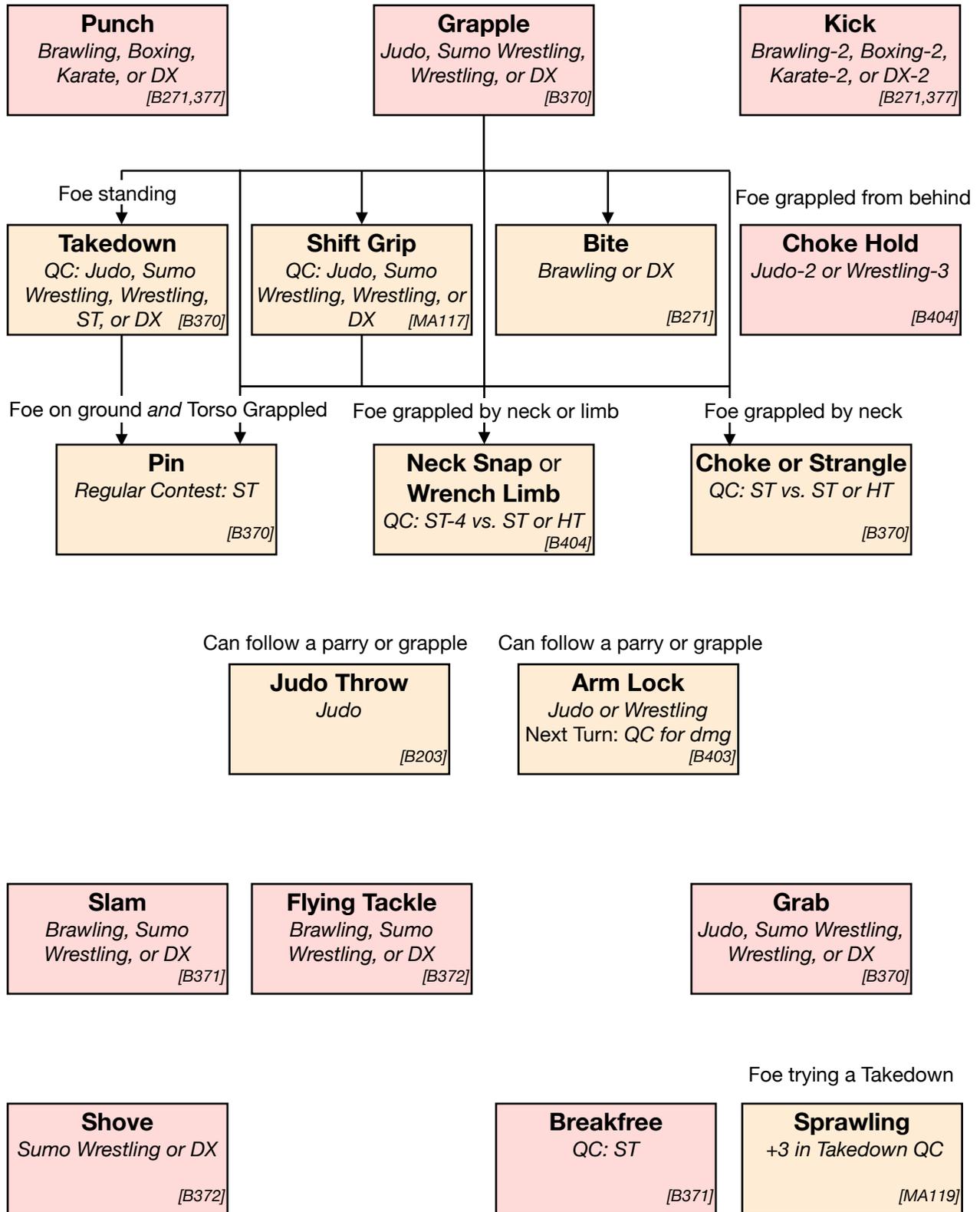


Unarmed Combat Chart



UNARMED COMBAT MANEUVERS

<p style="text-align: center;">Punch <i>Boxing vs. active defense</i></p> <p>Damage: thr-1 cr +1/d6 to thr if you know Boxing at DX+1 +2/d6 to thr if you know Boxing at DX+2 off-hand penalty applies</p> <p>Reach: C</p> <p>Parry: Boxing/2 + 3 rounded down each hand may parry, off-hand penalty applies +3 for a retreating parry -2 vs. kicks -3 vs. weapons other than thrusting attacks</p> <p style="text-align: right;"><i>[B182]</i></p>	<p style="text-align: center;">Punch <i>Brawling vs. active defense</i></p> <p>Damage: thr-1 cr +1/d6 to thr if you know Brawling at DX+2 +1 if using blackjack, brass knuckles, or sap off-hand penalty applies</p> <p>Reach: C</p> <p>Parry: Brawling/2 + 3 rounded down each hand may parry, off-hand penalty applies +1 for a retreating parry -3 vs. weapons other than thrusting attacks</p> <p style="text-align: right;"><i>[B182]</i></p>
<p style="text-align: center;">Punch <i>Karate vs. active defense</i></p> <p>Damage: thr-1 cr +1/d6 to thr if you know Karate at DX +2/d6 to thr if you know Karate at DX+1 no penalty to hit with the off-hand</p> <p>Reach: C</p> <p>Parry: Karate/2 + 3 rounded down each hand may parry, no off-hand penalty +3 for a retreating parry, less encumbrance</p> <p style="text-align: right;"><i>[B203]</i></p>	<p style="text-align: center;">Punch <i>DX vs. active defense</i></p> <p>Damage: thr-1 cr +1 if using brass knuckles off-hand penalty applies</p> <p>Reach: C</p> <p>Parry: DX/2 + 3 rounded down each hand may parry, off-hand penalty applies +1 for a retreating parry -3 vs. weapons other than thrusting attacks</p> <p style="text-align: right;"><i>[B271,377]</i></p>
<p style="text-align: center;">Kick <i>Brawling-2 vs. active defense</i></p> <p>Damage: thr cr +1/d6 to thr if you know Brawling at DX+2 +1 if wearing boots</p> <p>Reach: C, 1</p> <p>Parry: Brawling/2 + 3 rounded down vs low attacks only one leg/foot may parry my not retreat on the same turn -3 vs. weapons other than thrusting attacks [MA123]</p> <p>Note: If miss, roll vs. DX to avoid falling</p> <p style="text-align: right;"><i>[B182]</i></p>	<p