

## Melee Weapon Basic Maneuvers

Universal Maneuver	Difficulty	Damage	Notes
Parry	--	--	Parries weapon combat attacks.
Thrust	8	--	
Slash / Strike	7	--	
Cleave / Bash	9	+1	A great blow, involving a wide windup.
Bind	10	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.

## Unarmed Universal Maneuvers

Universal Maneuver	Difficulty	Damage	Notes
Block	--	--	Parries unarmed combat attacks.
Grab	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
Kick	8	3+1d6	
Snap kick	6	2+1d6	
Punch	7	2+1d6	
Roundhouse punch	8	3+1d6	
Snap punch	6	1+1d6	

## Melee Weapons

Weapon	Accuracy	Damage	Block	Weapon	Accuracy	Damage	Block
Ahn-woon .....	8	1+1d6	+0	Staff .....	7	3+2d6	+2
Battle Axe .....	8	4+2d6	+1	Stunrod .....	7	1+stun	+1
Bat'leth .....	9	5+2d6	+2	Sword, short .....	7	4+2d6	+1
Chaka .....	8	4+2d6	+2	Sword, long .....	7	3+2d6	+2
Chain / Flail .....	9	4+4d6	-1	Sword, broad .....	8	5+2d6	+2
Club .....	6	2+2d6	+0	Sword, foil .....	7	1+1d6	+2
Great Axe .....	9	6+2d6	+0	Sword, katana .....	7	4+2d6	+2
Knife .....	7	3+2d6	+0	Trillpa .....	8	4+2d6	+2
Lirpa .....	9	3+2d6	+3	Varchuk .....	8	2d6	+0
Mek'leth .....	8	4+2d6	+1				
Nightstick .....	7	2+2d6	+1	Buckler .....	--	--	+2
Pike .....	8	3+2d6	+1	Shield, small .....	--	1+1d6	+3
Pole Arm .....	9	5+2d6	+3	Shield, great .....	--	1+1d6	+4
Rifle / Bayonet .....	9	2+2d6	+0				

# Aikido

Requirements: Dodge 2 or higher.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Aim</i>	-1	--	Reflects the art's benefit to armed combat. This bonus applies directly to the use of any weapon in melee combat
<i>Block</i>	-1	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Joint lock</i>	7	--	An advanced form of grab, which places the target in a painful position. The target is at -2 for all maneuvers until released or broken free.
<i>Takedown</i>	9	2+1d6	A powerful but blunt blow intended to knock the target off his feet. If successful, the target is immediately knocked prone and remains there until spending the action to regain his footing.
<i>Throw</i>	8	1+1d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Joint break</i>	10	special	An advanced form of the joint lock, where the attacker causes agonizing pain to the target. The target takes 1+1d6 stun damage for every turn held. If the attacker makes an opposed strength test, he may opt to break the joint instead, rendering the target instantly incapacitated.
<i>Redirect</i>	opposed	special	Performed only on a delayed action, this maneuver redirects the force of a successful attack back upon the attacker. If successful, the practitioner takes no damage, from the attack and the target receives the full damage of his attempt.

## Special Techniques

*Breaking touch of Hirakawa Senzo* (-1 dif for joint break)  
*Irresistible thumb lock* (-1 dif for joint lock)  
*Thunder strike* (+1 damage for takedown)

# Bando

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	-1	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	The basic attack maneuver
<i>Snap kick</i>	7	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Sidestep strike</i>	8	2+1d6	The practitioner quickly sidesteps his opponent, and then strikes rapidly around his opponent's limbs.
<i>Crescent Kick</i>	9	3+1d6	
<i>Thrust Kick</i>	8	3+1d6	
<i>Throw</i>	8	1+1d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Drawing Strike</i>	10	4+1d6	This maneuver rapidly backpedals to give the opponent ground. Then, rapid reverses to apply the combined momentum of the attacker's movements into one massive strike.
<i>Flying Kick</i>	9	5+1d6	
<i>Tien-Hsueh Strike</i>	9	2d6 stun	A direct strike on a nerve cluster. This strike targets the vital points on a target's body to produce an instant stun effect with no lasting damage.
<b>Special Techniques</b>			
<i>None</i>			

# Brawling

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	--	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	The basic attack maneuver
<i>Punch</i>	6	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Hammer</i>	8	4+1d6	The brawler laces his fingers together to form one large "fist", and uses it to smash or strike his opponent.
<i>Tackle</i>	8	5+1d6	See Basic rules p. 129
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Flying Smash</i>	8	5+1d6	A special kind of two foot kick which (if successful) will result in both combatants being knocked to the ground. The attacker may make a moderate (7) test of his Acrobatics (gymnastics) skill to remain on his feet.
<i>Hatchet Chop</i>	8	2+1d6	A borrowed maneuver, this is functionally identical to the knifehand strikes used in Karate.
<i>Left Right Combo</i>	Special	Special	Attack your opponent twice in a turn. Use the first attack to deceive your enemy about the direction of the second one. This gives you the opportunity to hit better with the second attack. (Two attacks. Multiple-Action Penalties apply. Reduce the damage from the first attack by as much as you like to a minimum of 1d6 or 2d6 (whatever the attack usually does). The same amount is added to your Unarmed Combat check for the second attack. The first attack does the reduced damage, even if the second one doesn't hit. Of course you don't get the bonus if the first attack doesn't hit.)

## Special Techniques

*John Henry* (-1 dif for hammer)  
*Kung Fu Master* (-1 dif for hatchet chop)  
*Low Blow* (+1 damage for Punch)

# Boxing

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	--	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Cross</i>	7	4+1d6	
<i>Jab</i>	6	2+1d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Hook / Uppercut</i>	8	5+1d6	

## Special Techniques

*Jackhammer* (+1 damage for hook/uppercut)  
*Lightning cross* (-1 dif for cross or jab)

# Capoeira

Requirements: Athletics (Gymnastics) 1(2).

