

STAR WARS

ROLEPLAYING GAME



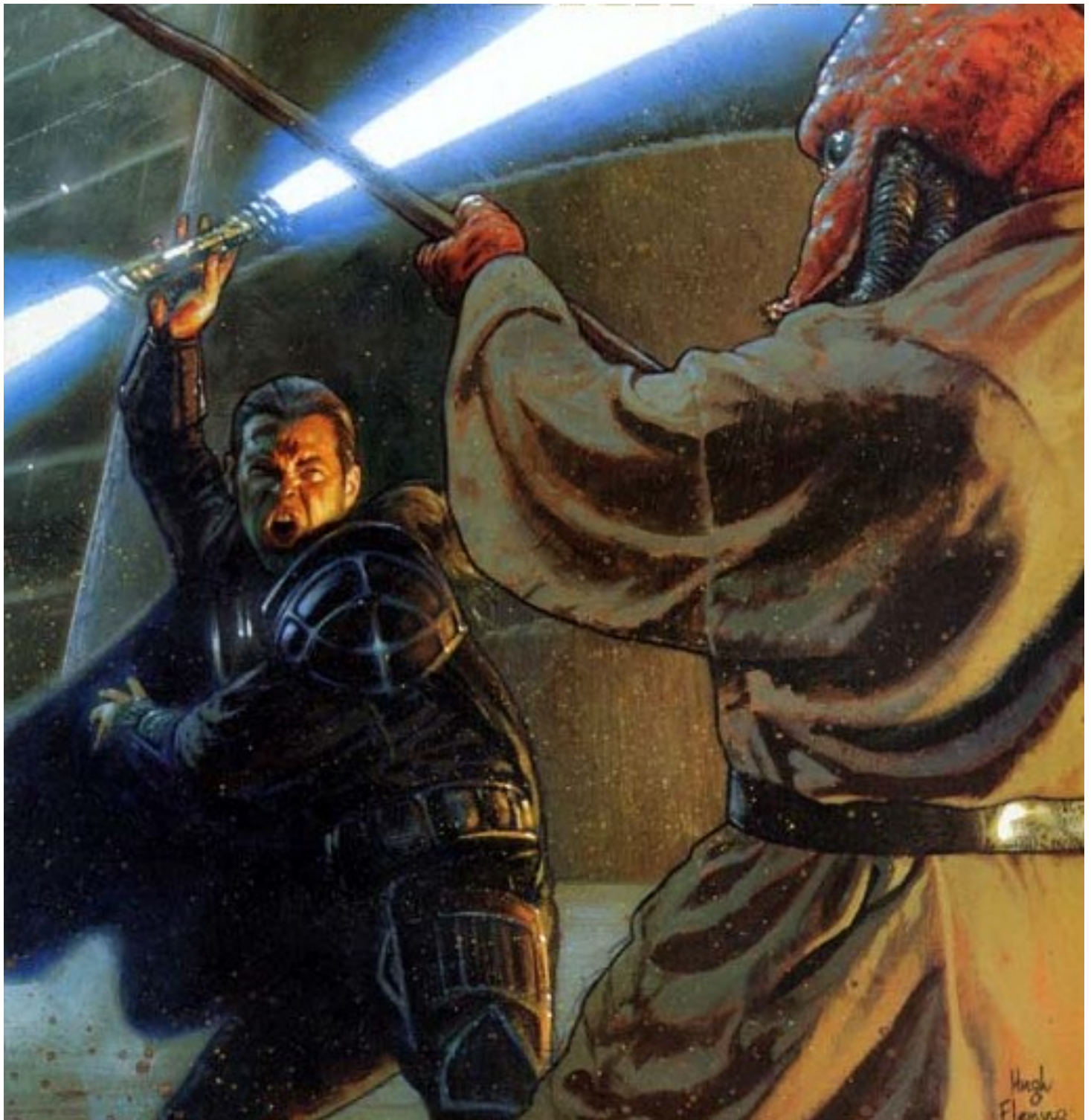
MARTIAL ARTS
REVISED & EXPANDED

OVERVIEW

Star Wars Martial Arts: Revised and Expanded is a compilation and revision of the West End Games Star Wars Roleplaying Game martial arts rules system. The optional specialization system from the Rules of Engagement game supplement has been overhauled, as have many different martial arts styles from various net guides and other West End Games supplements, such as Rodney Thompson's Net.Guide to Martial Arts on swrpgnetworkcom and the Alien Encounters sourcebook.

THE BASICS

Martial Arts is a specialization of the Strength skill Brawling. Each time the specialization is raised 1D above a character's Strength stat the player may choose a combat action (or technique) that their character knows. If the player chooses a specific style of martial arts their character receives a base ability and may select techniques from that style's available combat actions each time they progress 1D above their Strength. Many specialized styles have additional combat options available only to practitioners of that form. If a general Martial Arts specialization is selected, the character receives no base ability, but may freely choose from any basic combat action each time they raise their skill by 1D.



<i>Blind Fighting</i>	The martial artist is trained to fight without the use of their sight.	Moderate for light smoke or poor light; Difficult for thick smoke or a moonlit night; Very Difficult for very thick smoke or total darkness	A character may negate penalties from fighting blind or in the dark.
<i>Disarm</i>	The martial artist is skilled at disarming their opponents, giving them the advantage in melee combat.	Moderate/ Opposed Roll	The character makes an opposed Brawling skill check against their opponent. Success indicates that the target has been disarmed of one weapon or item they are holding. The item lands 1D meters away.
<i>Elbow Smash</i>	The martial artist uses their elbow to make a devastating attack.	Easy	If the character rolls successfully (and is not parried or dodged), the elbow smash does STR+2D damage.