style="text-align: center;">Kick <i>Karate-2 vs. active defense</i></p> <p>Damage: thr cr +1/d6 to thr if you know Karate at DX +2/d6 to thr if you know Karate at DX+1 +1 if wearing boots</p> <p>Reach: C</p> <p>Parry: Karate/2 + 3 rounded down vs low attacks only one leg/foot may parry my not retreat on the same turn [MA123]</p> <p>Note: If miss, roll vs. DX to avoid falling</p> <p style="text-align: right;"><i>[B203]</i></p>
<p style="text-align: center;">Kick <i>DX-2 vs. active defense</i></p> <p>Damage: thr cr +1 if wearing boots</p> <p>Reach: C, 1</p> <p>Parry: No</p> <p>Note: If miss, roll vs. DX to avoid falling</p> <p style="text-align: right;"><i>[B271,377]</i></p>	<p style="text-align: center;">Bite <i>Brawling or DX vs. active defense</i></p> <p>Damage: thr-1 cr +1/d6 to thr if you know Brawling at DX+2</p> <p>Reach: C</p> <p>Parry: No</p> <p style="text-align: right;"><i>[B271]</i></p>

UNARMED COMBAT MANEUVERS

Grab

*Judo, Sumo Wrestling, Wrestling, or DX
vs. active defense*

Success: You've grabbed your foe's weapon
Hit location penalties apply, e.g. hand (-4)

Reach: C

Their Next Action: Break Free
Attack or AOA w/ free limb, reach C attack
Move if foe has 2x your ST
Ready w/ free limb, requires DX roll

Your Next Action: Wrest Weapon Away

[B370]

Grapple Standing Foe

*Judo, Sumo Wrestling, Wrestling, or DX
vs. active defense*

Success: You've grabbed your foe
Half hit location penalties apply, e.g. hand (-2)

Reach: C

Their Next Action: Break Free
Attack or AOA w/ free limb, reach C attack
Move if foe has 2x your ST
Ready w/ free limb, requires DX roll

Your Next Action: Takedown

[B370]

Grapple Lying Down/Sitting Foe By Torso

*Judo, Sumo Wrestling, Wrestling, or DX
vs. active defense*

Success: You've grabbed your foe's torso
You must step into a kneel/lying down position

Reach: C

Their Next Action: Break Free
Attack or AOA w/ free limb, reach C attack
Move if foe has 2x your ST
Ready w/ free limb, requires DX roll

Your Next Action: Pin

[B370]

Grapple Foe By Neck or Limb

*Judo-3, Sumo Wrestling-3, Wrestling-3, or DX-3
vs. active defense*

Success: You've grabbed your foe's neck
Half hit location penalties apply, e.g. neck (-3)

