

STAR TREK: THE ROLEPLAYING GAME

New Combat Styles and Maneuvers

Capoeira

A form of martial art/dance that was developed by Brazilian slaves in the 1600-1800s. It is practiced in the form of a 'game' – with the capoeiristi dancing to music provided by a meistera and surrounded by other practitioners who take turns in practicing this art.

Capoeira gains a +1 affinity bonus from gymnastics or dance skills.

Queda de Quatro

A sudden drop backwards onto all fours, allowing the capoeirista to either roll clear of an attack, or strike with the legs.

Prerequisite: Capoeira +2

Effect: Used as a block. Even if unsuccessful, subtract the agility modifier of the user from damage received. On a success, gain initiative for the next round and a +3 to the next attack.

Upgrade: Allows an immediate snap kick (Beija-Flor) cartwheel as a free action (damage 3+str mod.)

Rasteira

This maneuver can be used as a defense and an attack. It allows the user to drop to a crouch and legsweep their attacker.

Prerequisite: Capoeira +3

Effect: A successful defense allows an immediate free attack; if used as a straight attack a successful hit requires the opponent to make a quickness test – TN is the capoeirista's agility +2 – or fall down.

Upgrade: Allows a second rasteira attack for damage (+3 to succeed) or to grapple opponent.

Tesoura

This is often used after a queda de quatro; it is a scissor kick/trip maneuver.

Prerequisite: Capoeira +4

Effect: Success does damage at 1d6+str mod and requires the opponent to make a quickness test – TN= capoeirista's agility+2 – or fall down.

Upgrade: Gain initiative on the next round after use and may stage another kick attack at -3TN to hit.

Banacao de Trage

The capoeirista does a spinning side kick.

Prerequisite: Capoeira +6

Effect: A successful hit does +2 damage and forces opponent to make a reaction test vs. light stun, or be stunned for 1+str mod number of rounds.

Upgrade: Failed stun roll puts the opponent down for 2+str mod number of rounds. Can be taken three times.

Cabecadeas

The headbutt.

Prerequisite: Brawling +5 or Capoeira +6

Effect: Successful hit requires the opponent to make a reaction test for a light stun or be stunned for 1+str mod rounds, as well as 1d3+str mod damage. An unsuccessful attack applies the damage to the attacker.

Upgrade: As per Bancao de Trage.

Kendo

The Japanese 'Way of the Sword', this style is an Armed Combat style. It focuses less on speed and thrust, as in fencing, and more on slashing. Weapons: the style uses rattan swords for practice (called shinai), as well as staffs called kakari. The main weapons of Kendo are the katana, wakasashi, and no-dachi.

Go-No-Waza

This is the classic parry or kendo; using your blade to block the blade of an opponent and move it out of the way.

Prerequisite: Kendo +2

Effect: The specialty adds to the parry maneuver of the user. With a superior or better success, automatically gain initiative for the next round.

Upgrade: One upgrade. Allows an immediate free attack action on the opponent.

Datotsu

This is a sharp slashing cut with the weapon.

Prerequisite: Kendo +3

Effect: Causes another +2 injury on striking the opponent; a superior result gives +3, an extraordinary +5.

Upgrade: May be taken three times. Each upgrade adds another +1 damage.

Tsuki

The throat thrust or hit. A sharp jab to the neck.

Prerequisite: Kendo +4

Effect: A successful strike has the effect of rendering one level higher injury effect than the rolled damage. (i.e., an injured character acts as if wounded.)

Upgrade: The wound effect is another level higher than the damage rolled. (i.e., an injured character suffers incapacitation.) Can be taken three times.

Zan-Shin

This is technically the moment after a strike, a point of energy in which the kendo user is aware and ready for anything.

Prerequisite: Kendo +6

Effect: Add your perception modifier to dodge/defense.

Upgrade: One. Double perception modifier and add to defense.

Figure-8 Parry

The kendo user spins his sword in a figure-eight pattern, deflecting most incoming attacks easily.

Prerequisite: Kendo +8

Effect: Add a total of 4 to defense against attacks and is used for all attacks incoming that round.

Upgrade: First upgrade allows the user to make an attack

without losing the defense bonus. Second upgrade allows +2 to that attack.

Mok Bara

This is the best known Klingon fighting style.

Palm Strike

aka 'The Worf Special'...Pop your opponent in the face with the palm of your hand.

Prerequisite: Mok Bara +2

Effect: Adds +2 to hit, damage is 4+str mod, with an additional +2 on a complete success, +4 on an extraordinary.

Upgrade: Adds another +1 damage. Can be twice.

Headbutt

Prerequisite: Brawling +5, or Mok Bara +4

Effect: Successful hit requires the opponent to make a reaction test for a light stun or be stunned for 1+str mod rounds. Unsuccessful attacks does 1d3+str mod to attacker.

Upgrade: Opponent is out for 2+str mod rounds. Can be taken three times for a +1 round stun

Choke Hold

The choke hold can be used to simply grapple or to squeeze the life out of an opponent.

Prerequisite: Mok Bara +6

Effect: A success puts the opponent in a grapple.

Opponent must make a vitality roll vs. the attacker's strength or suffer light stun effect.

Upgrade: The opponent loses 1d3 Vitality. To reduce the vitality again, the choke hold must be reapplied – reroll choke hold for effect.

Great Strike

In this move, the practitioner uses a knife hand attack to vital areas, using all of his weight and strength.

Prerequisite: Mok Bara +8

Effect: Attacks is made with a -2 to hit, but a successful attack does 6+str mod damage, 7+str mod for a complete/superior success, 8+str mod on an extraordinary success.

Upgrade: adds +1 to all levels of damage. Can be taken twice.