<i>Flip</i>	The martial artist counters an unarmed or melee attack, flipping the enemy.	Difficult	If the character successfully parries a Brawling or melee attack, they may attempt a flip. Success indicates that the attacker has been flipped, knocked down and suffers 3D physical damage.
<i>Flying Kick</i>	The martial artist can make a deadly leap kick after a running start.	Very Difficult	This is a reaction skill. If the character rolls successfully, and rolls a successful Brawling attack, their kick inflicts STR+4D damage. Failure gives their opponent an immediate attack against them at no penalty.
<i>Foot Sweep</i>	The martial artist is adept at sweeping the legs of their opponent, knocking them down.	Moderate	If the character rolls successfully (and is not parried or dodged) and achieves a stun result or better, in addition to damage their opponent is knocked down.
<i>Head Butt</i>	The martial artist is trained to use their head as a weapon. This is a useful art to know, particularly when bound or held.	Easy	If the character rolls successfully and rolls a successful Brawling attack, their head butt inflicts STR+1D+1 damage. This technique may be used when the character is bound or held at no penalty.
<i>Hold/Grapple</i>	The martial artist is skilled at grappling and manipulating held opponents.	Difficult	If the character rolls successfully, they receive a +1D bonus to their opposed Brawling skill checks while grappling. This technique can be maintained each round, but a new skill check is required.
<i>Instant Knockdown</i>	The martial artist knows how to put their opponents off balance, knocking them down.	Moderate	If the character rolls successfully (and is not parried or dodged) and achieves a stun result or better, in addition to damage their opponent is knocked down.
<i>Instant Stand</i>	The martial artist has trained in acrobatic “kipup” techniques and can easily regain footing after a knockdown.	Moderate	A successful roll allows the character to return to a standing position without using an action.

