilizer - Attacker must first score a Basic Hold, then a Vital Strike. If both are successful, the victim must save vs Paralyzation at -4 or have that limb immobilized (DM)

Ci'Csaru (*Arachnahdi Assassin HTH*)

Developed during the Age of Wars while the Arachnahdi were still unknown to the populace of Al'Akwannon, Ci'Csaru became the instrument of death for many assassins. The name Ci'Csaru originates from the words Sa a'Soru from the Torog language, meaning "the Hand of Death." During the Age of Wars, Ci'Csaru was implemented in the assassinations of various Elven leaders in the infamous secret strikes by the Arachnahdi that introduced their presence to the rest of the world. Through the years, Arachnahdi master assassins have improved and refined the original style to work even more closely with the natural abilities of the race. The style today is based around stealth and silent strikes against the unwary

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Stealth Strike, Basic Silencer, Basic Lock

Basic Stealth Strike - If the attacker successfully sneaks up on an opponent and has gained surprise, they may use the stealth strike to attempt to knockout a target outright. The attack causes no damage and the base chance is 50% for knockout adjusted by the DM

Basic Silencer - Utilizing the Arachnahdi silk ability or similar rope-like item, the attacker may use this special choke attack to cut off the victim's vocal ability. The victim must make a successful Bend Bars roll at -10% to escape the hold. The attack does no damage and does not choke the victim. It is usually used to set up delivery of poison via the fangs

Basic Lock - A simple arm or leg lock. The attacker must make an opposed Aim vs Balance roll. If successful, the victim's appendage is locked and immobilized. The victim must make a successful Bend Bars roll at -20% to escape the lock or may optionally break his own appendage to escape (DM)

Specialization - Choking Silencer, Basic Blinder, Wind Palm Strike

Choking Silencer - An advanced version of the Silencer, this version also eventually chokes the victim to unconsciousness. The attacker must either have surprise or suffers a -2 to strike. Victims must make a successful Bend Bars to escape, -5% per melee held. After three rounds, the victim must begin to save vs Stamina each round, with a cumulative -2 for each round after the 4th. The choking causes no damage itself, but renders the victim unconscious for 2d4 melees

Basic Blinder - A quick strike or rake to the eyes or bridge of the nose, causing the activation of tear ducts severely blurring the vision of the victim. The attack is made at -2 and if successful, the victim suffers a -2 on all attacks for 2d4 melees

Wind Palm Strike - A quick palm strike to the solar plexus designed to take out the wind in an opponent. The strike causes 1d4 damage and the victim must save vs Paralysis at -2 or be unable to catch their breath for 1d6 melees. This effectively reduces all their physical stats by two for the duration

Dimecaru (*Great Army HTH*)

Originating from Isengaard and the human Great Army of Hernan in the late Age of Wars period, Dimecaru was once the most prolific fighting style in the Sunken Sea region. Now thousands of years from its widespread use, there are still masters teaching this style to mercenary groups, self-defense groups and others. Dimecaru was meant to be an effective fighting tool when a soldier was disarmed or otherwise unable to equip a more effective means of causing damage. Over the years, the style has remained mostly the same focusing on fierce aggression to finish a fight as quickly as possible with quick strikes and other actions meant to be as efficient as possible

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency – Basic Jab, Basic Vital Strike, Basic Throw

Basic Jab – A quick, straight strike, usually to the upper regions causing a base 1d4 damage

Basic Vital Strike – A short arm edge of hand or fist strike to a weaker body area (throat, solar plexus, kidney, etc.)

The strike causes a base 1d4 damage but may have additional effects (DM)

Basic Throw – A simple throw which requires successful hit by the attacker to grab the target. The target must then make a Reflex save (base DC 8) or be thrown to the ground losing any remaining attacks and however many actions it takes to recover the following round (base no damage; DM)

Specialization – Basic Knee/Elbow, Throat Punch, Front Kick

Basic Knee/Elbow – A powerful strike with a knee or elbow. The attack is made at -2, but causes a base 1d6 damage to the target

Throat Punch – A quick, debilitating strike to the throat of the opponent. The attack is made at -4, but causes the victim to make a Fort save (base DC 10) or be stunned for 1d4 melees (the right kind of armor protection can prevent the effectiveness of this attack)

Front Kick – A kick that pushes straight away from the attacker and is intended to both damage and maintain distance. The kick is made at -2 but causes a base d4 damage and requires the target to make a Reflex save (base DC 10) or be knocked back a d2 hexes/squares (DM)

Weapon of Choice - KO Uppercut, Quick Jab Combo, Roundhouse Knockdown

KO Uppercut - An all out uppercut (takes up all offensive maneuvers for the round) attack designed to KO the opponent. The attack is made at -6 to hit, but if successful, the opponent must save vs Death Magic or be KO'd. Initially the target gains +4 to save, but this is dropped a cumulative -2 for each successful uppercut delivered (some creatures are more resistant to this type of stun and some armor types will reduce the effectiveness of the attack; DM)