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	--	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	6	3+1d6	The basic attack maneuver
<i>Snap kick</i>	5	2+1d6	
<i>Punch</i>	8	2+1d6	
<i>Roundhouse punch</i>	9	3+1d6	
<i>Snap punch</i>	7	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Headbutt</i>	6	2+1d6	
<i>Throw/Legsweep</i>	8	1+1d6	
<i>Spin Kick</i>	7	4+1d6	
<i>Foot Block</i>	8	1+1d6	This maneuver is performed as a delayed action, and requires the opponent to have already succeeded in his/her attack. In this maneuver, a rapid sweeping kick is executed onto the attack, preventing its damage and delivering damage to the opponent.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Cartwheel Kick</i>	9	5+1d6	This maneuver allows the practitioner to cross distance rapidly by using gymnastic techniques. The attacker finishes his maneuver by springing into an airborne kick. For the duration of this maneuver, the attacker is considered to be dodging.
<i>Flying Crescent Kick</i>	10	6+1d6	This is a special variant of the flying kick, where the attacker strikes the opponent once with each foot in turn. The opponent will have to make a difficult (9) test of Athletics (gymnastics) or similar skill to retain his footing.
<i>Handspring Kick</i>	11	5+1d6	This kick requires difficult (9) test of Athletics (Gymnastics) to perform. If successful, the maneuver allows the attacker to travel up to ten meters before delivering the attack. The target must make a difficult (9) test of strength to retain his footing.

## Special Techniques

none

# Ffithaxss (Gorn)

Requirements: Natural Weaponry\*

Universal Maneuver	Difficulty	Damage	Notes
<i>Block</i>	–	–	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target “worming free”. The strength test may occur only once per round.
<i>Kick</i>	9	1+1d6	
<i>Snap kick</i>	7	1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
Basic Maneuvers	Difficulty	Damage	Notes
<i>Bite</i>	6	2d6	Requires natural weaponry (teeth).
<i>Slam</i>	5	3+1d6	This maneuver must follow a successful grab attack. The attacker picks up the target and then smashes him to the ground. The attacker may retain his hold on the target, and the target is prone.
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Rake</i>	8	4+1d6	Requires natural weaponry (claws). Non Gorn practitioners must use Ffiton (strap on claws used by immature Gorn when training)
<i>Disarm</i>	9	Special	The practitioner uses his claws to “grab” his opponent’s weapon.
<i>Claw Block</i>	9	by strike	The practitioner uses his claws to ward off his opponent’s attack. If successful, the opponent takes damage equivalent to his blocked strike as his limbs rake across the claws.
<i>Head Butt</i>	6	2+1d6	
<i>Raptor Leap</i>	10	5+3d6	An application of great strength, the attacker leaps up to ten meters to attack the target with both feet and hand claws. The target will be rendered prone. Catastrophic failure results in the attacker being rendered prone instead.

## Special Techniques

*Thrashing Bite* (+2 to bite attack)  
*Pterodactyl Leap* (+5 meters to *Raptor Leap*)  
*Viper Claw* (-1 difficulty to *Rake*)

\* This art requires natural claws, and teeth to perform. Fitness of 4 or better is also required. Young Gorn and other species wishing to study the art will often make use of strap on metal claws (Ffiton).

# Jujitsu

Requirements: Athletics (Breakfall) 1(2).

Universal Maneuver	Difficulty	Damage	Notes
<i>Block</i>	-1	--	Parries unarmed combat attacks.
<i>Grab</i>	8	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	The basic attack maneuver
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
Basic Maneuvers	Difficulty	Damage	Notes
<i>Escape</i>	6	--	This maneuver is used to escape from any sort of grab, joint lock, or similar attack. If a contested roll results, this maneuver grants +2 to the practitioner's rolls.
<i>Grab / Joint lock</i>	8	--	An advanced form of grab, which places the target in a painful position. The target is at -2 for all maneuvers until released or broken free.
<i>Sacrifice Throw</i>	6	1+1d6	The wrestler grabs his target and then throws both himself and the target to the ground. The grab is released after impact, and both combatants are prone.
<i>Takedown</i>	9	2+1d6	A powerful but blunt blow intended to knock the target off his feet. If successful, the target is immediately knocked prone and remains there until spending the action to regain his footing.
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Atemi Strike</i>	9	2+2d6 stun	A direct strike on a nerve cluster. This strike targets the vital points on a target's body to produce an instant stun effect with no lasting damage.
<i>Joint break</i>	10	special	An advanced form of the joint lock, where the attacker causes agonizing pain to the target. The target takes 1+1d6 stun damage for every turn held. If the attacker makes an opposed strength test, he may opt to break the joint instead, rendering the target instantly incapacitated.

## Special Techniques

*Combination (Allows a sacrifice throw or takedown at -1 difficulty following a successful joint lock attack.)*  
*Improved Throw (-1 difficulty to Takedown or Sacrifice Throw.)*  
*Improved Grab/Joint Lock (-1 difficulty to Grab / Joint Lock.)*



## Kareel-Ifla (Vulcan)

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Aim</i>	-1	--	Reflects the art's benefit to armed combat. This bonus applies directly to the use of any weapon in melee combat
<i>Block</i>	--	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	4+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>K'sin (Crescent Kick)</i>	8	3+1d6	A sweeping crescent kick. If successful, this attack will throw the target to the ground.
<i>Side Kick</i>	8	4+1d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Tal Shaya</i>	13	special	This is the fabled Vulcan execution technique. In the bluntest terms, it allows the practitioner to break the target's neck with very little effort. The result is an instant and painless death. This maneuver has never been taught to a non Vulcan, but it is believed that the Romulans have a functionally identical technique. This maneuver cannot be used against non-humanoid opponents or creatures which lack definable necklike structures.
<i>Malk K'sin (Flying Crescent Kick)</i>	10	5+1d6	This is a special variant of the flying kick, where the attacker strikes the opponent once with each foot in turn. The opponent will have to make a difficult (9) test of Athletics (gymnastics) or similar skill to retain his footing.