Reach: C

Their Next Action: Break Free
Attack or AOA w/ free limb, reach C attack
Move if foe has 2x your ST
Ready w/ free limb, requires DX roll

Your Next Action: Choke or Strangle

[B370]

Choke Hold (grapple from behind)

Judo-2, Wrestling-3 vs. active defense

Success: You've grabbed your foe with both hands

Reach: C

Their Next Action: Break Free (grappler at +5)
Attack or AOA w/ free limb, reach C attack
Move if foe has 2x your ST
Ready w/ free limb, requires DX roll

Your Next Action: Suffocation [B436], loses 1 FP
ST+3 vs. ST or HT cr to throat optional [B370]

[B404]

Takedown (foe grappled)

QC: Judo, Sumo Wrestling, Wrestling, ST, or DX

Success: Your foe falls down next to you

Your foe loses his grip on you

Failure: You fall down next to your foe

You lose your grip on him

Tie: Nothing happens

Their Next Action: Break Free
Attack or AOA w/ free limb, reach C attack
Move if foe has 2x your ST
Ready w/ free limb, requires DX roll

[B370]

Shift Grip (foe grappled)

QC: Judo, Sumo Wrestling, Wrestling, or DX

+3 to fighter with more free hands

Success: You have relocated your grip

Failure: Your foe breaks free

Tie: Original body part still grappled

Their Next Action: Break Free
Attack or AOA w/ free limb, reach C attack
Move if foe has 2x your ST
Ready w/ free limb, requires DX roll

[MA117]

Pin (foe on ground, torso grappled)

Regular Contest: ST vs. ST

+3 to fighter with more free hands

Success: Your foe is pinned

Failure: Nothing happens

Tie: Nothing happens

Their Next Action: Break Free every 10 seconds
You are +10 if using two hands
You are +5 if using one hand

[B370]

UNARMED COMBAT MANEUVERS

<p style="text-align: center;">Neck Snap / Wrench Limb (limb grappled with both hands) <i>Quick Contest: ST-4 vs. ST or HT</i></p> <p>Success: sw cr damage to neck (x1.5) or limb Failure: Nothing happens Tie: Nothing happens Their Next Action: Break Free Attack or AOA w/ free limb, reach C attack Move if foe has 2x your ST Ready w/ free limb, requires DX roll</p> <p style="text-align: right;"><i>[B404]</i></p>	<p style="text-align: center;">Choke or Strangle (limb grappled with both hands) <i>Quick Contest: ST vs. ST or HT</i></p> <p>-5 if you only use one hand Success: margin of victory cr damage to neck (x1.5) Suffocation [B436] start losing 1 FP his next turn Fail or Tie: Nothing happens Their Next Action: Break Free Attack or AOA w/ free limb, reach C attack Move if foe has 2x your ST Ready w/ free limb, requires DX roll</p> <p style="text-align: right;"><i>[B370]</i></p>
<p style="text-align: center;">Judo Throw (after melee parry or grapple) <i>Judo vs. active defense</i></p> <p>Success: You throw your foe Roll vs. HT or stunned Failure: Nothing happens Tie: Nothing happens Their Next Action: Change Position Attack from the ground</p> <p style="text-align: right;"><i>[B203]</i></p>	<p style="text-align: center;">Arm Lock (two hands free) (after melee parry or grapple) <i>Judo or Wrestling vs. active defense</i></p> <p>Success: You trap your foe's arm in a lock Roll vs. HT or stunned Fail or Tie: Nothing happens Their Next Action: Break Free You are at +4; Foe is -1/failure Attack at usual penalties Your Next Action: QC: Judo, Wrestling, or ST vs. ST or HT margin of victory cr damage + another attack</p> <p style="text-align: right;"><i>[B203]</i></p>
<p style="text-align: center;">Slam <i>Brawling, Sumo Wrestling, or DX vs. active defense</i></p> <p>No -4 or skill cap of 9 for Move and Attack Success: You slam into your foe</p> <p style="text-align: right;"><i>[B371]</i></p>	<p style="text-align: center;">Flying Tackle <i>Brawling, Jumping, Sumo Wrestling, or DX vs. active defense</i></p> <p>+4 to hit; 1 extra yard of reach No -4 or skill cap of 9 for Move and Attack Success: You slam into your foe</p> <p style="text-align: right;"><i>[B372]</i></p>
<p style="text-align: center;">Shove <i>Sumo Wrestling or DX vs. active defense</i></p> <p>Success: You shove your foe thr cr damage (-1/d6 if one hand), double it inflicts knockback but no physical injury</p> <p style="text-align: right;"><i>[B372]</i></p>	