Quick Jab Combo - A quick combination of close in strikes, usually to the torso of the opponent. A combo can replace one attack per round and becomes two attacks, both made at -3. The attacks are less devastating than the all out punches (1pt + bonuses), but the additional blow can often be overwhelming to an opponent

Roundhouse Knockdown - Another combination move, the Roundhouse Knockdown first requires a successful hit with a Basic Roundhouse at -4, if successful, the opponent must save vs Paralyzation or lose the rest of their attacks for the round (may attempt parries at -2.) The pugilist may then follow up with a jab, usually to the head, causing basic damage and automatically knocking the opponent down (lose following initia automatically)

Dirty In-Fighting *(Universal HTH)*

Dirty In-Fighting isn't so much a style as a methodology for fighting. The actual strikes and maneuvers vary across the various regions of the world and even on local levels, but in many ways the effects are the same. It is a form of fighting used almost exclusively in very real fighting situations, especially those that arise out of chance rather than planned combat. Throughout the realms, one thing seems to hold true of this style, there are no rules and whatever hurts most and disables an opponent quickest is key

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Strike, Basic Forearm/Elbow Strike, Shin Strike Takedown

Basic Strike - A hard strike with a hand or foot to any opportunistic target which causes 1d4 damage to the opponent

Basic Bodyblow - A strike to the mid-section of the opponent to try and knock some wind out of them. Strike is made at -2 to hit an effective area, then the opponent must save vs Paralyzation or automatically lose the next initia to the attacker. The attack causes no actual damage

Basic Blinder - A quick jab to the eye or temple area of the opponent, designed to blind them momentarily, the strike is made at -3. If successful, the opponent must save vs Paralyzation or be blinded for 1d4 melees. The attack does 1d2 damage

Specialization - Slicing Elbow Strike, Full Knee Strike, Forearm Power Block

Slicing Elbow Strike - A vicious sweeping elbow strike to the face of the opponent made at -4 to hit. If successful, causes 1d6 damage and rips the flesh, causing bleeding which may blur the opponents vision (DM). In addition, the victim must sv vs Paralyzation or be stunned for 1d4 rounds (-4 to hit/AC)

Full Knee Strike - A powerful strike to the midsection (usually stomach or kidney area) with the knee made at -2 to hit, causes 1d8 damage

Forearm Power Block - A striking parry option vs unarmed opponents, if successful with a parry at -4, the attacker is caused 1d4 damage

Weapon of Choice - KO Uppercut, Quick Jab Combo, Roundhouse Knockdown

KO Uppercut - An all out uppercut (takes up all offensive maneuvers for the round) attack designed to KO the opponent. The attack is made at -6 to hit, but if successful, the opponent must save vs Death Magic or be KO'd. Initially the target gains +4 to save, but this is dropped a cumulative -2 for each successful uppercut delivered (some creatures are more resistant to this type of stun and some armor types will reduce the effectiveness of the attack; DM)

Quick Jab Combo - A quick combination of close in strikes, usually to the torso of the opponent. A combo can replace one attack per round and becomes two attacks, both made at -3. The attacks are less devastating than the all out punches (1pt + bonuses), but the additional blow can often be overwhelming to an opponent

Roundhouse Knockdown - Another combination move, the Roundhouse Knockdown first requires a successful hit with a Basic Roundhouse at -4, if successful, the opponent must save vs Paralyzation or lose the rest of their attacks for the round (may attempt parries at -2.) The pugilist may then follow up with a jab, usually to the head, causing basic damage and automatically knocking the opponent down (lose following initia automatically)

Karjian-Siljat (*Tuusmedi Warrior HTH*)

A relatively new combat style, Karjian-Siljat was developed by Tuusmedi warriors on the Southern Peninsula. The name Karjian-Siljat means "Bones of Iron" in the Cuuln dialect and is noted as such for the punishment that the shins and forearms dish out in this style. It is often used in combat, but more often has become a punishing sport pitting champions of various tribes against each other for wagers raging from gold to women. The style has developed into a brutal, all out style that can be extremely devastating to those with little combat training. The style focuses on swift attacks with the shins, knees, forearms and elbows

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Knee Strike, Basic Forearm/Elbow Strike, Shin Strike Takedown

Basic Knee Strike - A hard strike with the knee to a lower body area and sometimes the head causes 1d6 damage to the opponent

Basic Forearm/Elbow Strike - A hard strike to the upper body area causes 1d4 damage to the opponent

Shin Strike Takedown - A hard strike to the opponents leg(s), causes the base 1d2 damage and causes the opponent to make a save vs Paralyzation or be knocked down (DM)