Muay Thai

This is the Thai kickboxing style. It is characterized by fierce, fast movement and training that stresses toughening the body against pain.

Ka Jig Khai

The basic defense move: a quick jab used as a stop hit against another attack.

Prerequisite: Muay Thai +2

Effect: Used as a defense, this is like a fencing feint. If the defense is successful, roll damage to the opponent. (1d3+str mod).

Upgrade: first upgrade gives automatic initiative next

round. Second upgrade 2d3+str mod damage and initiative the following round.

Khok Nasa

"The bent fist." This is a roundhouse punch and acts just like the brawling specialty. See SOM pg. 30.

Prerequisite: Muay Thai +3

Pajon Chang San

This is technically two attacks: a side kick and a punch.

Prerequisite: Muay Thai +4

Effect: This attack allows the user to roll damage twice (1d3+str mod) and take the highest result.

Upgrade: The user rolls and applies both damage rolls.

Naka Kluen Gai

The kickboxer puts his fists close together, jutting out his elbows, and delivers a rapid one-two with the elbows.

Prerequisite: Muay Thai +6

Effect: Success allows an immediate free attack action.

Both do normal damage.

Upgrade: Success allows an immediate free attack action and a +2 to damage results. May be taken three times, with an additional +2 to damage.

Batha Loob Pak

The kickboxer grabs the attacker's first, immobilises it, then kicks to the face.

Prerequisite: Muay Thai +6

Effect: Used as a defense, a successful block allows the user to grapple, gaining initiative the next round for a kick.

Upgrade: Success allows an immediate free attack action; a kick to the face. Can still grapple for next round with initiative for attack.

Pel Taan

The most popular Andorian hand-to-hand style, Pel Ta'an most resembles Terran Kung Fu.

Finger Strike

As with the point strike maneuver, the practitioner hits a nerve plexus or other tender spot with a knife hand.

Prerequisite: Pel Ta'an +2

Effect: Made at +2 to hit, success gives a 4+str mod damage, with an additional +1 damage for superior success, +2 for extraordinary success.

Upgrade: Gives an additional +1 to hit. Can be taken three times.

Flying Lunge

Acts as a tackle, the attacker takes a flying leap at the opponent, knocking them to the ground.

Prerequisite: Pel Ta'an +4, Agility 5+

Effect: A successful attack does 1d6+str mod to opponent and knocks them to the ground. Gymnastics test TN10; success allows the attacker to roll to his feet.

Upgrade: Damage delivered is 2d3+str mod.

Talon Strike

This is similar to the dragon/tiger claw maneuvers of Terran martial arts forms.

Prerequisite: Pel Ta'an +6

Effect: Make attack with an additional +2 to skill, damage 5+str mod, an additional +1 for superior, +2 to extraordinary success.

Upgrade: Adds +1 to damage ranges. Can be taken twice.

Savate

This style was developed by sailors in the south of France. It is, for all purposes, boxing, with kicks added. The style calls for boots – preferably steel-toed.

The style uses all boxing maneuvers (substitute Savate for Boxing in the prerequisites) with the following added:

Toe Kick

It's the move most karate people tell you never to do, but in boots, a toe exerts a lot more pressure than a heel.

Prerequisite: Savate +2

Effect: The toe kick does 4+str mod damage, a superior success does an additional +1, an extraordinary +2.

Upgrade: Adds another +1 to damages. May be taken three times.

Crescent Kick

Sweeping kick that adds tons of power, but is easier to dodge.

Prerequisite: Savate +4

Effect: Opponent gains a +2 to block or dodge, but a successful attack does double damage (1d3+str mod x 2). You lose initiative if you miss.

Upgrade: Adds a stun test for the opponent as per light stun. The opponent is unconscious the number of rounds of the damage inflicted, if failed.

Wrestling

Every culture in the known galaxy has a form of wrestling. From the formal structure of the sumo and the Greek styles, to the over-the-top theater of Andorian wrestling, this style is probably the most indicative of the wrestling.

Grapple

This is the most basic attack of the form.

Prerequisite: Wrestling +1 or Brawling +2

Effect: Attack at +2. Target is grappled.

Upgrade: Attack at +1 to hit. May be taken three times.

Escape

The logical next move...get out of said grapple.

Prerequisite: Wrestling +2

Effect: Adds +2 to defense against grapple, adds +2 to break grapple.

Upgrade: With an upgrade, the escapee may make an immediate attempt to grapple their former grappler (free action round). Called a reverse.

Sacrifice Throw

Acts like a grapple, but the attacker throws his opponent and self to the ground. Can be used only while standing.

Prerequisite: Wrestling +3

Effect: does 1d6 damage to the opponent, 1d3 damage to the attacker when successful. If used as a defense, it releases any grapple.

Upgrade: 2d3 damage to opponent.

Choke Hold

The choke hold can be used to simply grapple or to squeeze the life out of an opponent.

Prerequisite: Mok Bara +4

Effect: A success puts the opponent in a grapple.

Opponent must make a vitality roll vs. the attacker's strength or suffer light stun effect.

Upgrade: The opponent loses 1d3 Vitality. To reduce the vitality again, the choke hold must be reapplied – reroll choke hold for effect.

Slam

Attacker picks up opponent and slams them to the ground.

Prerequisite: wrestling +4

Effect: Damage is 1d6+str mod

Upgrade: Damage is 2d6+str mod.

Piledriver

The opponent is picked up, upside down, and slammed head-first into the ground. In competition, this maneuver is usually banned.

Prerequisite: Wrestling +6

Effect: Damage is 4+str mod of both opponents (represents the opponents weight & attacker's strength.) Superior success is 5+str mod, extraordinary success 6+str mod. Victim must save against heavy stun.

Upgrade: Double the time unconscious if stun roll is failed. Second upgrade doubles damage.