### Special Techniques

None

# Karate

Requirements: none .

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Aim</i>	-1	--	Reflects the art's benefit to armed combat. This bonus applies directly to the use of any weapon in melee combat
<i>Block</i>	-1	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Snap kick</i>	6	3+1d6	
<i>Punch</i>	6	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Side / Spin Kick</i>	7	4+1d6	This maneuver may be executed in conjunction with any arm or hand strike on the same opponent with no multi action penalty. This combination may be executed only if the first attack was successful and a test (5) is made against reaction.
<i>Power Block</i>	8	1+1d6	This maneuver is performed as a delayed action, and requires the opponent to have already succeeded in his/her attack. In this maneuver, a rapid strike is executed onto the attack, preventing its damage and delivering damage to the opponent.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Atemi Strike</i>	9	2d6 stun	A direct strike on a nerve cluster. This strike targets the vital points on a target's body to produce an instant stun effect with no lasting damage.
<i>Knifehand Strike</i>	8	4+1d6	A fast palm edge attack. This maneuver is efficient at damaging both bone and tissue.

## Special Techniques

*Lightning Atemi* (-1 dif for Atemi)  
*Spearhand* (-1 dif for knifehand)  
*Strong Punch* (+1 damage for punch)

## K'ha Vor Tok (Way of Guile)

Requirements: none.

Universal Maneuver	Difficulty	Damage	Notes
<i>Aim</i>	-1	--	Reflects the art's benefit to armed combat. This bonus applies directly to the use of any weapon in melee combat
<i>Block</i>	--	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
Basic Maneuvers	Difficulty	Damage	Notes
<i>Headbutt</i>	6	2+1d6	
<i>Strike</i>	9	2d6	Represents a variety of elbow, knee, and palm attacks.
<i>Throw</i>	8	1+1d6	
<i>Combination Strike</i>	10	5+1d6	This strike is a series of powerful blows landed in rapid succession. The net effect of this maneuver is that the target may be stunned if a basic test (6+) of fitness is failed.
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Throw</i>	8	1+1d6	
<i>Shadow Strike</i>	9	special	This maneuver is executed only as a held action. The technique is similar to a Disarm, but is directed at the opponent's body instead. The attacking limb is snared and then drawn into a waiting strike where the two forces join their power. This attack does damage equal to 1d6 + whatever damage the opponent's attack would have done.
<i>Disarm</i>	9	--	This maneuver enables the practitioner to remove melee weapons by "locking" them and then removing them.

### Special Techniques

*Hidden Power* (+1 damage for Combination Strike)  
*Swift as Wind* (-1 difficulty to Disarm)

# Kung Fu

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Aim</i>	-2	--	Reflects the art's benefit to armed combat. This bonus applies directly to the use of any weapon in melee combat
<i>Block</i>	-1	--	Parries unarmed combat attacks.
<i>Grab</i>	8	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	The basic attack maneuver
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Disarm</i>	9	--	This maneuver enables the Kung Fu practitioner to remove melee weapons by "locking" them and then removing them.
<i>Joint lock</i>	8	--	An advanced form of grab, which places the target in a painful position. The target is at -2 for all maneuvers until released or broken free.
<i>Knifehand Strike</i>	8	2+1d6	A fast palm edge attack. This maneuver is efficient at damaging both bone and tissue.
<i>Throw / Legsweep</i>	8	1+1d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Dragon / Tiger Claw</i>	9	4+1d6	
<i>Flying Kick</i>	9	5+1d6	
<i>Tien-Hsueh Strike</i>	9	2d6 stun	A direct strike on a nerve cluster. This strike targets the vital points on a target's body to produce an instant stun effect with no lasting damage.

## Special Techniques

*Binding* (-1 dif for joint lock)  
*Dragon Strike* (+1 damage for Dragon / Tiger Claw)  
*Viper Strike* (-1 difficulty for Tien-hsueh Strike)

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	--	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	10	3+1d6	The basic attack maneuver
<i>Punch</i>	7	3+1d6	
<i>Roundhouse punch</i>	8	4+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Palm Strike</i>	8	2+1d6	
<i>Backhand Strike</i>	7	3+1d6	
<i>Headbutt</i>	6	2+1d6	
<i>Slam</i>	5	3+1d6	This maneuver must follow a successful grab attack. The wrestler picks up the target and then smashes him to the ground. The wrestler may retain his hold on the target, and the target is prone.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Disarm</i>	9	--	This maneuver enables the practitioner to remove melee weapons by "locking" them and then removing them.
<i>Choke Hold</i>	8	special	This maneuver is typically used from behind the target. If used from the front, difficulty goes to (9). Victim suffers 1d3 stun damage per turn, cannot speak, or shout for help. All actions by the target are at -2 until the hold is broken.
<i>Great Strike</i>	9	2d6	This maneuver summons all the strength of the warrior into a single concentrated blow. If properly executed, this strike can rend bone, break stone, and stands a solid chance of rendering the target instantly unconscious. The target must make a test of Fitness (5) to retain his footing, and (7) to retain consciousness

**Special Techniques***Fist of Kahless* (+1 damage to Back hand Strike)*Blood Rage* (+1 damage to Great Strike)

# Nausican Pit Fighting

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	--	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	The basic attack maneuver
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Bite</i>	5	1d6/2	A crude bear-hug attack designed to snap ribs.
<i>Bonecrusher</i>	8	4+1d6	
<i>Groin Blow</i>	8	2d6 stun	
<i>Gut Punch</i>	6	2+2d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Eye Gouge</i>	9	special	The pitfighter digs his thumbs into the target's eyes, blinding him for 1d6 rounds. Blinded characters suffer +3 to all attacks. For every turn this attack is maintained, there is a 10% chance (cumulative) of the blindness being permanent.