Specialization - Slicing Elbow Strike, Full Knee Strike, Forearm Power Block

Slicing Elbow Strike - A vicious sweeping elbow strike to the face of the opponent made at -4 to hit. If successful, causes 1d6 damage and rips the flesh, causing bleeding which may blur the opponents vision (DM). In addition, the victim must sv vs Paralyzation or be stunned for 1d4 rounds (-4 to hit/AC)

Full Knee Strike - A powerful strike to the midsection (usually stomach or kidney area) with the knee made at -2 to hit, causes 1d8 damage

Forearm Power Block - A striking parry option vs unarmed opponents, if successful with a parry at -4, the attacker is caused 1d4 damage

Nidur'a Ge'Gin (*Hordeland Warrior HTH*)

Silver Fist...An age old combat style born from the likes of miners and dock workers settling disputes. Pugelism has grown into a versatile combat style providing sport entertainment and gambling diversions. It is a predominately fist oriented sport and often non-fist maneuvers are considered illegal moves in organized contests. It is an excellent source of income for those who are good at it, although they are much like the prize fighters of today and virtually owned like slaves (if not actually) and have little chance of escaping the "life."

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Roundhouse, Basic Bodyblow, Basic Blinder

Basic Roundhouse - A hard, full wind up strike, usually to the upper regions causing 1d4 damage

Basic Bodyblow - A strike to the mid-section of the opponent to try and knock some wind out of them. Strike is made at -2 to hit an effective area, then the opponent must save vs Paralyzation or automatically lose the next initia to the pugilist

Basic Blinder - A quick jab to the eye or temple area of the opponent, designed to blind them momentarily, the strike is made at -3. If successful, the opponent must save vs Paralyzation or be blinded for 1d4 melees

Specialization - Kidney Punch, Throat Punch, Nose Breaker Combo

Kidney Punch - A painful quick jab to the kidney area of the target. The attack is made at -2, but causes 1d6 damage to the target

Throat Punch - A quick, debilitating strike to the throat of the opponent. The attack is made at -4, but causes the victim to save vs Paralyzation or be stunned for 1d4 melees (the right kind of armor protection can prevent the effectiveness of this attack)

Nose Breaker Combo - The pugilist must first make a successful strike with the Basic Blinder attack. If successful, they may immediately follow up with a Nose Breaker which causes 1d4 damage and stuns the opponent for 2d4 melees

Weapon of Choice - KO Uppercut, Quick Jab Combo, Roundhouse Knockdown

KO Uppercut - An all out uppercut (takes up all offensive maneuvers for the round) attack designed to KO the opponent. The attack is made at -6 to hit, but if successful, the opponent must save vs Death Magic or be KO'd. Initially the target gains +4 to save, but this is dropped a cumulative -2 for each successful uppercut delivered (some creatures are more resistant to this type of stun and some armor types will reduce the effectiveness of the attack; DM)

Quick Jab Combo - A quick combination of close in strikes, usually to the torso of the opponent. A combo can replace one attack per round and becomes two attacks, both made at -3. The attacks are less devastating than the all out punches (1pt + bonuses), but the additional blow can often be overwhelming to an opponent

Roundhouse Knockdown - Another combination move, the Roundhouse Knockdown first requires a successful hit with a Basic Roundhouse at -4, if successful, the opponent must save vs Paralyzation or lose the rest of their attacks for the round (may attempt parries at -2.) The pugilist may then follow up with a jab, usually to the head, causing basic damage and automatically knocking the opponent down (lose following initia automatically)

Pugilism (*Arena Fist HTH*)

An age old combat style born from the likes of miners and dock workers settling disputes. Pugelism has grown into a versatile combat style providing sport entertainment and gambling diversions. It is a predominately fist oriented sport and often non-fist maneuvers are considered illegal moves in organized contests. It is an excellent source of income for those who are good at it, although they are much like the prize fighters of today and virtually owned like slaves (if not actually) and have little chance of escaping the "life."

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Roundhouse, Basic Bodyblow, Basic Blinder

Basic Roundhouse - A hard, full wind up strike, usually to the upper regions causing 1d4 damage

Basic Bodyblow - A strike to the mid-section of the opponent to try and knock some wind out of them. Strike is made at -2 to hit an effective area, then the opponent must save vs Paralyzation or automatically lose the next initia to the pugilist

Basic Blinder - A quick jab to the eye or temple area of the opponent, designed to blind them momentarily, the strike is made at -3. If successful, the opponent must save vs Paralyzation or be blinded for 1d4 melees

Specialization - Kidney Punch, Throat Punch, Nose Breaker Combo

Kidney Punch - A painful quick jab to the kidney area of the target. The attack is made at -2, but causes 1d6 damage to the target

Throat Punch - A quick, debilitating strike to the throat of the opponent. The attack is made at -4, but causes the victim to save vs Paralyzation or be stunned for 1d4 melees (the right kind of armor protection can prevent the effectiveness of this attack)

