# Martial Arts

## Deadly Beastman Style

**Shapeshifting, Physique, Brawl**

No External Armor, No External Weapons

The Deadly Beastman, on taking this form, merges their Spirit Form and Human form into one, as though they had flared their anima to its full level.

The Beastman grows natural weaponry, based on the natural weaponry of their Spirit Form. While they are still considered unarmed, they may use the statistics of Unarmed, Light, or Medium Weaponry, with an added +1 to Base Damage. The category choice should be reflective of their Spirit Form’s natural weaponry.  
 [+3 acc, +1 Dmg; +2Acc +2 Dmg; or +1 Acc +3 Dmg]

The Beastman gains thesize of **Large** (+2 Soak, + 5 Endurance, and -2 successes on Fine Dexterity/Sneak rolls). This does not affect Lunars who are already of size Large (or bigger).

If the Beastman’s animal form has natural armor, such as a carapace or scales, they may gain an additional +1 Soak at the cost of -1 Evasion.

Aside from this, other mutations still follow the **Hybrid Body Rules** (including their alteration from the Hybrid Body Rearrangement)

## Lesser Techniques

### Hide-Hardening Technique

**Cost:** 3m; **Mins:** Physique 2, Shapeshifting 1  
**Type:** Reflexive  
**Duration:** Instant

The Lunar reinforces their body, hardening their defenses against an attack, gaining +3 Soak.

### Howling Visage

**Cost:** 5m 2i; **Mins:** Physique 3, Shapeshifting 2  
**Type:** Distract Action  
**Duration:** Instant

The Lunar lets loose a great and terrifying Howl upon the battlefield, using their (Strength + Physique) as a Distract Action against all enemy characters that are within Medium Range of the Lunar, and can either hear or see them.

### Rip and Tear

**Cost:** 4m, 2i; **Mins:** Physique 4, Shapeshifting 3  
**Type:** Supplemental  
**Duration:** Instant

With raging claws, and teeth, the Lunar shreds their target apart, dealing (Essence) additional Damage.

## Greater Techniques

### Halting the Scarlet Flow

**Cost:** 7m; **Mins:** Physique 5, Shapeshifting 4  
**Type:** Secondary Action  
**Duration:** Instant

The Lunar immediately regains (Shapeshifting + Essence) Endurance.

### Towering Giant Enhancement

**Cost:** --(2m); **Mins:** Physique 5, Shapeshifting 5  
**Type:** Permanent (Secondary Action)  
**Duration:** Permanent (Instant)

Instead of becoming **Large** on entering the form, the Lunar may instead become **Gigantic** (+4 Soak, +10 Endurance, -2Evasion, No Fine Dexterity/Sneak).

The Lunar may switch between **Large** and **Gigantic** as a Secondary Action costing 2m.

Regardless of if the Lunar is Large or Gigantic, they gain an additional +2 Base Damage.