## Special Techniques

*Backcracker* (+1 damage for bonecrusher)  
*Fangs* (+1 damage for bite)  
*Sucker Punch* (+1 damage for gut punch)

## Pel Ta'an (Andorian)

Requirements: None.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	-1	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Finger Thrust</i>	8	3+1d6	The Andorian equivalent of the Knifehand strike. This maneuver seeks out soft vital surfaces of the opponent's body and places the attack with precision.
<i>Throw</i>	8	1+1d6	
<i>Rising Strike</i>	8	5+1d6	
<i>Flying Lunge</i>	9	2+1d6*	This maneuver is a combination of tackle, and punch. The attacker dives at the target attempting to overbear by force of blow alone. If successful, the attacker will roll back to his feet while the target remains prone.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Hammer Strike</i>	9	1+2d6	
<i>Talon Strike</i>	11	3d6	This maneuver is functionally similar to the Dragon Claw strike of Human Kung Fu, but with a deadly twist. The attack, if successful, not only damages the target with impact, but applies additional damage as the attacker attempts to rend tissue from the body of the target.

### Special Techniques

None

## Ponn-Ifla (Vulcan)

Requirements: Dodge 2 or higher.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Aim</i>	-1	--	Reflects the art's benefit to armed combat. This bonus applies directly to the use of any weapon in melee combat
<i>Block</i>	-1	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Joint lock</i>	7	--	An advanced form of grab, which places the target in a painful position. The target is at -2 for all maneuvers until released or broken free.
<i>Throw</i>	8	1+1d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Narlik</i>	9	2+1d6 stun	An advanced form of the joint lock, where the attacker causes agonizing pain to the target. The target takes 2+1d6 stun damage for every turn held. If the attacker makes an opposed strength test, he may opt to break the joint instead, rendering the target instantly incapacitated.
<i>Redirect</i>	opposed	special	Performed only on a delayed action, this maneuver redirects the force of a successful attack back upon the attacker. If successful, the practitioner takes no damage, from the attack and the target receives the full damage of his attempt.

### Special Techniques



# Savate (La Boxe Francaise)

Requirements: Athletics (Gymnastics) 1(2).

Universal Maneuver	Difficulty	Damage	Notes
<i>Block</i>	--	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	6	3+1d6	The basic attack maneuver
<i>Snap kick</i>	5	2+1d6	
<i>Punch</i>	8	2+1d6	
<i>Roundhouse punch</i>	9	3+1d6	
<i>Snap punch</i>	7	1+1d6	
Basic Maneuvers	Difficulty	Damage	Notes
<i>Spin Kick</i>	7	4+1d6	
<i>Foot Block</i>	8	1+1d6	This maneuver is performed as a delayed action, and requires the opponent to have already succeeded in his/her attack. In this maneuver, a rapid sweeping kick is executed onto the attack, preventing its damage and delivering damage to the opponent.
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Flying Kick</i>	9	5+1d6	Will knock target prone unless the target succeeds in making a difficult (9) test of Athletics (gymnastics) or similar skill.
<i>Flying Crescent Kick</i>	10	6+1d6	This is a special variant of the flying kick, where the attacker strikes the opponent once with each foot in turn. The opponent will have to make a difficult (9) test of Athletics (gymnastics) or similar skill to retain his footing.
<i>Handspring Kick</i>	11	5+1d6	This kick requires difficult (9) test of Athletics (Gymnastics) to perform. If successful, the maneuver allows the attacker to travel up to ten meters before delivering the attack. The target must make a difficult (9) test of strength to retain his footing.

## Special Techniques

*Full Moon Kick* (-1 difficulty to Flying Crescent Kick)

*Whirling Dervish* (may execute two spin kicks in rapid series on the target with no extra action penalty)

*Flying Death* (+1 damage to Flying Kick)

## Shu'Mar (Centauran)

Requirements: Coordination 3+, Dodge 2.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	-1	--	Parries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	6	3+1d6	The basic attack maneuver
<i>Snap kick</i>	5	2+1d6	
<i>Punch</i>	8	2+1d6	
<i>Roundhouse punch</i>	9	3+1d6	
<i>Snap punch</i>	7	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Disarm</i>	9	--	This maneuver enables the practitioner to remove melee weapons by "locking" them and then removing them.
<i>Strike</i>	6	2+1d6	
<i>Takedown</i>	8	1+1d6	A powerful but blunt blow intended to knock the target off his feet. If successful, the target is immediately knocked prone and remains there until spending the action to regain his footing.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Arm / Leg Twist</i>	9	2d6 stun	Functionally similar to Aikido's Joint lock. This maneuver seizes the opponent's arm or leg and twists it into an agony causing position.
<i>Lightning dodge</i>	9	--	This maneuver uses gymnastic ability to improve the chances of a successful dodge. (See Player's Guide p. 67) This maneuver is taught intrinsically with the art of Shu'Mar, and does not require the Athletics skill to perform.