Nose Breaker Combo - The pugilist must first make a successful strike with the Basic Blinder attack. If successful, they may immediately follow up with a Nose Breaker which causes 1d4 damage and stuns the opponent for 2d4 melees

Weapon of Choice - KO Uppercut, Quick Jab Combo, Roundhouse Knockdown

KO Uppercut - An all out uppercut (takes up all offensive maneuvers for the round) attack designed to KO the opponent. The attack is made at -6 to hit, but if successful, the opponent must save vs Death Magic or be KO'd. Initially the target gains +4 to save, but this is dropped a cumulative -2 for each successful uppercut delivered (some creatures are more resistant to this type of stun and some armor types will reduce the effectiveness of the attack; DM)

Quick Jab Combo - A quick combination of close in strikes, usually to the torso of the opponent. A combo can replace one attack per round and becomes two attacks, both made at -3. The attacks are less devastating than the all out punches (1pt + bonuses), but the additional blow can often be overwhelming to an opponent

Roundhouse Knockdown - Another combination move, the Roundhouse Knockdown first requires a successful hit with a Basic Roundhouse at -4, if successful, the opponent must save vs Paralyzation or lose the rest of their attacks for the round (may attempt parries at -2.) The pugilist may then follow up with a jab, usually to the head, causing basic damage and automatically knocking the opponent down (lose following initia automatically)

Saghatis (*Drow Martial Art HTH*)

Thought to have been initially developed sometime in the dawn of Orcish civilization, Toruk-Jha became the honorable way for the strongest to prove themselves as fit leaders and warriors. The name Toruk-Jha originates from the words Toruus a'Jaha from the Torog language, meaning literally "the Way of Strength." During the Age of Wars, Toruk-Jha became the staple hand to hand for the troops and proved extremely effective against their Elvish adversaries. Orcish commandos took Toruk-Jha to the next level, developing combination holds and death strike maneuvers. The style today is full of aggressive strength and leverage oriented holds, locks, throws and close in strikes

Toruk-Jha (*Orcish Wrestling/Grappling HTH*)

Thought to have been initially developed sometime in the dawn of Orcish civilization, Toruk-Jha became the honorable way for the strongest to prove themselves as fit leaders and warriors. The name Toruk-Jha originates from the words Toruus a'Jaha from the Torog language, meaning literally "the Way of Strength." During the Age of Wars, Toruk-Jha became the staple hand to hand for the troops and proved extremely effective against their Elvish adversaries. Orcish commandos took Toruk-Jha to the next level, developing combination holds and death strike maneuvers. The style today is full of aggressive strength and leverage oriented holds, locks, throws and close in strikes

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Vital Strike, Basic Hold, Basic Takedown

Basic Vital Strike - A short arm palm, edge or fist strike to a weaker body area (throat, solar plexus, kidney, etc.) The strike causes 1d4 damage

Basic Hold - A simple strength oriented hold (bearhug, full nelson, headlock, etc.) To establish the hold, the attacker must make an opposed Muscle vs Muscle roll. Once established, the victim must make a successful Bend Bars roll to escape

Basic Takedown - A simple takedown (trip, tackle, etc.) A successful hit by the attacker causes the victim to make a save vs Paralysis or be knocked to the ground losing any remaining attacks and however many actions it takes to recover the following round

Specialization - Choke Out, Aggressive Takedown, Knee Strike

Choke Out - To perform a choke out, the attacker must first establish a hold on the victim. Once established, the attacker may slip his arms into a position for locking the victim's neck for a choke out. Victims must make a successful Bend Bars to escape, -5% per melee held. After three rounds, the victim must begin to save vs Stamina each round, with a cumulative -2 for each round after the 4th. The choke out causes no damage itself, but renders the victim unconscious for 2d4 melees

Aggressive Takedown - The attacker must have room for a charge of at least two hexes (12ft.) The effects are the same as a basic takedown, except the attack causes 1d4 damage in addition

Knee Strike - A basic knee strike, usually to the stomach, kidney or face. The attack causes 1d6 damage

WOC - Combination Aggressive Takedown/Rack, Combination Basic Hold/Bodyslam, Joint Lock/Immobilizer

Combination Aggressive Takedown/Rack - Attacker must first score a successful takedown hit at -8, if successful, the victim is -4 on their saving throw. If the takedown is successful, the attacker may hook two body parts (often the head and a leg) and forcibly bend the victim causing 1d2 + bonuses in damage every round held. The victim must win a contest of strength to escape (DM)

Combination Basic Hold/Bodyslam - Attacker must first score a Basic Hold, if successful they may then attempt to hoist the victim and slam their body to the ground in various ways. Hoisting a struggling victim requires a successful muscle roll at -4, then a roll to hit to determine the severity of the slam. The slam causes 1d8 damage (DM)

