Wrestling

Special Mechanics

* Signature Move: The hero can choose one attack from Wrestling as their signature move. By making this your signature move, successfully performing this attack riles up the crowd (allies). Everyone on your team within eyesight gains a bonus on their next attack

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Backbreaker | Amt | A | 20p | -- | 0 | 1 tgt | 6 | * 2d8 + Muscle Physical Damage * Prone (Reflex, Toughness 18) * Stun (Reflex, Toughness 18) | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Save DL +2 / x3 / +1B / 10P |
| Choke | Am+ | + | 20p | -- | 0 | 1 tgt | 2 | * If you have a hold on someone, the damage you do becomes penetrating * Characters with neck armor or no need to breathe are immune | * None |
| Ear Biter | Vm | C | 10P | -- | -- | Self | 0 | * If someone grabs or grapples you, you immediately get a free attack * If your attack hits, you can immediately make a Muscle check with a +4 bonus to escape the grapple | * None |
| Go for the Throat | Am+ | + | 20P | -- | -- | -- | 3 | * +1d8 physical damage * Pierce(4) * Can be used against prone or stunned | * Pierce +1 / x3 / -- / 10P |
| Grapple (Hold) | Amt | A | 20P | -- | 0 | 1 tgt | 4 | * You grab an opponent who must make an opposed Muscle check to escape * Each round you can do your Muscle + 1d8 damage and either continue the hold, or throw your opponent to the ground, rendering them prone (Skill, Reflex) | * Burn -1 / x3 / -- / 10P * Dmg Die / x2 / +1B / 10P \*\*\* * Restraining – As long as you maintain this attack, the target is Restrained / x1 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Human Shield | Vmr | C | 10P | -- | -- | Self | 0 | * If you have a grappled opponent, you can spend an energy to block attacks using your Block skill * Any attacks blocked in this fashion hit the grappled target instead | * None |
| Improved Charge | Vm | C | 10P | -- | -- | Self | 0 | * You take no penalty when charging | * Impact – Charging adds +1 damage/die / x1 / -- / 10P |
| Incredible Recovery | Trait | N | 20 | -- | -- | Self | 0 | * Your recovery dice are 2d6 | * Die Step / x2 / -- / 20P |
| Leg Lock | Am+ | + | 20p | -- | 0 | 1 tgt | 2 | * If you do damage to someone you are holding they gain the Crippled(1) status (Toughness 18) | * Bone Breaker – When you apply Crippled to the target, he also gets Pained (1d4, ground movement) / x1 / 1B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Restraining – As long as you maintain this attack, the target is Restrained / x1 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Luchador | Trait | N | 10P | -- | -- | -- | 0 | * You can substitute your Charisma die for any of your damage dice | * None |
| Nuke | Vm | C | 20P | -- | -- | -- | 0 | * Once per combat, you can add as many adders as you like to an attack | * Uses +1 / x2 / -- / 10P |
| Pin | Am+ | + | 10p | -- | -- | Self | 2 | * +8 Muscle to holds | * +4 MUS /x2/ -- /10P |
| Roll with It | R | R | 20p | -- | -- | Self | 2 | * 2d4/0/0 armor | * Armor Die Step/ x3 / +1B / 10P \*\*\* |
| Slap | Amt | A | 20p | -- | 0 | 1 tgt | 4 | * 2d10 + Muscle physical damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Knock +1 / x2 / +1B / 10P |
| Take Initiative | Trait | N | 10P | -- | -- | Self | 0 | * You can spend an energy to swap initiatives with any other combatant * You cannot use this ability to gain two attacks in a round | * Take More Initiative – When you take initiative, your new initiative score can be raised up to an additional 4 points / x1 / -- / 10P |
| Wade In | Trait | N | 10P | -- | -- | Self | 0 | * You can make a 1 hex move after attacking as long as you end up next to an enemy | * Wade II – You can make a ½ move when you wade in / x1 / 1B / 10P |

Version 1.0  
Notes:

* Converted Power Set
* Copied damage numbers from the old powers
* Powers with a ? are proposed
* Miraculous comeback is for recovery rolls, is this still the same or should it be a flat heal?
* Highlighted stuff that needs looked at more intently