Common Maneuvers

 Wait. Specify another maneuver you will execute if you observe a trigger action. Defenses and Movement as per specified maneuver.

Allows you to interrupt opponent actions. This often includes bracing for an enemy charge attack.

- All-out Defense. Move: 1 step.
 You forgo making an attack but get
 +2 to one active defense of your choice. Also, if you fail a defense roll, you may try one other means.
- Move-and-attack. Shield slam (E40) at full skill. Otherwise, Karate skill capped at 9. Move: full.
- Attack. Move: One step, before or after attack. One full attack, or two rapid unarmed strikes, at skill-3.
- All-out Attack. Move: Up to half.
 May make two attacks at full skill,
 one strong attack at +2 damage.

 No defense allowed.
- Feint. Move: 1 step. Roll a Quick Contest of your sword v. theirs.
 Margin of success = subtracted from one attack made next round.
 Can be combined in a one-round strike with All-Out Attack or Rapid Strike.

Notes.

- Only 1 block attempt per turn
- Penetrating cutting(cut) or large piercing(pi+) damage deals x1.5 against most targets (minimum 1).
- Penetrating crushing damage deal

- x1 against most targets (min 0).
- Major Wound: any single wound greater than half current HP. HT roll to avoid knockdown.
- Crippling (Major) Wound.
 Damage to an extremity triggers a major wound if its greater than: (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- Knockback. Triggers another HT toll to avoid being knocked prone.
 Failing by -5 or greater indicates unconsciousness.
- May retreat one step away from the attack while attempting a dodge to receive +2.
- Once per turn, you can make an Acrobatic Dodge (E48) which may be combined with a retreat. Successful check gives extra +2 to dodge, while failure gives -2.

MARTIAL ARTIST Masha Deathfoot

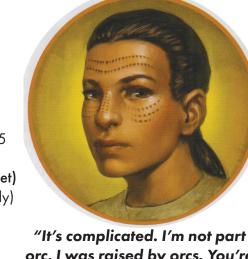
(Human female)
Size Humanoid (+0 mod)
Base Speed 7 Move 8 yards (8)
Strength(ST) 11 Dexterity(DX) 16
IQ 10 Health(HT) 12
Fatigue Points 12 Will 11
Perception 10 Observation 5 Search 5
Hit Points 11

Damage Reduction 2 (6 on hands/feet) Armor Plate armor (hands and feet only)

Encumbrance/Move Penalty 0

Dodge 10 Block NA
Parry 11 (Karate, Judo, Missiles)
Thrust / Swing 1d / 2d-1

Reaction Mod -2 (Minority) Language Common.



"It's complicated. I'm not part orc, I was raised by orcs. You're thinking orcs must have killed my parents, but no - famine did. My orcish brothers and sisters are masters of kung-fu. Yes, I guess, 'fancy fisticuffs' is one way to describe it. Anyway, are you hiring?"

Current HP	Current FP		

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	17	1d+2 cr	С				
Kick	17	1d+4 cr	c, 1				
Kick (Power Blow)	17	2d+10 cr	с, 1		3	600	
Med. Shield (Bash)	16	1d+1 cr	1	DB +2	15	60	

Ranged	#	Damage	Acc	WT	Properties	Shots

Treasure

2 sp, 13 cp

Speed-Range-Size Modifier

Linear sbray	poW	Linear yards	poW
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Wrestling-14 Stealth-15 Karate- 17

combat. Tactics-10 Gain the high ground in 1Q-Based 2kills

problem for free GM hint. Meditation-10 May meditate on Hiking-]] Other Skills

double strength for hit.

Power Blow-12 Costs 1 FP. Check will thrown. -2 for arows/crossbow bolts.

Parry Missile Weapon-17 +4 v thrown

Mental Strength-14 Use to resist mind

Light Walk- I7 Roll to move silently,

Immovable Stance-IV Roll to resist

Breaking Blow-11. Costs 1 PP. Success

Body Control-12 Use to resist disease,

weapons over 1 lbs. +2 for lighter

minimize weight or hide tracks.

knockback, throws, and talls.

poison, spells and other effects.

grants armor divisor of 5.

Running-11

CP! 2K!||2

control.

-2 to all reaction rolls except those in

like a family and feel honor bound to

You think of your adventuring party

or a handout from charity or the less

Roll 12 or less to ignore a call for aid

Social Stigma (Minority Group)

protect and detend them.

Sense of Duty (Adventuring

Vow: Must fight unarmed.

lower payouts for selling goods. Wealth (Struggling). Receive 20%

Gear

None Broup.

Companions)

fortunate.

tsoD	TW	Location	mətl
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			pasics/
			gnidtola
20	4.	Body	AxPouch
Ol	8	Body	Canteen (1
			Qt.)

Skills

dwnl

climb. by diving, jumping over and partner Parkour (E20) to navigate hazards Acrobatics-15 Allows Dungeon Dex-Based Skills

Jumping-16. Skill check/4 = vertical61-obut climbing-15

Advantages

special diet. rituals. Pay double for rations due to Requires 1d hours each day in Chi Chi Talent- 2

Tough skin, DR 2. Dragon Skin

multi-parry. Halt-penalty for Rapid Strike and Trained by a Master

Mantis Strike +2 Striking ST

palance. Roll v Karate it you miss to not lose benalty for kicks. +1 die of damage. Seven Secret Kicks Eliminates -2

qawade. your unarmed attacks. +1 per die of receive a tree attack for parrying hard objects (E40). Enemies do not from hurting yourself by striking *<u>Nuarmed Master</u>* You are immune

Personality Quirks

- kicked to death Adds small scar for each opponent
- Kicks enemies whenever teasible
- Fond of orcs.
- Likes to dance, poorly.
- Takes offense if called "angry."

Disadvantages

Compulsive Generosity(12)