Joint Lock/Immobilizer - Attacker must first score a Basic Hold, then a Vital Strike. If both are successful, the victim must save vs Paralyzation at -4 or have that limb immobilized (DM)

Uku'Dalu (*Hordeland Assassin HTH*)

Hand of Death...Developed during the Age of Wars while the Arachnahdi were still unknown to the populace of Al'Akwannon, Ci'Csaru became the instrument of death for many assassins. The name Ci'Csaru originates from the words Sa a'Soru from the Torog language, meaning "the Hand of Death." During the Age of Wars, Ci'Csaru was implemented in the assassinations of various Elven leaders in the infamous secret strikes by the Arachnahdi that introduced their presence to the rest of the world. Through the years, Arachnahdi master assassins have improved and refined the original style to work even more closely with the natural abilities of the race. The style today is based around stealth and silent strikes against the unwary

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Stealth Strike, Basic Silencer, Basic Lock

Basic Stealth Strike - If the attacker successfully sneaks up on an opponent and has gained surprise, they may use the stealth strike to attempt to knockout a target outright. The attack causes no damage and the base chance is 50% for knockout adjusted by the DM

Basic Silencer - Utilizing the Arachnahdi silk ability or similar rope-like item, the attacker may use this special choke attack to cut off the victim's vocal ability. The victim must make a successful Bend Bars roll at -10% to escape the hold. The attack does no damage and does not choke the victim. It is usually used to set up delivery of poison via the fangs

Basic Lock - A simple arm or leg lock. The attacker must make an opposed Aim vs Balance roll. If successful, the victim's appendage is locked and immobilized. The victim must make a successful Bend Bars roll at -20% to escape the lock or may optionally break his own appendage to escape (DM)

Specialization - Choking Silencer, Basic Blinder, Wind Palm Strike

Choking Silencer - An advanced version of the Silencer, this version also eventually chokes the victim to unconsciousness. The attacker must either have surprise or suffers a -2 to strike. Victims must make a successful Bend Bars to escape, -5% per melee held. After three rounds, the victim must begin to save vs Stamina each round, with a cumulative -2 for each round after the 4th. The choking causes no damage itself, but renders the victim unconscious for 2d4 melees

Basic Blinder - A quick strike or rake to the eyes or bridge of the nose, causing the activation of tear ducts severely blurring the vision of the victim. The attack is made at -2 and if successful, the victim suffers a -2 on all attacks for 2d4 melees

Wind Palm Strike - A quick palm strike to the solar plexus designed to take out the wind in an opponent. The strike causes 1d4 damage and the victim must save vs Paralysis at -2 or be unable to catch their breath for 1d6 melees. This effectively reduces all their physical stats by two for the duration

Veilas'Ceilon (*Elvish Hand and Blade Style*)

Translated from Eldarin, "veilasiel sim ceileain" literally means the Bladesong, although the common elf would call it in it's Sindarin equivalent of Veilas'Ceilon. It was developed nearly a thousand years before the Age of Wars by a small circle of Elvish heroes known as the Bladesingers. These heroes were masters of both the arcane arts and swordplay and developed a complimentary hand to hand style to work with the two. Called the Bladesong because of it's artistic, dance-like moves and it's need for a one handed blade, it has been passed down from these ancient elves generation to generation. There are only a few Bladesingers who exist today and there are even fewer non-Bladesingers who understand the art of Veilas'Ceilon. The style is full of spinning parries, feints and counterstrikes

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Spin Strike, Basic Leg Sweep, Basic Feint

Basic Spin Strike - A spinning backhand strike, usually after a blade parry, causes 1d2 damage to the opponent

Basic Leg Sweep - A spinning sweep to the legs, usually while dodging a high attack, causes no damage. The opponent must save vs Paralyzation or be knocked down (DM)

Basic Feint - A feint maneuver with either the blade or the free hand, designed to trick the opponent into attempting a parry. The opponent must save vs Paralyzation or be set up for the next strike (+4 to hit)

Specialization - Spinning Hilt Fist Uppercut, Combination Parry/Spinning Elbow, Combination Parry/Inertia Takedown

Spinning Hilt Fist Uppercut - A spinning uppercut with the weapon hand to the jaw area of the opponent. Causes 1d4+1

Combination Parry/Spinning Elbow - A combination of a close reactive parry with a spinning elbow strike, usually to the head or neck of the opponent. The parry at -3 must be successful in order for the move to work. Elbow does only 1d2 damage, but does not take an attack

Combination Parry/Inertia Takedown - A combination of a medium ranged parry used against an opponent using a hard thrusting or swinging maneuver. The quick, downward parry is made at -3 and must be successful to continue. Then the free hand can attempt to throw the opponent to the ground (sv vs Para at -4 or knocked down, if sv, they still lose initia)