### Special Techniques

*Forceful Takedown (+1 damage from takedown)*  
*Whirlwind Twist (-1 difficulty for Arm / Leg Twist)*

# Starfleet Martial Arts

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	-1	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	4+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Strike</i>	9	2+2d6	Represents a variety of elbow, knee, and palm attacks.
<i>Throw</i>	8	1+1d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Choke Hold</i>	8	special	This maneuver is typically used from behind the target. If used from the front, difficulty goes to (9). Victim suffers 1d3 stun damage per turn, cannot speak, or shout for help. All actions by the target are at -2 until the hold is broken.
<i>Disarm</i>	9	--	This maneuver enables the practitioner to remove melee weapons by "locking" them and then removing them.

## Special Techniques

None.

# Tae Kwon Do

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	--	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	7	3+1d6	The basic attack maneuver
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Leg sweep</i>	8	1+1d6	
<i>Crescent Kick</i>	9	4+1d6	
<i>Throw</i>	8	1+1d6	
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Flying Crescent Kick</i>	10	5+1d6	This is a special variant of the flying kick, where the attacker strikes the opponent once with each foot in turn. The opponent will have to make a difficult (9) test of Athletics (gymnastics) or similar skill to retain his footing.
<i>Knifehand Strike</i>	8	3+1d6	A fast palm edge attack. This maneuver is efficient at damaging both bone and tissue.
<b>Special Techniques</b>			
<i>None</i>			

# Tatharoc

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	-1	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Headbutt</i>	6	2+1d6	
<i>Elbow - Palm Strike</i>	8	3+1d6	This maneuver may be executed in conjunction with any arm or hand strike on the same opponent with no multi action penalty. This combination may be executed only if the first attack was successful and a test (5) is made against reaction.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Rake Punch</i>	7	3+1d6	
<i>Throw</i>	8	1+1d6	
<b>Special Techniques</b>			
<i>Devil's Claw</i> (+1 damage for Rake Punch)			
<i>Iron Forehead</i> (+1 damage for Headbutt)			

## Taroon-Ifla (Vulcan Nerve Pinch)

Requirements: none.

Universal Maneuver	Difficulty	Damage	Notes
<i>Block</i>	-1	--	Paries unarmed combat attacks.
<i>Grab</i>	9	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
Basic Maneuvers	Difficulty	Damage	Notes
<i>none</i>			
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Taroon-Ifla</i>	8	3+2d6 stun	The fabled Vulcan Nerve Pinch. This is the only maneuver in the art, and the only single maneuver art Known to the Federation and surrounding communities. This attack is able to render a target instantly unconscious. Most Vulcans have this Art as part of their basic childhood education, and it is an integral part of most other Vulcan Martial Arts. Unlike other martial arts maneuvers, Strength does not add to the damage of this attack.

### Special Techniques

*None*

## Wrestling (Greco-Roman)

Requirements: none.

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Block</i>	--	--	Paries unarmed combat attacks.
<i>Grab</i>	7	--	Success hold target character immobile, but continued opposed tests of strength will be required to maintain the hold. Failure to retain the hold results in the target "worming free". The strength test may occur only once per round.
<i>Kick</i>	8	3+1d6	
<i>Snap kick</i>	6	2+1d6	
<i>Punch</i>	7	2+1d6	
<i>Roundhouse punch</i>	8	3+1d6	
<i>Snap punch</i>	6	1+1d6	
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Escape</i>	6	--	This maneuver is used to escape from grabs, locks, and similar attacks. This maneuver grants +2 to all opposed tests when attempting to break such attacks.
<i>Sacrifice Throw</i>	6	1+1d6	The wrestler grabs his target and then throws both himself and the target to the ground. The grab is released after impact, and both combatants are prone.
<i>Slam</i>	5	3+1d6	This maneuver must follow a successful grab attack. The wrestler picks up the target and then smashes him to the ground. The wrestler may retain his hold on the target, and the target is prone.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Reversal</i>	9	--	This maneuver combines an escape and a grab as the wrestler breaks out of his opponent's hold and in the process catches him in a grab.

### Special Techniques

*Arms Like Iron Bars* (+1 to Fitness test result in grab attacks)

*Grip of Steel* (-1 difficulty for grab)

*Piledriver* (+1 damage to slam)

# Anbo Jitsu

Weapon Damage: 2+2d6

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Parry</i>	-1	--	Paries weapon combat attacks.
<i>Thrust</i>	8	--	
<i>Slash / Strike</i>	7	--	
<i>Cleve / Bash</i>	9	+1	A great blow, involving a wide windup.
<i>Bind</i>	10	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.

<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Jab</i>	6	+1	
<i>Strike</i>	7	+2	

<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Legsweep</i>	8	+1	Target is thrown to the ground.
<i>Overhand Smash</i>	8	+3	

## Special Techniques

*Axe Strike* (-1 difficulty to Overhand Smash)  
*Rising Sidestrike* (-1 difficulty to Strike)  
*Sweeping Sidestrike* (-1 difficulty to Legsweep)

## Requirements

Primitive weaponry (staff) 2(3)  
Search (Anbo-jitsu or Blindfighting) 3(4)



# Fencing: Foil, Epee, Rapier

Weapon Damage: 4+2d6

Universal Maneuver	Difficulty	Damage	Notes
Parry	-1	--	Parries weapon combat attacks.
Thrust	7	+3	
Slash / Strike	6	+2	
Cleve / Bash	9	+2	A great blow, involving a wide windup.
Bind	10	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.
Basic Maneuvers	Difficulty	Damage	Notes
Ballestra/Fleche/Lunge	8	+4	A diving thrust, the fencer travels up to 3 meters very quickly to thrust the blade of his sword into the target.
Advanced Maneuvers	Difficulty	Damage	Notes
Froissement (Disarm)	8	--	This maneuver allows a fencer to disarm his opponent by striking his weapon from his hand. If successful, the two characters engage in an opposed test of Strength. If the fencer wins, the opponent's weapon ends up 1d6 meters away.
Riposte	--	--	This maneuver parries an opponent's attack and follows quickly with a return attack (strike or slash only). If this attack succeeds, the fencer gains +2 to his initiative for the next turn.

