Katantha (Acamarian)

Requirements: None

Universal Maneuver	Difficulty	Damage	Notes
Block	--	--	Parries unarmed hand-to hand attacks. Characters roll an Unarmed Combat Test to establish a Difficulty for hitting with such attacks.
Punch	6	1d6+2	
Kick	6	1d6+3	

Basic Maneuver	Difficulty	Damage	Notes
Punch/Snap Kick	6	1d6+3	
Side/Spin Kick	7	1d6+5	

Advanced Maneuver	Difficulty	Damage	Notes
Katantha Strike	9	Special	A strike to an opponents vital areas causing great pain, doing 1d6+2 Stun Damage. The Narrator may forbid use of this maneuver, or reduce the damage, if the practitioner attacks a member of a species whose vital areas he has not studied.

Special Techniques

◗ Multi-Punch/Snap Kick (For every success the practitioner makes over the Target number he gets an extra attack)

◗ Thought Strike (-1 Difficulty to Katantha Strike)

Thensha (Angosian)

Requirements: None

Universal Maneuver	Difficulty	Damage	Notes
Block	--	--	Parries unarmed hand-to hand attacks. Characters roll an Unarmed Combat Test to establish a Difficulty for hitting with such attacks.
Jab	7	1d6+4	
Kick	8	1d6+3	
Uppercut	7	1d6+5	

Basic Maneuver	Difficulty	Damage	Notes
Grab/Joint Lock	8	--	If successful, the character has grabbed an opponent's limb (usually an arm) and effectively immobilized it, preventing use of that limb until he frees it. The character makes an Opposed Test using Fitness (modified my Strength) each round to determine whether he can free his limb. This Opposed Test is an Immediate Action, but may only be attempted once per round. A character so immobilized may use other limbs to attack, but all such attacks are at -2 due to awkwardness. The practitioner of Thensha may, if he wishes, use both arms to immobilize opponents, but this will restrict his own ability to make other attacks.
Strike	9	2d6+2	

Advanced Maneuver	Difficulty	Damage	Notes
Rake Punch	7	1d6+3	
Throw	8	1d6+1	

Special Techniques

◗ Freedom's Hit (+1 Damage to Rake Punch)

◗ Independence Strike (+1 Damage to Strike Attack)

Tronno (Talarian)

Universal Maneuver	Difficulty	Damage	Notes
Block	--	--	Parries unarmed hand-to hand attacks. Characters roll an Unarmed Combat Test to establish a Difficulty for hitting with such attacks.
Punch/Snap Kick	6	1d6+2	
Side/Spin Kick	7	1d6+5	

Basic Maneuver	Difficulty	Damage	Notes
Flying Smash	8	1d6+5	Opponent is stricken with both feet after jumping into them, knocking them down. However, the practitioner also falls to the ground unless a successful Moderate (7) Acrobatics (Gymnastics) Test is made.
Grab	9	--	If successful, the opponent has been effectively immobilized, preventing any action other than trying to break free. An Opposed Test using Fitness (modified by Strength) must be made each round to determine whether an immobilized character can break free. This Opposed Test is an Immediate Action, but may only be attempted once per round. At the Narrator's discretion, an immobilized character can use Coordination, rather than Fitness + Strength, to attempt to worm free.

Advanced Maneuver	Difficulty	Damage	Notes
Nerve Strike	8	Special	A strike to an opponents neck with the edge of a flattened palm, doing 1d6+2 Stun Damage. This maneuver is best performed from behind; if attempted while standing before the target, the Difficulty increases to 9.

Special Techniques

◗ Power Punch/Snap Kick (+1 Damage to Punch/Snap Kick)

◗ Super Nerve Strike (-1 Difficulty to Nerve Strike)

Coutari (Orion)

Weapon Damage: 2d6+4

Universal Maneuver	Difficulty	Damage	Notes
Parry	--	--	Parries primitive weapon attacks.
Slash	6	+2	
Thrust	8	+3	

Basic Maneuver	Difficulty	Damage	Notes
Chop	Special	+2	A downward stab of the blade. Difficult to execute properly, and equally difficult to parry. If an attempt is made to block use 8 or the Block's test result (whichever is lower) to determine the Difficulty Number for this maneuver.

Advanced Maneuver	Difficulty	Damage	Notes
Disarm	8	--	Striking an opponent's weapon from his hand. If the Coutari Test succeeds, the characters must engage in an Opposed Fitness Test (modified by Strength); the practitioner receives a +2 bonus to the result. If the practitioner succeeds in the Opposed Test, the opponent's weapon is flung up to 1d6 meters away, failure allows the opponent to retain his weapon.
Riposte	--	--	Parries opponent's attack. Practitioner rolls a Coutari Test to establish a Difficulty for opponent's attack. If the attack fails, then in the next round the practitioner may make a Chop or Thrust attack with a +2 bonus to the test result; and automatically obtains Initiative over that opponent in the next round. These advantages do not apply if the practitioner chooses a maneuver other than Chop or Thrust.