Weapon of Choice - Combination Knee Takedown/Hilt Whip, Combination Expert Disarm/Spin Kick, Combination Feint/Intimidator

Combination Knee Takedown/Hilt Whip - A combination of a foot strike to the back of the knee to inhibit balance and a spinning strike to the upper regions with the hilt of the blade. The strike to the knee area is made at -2 and must be successful in order for the hilt whip to be effective. The hilt strike is made at -6, but if successful, knocks the opponent flat to the ground, causing them to lose all remaining attacks for the round, automatically causes them to lose the next initia and gaining only half actions in that round

Combination Expert Disarm/Spin Kick - A combination of an expert disarm (allowing the attacker to disarm the weapon in any desired direction) and a spinning kick to the victim. The disarm is made at -8, but if successful, opens up the victim for a strike with a spinning kick at +3 to hit which causes x2 knockback

Combination Feint/Intimidator - A combination of attacks designed to be non-lethal and a special favorite of many a weapons master. A successful basic feint must be made first, then the intimidation factor may be used. A variety of actual effects can be achieved each with separate modifiers, but can be such things as putting a small cut near a vital organ, slicing off a heraldic patch or simply tapping someone on the head with the flat of the blade. Damage is only one hp (no bonuses) but causes the challenger to make an immediate fear check (DM) or be at a -2 for all actions. The effects of this maneuver are cumulative and may be used to break down an opponent to such a state that they cannot continue (DM exceptions)

Eastern Continent Styles

Hak Fu Jow (*Claws of the Black Tiger; Martial Arts HTH*)

A personally developed version of Gong Fu from the mountain province of Xia'Xuan. Meng Te was a master of his own Hak Fu Jow until he was defeated by Arch Duke Sarak's blood magic. As such there are few, if any who know this style due to Te not fully taking on students. Hak Fu Jow is a martial art focusing on joint catches, locks and holds coupled with some blood flow/body meridian techniques.

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible. Keep in mind each listed maneuver generally covers a suite of maneuvers which accomplish the same end result

Proficiency – Basic Joint Lock, Basic Muscle Grab, Basic Vitals Claw

Basic Joint Lock - A simple hand, foot, arm, leg or neck lock. The attacker must make a successful attack followed by an opposed Aim vs Balance roll. If successful, the victim's appendage is immobilized. The victim must make a successful muscle roll at DC 20 to escape the lock or if 14+ muscle stat may optionally break his own appendage to escape

Basic Muscle Grab – A basic grab of of large muscle mass (bicep, chest, quad, glute, etc.)

Basic Vitals Claw – A claw strike to a vital area causes a base d6 damage and causes the target to make a Fort save (base DC 12) or they will be at -2/-10% to most attacks, skills and actions (DM) for 1d4 melees

Specialization – Painful Joint Lock, Basic Paralytic Claw Strike, Basic Meridian Strike

Painful Joint Lock – The next level of joint lock applies pain to the lock

Basic Paralytic Claw Strike – The most basic of the claw strikes to nerve clusters of opponents requires a successful Identify Weakness roll

Basic Meridian Strike – Generally a finger tip or knuckle strike to a prime meridian that temporarily disrupts the flow of chi

WOC – Combination Joint and Tissue Lock, Advanced Paralytic Claw Strike, Developed Meridian Strike

Combination Joint and Tissue Lock – Attacker must first score a basic joint lock

Advanced Paralytic Claw Strike – The next

Developed Meridian Strike – Can only be performed if a basic meridian strike has already been successful

Ketsu-Jitsu (*Yakunese Samurai HTH*)

An age old combat style developed by the earliest of professional retainers in the province of Zanmura in Yakushima. Ketsu-Jitsu literally means "Excellence in Combat" and has grown into a versatile combat style used by true samurai when caught without their swords or in situations where drawing a blade would be considered rude or otherwise inappropriate. It is a predominately fist and hand grapple oriented art and in general, non-fist maneuvers are considered 'uncivilized.'

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Strike, Basic Vital Strike, Basic Throw

Basic Strike - A hard strike with a fist or hand edge to any opportunistic target which causes a base 1d6 damage to the opponent

Basic Vital Strike - A short arm palm, edge or fist strike to a weaker body area (throat, solar plexus, kidney, etc.) The strike causes base 1d4 damage and may cause a secondary effect (DM)

Basic Throw - A simple throw which requires successful hit by the attacker to grab the target. The target must then make a save vs Paralysis or be thrown to the ground losing any remaining attacks and however many actions it takes to recover the following round (base no damage; DM)

Specialization - Advanced Vital Strike, Strike/Throw Combo, Basic Lock

Advanced Vital Strike - A hard arm palm, edge or fist strike to a weaker body area (throat, solar plexus, kidney, etc.) The strike causes base 1d6 damage and will almost certainly cause a secondary effect which requires the victim to sv vs Paralysis (i.e. - numb a body part, cause coughing, stun, etc.; effects of which last no more than 1d4 melees; DM)

