**Wrestling**

**Highlights:**

* Great self-heal
* Attacks that stun, cripple and render prone

**Super Stats:**

* Strength
* Agility

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Backbreaker\* | Att | A | Touch | -- | -1 | 1 target | 5u | * STR + 1d10 * Prone (AGI, TOU 20) * Stun (AGI, TOU 20) | 10 |
| Choke Hold | Att | A | Touch | -- | 0 | 1 target | 4r | * 2d8 damage or STR damage (continuous and penetrating) * Does not work on characters with no need to breathe or with hard armor over their throat | 10 |
| Leg Lock | Att | A | Touch | -- | 0 | 1 target | 4r | * STR + 1d8 continuous physical damage (STR) * Target crippled (TOU 20) | 10 |
| Miraculous Comeback\* | Hea | X | -- | -- | -- | Self | 6u | * +2d6 to any recovery roll * May only affect a single roll and a single stat in a round | 10 |
| Pin | Att+ | A | Touch | -- | 0 | 1 target | 3r | * +10 STR to hold | 10 |
| Roll With It | Arm | X | -- | -- | -- | Self | 4u | * 2d6 physical armor vs. melee attacks | 10 |
| Slap | Att | A | Touch | -- | 0 | 1 target | 3u | * STR + 1d10 physical damage | 10 |

**Additional Information**

**Place Holder**

* Blah, blah, blah