

Martial Arts

Martial Arts: Stretching Tricks

+1 HTH Damage Classes (already included)

Maneuver	Phase	OCV	DCV	Effects
Wind-Up Punch	½	+1	-2	13d6 Strike
Wrap Around Grab	½	-1	-1	Grab Two Limbs, 55 STR for holding on
Squirm Out	½	+0	+0	60 STR vs. Grabs
Constrictor Hold	½	-2	+0	Grab One Limb; 2½d6 NND

Power

END

Rubber Body all slots Unified Power

- 1) **Elasticity:** Stretching 40m, x8 body dimension, 0 END
- 2) **Resiliency:** Resistant Protection (22 PD / 22 ED)
- 3) **Stretching Into Glider:** Gliding 30m
- 4) **Stretched Leg Running:** Running +18m (30m total)
- 5) **Stretching Fingers Into Tight Places To Hold On:** Clinging (normal STR); Cannot Resist Knockback, Requires At Least One Free Hand

Rubber Body Effects Multipower, all slots Unified Power

- f1) **Super Leaping:** Leaping +56m (60m forward, 30m upward) (Accurate, x8 Noncombat) 4
- f2) **Really Big Fist:** Hand-To-Hand Attack +8d6 (13d6 w/STR), Area Of Effect (3m Radius) 5
- f3) **Squeezing Through Tight Spaces:** Desolidification; Does Not Protect Against Damage, Cannot Pass Through Solid Objects 4
- f4) **Bouncing Bullets:** Reflection (75 Active Points' worth), Any Target, ½ END; Only works against attacks that actually use physical objects 3
- f5) **Safety Pillow:** Breakfall 21-, Usable by Rick and 7 others simultaneously; Costs Endurance 5

Wrong-Righter Wrist Radio: Radio Perception / Transmission (Radio Group); OIF

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH Attacks; Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, req.STR vs. STR Roll
Dodge	½	--	+3	Dodge all attacks; Abort
Grab	½	-1	-2	Grab two limbs, can Squeeze, Slam, or Throw
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	((STR/2)+(v/10))d6, take 1/3 damage
Move Through	½	-v/10	-3	(STR +(v/6))d6, take ½ damage
Multiple Attack	1	var	x½	Attack 1 or more targets multiple times
Set	1	+1	+0	Take extra time to aim a Ranged attack
Shove	½	-1	-1	Push target back 1m per 5 STR used
Strike	½	+0	+0	STR damage or by weapon type
Throw	½	+0	+0	Throw object or character, does STR damage
Trip	½	-1	-2	Knock target to ground
Other Attacks	½	+0	+0	

Maneuver	Phase	OCV	DCV	Effect
Club Weapon	½	+0	+0	Killing weapon does Normal damage
Choke	½	-2	-2	NND 1d6, Grab one limb
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN, ½ BODY
Roll With A Punch	½	-2	-2	"Block" after being hit, ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck behind cover
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire through an area, must be Autofire

Range Modifiers

Range	Modifier
Within Reach (1m)	-0
2 - 8m	-0
9 - 16m	-2
17 - 32m	-4
33 - 64m	-6
65 - 125m	-8
126 - 250m	-10
and so forth	