

I M P A C T

Name: _____	Right	Left	Tactics: <div style="border: 1px solid black; width: 60px; height: 40px; display: flex; align-items: center; justify-content: center;"> </div>	Purchase Points
Style: _____	Power:			
Rank: _____	Speed:			

Punches	Dam	Spd	SP	Rng	Cost
Direct Punches	-1 0 +1				
1Jab	2	5	-1	P	20
1Straight	3	4	1	K,P	20
1Gouge	1	3	1	P,T,G	20
1Palm	5	0	2	P,T	30
1Groin	3	3	0	T	20
Arcing Punches	-2 0 +2				
1Ridge-Hand	4	2	2	K,P	30
1Backhand	6	3	1	P,T	30
1Elbow	4	7	-1	T,G	20
1Uppercut	6	2	2	P,T	20
1Hook	6	0	2	P,T	20

Grappling	Dam	Spd	SP	Rng	Cost
Grappling	-1 0 +1				
1Grapple	0	1	0	T,G	40
0Throw	3	3	1	P,T,G	30
0Immobilize	1	5	3	T,G	40
0Joint-Lock	1	1	2	T,G	60
0Choke	1	3	3	T,G	40
1Kick	4	2	2	G	30
1Punch	3	3	2	G	30
1Headbutt	2	4	2	T,G	20

Defense (25PP x Next)

Skill	Defense	Effect
1Cover-Up		Resistance
0Duck & Weave		Toughness & Bridge
0Parry		Difficulty & Bridge
0Slip		Resist, Difficulty, & Bridge

Misc. Maneuvers & Variations

1Bridge (-2 0 +2)0	5	-1	N/A	20
Draw – Always 1st; Tactics v. Tactics; Diff+2; 2SP/1d6 STA Beat – Spd-3; Diff-1 for Opp on Nxt Mnvr; 1SP Bind – Spd-2 w/ Parry; Opp Nxt Action Spd-3 Feint – Spd+2; Mnvr v. Tactics; Spd+2 Nxt Action/lose mnvr; 1SP/1D6STA Lead – Mnvr v. Tactics; +2 Spd Nxt Action; 1SP Stop-Hit – Win Spd Test; Diff-1&Dam+3/Opp Diff+3 & .5*Dam Lunge – Rng±1; Dam+1; Spd-2, Diff-2 Nxt Action Riposte – After Parry, Target in-line; Spd+2/Diff-1 Spin/Jump – STAx2, SP+1; Dam+3, Spd-2; Opp Diff+2 Stop-kick – Dam+2; Opp Diff+1, lose mnvr				

Kicks	Dam	Spd	SP	Rng	Cost
Direct Kicks	-1 0 +2				
1Knee	6	4	1	P,T	20
1Front	5	3	1	K,P,T	20
1Thrust	12	-2	2	K,P	40
Arcing Kicks	-2 0 +3				
1Arch	2	5	-1	P,T	20
1Round	8	1	2	K	30
1Short Round	5	4	1	P,T	20
Sweeping Kicks	-3 0 +3				
1Sweep	3	1	3	K,P	30
1Hook	3	5	2	K,P	30
Extended Kicks	-3 0 +4				
1Side	10	0	2	K	30
1Back	8	2	2	K,P,T	40

Stamina	SP
(-2 cumulative per 25%) (10 per 100PP)	
1 2 3 4 5	①
1	②
2	③
3	④
4	⑤
5	⑥
6	⑦
7	⑧
8	⑨
9	⑩
10	

Difficulty. 50PP x Next

Toughness. 25PP x Next