<i>Instant Stun</i>	The martial artist is skilled at delivering jarring hits, disorienting their opponents.	Moderate	If the character rolls successfully (and is not parried or dodged) and achieves a stun result or better, their opponent suffers an additional -1D penalty to all actions for one round
<i>Instant Wound</i>	The martial artist is trained to deliver exceedingly lethal blows.	Difficult	Any damage result is increased by one step (stunned becomes wounded, wounded becomes wounded twice, etc.).
<i>Kick</i>	A devastating kick attack.	Easy	A successful skill check indicates that the martial artist's kick attack inflicts STR+2D damage.
<i>Multiple Strikes</i>	The martial artist can make a quick series of attacks at no penalty.	Moderate	If the character rolls successfully, they may make a second attack at no multiple action penalty.
<i>Nerve Punch</i>	The martial artist is skilled at targeting the nerves of an opponent to render their limbs useless.	Very Difficult	If the character rolls successfully (and is not parried or dodged on their called shot) and achieves a wound result or better, the limb struck is rendered unusable for 3D rounds.
<i>Nerve Punch 2</i>	The martial artist is trained to strike at an opponent's nerves to render them unconscious.	Heroic	If the character rolls successfully (and is not parried or dodged on their called shot) and achieves a wound result or better, their opponent is rendered unconscious for 3D rounds.
<i>Power Block</i>	The martial artist makes hard parries, injuring their attackers.	Difficult	If the character rolls successfully, a successful parry inflicts STR+1D to the attacker. This is a reaction skill.
<i>Punch</i>	A devastating punch attack.	Very Easy	A successful skill check indicates that the martial artist's punch attack inflicts STR+1D damage.
<i>Reversal</i>	The martial artist is trained to break and reverse grapples.	Difficult	If the character rolls successfully, they receive a +2D bonus to their opposed Brawling skill checks when attempting to break a grapple. This may be used in conjunction with a reaction skill.
<i>Silent Strike</i>	The martial artist has been trained to deliver potentially lethal blows to the unaware.	Difficult	Provided the character has approached an opponent undetected and their skill roll is successful, their initial attack inflicts STR+3D damage. A result of killed may render the target unconscious at the character's discretion.
<i>Spinning Kick</i>	The martial artist can spin on their heel to deliver a jarring kick attack.	Difficult	If the character rolls successfully, and rolls a successful Brawling attack, their kick inflicts STR+3D damage. Failure gives their opponent an immediate attack against them at no penalty.
<i>Shoulder Throw</i>	The martial artist has been trained to throw their opponents.	Difficult	If the character rolls successfully (and is not parried or dodged on their called shot), their opponent is thrown 1D meters away and suffers STR+1D damage. The character may parry armed opponents at no penalty.
<i>Weapon Block</i>	The martial artist is skilled at blocking melee attacks with their bare hands.	N/A	The character may parry armed opponents at no penalty.

DEFEL HUNTER MARTIAL ARTS

Defel, also known as “Wraiths” to some, are a very special race of aliens who are blessed with a natural camouflage. As such, they have developed special styles of combat that utilize this natural camouflage which makes them very deadly warriors. Their style combines not only a heavy reliance on stealth, but also elements of food hunting and guerilla warfare as well. Their style is silent, swift, and deadly, and has evolved over many years of hunting and off-planet learning. On their home planet of Af’El, Defel hunters train from early in their youth in various hunting techniques. One of these is a martial arts style, used not only for off-planet work, but for the occasional feud that breaks out among the different warrens. Defel off-planet are typically loners, and this is reflected in their martial arts style. It relies on no one except himself or herself, and does not lend itself to cooperative combat.

BASE ABILITY

Sneak Attack- If the character reaches their opponent undetected, they may add some or all of their natural invisibility dice to the damage of their initial attack (provided the attack hits). The number of dice added is determined by their Brawling: Defel Martial Arts roll when attacking. Moderate: +1D, Difficult: +2D, Very Difficult: +3D.