## Special Techniques

Improved Disarm (+1 to strength test)  
 Improved Lunge (+1 damage)  
 Improved Thrust (-1 difficulty for Thrust)

## Requirements

Primitive weaponry (sword) 1(2)

# Fencing: Sabre

Weapon Damage: 4+2d6

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Parry</i>	-1	--	Parries weapon combat attacks.
<i>Thrust</i>	10	--	
<i>Slash / Strike</i>	7	--	
<i>Cleve / Bash</i>	9	+1	A great blow, involving a wide windup.
<i>Bind</i>	9	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Broad Stroke</i>	7	+1	
<i>Drawing Cut</i>	8	+3	A fast slashing cut intended to draw the blade edge through the target. This maneuver is somewhat less effective against targets wearing armor, which reduces the damage to +1.
<i>Forced Cut</i>	9	+2	A strong cut which uses the weight of the blade to slice forcibly into the target. This maneuver is more effective at rending armor, but less damaging to tissue.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Disarm</i>	8	--	This maneuver allows a fencer to disarm his opponent by striking his weapon from his hand. If successful, the two characters engage in an opposed test of Strength. If the fencer wins, the opponent's weapon ends up 1d6 meters away.
<i>Riposte</i>	--	--	This maneuver parries an opponent's attack and follows quickly with a return attack (strike or slash only). If this attack succeeds, the fencer gains +2 to his initiative for the next turn.

## Special Techniques

### Requirements

Primitive weaponry (sword) 1(2)  
(Sabre or Cutlass)

## Fencing: Florentine (Two swords)

*Weapon Damage: by type*

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Parry</i>	-1	--	Parries weapon combat attacks.
<i>Thrust</i>	7	+3	
<i>Slash / Strike</i>	6	+2	
<i>Cleve / Bash</i>	9	+2	A great blow, involving a wide windup.
<i>Bind</i>	10	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Parry - Riposte</i>	8	--	After a successful parry, The attacker uses one of his blades to parry an attack, and then launches a quick riposte with the other blade.
<i>Cross Parry</i>	9	--	This attack is actually an elaborate bind, which uses both swords to catch the opponent's weapon in an "X" formed with the blades. If successful, a disarm ensues with the fencer gaining +2 to the strength test.
<i>Combination Strike</i>	9	+3	This attack uses both swords in combination to confuse the target and ensure a solid hit.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Froissement (Disarm)</i>	8	--	This maneuver allows a fencer to disarm his opponent by striking his weapon from his hand. If successful, the two characters engage in an opposed test of Strength. If the fencer wins, the opponent's weapon ends up 1d6 meters away.
<i>Riposte</i>	--	--	This maneuver parries an opponent's attack and follows quickly with a return attack (strike or slash only). If this attack succeeds, the fencer gains +2 to his initiative for the next turn.
<i>Double Thrust</i>	10	+4	This is a very dangerous attack, involving thrusting both weapons at the target simultaneously. Critical failure results in automatic loss of initiative on the next turn.
<i>Double Strike</i>	11	+6	This attack attempts to slash the target with both blades at the same time. Critical failure results in automatic loss of initiative on the next turn.

### Special Techniques

*Whirling Dervish* (-1 difficulty for *Combination strike*)  
*Binding Riposte* (-1 difficulty for *Parry-Riposte*)

### Requirements

Two swords.  
 Primitive weaponry (sword) 2(3)  
 Fencing (3) or Broadsword/Longsword/Scimitar (3)

# Broadsword/Longsword/Scimitar

Weapon Damage: by type

Universal Maneuver	Difficulty	Damage	Notes
<i>Parry</i>	-1	--	
<i>Thrust</i>	7	--	
<i>Slash / Strike</i>	6	--	
<i>Cleve / Bash</i>	9	+1	A great blow, involving a wide windup.
<i>Bind</i>	9	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.
Basic Maneuvers	Difficulty	Damage	Notes
<i>Pommel smash</i>	8	2+2d6 stun	A stunning attack executed with the pommel (handle) of the sword.
<i>Twirl</i>	9	+2	The attacker swings the blade in a sweeping arc, then rapidly changes direction to attack. The momentum gained during the twirl is retained, adding to the damage.
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Spinning cleave</i>	9	+3	The attacker whirls about to add momentum to his/her striking attack.
<i>Riposte</i>	+2	--	This maneuver parries an opponent's attack and follows quickly with a return attack (strike or slash only). If this attack succeeds, the fencer gains +2 to his initiative for the next turn. Due to the weight of heavier swords, this maneuver suffers a penalty of +2.
<i>Reverse stroke</i>	9	+2	This maneuver allows the attacker to attack opponents behind him, by reversing his grip on the weapon and thrusting it rapidly backward. Catastrophic failure results in automatically losing the initiative to the opponent this maneuver was aimed at.