Special Techniques

◗ Improved Disarm (+1 bonus to Fitness when using Disarm)

◗ Power Slash (+1 Damage to Slash attacks)

Requirements

◗ Primitive Weapon (Coutari) 1 (2) or higher

Katak'eth (Nausican)

Weapon Damage: 2d6+5

Universal Maneuver	Difficulty	Damage	Notes
Parry	--	--	Parries primitive weapon attacks.
Thrust	8	+3	

Basic Maneuver	Difficulty	Damage	Notes
Chop	Special	+2	A downward stab of the blade. Difficult to execute properly, and equally difficult to parry. If an attempt is made to block use 8 or the Block's test result (whichever is lower) to determine the Difficulty Number for this maneuver.

Advanced Maneuver	Difficulty	Damage	Notes
Disarm	8	--	Striking an opponent's weapon from his hand. If the Coutari Test succeeds, the characters must engage in an Opposed Fitness Test (modified by Strength); the practitioner receives a +2 bonus to the result. If the practitioner succeeds in the Opposed Test, the opponent's weapon is flung up to 1d6 meters away, failure allows the opponent to retain his weapon.
Riposte	--	--	Parries opponent's attack. Practitioner rolls a Coutari Test to establish a Difficulty for opponent's attack. If the attack fails, then in the next round the practitioner may make a Chop or Thrust attack with a +2 bonus to the test result; and automatically obtains Initiative over that opponent in the next round. These advantages do not apply if the practitioner chooses a maneuver other than Chop or Thrust.

Special Techniques

◗ Improved Disarm (+1 bonus to Fitness when using Disarm)

◗ Improved Thrust (+1 Damage to Thrust attacks)

Requirements

◗ Primitive Weapon (Katak) 2 (3) or higher

Tassa'Akai (Betazoid)

Weapon Damage: 2d6+3

Universal Maneuver	Difficulty	Damage	Notes
Kel Azra (Blunt Attack)	6	Special	Striking with the blunt end, doing the weapon's damage as Stun Damage.
Onezh (Block)	--	--	Parries hand-to-hand attack. Practitioner rolls a Tassa'Akai Test to establish Difficulty for hitting him with such attacks.
Shel Azra (Jab)	6	+1	

Basic Maneuver	Difficulty	Damage	Notes
Duna'ras (Feint)	Special	+3	Regarded as dishonorable trickery. Fools opponents, creating an opening which is exploited. Opponent makes a Routine (5) Tassa'Akai or Intellect Test to detect the feint. If successful, the attack has a Difficulty of 9; failure, the Difficulty is 6.
Kurais Azra (Crescent Strike)	8	+3	
Sar Azra (Side Strike)	7	+2	
Ton Azra (Power Strike)	9	+4	

Advanced Maneuver	Difficulty	Damage	Notes
Daath Azra (Flick-Strike)	7	+3	Striking while extending the Akai, adding the momentum of the force of the blow.
Zor Azra (Skilled Attack)	Special	+2	Difficult to execute properly, and equally difficult to parry. If an attempt is made to block use 8 or the Block's test result (whichever is lower) to determine the Difficulty Number for this maneuver.

Special Techniques

◗ Akai Sharais ([Akai Cloud] +1 to Onezh)
◗ Sinuous Pattern (+1 bonus for one Azra maneuver of practitioner's choice)
◗ Thunderbolt Strike (+1 Damage to Ton Azra strikes)

Requirements

◗ Receptive Empathy *OR* Telepathy 2 or higher

Trill Pike Fighting

Weapon Damage: 3d6+5

Universal Maneuver	Difficulty	Damage	Notes
Parry	--	--	Parries unarmed hand-to-hand attacks. Practitioner rolls an Unarmed Combat Test to establish a Difficulty for hitting with such attacks.
Jab	6	+2	

Basic Maneuver	Difficulty	Damage	Notes
Strike	7	+2	
Thrust	8	+3	

Advanced Maneuver	Difficulty	Damage	Notes
Leg Sweep	8	+1	Opponent is thrown to the ground, suffering penalties for being prone until he regains his feet (which takes an action).
Side/Spin Strike	9	+4	

Special Techniques

❱ Down Below (-1 Difficulty to Leg Sweep attacks)

❱ Power Thrust (+1 Damage to Thrust attacks)

❱ Star Strike (-1 Difficulty to Side/Spin Strike attacks)

Requirements

❱ Primitive Weapon (Pike) 2 (3) or higher