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**Range**: See Effect

**Effect**: The user gains a +1 Bonus to Accuracy Rolls made to initiate Grapple Maneuvers, and +2 to Skill Checks made to initiate Grapple Maneuvers or gain Dominance. Whenever the user gains Dominance in a Grapple, the target of the Grapple loses a Tick of Hit Points.

**Contest Effects**: Tough - Safe Option

Static

Status

**AC** None

**Wrap**  
Normal

At-Will

Status

**AC** 2

**Range**: Cone 2, Friendly, Social

**Effect**: All legal targets have their Defense lowered by 1 Combat Stage.

**Contest Effects**: Cool - Excitement

**Leer**  
Normal

**Range**: Melee, 1 Target, Five Strike

**Effect**: None

**Contest Effects**: Cool - Reliable

At-Will

Physical

**AC** 4

**Fury Attack**  
Normal

DB 2: 1d6+3+19

At-Will

Status

**AC** None

**Harden**  
Normal

**Range**: Self

**Effect**: Raise the user’s Defense 1 Combat Stage.

**Contest Effects**: Tough - Sabotage

**Range**: Cone 2

**Effect**: Targets have their Speed CS lowered by -1. If this lowers their Speed CS to -6, or if their Speed CS was already at -6, the target is instead Stuck. Grants Threaded

**Contest Effects**: Smart - Excitement

At-Will

Status

**AC** 3

**String Shot**  
Bug

**Naga (Ekans)Terry Briggs**

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