## Special Techniques

*Side Thrust* (-1 Difficulty with Thrust);

*Overhead Swing* (+1 damage with Slash / Strike);

*Lunging Thrust* (+1 damage with Thrust);

*Wrap Shot* (scimitar only) (+1 damage and Difficulty with swing, opponent suffers -1 to Block/Parry attempts)

## Requirements

Primitive weaponry (sword) 1(2)  
(broadsword, longsword, or scimitar)

## Greatsword (2-handed)

Weapon Damage: by type

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Parry</i>	–	–	Parries weapon combat attacks.
<i>Thrust</i>	8	–	
<i>Slash / Strike</i>	6	–	
<i>Cleave / Bash</i>	9	+2	A great blow, involving a wide windup.
<i>Bind</i>	9	–	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Great Cleave</i>	8	+4	
<i>Beat Parry</i>	9	special	A powerful parry intended to push the opponents weapon out of the way. If successful, the opponent is at -1 for initiative on the next turn. Under outstanding success, the opponent is forced to make a strength check (8+) to retain his weapon.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Spinning cleave</i>	9	+5	The attacker whirls about to add momentum to his/her striking attack. If the opponent's weapon is one handed, the weapon stands a chance of being broken.
<i>Sliding Riposte</i>	–	–	This maneuver parries an opponent's attack and ripostes by sliding the sword down the opponent's blade into a thrusting attack. If this attack succeeds, the fencer gains +2 to his initiative for the next turn. Due to the weight of heavier swords, this maneuver suffers a penalty of +2.
<i>Reverse stroke</i>	9	+2	This maneuver allows the attacker to attack opponents behind him, by reversing his grip on the weapon and thrusting it rapidly backward. Catastrophic failure results in automatically losing the initiative to the opponent this maneuver was aimed at.

### Special Techniques

Overhand Thrust (-1 Difficulty with Thrust);  
Overhead Swing (+1 damage with Slash / Strike);  
Charge (+1 damage with Thrust);

### Requirements

Primitive weaponry (sword) 1(2)

# Ken Jitsu

Weapon Damage: 4+2d6

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Parry</i>	-1	--	Paries weapon combat attacks.
<i>Thrust</i>	7	+2	
<i>Slash / Strike</i>	6	+2	
<i>Cleve / Bash</i>	9	+1	A great blow, involving a wide windup.
<i>Bind</i>	10	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Jodan (Cleaving Strike)</i>	8	+4	A massive overhand strike intended to rend armor and bone. This attack is a common finishing stroke.
<i>Monk's Executioner</i>	7	+2	A common maneuver intended to strike the upper body with a descending side strike. This maneuver is also often used for military executions.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Dragons Tongue</i>	8	+3	One of the "duel ending opening maneuvers". This is a powerful opening thrust from the standing position. This maneuver can close up to three meters to the target very quickly.
<i>Whipping Dragon Tongue</i>	9	+4	A variation of the Dragons Tongue maneuver, this combination strike consists of a rising slash followed by a rapid reversal and downward slash.
<i>IaiJitsu</i>	10	+2	Almost an art in and of itself, this maneuver is also called the "unsheathing strike". Starting from the sheathed position, the attacker unsheathes the sword and delivers a devastating opening strike in one swift stroke. This maneuver can only be delivered once per combat, and can be used to gain the edge of surprise.

## Special Techniques

None

## Requirements

Primitive weaponry (katana) 1(2)

# Chaka Hramdal

Weapon Damage: 4+2d6

Universal Maneuver	Difficulty	Damage	Notes
<i>Parry</i>	--	--	Parries weapon combat attacks.
<i>Thrust</i>	8	--	
<i>Slash / Strike</i>	7	--	
<i>Cleve / Bash</i>	9	+1	A great blow, involving a wide windup.
<i>Bind</i>	10	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.

Basic Maneuvers	Difficulty	Damage	Notes
<i>Cheenach (Side Thrust)</i>	6	+1	The practitioner moves to one side of his opponent and thrusts with one of the end blades in a sweeping motion.
<i>Jenac (Forward Thrust)</i>	8	+3	A quick, deep, forward slash with the center blade.
<i>Shesra (Short Slash)</i>	7	+2	A rapid slash with the chaka's forward blade.
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Kellash (Riposte)</i>	--	--	This maneuver parries an opponent's attack and follows quickly with a return attack (strike or slash only). If this attack succeeds, the attacker gains +2 to his initiative for the next turn.
<i>Shestaal (Sunrise Slash)</i>	9	+4	A sweeping slash which cuts the target with all three blades of the chaka.

## Special Techniques

*Ashrand* (Eyeblink counterstrike; +1 bonus to Kellash follow-up attacks)

*Taltesh* (Bloody Dawn; +1 damage to Shestall)

*Trelac* (Evasive Thrust; -1 difficulty to Jenac)

## Requirements

Primitive weaponry (chaka) 2(3)

# Chaka Alnaav

Weapon Damage: 4+2d6

Universal Maneuver	Difficulty	Damage	Notes
<i>Thaas (Parry)</i>	-1	--	Parries weapon combat attacks.
<i>Thrust</i>	8	--	
<i>Slash / Strike</i>	7	--	
<i>Cleve / Bash</i>	9	+1	A great blow, involving a wide windup.
<i>Bind</i>	10	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.

Basic Maneuvers	Difficulty	Damage	Notes
<i>Cheenach (Side Thrust)</i>	6	+1	The practitioner moves to one side of his opponent and thrusts with one of the end blades in a sweeping motion.
<i>Jenac (Forward Thrust)</i>	8	+3	A quick, deep, forward slash with the center blade.
<i>Shesra (Short Slash)</i>	7	+2	A rapid slash with the chaka's forward blade.
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Kellash (Riposte)</i>	--	--	This maneuver parries an opponent's attack and follows quickly with a return attack (strike or slash only). If this attack succeeds, the attacker gains +2 to his initiative for the next turn.
<i>Shestaal (Sunrise Slash)</i>	9	+4	A sweeping slash which cuts the target with all three blades of the chaka.
<i>Kesh'jenac (Drawing Thrust)</i>	6	+2	A straight powerful thrust with the center blade. In Alnaav lore, the target's Shonalnov (mystic energy) causes the target to draw the blade to itself.
<i>Sal'shes (Deep Slash)</i>	8	+3	A hard, deep driving slash with one of the end blades.