AVAILABLE COMBAT ACTIONS

- Blind fighting
- Flip
- Hold/Grapple
- Instant Knockdown
- Instant Stand
- Instant Stun
- Instant Wound
- Multiple Strikes
- Reversal
- Shoulder throw
- Spinning Kick
- Weapon Block



GAND FINDSMAN MARTIAL ARTS

Some Gand are trained in a specialized form of combat developed by a band of Findsmen centuries ago. The tenets of the art are complex and misunderstood, but the few that have been described often make use of the unique Gand biology. Five techniques are described below, their names translated from the Gand language; there are believed to be many more.

BASE ABILITY

Prey Discovery- When the subject of a Gand's Findsmen Ceremony is located and engaged, the Findsmen may designate a second "wild die" for purposes of attack rolls only. This additional wild die ignores complication effects (on a roll of 1) but rerolls 6's normally.

AVAILABLE COMBAT ACTIONS

- Blind fighting
- Confusing Mist
- Exoskeleton Shield
- Instant Stand
- Multiple Strikes
- Nerve Punch
- Piercing Touch
- Precise Strike
- Punch
- Silent Strike
- Striking Mist
- Weapon Block



Additional Gand Findsmen ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Confusing Mist</i>	The findsmen can confuse his opponent with biological feedback.	Difficult	A findsmen creates a brief burst of biological feedback which confuses his opponent. By making a successful physical attack, the findsmen uses chemicals transferred via touch to confuse his opponent for the remainder of the round, causing him to suffer -1D to all rolls, and -2D to any Perception or related skill rolls.
<i>Exoskeleton Shield</i>	The findsmen can create a small shield out of his exoskeleton.	Moderate	If the character rolls successfully, by forsaking all other actions this round the findsmen may cross his arms in front of him and encourage temporary exoskeleton growth, creating a shield that gives +4D vs. physical attacks, +2D vs. energy. The shield dissolves at the end of one round, and may not be created again for an additional round. May not be used when wearing armor that covers the arms.
<i>Piercing Touch</i>	The findsmen can use his chitinous fist to puncture highly durable substances and materials.	Very Difficult	If the character rolls successfully (and is not parried or dodged), the strike does STR+2D damage and can penetrate bone, chitin, and assorted armors (effectively ignoring Armor bonuses to resist damage).
<i>Precise Strike</i>	The findsmen can strike at weak points with ease.	Difficult	A findsmen can make a "called shot" with no penalty to his attack roll. Additionally, he may make a search roll at the same difficulty (at no multiple action penalty) to find chinks in armor, weak points, etc. Success grants him a +1D bonus to attacks against that opponent for the remainder of the encounter.
<i>Striking Mist</i>	The findsmen uses confusing maneuvers to prevent the victim from dodging or parrying his attack.	Difficult/ Oppose roll	If the character rolls successfully, and rolls a successful sneak versus his opponent's Search or Perception, the findsmen's strike cannot be dodged or parried. The Gand must declare whether they are striking to injure or immobilize the victim prior to making an attempt.

HAPAN MARTIAL ARTS

The Hapes Consortium was founded by a group of pirates, and even in modern times many traditions reflect these origins. One such notable relic from its founding days is the martial arts style employed by the Hapans in their honor duels. These contests of strength and skill are often powerful displays of martial arts prowess, and few other combat styles are as brutal as the Hapan martial arts. Several variants on the Hapan style exist, with different masters teaching different techniques, but the form represented here is considered to be the most general form of the martial arts style.

BASE ABILITY

Brutal Strikes - Hapan Martial Artists inflict an additional +1D damage when using their martial arts (above and beyond base damage listed for maneuvers).

