Wrestling

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Grappler | MS+4 | MS+4 | RS+0 | RS+2 | CP+0 |
| Luchador | CM+3 | CS+3 | CR+0 | RS+2 | CP+2 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Backbreaker | Amt | A | 20 | -- | 0 | 1 tgt | 6 | * 2d6 + 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+ | + | 20 | -- | 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 | 10 | -- | -- | 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+ | + | 20 | -- | -- | -- | 3 | * +1d8 physical damage * Pierce(4) * Can be used against prone or stunned | * Pierce +1 / x3 / -- / 10P |
| Grapple (Hold) | Amt | A | 20 | -- | 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 | 10 | -- | -- | 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 | 10 | -- | -- | 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+ | + | 20 | -- | 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 | 10 | -- | -- | -- | 0 | * You can substitute your Charisma die for any of your damage dice | * None |
| Nuke | Vm | C | 20 | -- | -- | -- | 0 | * Once per combat, you can add as many adders as you like to an attack | * Uses +1 / x2 / -- / 10P |
| Pin | Am+ | + | 10 | -- | -- | Self | 2 | * +8 Muscle to holds | * +4 MUS /x2/ -- /10P |
| Roll with It | B | R | 30 | -- | -- | Self | 2 | * 2d4/0/0 armor | * Armor Die Step/ x3 / +1B / 10P |
| Signature Move | Am+ | + | 20 | -- | -- | Allies | 2 | * When you hit with this attack, all allies within 10 hexes gain one of this power’s bonuses   + Accuracy +1   + Defense +1   + Heal 1d3   + Burn Reduction 1 * You choose which bonus is applied when you do the attack * All allies take the same bonus, which is either immediate, or lasts for their next action | * None |
| Slap | Amt | A | 20 | -- | 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 | 10 | -- | -- | 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 | 10 | -- | -- | 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 |