**Unarmed Fighting Talent Line**

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| Agile Escape | Instead of your strength score, you may use your agility score to escape or maintain a hold. | * Escape 12+ * Unarmed 15+ | 4 |
| Brawler | Your unarmed attacks do +2 damage. | * Unarmed 15+ | 5 |
| Catch | * + - 1. You may use your skill to catch thrown projectiles directed at you. The difficulty for doing so is the thrower’s skill + 2.       2. You may catch arrows and bolts by making a skill roll vs. DL 25. | * Thrown 15+ * Unarmed 15+ | 5 |
| Choke Hold | When you grapple a foe, you can choose to do STR(-1) + 1d4 damage through all armor. You hit automatically as long as you maintain the grapple. | * Escape 15+ * Unarmed 15+ | 5 |
| Closet Fighter | With regards to obstructions, a medium weapon is considered small and a small weapon takes no penalty. An unarmed closet fighter is +1 to hit and damage when he is in the same hex as an opponent, or grappling him. | * Combat 15+ * Escape 15+ * Unarmed 15+ | 5 |
| Crippling Blow | 1. A blow to the chest cripples your opponent on a 4/12, a blow to the legs on a 6/12. A crippled opponent is -1 INI, -1 movement and -1 defense for 1d3 rounds. 2. Your chance to cripple an opponent increases to 6/12 and 8/12. | * Combat 15+ * Physician 15+ | 5 |
| Dirt In The Eyes | This is an attack maneuver using the throw or unarmed skill at a -3 penalty to hit. If the attack hits, the target’s eyes are irritated and he takes a -2 to attacks and defenses for 1d4 rounds. The target must be adjacent to the attacker. | * Throw 15+ * Unarmed 15+ * Template | 5 |
| Fast Fists | 1. Your fists gain the weapon trait Fast(3) 2. Your fists gain the weapon trait Fast(4) (requires Unarmed 18+) 3. Your fists gain the weapon trait Fast(5) (requires Unarmed 20+) 4. Your fists gain the weapon trait Fast(6) (requires Unarmed 22+) | * Speed 15+ * Unarmed 15+ | 5 |
| Fight with Wild Abandon | You get a +2 to damage rolls, but take a -1 to all defenses. | * Template * Combat 15+ | 5 |
| Get Inside | You can close against an opponent with a longer weapon without losing the initiative. Once you have closed with your opponent, you get a +1 defense. | * Knives 15+ * Speed 15+ * Unarmed 15+ | 5 |
| Head Butt | If you have previously grappled a target, you can hit him in the head for STR + 1d4 damage. Alternately, you can attack a non-grappled, adjacent target, but only if you surprise him. This attack stuns on a 3/12. | * Unarmed 15+ * Template | 5 |
| Knockdown | 1. A blow to the chest that does 3 or more points of damage knocks the target down on a 4/12. A blow to the legs that does 3 or more points of damage knocks the target down on a 6/12. 2. Your chances to knock down increase to 6/12 and 8/12. Requires Combat 18+, or Tactics 15+. | * Improvised 15+ * Staff 15+ * Tactics 12+ * Two-Handed 15+ * Unarmed 15+ | 5 |
| Press Gang | This is a combat maneuver in which the attacker uses his unarmed combat skill at a -3 penalty. A successful attack stuns the target for 1 round. This attack only works with fists or clubs and the target’s head must be armored with 1 defense or less. | * Unarmed 15+ * Template | 5 |
| Prone Combat | You suffer no combat penalties when prone. | * Acrobatics 12+ * Breakfall * Knife 15+ * Unarmed 15+ | 4 |
| Pugilist | * 1. Your fists now do STR + 1d3 damage   2. Your fists now do STR + 1d4 damage (requires Unarmed 15+)   3. Your fists now do STR + 1d6 damage (requires unarmed 18+)   4. Your fists now do STR + 1d8 damage (requires unarmed 20+) | * Unarmed 12+ * Template | 5 |
| Reversal | When you escape a hold, you can apply a hold on the attacker as a free action. | * Escape 15+ * Unarmed 15+ | 4 |
| Stunning Blow | 1. A blow to the chest that does 3 or more points of damage has a chance to stun the target on a 2/12. A blow to the head that does 3 or more points of damage stuns on a 4/12. 2. Chances to stun increase to 3/12 and 5/12. Requires skill level of 18+. 3. Chances to stun increase to 4/12 and 6/12. Requires skill level of 22+. | * Mace 15+ * Staff 15+ * Tactics 15+ * Unarmed 15+ | 5 |
| Unarmed Parry | You can used your unarmed combat skill to parry opponents using weapons without taking a -3 penalty. | * Unarmed 12+ | 5 |
| Wrestler | You are adept at grappling foes and get a +1 to hit and +4 to your strength checks when doing so. | * Unarmed 15+ | 5 |
| Wrestling Throw | When you throw a held opponent, you do an additional 1d6 damage and can throw them up to 3 hexes away. | * Unarmed 15+ | 5 |