AVAILABLE COMBAT ACTIONS

- Elbow Smash
- Feint
- Flawless Counter
- Flying Kick
- Foot Sweep
- Kick
- Multiple Strikes
- Power Block
- Roundhouse
- Snap Kick
- Triple Kick
- Weapon Block



Additional Hapan Martial Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Feint</i>	The character can feint to draw off an opponent's defense.	Easy/ Opposed roll	If the character makes the required skill roll, he fakes a maneuver to draw his opponent off. If the opponent's Search or Perception roll is lower than the character's martial arts skill roll, the character gains a +2D bonus to his next attack roll.
<i>Flawless Counter</i>	The character can counter a melee attack to perfection.	Difficult	If the character makes the required skill roll, following a successful parry, his next attack against that opponent (which must be a hand-to-hand attack) receives a +1D bonus to both attack and damage rolls.
<i>Roundhouse</i>	The character is trained to deliver a spinning kick to the head.	Moderate	A successful skill roll indicates that the character delivers a spinning kick to the head of an opponent (incurring a -1D called shot penalty to his attack), inflicting STR+2D damage. If the attack inflicts damage, the opponent is considered "Stunned" for the remainder of the round, taking an additional -1D penalty to all actions and reactions.
<i>Snap Kick</i>	The character is trained to deliver a powerful kick with relative speed.	Moderate	If the character makes the required skill roll, he may deliver a blinding kick at STR+1D damage with such speed that he may make one other hand-to-hand attack this round without incurring the multiple action penalty.
<i>Triple Kick</i>	The character is trained to deliver three attacks with his foot.	Difficult	The character, after making the skill roll, may deliver a trio of powerful kicks at STR+1D damage in a single round. Any further actions this round incur the multiple action penalty as normal.

ECHANI MARTIAL ARTS

Echani is an ancient martial arts style developed by the Echani race. It is now taught to all Royal Guardsmen as they train to serve their Emperor on the planet Yinchorr. It combines some of the most savage hand-to-hand combat techniques with maneuvers designed to drop potential threats to the ground in seconds. It is viciously offensive, and is in its own right a symbol of the savagery of the Empire. It is designed to be used with bare hands, but has been modified to use in conjunction with a force pike or double-bladed vibrostave, and those few outside the Royal Guard who have witnessed it have seldom lived long enough to describe it.

BASE ABILITY

Physical Perfection - Echani practitioners hone their bodies to a near perfect state, and may use their Brawling: Echani Martial Arts skill in place of Stamina for any Stamina skill rolls.

AVAILABLE COMBAT ACTIONS

- Hilt Blow
- Instant Stand
- Instant Wound
- Multiple Strikes
- Pivot Kick
- Power Block
- Punch
- Rolling Throw
- Silent Strike
- Throat Jab
- Weapon Block
- Whirlwind Attack



Additional Echani Martial Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Hilt Blow</i>	The character can use the hilt of a weapon to strike a stunning blow.	Easy	If the character makes the required skill roll, he may attempt to strike an opponent with the hilt of his weapon, causing that character to be stunned (additional -1D penalty to actions) for the remainder of the round with a stun result or better.
<i>Pivot Kick</i>	The character can pivot on a hand or weapon and deliver a powerful kick.	Difficult	If the character makes the required skill roll, he may spin using the hilt of a weapon, or his hand, as a pivot to inflict STR+2D damage to the legs of an opponent. If the damage roll ends with a stun result or better, the opponent falls to the ground (knocked down).
<i>Rolling Throw</i>	The character can roll backwards and throw an enemy with force.	Moderate	If the character makes the required skill roll, he may roll onto his back and throw an opponent backwards. The opponent suffers 3D damage or, if they are thrown into a wall or other solid object, they suffer 4D damage. In addition, the opponent is knocked down, landing 1D meters away.
<i>Throat Jab</i>	The character is trained to target breathing tubes in the throats of opponents.	Difficult	Echani using this maneuver may target breathing tubes or blood veins in an opponent's neck (with a -1D called shot penalty to the attack), inflicting STR+2D damage. If the character is successful in making his skill roll and achieves a stun result or better, his opponent may take no other actions

