

AT-10 – MARTIAL ARTS ATTACK TABLE						
LEATHER						
ROLL	PLATE	CHAIN	RIGID	SOFT	NONE	ROLL
01-02	UM	F	F	F	F	01-02
03-45	0	0	0	0	0	03-45
46-50	0	0	0	0	0	46-50
51-55	0	0	0	0	1	51-55
56-60	1	0	0	1	2	56-60
61-65	2	2	1	1T	3	61-65
66-70	2T	3	2	2T	4	66-70
71-75	2T	3T	2T	2A	5	71-75
76-80	3A	3A	2A	3A	6T	76-80
81-85	4A	4A	3A	5A	7T	81-85
86-90	5A	5A	4A	6A	8A	86-90
91-95	6A	5B	5B	6B	9A	91-95
96-100	6B	7B	6B	7B	10A	96-100
101-105	7B	8B	8B	9C	12B	101-105
– MAXIMUM RESULTS FOR RANK 1 ATTACKS –						
106-110	7C	11C	9B	10C	14C	106-110
111-115	8C	13C	11C	12C	15C	111-115
116-120	9C	14C	12C	14C	17C	116-120
– MAXIMUM RESULTS FOR RANK 2 ATTACKS –						
121-125	10C	15C	13C	14D	18D	121-125
126-130	11C	15D	14D	15D	19D	126-130
131-135	12D	16D	16D	16D	20D	131-135
– MAXIMUM RESULTS FOR RANK 3 ATTACKS –						
136-140	12D	17D	16E	17E	21E	136-140
141-145	12E	18E	17E	18E	23E	141-145
146-150	13E	19E	17E	20E	25E	146-150
– MAXIMUM RESULTS FOR RANK 4 ATTACKS –						

MARTIAL ARTS (ST) is a skill to fight unarmed. It includes techniques for both strikes and sweeps. The total bonus is used as an Offensive Bonus. For attacks use AT-10, and the critical hits are resolved on the CT-12 table.

ADRENAL DEFENCE The skill rank bonus is added to the DB of the character as long as he is aware of the pending attack(s). The bonus is halved versus missile weapons.

Martial arts optional rules

Increasing Combat sequence

The Martial artist can increase their MM bonus in determining who strikes first. For every 5 points of OB a +10 bonus is gained.

Engaging multiple foes

When the martial artist gains his 4th rank he can attack 2 or more foes in a 90 degree arc. When he reaches his 6th rank the foes may be separated at any angle. All attacks are at -20 per foe being engaged.

CT – 12 MARTIAL ARTS CRITICAL TABLE	
-49 – 05	<i>Acrobatic, but no extra damage +0 hits..</i>
06 – 20	<i>+4 hits, -5 to action.</i>
21 – 35	<i>Sweep stuns foe for 1 round. +4 hits</i>
36 – 50	<i>Acrobatic move forces foe to parry next round at -10. +6 hits</i>
51 – 65	<i>Sweep drives foe 3 feet back, but there is good recovery. Foe is stunned 2 rounds +6 hits.</i>
66 – 79	<i>Strike to nerve in upper leg, +8 hits. Foe is stunned and unable to parry for 2 rounds, and is at -40 for 6 rounds.</i>
80	<i>Shabby throw. Foe is stunned and unable to parry for 6 rounds. Foe is prone and you can finish him with a knee to solar plexus.</i>
81 – 85	<i>Strike to lower leg. Foe is stunned for 2 rounds. +7 hits</i>
86 – 89	<i>Sweep stuns foe; kick disarms him, and another sweep knocks him flat on his back. Foe is unconscious. +20 hits.</i>
90	<i>Knifehand strikes foes weapon arm, breaks bone. Kick to neck breaks backbone. Foe is paralyzed from neck down... permanently.</i>
91 – 95	<i>Throw knocks foe down and back 5 feet, leaving foe disarmed and stunned for 1 round.</i>
96 – 99	<i>Kick to solar plexus drops foe and leaves him stunned and unable to parry for 30 rounds. +30 hits.</i>
100	<i>Sweep sends foe flying 20 feet. Crash land mashes foes head. +30 hits. Foe is very dead.</i>
101 – 105	<i>Upperleg strike causes deep bruise. Foe is stunned 3 rounds. +4 hits</i>
106 – 109	<i>Throw bshes foe into nearest hard surface. Foe is knocked out and you can use a killing kick.</i>
110	<i>Awesome spear strike finds seam; enetrates solar plexus and ruptures the heart. Foe dies instantly. Good work!</i>
111 – 115	<i>Fine throw. Foe lands on weapon arm, is disarmed and stunned 3 rounds.</i>
116 – 119	<i>Strike to stomach destroys a variety of organs. Foe drops helplessly and dies in 12 rounds. Add +10 to your next roll.</i>
120	<i>Perfect toss ends foe flying over your shoulder 10 feet. Foe dies on impact.</i>
	Modifications: -50 – “T” critical -20 – “A” critical -10 – “B” critical +0 – “C” critical +20 – “D” critical +20 – “E” critical