Strike/Throw Combo - A quick combination of a strike to knock the opponent off balance and a hard throw to the ground or into an object. A successful basic strike must be made at -2, followed by a successful throw maneuver. If both moves are successful the victim must save vs Paralyzation or be knocked down and stunned for 1d4 melees and take an additional base 1d4 damage for the throw. If the save is successful, the victim avoids the throw but still takes strike damage

Basic Lock - A simple arm or hand lock. The attacker must make an opposed Aim vs Balance roll. If successful, the victim's appendage is locked and immobilized. The victim must make a successful Bend Bars roll at -20% to escape the lock or may optionally break his own appendage to escape (base no damage; DM)

Weapon of Choice - KO Strike, Throw/Hard Lock Combo, Dodge/Strike Combo

KO Strike - A hard strike to the base of the neck, temple, base of the jaw or other brain jostling area (takes up all offensive maneuvers for the round while looking for the right opening) designed to KO the opponent. The attack is made at -6 to hit, but if successful, the opponent must save vs Death Magic or be KO'd. Initially the target gains +4 to save, but this is dropped a cumulative -2 for each successful KO strike delivered (some creatures are more resistant to this type of stun and some armor types will reduce the effectiveness of the attack; DM)

Throw/Hard Lock Combo - A quick combination of a throw in which the attacker does not release his victim, but rather places them in a painful joint lock. The attacker must first make a successful throw (victim is -3 to save) then a successful lock attack. If successful the victim takes a base 1d4 for the throw plus 1d6 for the painful lock. The victim must make a successful Bend Bars roll at -30% to escape the lock or may optionally break his own appendage to escape while the attacker may optionally cause an additional base 1d4 each round the lock is maintained (DM)

Dodge/Strike Combo - This takes a full offensive action as a defensive action, but allows a strike in reply to an attack. The defender must first roll a parry roll and if this successfully dodges the opponent's strike the defender may roll a strike of his own which does a base 1d4 damage

Taek Kyon (*Goreyan Southern Conscript Soldier HTH*)

Taek Kyon is an old unarmed combat style that has propagated itself through the ranks of many of the conscript (personal) armies of southern Goreyan lords. Taek Kyon basically translates to mean “shocking blows” and is widely popular for its hard hitting style. In no uncertain terms, it is a very “hard” style, taking little time for blocking or parrying and focusing on strong hand and foot strikes.

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Strike, Basic Vital Strike, Basic Bodyblow

Basic Strike - A hard strike with a fist or foot to any opportunistic target which causes a base 1d6 damage to the opponent

Basic Vital Strike - A short, quick strike, usually with a fist, to strike to a weaker body area (throat, solar plexus, kidney, etc.) The strike causes base 1d4 damage and may cause a secondary effect (DM)

Basic Bodyblow - A hand or foot strike to the mid-section of the opponent to try and knock some wind out of them. Strike is made at -2 to hit an effective area, then the opponent must make Fort save (DC 5+damage) or automatically lose the next initia

Specialization - Basic Knockback Kick, Advanced Vital Strike, KO Strike

Basic Knockback Kick - A hard kick to the upper body or head of a victim (sometimes a jumping kick.) The strike causes base 1d6 damage and requires the victim to make a Reflex sv (DC 5+damage) or be knocked to the ground losing all offensive maneuvers for the next round (DM)

Advanced Vital Strike - A hard fist or foot strike to a weaker body area (throat, solar plexus, kidney, knee, etc.) The strike causes base 1d6 damage and will almost certainly cause a secondary effect which requires the victim to make a Fort save (DC 5+damage) or take an appropriate debilitating effect (i.e. - numb a body part, cause coughing, stun, etc.; effects of which last no more than 1d4 melees; DM)

KO Strike - A hard hand or foot strike to the base of the neck, temple, base of the jaw or other brain jostling area (takes up all offensive maneuvers for the round while looking for the right opening) designed to KO the opponent. The attack is made at -6 to hit, but if successful, the opponent must make a Fort save (DC 5+damage) or be KO'd. Initially the target gains +4 to save, but this is dropped a cumulative -2 for each successful KO strike delivered (some creatures are more resistant to this type of stun and some armor types will reduce the effectiveness of the attack; DM)

Weapon of Choice - KO Strike, Throw/Hard Lock Combo, Dodge/Strike Combo

KO Strike - A hard strike to the base of the neck, temple, base of the jaw or other brain jostling area (takes up all offensive maneuvers for the round while looking for the right opening) designed to KO the opponent. The attack is made at -6 to hit, but if successful, the opponent must save vs Death Magic or be KO'd. Initially the target gains +4 to save, but this is dropped a cumulative -2 for each successful KO strike delivered (some creatures are more resistant to this type of stun and some armor types will reduce the effectiveness of the attack; DM)