JALA'ISHI MARTIAL ARTS

Jala'ishi is a fairly rare form of martial art used by the Storm Commandos. The martial arts program was implemented into Storm Commando training after Crix Madine left, and has remained experimental throughout the years. Few Storm Commandos are trained in jala'ishi, but those who receive this training are quite stealthy and deadly. The history of the martial arts style has been lost, rewritten, and lost again so many times that few remember its true origins. However, it is speculated that the style was created sometime during the Clone Wars, though no one can say for sure. Jala'ishi is a combination of silent maneuvers and deadly attacks, and the Grand Masters of the art are said to be the best infiltrators in the Galaxy. The few Storm Commandos who proved to be truly adept at the art are rarely used, and are instead kept in reserve for missions of the ultimate importance. It is even said that some of the members of the Royal Guard were drawn from these Storm Commando units, though it is not known whether or not this is true.

BASE ABILITY

Stealth Training - Practitioners of Jala'ishi are said to be the best infiltrators in the galaxy. A Jala'ishi martial artist may substitute their Brawling: Jala'ishi Martial Arts skill for any Sneak rolls made.

AVAILABLE COMBAT ACTIONS

- Blind Fighting
- Disarm
- Foot Sweep
- Instant Stun
- Instant Wound
- Kick
- Multiple Strikes
- Nerve Punch
- Nerve Punch 2
- Punch
- Reversal
- Silent Strike



JEDI BATTLE MASTER MARTIAL ARTS

Jedi Battle Masters, long ago in the days of the Old Republic, crafted a martial arts style to oppose the Sith martial arts that were claiming the lives of many Jedi. The Jedi fighting style, however, was much more defensive than the Sith style, and reflected the philosophy of the Jedi well. After the Sith became extinct (or so the Jedi thought), this martial arts style fell into obscurity, only to be rediscovered occasionally by a Jedi Knight with a special need.

BASE ABILITY

Tranquil Combat - Jedi Battle Masters may substitute Perception for Strength when calculating base Brawling damage.

AVAILABLE COMBAT ACTIONS

- Defensive Roll
- Disarm
- Flip
- Foot Sweep
- Hand and Saber
- Instant Stun
- Instant Stand
- Nerve Punch
- No Fall
- Punch
- Soft Fall
- Weapon Juggle



Additional Jedi Battle Master Martial Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Defensive Roll</i>	The character can roll with an opponent's attack, reducing damage.	Difficult	If the character makes the required skill roll, he rolls with the attack, gaining a +2D bonus to Strength to resist the damage taken. This is a reaction skill.
<i>Hand and Saber</i>	The character can attack with an unarmed strike and his lightsaber in a blinding combination.	Moderate	If the character rolls successfully, he may make one lightsaber attack and one unarmed attack in a round at no penalty.
<i>No Fall</i>	The character is trained to turn a normal fall into a back flip and land standing or crouched.	Difficult	If the character is tripped or falling, she may use this technique to flip and land standing up. The character may then react as normal for the remainder of the round.
<i>Soft Fall</i>	The character is trained to use his martial arts talent to soften a fall of up to 20 meters.	Difficult	If the character makes the required skill roll, he may soften the impact of falling by up to 4D.
<i>Weapon Juggle</i>	The character is trained to move his weapon from one hand to another with ease.	Moderate	The character may move his weapon quickly from one hand to another before the opponent has time to adjust his defense. If the roll is successful, the character gains +2D to his next attack skill roll.

JENSAARAI REK'DUL MARTIAL ARTS

Rek'dul is the name of the fighting style used by the Jensaarai during combat. While many of its maneuvers do not involve the use of a lightsaber, its style is meant to complement and be used at the same time as a lightsaber. The style requires that the lightsaber hilt be held like a dagger, blade down and angled towards the ground, opposite hand on the pommel of the weapon to manipulate it. The style also requires that the blade stay angled toward the rear of the fighting stance, in essence pointing the blade away from an opponent, but adding leverage for longer strikes. This style was taught by Nikkos Tyrus, and appears to be a combination of Sith martial arts and the lightsaber-dueling style of many Old Republic Jedi, such as Adi Gallia.