## Special Techniques

*Ashrand* (Eyeblink counterstrike; +1 bonus to Kellash followup attacks)  
*Taltesh* (Bloody Dawn; +1 damage to Shestaal)  
*Trelac* (Evasive Thrust; -1 difficulty to Jenac)

## Requirements

Primitive weaponry (chaka) 2(3)  
 Weapon Master (Chaka)



# Varchuk Hleoosa (Andorian)

Weapon Damage: 2d6

<b>Universal Maneuver</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Thrust</i>	7	–	Attack with one blade at close melee range
<i>Slash</i>	7	+3	A quick, deep, slash with the bladed end.
<i>Cleve / Bash</i>	9	+1	A great blow, involving a wide windup.
<b>Basic Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Entangle</i>	5	C	The attacker uses the Varchuk's chain like a whip to entangle his/her opponent.
<i>Wide Slash</i>	7	+4	Swing with the full length of the chain to strike the opponent at long melee range.
Chain Parry	C	C	Use the Varchuk's chain to attempt to parry and entangle the opponent's weapon. Dramatic success results in a disarm.
Blade Parry	+1	C	Use one blade to parry opponent's attack, +1 block.
Double Thrust	8	+3	(roll twice if neither attack is dodged or blocked), Attack with both blades simultaneously.
<b>Advanced Maneuvers</b>	<b>Difficulty</b>	<b>Damage</b>	<b>Notes</b>
<i>Makra (whip)</i>	8	+2	Flick one blade like a whip straight at the opponent to attack at extreme melee range; opponent is -1 to block.
<i>Disarm</i>	9	C	Entangle opponent's weapon; roll contest of strength to determine who loses his weapon.
<i>Atlirith (Entangle thrust)</i>	10	+3	Trap one of opponent's limbs with the chain, then slash with a blade.
Glikar'ma (Entrap)	10	C	Swing the chain so it wraps around opponent and catch the blade as it swings back toward you. If skill roll is 5-8, miss the catch and entangle opponent. If skill roll is 9, blade slashes attacker's catching hand for 3+2d6 dmg.
Koavathooa (Corner Slash)	9 / 12	+5	Swing the full length of the chain so that it catches on something at mid-length and swings the blade into opponent. Difficulty is 9 if target is visible, 12 if target is hidden (for example, around a corner in a corridor).

## Special Techniques

none

## Requirements

Primitive weaponry (Varchuk) 2(3)

# Bat'Leth Ch'k Poul

Weapon Damage: 5+2d6

Universal Maneuver	Difficulty	Damage	Notes
<i>Parry</i>	–	–	Parries weapon combat attacks.
<i>Thrust</i>	7	+2	
<i>Slash / Strike</i>	6	+2	
<i>Cleve / Bash</i>	9	+1	A great blow, involving a wide windup.
<i>Bind</i>	10	--	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.
Basic Maneuvers	Difficulty	Damage	Notes
<i>Reciprocal Strike</i>	7	+2	This maneuver slashes forward with the leading edge of the weapon while retracting the trailing edge. This maneuver is very fast and is often used after a parry.
<i>Overhand Strike</i>	7	+2	
<i>Bash</i>	6	+1	The attacker executes a quick thrust with the broad center edge of the Bat'leth. This maneuver is used against the opponent's face. If the attack success by more than 6 (outstanding success), this maneuver will grant the attacker +2 to his initiative on the next turn.
Advanced Maneuvers	Difficulty	Damage	Notes
<i>Great Strike</i>	9	+3	A variant of the Overhand Strike, in which the attacker shifts his grip to gain a longer striking surface. This maneuver will render the target prone if successful as the force of the blow bares down.
<i>Reverse Strike</i>	9	+2	This maneuver allows the attacker to engage an opponent who is behind him with a quick thrust.
<i>Arc of Triumph</i>	10	+4	This is a whirling attack which begins with a Great Strike, and flows into a rapid reversal and rising strike. This maneuver actually hits the target twice.

## Special Techniques

*Sword of Kahless* (-1 difficulty to Great Strike)  
*Whirlwind* (-1 difficulty to Arc of Triumph)

## Requirements

Primitive weaponry (Bat'leth) 1(2)

# Mek'Leth Ch'k Poul

Weapon Damage: 4+2d6

Universal Maneuver	Difficulty	Damage	Notes
Parry	–	–	Parries weapon combat attacks.
Thrust	9	+2	
Slash / Strike	6	+2	
Cleve / Bash	9	+1	A great blow, involving a wide windup.
Bind	7	–	An attempt to trap the opponent's weapon with one's own. This is dangerous, as it will automatically give the opponent the initiative if it fails.
Basic Maneuvers	Difficulty	Damage	Notes
Lunge Strike	7	+2	A powerful single handed attack in which the attacker lunges quickly forward up to three meters to rake the target with one of his mek'leth.
Short Slash	6	+1	The attacker executes a rapid "scraping" slash attack. This maneuver is used for harassment and delaying the opponent while awaiting a more proper strike.
Advanced Maneuvers	Difficulty	Damage	Notes
Double Strike	9	+4	A powerful attack using both Mek'leth. The attacker rakes both blades across the target to deliver a pair of gash wounds.
Disarm	8	–	This maneuver allows a fencer to disarm his opponent by striking his weapon from his hand. If successful, the two characters engage in an opposed test of Strength. If the fencer wins, the opponent's weapon ends up 1d6 meters away.

## Special Techniques

*Lightning Strike* (-1 difficulty with Lunge Strike)  
*Indominable Defense* (-1 difficulty to parry)

## Requirements

Primitive weaponry (Mek'leth) 1(2)