Throw/Hard Lock Combo - A quick combination of a throw in which the attacker does not release his victim, but rather places them in a painful joint lock. The attacker must first make a successful throw (victim is -3 to save) then a successful lock attack. If successful the victim takes a base 1d4 for the throw plus 1d6 for the painful lock. The victim must make a successful Bend Bars roll at -30% to escape the lock or may optionally break his own appendage to escape while the attacker may optionally cause an additional base 1d4 each round the lock is maintained (DM)

Dodge/Strike Combo - This takes a full offensive action as a defensive action, but allows a strike in reply to an attack. The defender must first roll a parry roll and if this successfully dodges the opponent's strike the defender may roll a strike of his own which does a base 1d4 damage

Kuai Gong Fu (*Chopstick Kung Fu HTH*)

Developed in ancient times by a great kung fu master who took on a great love of cooking, Kuai Gong Fu utilizes chopsticks as extensions of fingers for touch attacks, parrying and a variety of maneuvers. This has now become a common style for cooks and chefs of all kinds throughout Xia Xuan, but rarely beyond the proficiency level and sometimes specialization. For those that take this to the higher levels of expertise, the coupling of Jin Shen Jing or "nerve strikes" allows the Kuai Gong Fu master to interrupt and paralyze opponents with pinpoint strikes of the chopstick. This is also often combined with the art of throwing chopsticks to stick them into objects or opponents

Style Maneuvers

At each level of proficiency, the warrior becomes more comprehensive and effective with the style. When new levels of proficiency are reached, all previous maneuvers remain accessible

Proficiency - Basic Vital Strike, Basic Feint, Basic Blinder

Basic Vital Strike - A quick chopstick or finger strike to a weaker body area (throat, solar plexus, kidney, etc.) The strike causes base 1d4 damage and may cause a secondary effect (DM)

Basic Feint - A feint maneuver with either the body or chopstick hand, designed to trick the opponent into attempting a parry. The opponent must make a Fort save or be set up for the next strike (+4 to hit)

Basic Blinder - A quick jab to the eye or temple area of the opponent, designed to blind them momentarily, the strike is made at -3. If successful, the opponent must make a Fort save or be blinded for 1d4 melees. The attack does 1d2

Specialization - Advanced Vital Strike, Shen Jing Block, Stunning Strike

Advanced Vital Strike - A chopstick strike to a weaker body area and nerve cluster (throat, solar plexus, kidney, etc.) The strike causes base 1d6 damage and will almost certainly cause a secondary effect which requires the victim to sv vs Paralysis (i.e. - numb a body part, cause coughing, stun, etc.; effects of which last no more than 1d4 melees; DM)

Shen Jing Block - A striking parry option vs unarmed and generally unarmored opponents (DM.) A chopstick is used to strike the attacking hand, elbow, foot, etc. in a nerve cluster to effectively parry. If successful with a parry attempt at -4, the attacker is caused 1d4 damage to the attacking appendage in addition to being parried

Stunning Strike - A lightning quick, debilitating strike to one of the nerve cluster points around the head or neck of the opponent. The attack is made at -4, but causes the victim to make a Fort save or be stunned for 1d4 melees (the right kind of armor protection can prevent the effectiveness of this attack as chopsticks must be able to hit a nerve cluster)

Weapon of Choice - Numbing Strike, Shen Jing Block/Stunning Strike Combo, Shen Ti Zhang Hai

Numbing Strike - A quick strike to a nerve cluster on an appendage (usually an arm or a leg) this strike takes up all offensive maneuvers for the round while looking for the right opening. The attack is made at -4 to hit, but if successful, the opponent must make a Fort save or the struck appendage becomes unusable for a d6 melees (may cause opponent to drop weapon, fall over, etc.; DM.) If all four appendages are affected in the same combat, the fourth strike requires an additional Fort save at -4 or the opponent will be paralyzed for a d4 rounds (5 to 20 minutes; some creatures are more resistant to this type of stun and some armor types will reduce the effectiveness of the attack; DM)

Shen Jing Block/Stunning Strike Combo - A quick combination of the Shen Jing Block and a stunning strike. The attacker must first make a successful block then a successful stunning strike attack. If successful the victim takes a base 1d4 for the block plus must make a Fort save at -6 or be stunned for 1d6 melees

Shen Ti Zhang Hai - This lesser crippling strike, while difficult to connect with allows the Kuai Gong Fu fighter to cripple a hand, foot, arm or leg with an artful strike to a very vital nerve cluster. This requires a successful strike at -10 to the location expected to be crippled (each successful Advanced Vital Strike or Numbing Strike to the same appendage reduces this strike penalty by 2) and if successful requires the victim to make a Fort save or the limb in question is effectively crippled for 1d4 weeks. Proper healing can cut this time short but this is effectively a very simple Dim Mak type of strike