BASE ABILITY

Rek'dul Form - Jensaari martial artists gain a +1D bonus to any Parry rolls made, so long as they have a lightsaber in-hand and ignited.

AVAILABLE COMBAT ACTIONS

- Defensive Roll
- Elbow Smash
- Foot Sweep
- Hilt Blow
- Instant Stand
- Instant Wound
- Kick
- No Fall
- Power Block
- Reversal Elbow
- Shoulder Charge
- Spinning Kick



Additional Jensaari Rek'dul Martial Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Defensive Roll</i>	The character can roll with an opponent's attack, reducing damage.	Difficult	If the character makes the required skill roll, he rolls with the attack, gaining a +2D bonus to Strength to resist the damage taken. This is a reaction skill.
<i>Hilt Blow</i>	The character can use the hilt of a weapon to strike a stunning blow.	Easy	If the character makes the required skill roll, he may attempt to strike an opponent with the hilt of his lightsaber, causing that character to be stunned (additional -1D penalty to actions) for the remainder of the round with a stun result or better.
<i>No Fall</i>	The character is trained to turn a normal fall into a back flip and land standing or crouched.	Difficult	If the character is tripped or falling, she may use this technique to flip and land standing up. The character may then react as normal for the remainder of the round.
<i>Reversal Elbow</i>	The character is trained to follow a lightsaber attack with an opposite blow using the elbow.	Moderate	Following a lightsaber attack, the character may immediately reverse her momentum to attack with her elbow, causing damage equal to STR+1D. This attack can be used without incurring the multiple action penalty only once in a round, and only following an attack using a lightsaber.
<i>Shoulder Charge</i>	The character is trained to use her body weight to topple an off balance opponent.	Moderate/ Opposed Roll	If the character makes the required skill roll, he inflicts STR+1D damage and must make an opposed Strength roll. Success indicates that their opponent has been knocked down. Failure to make the required skill roll results in the character falling off balance, and her opponent may make an immediate attack without suffering a multiple action penalty.

K'TARA MARTIAL ARTS

K'tara is a martial arts style practiced primarily by SpecForce units, though it is not rare in other martial arts circles. Like Vula Nelprin's teachings, it is a fairly well-balanced style, with slight emphasis on quieter and more efficient attacks. It is less flashy than other martial arts styles, and is primarily functional and efficient. It uses both hands and feet, but since a SpecForce trooper will typically be carrying a weapon, more often than not the kicks and leg maneuvers are the ones that see the most action.

BASE ABILITY

Never Surrender - K'tara practitioners have a durasteel resolve and are not easily shaken. K'tara martial artists may use their Brawling: K'tara Martial Arts skill in place of Willpower for any Willpower skill rolls.

AVAILABLE COMBAT ACTIONS

- Disarm
- Elbow Smash
- Falling Roll
- Foot Sweep
- Hold/Grapple
- Instant Stun
- Kick
- Multiple Kicks
- Opportune Shot
- Reversal
- Roundhouse
- Shoulder Charge



Additional K'tara Martial Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Falling Roll</i>	The character can turn a knock down into a controlled roll.	Difficult	Any time the character is knocked down, they may make a skill roll as a reaction. Success means that they have turned the fall into a sidelong roll, gaining +2D to Dodge for the remainder of the round and coming up in a crouch (not knocked down).
<i>Multiple Kicks</i>	The character is trained to make multiple attacks using his feet.	Difficult	If the character makes the required skill roll, he may make two kicking attacks in one round without suffering the multiple action penalty. These kicks inflict STR+1D+2 damage.
<i>Opportune Shot</i>	The martial artist has been trained to use a pistol or rifle to full effect in close quarters.	Difficult	Following a successful Parry, the character may make a Brawling skill check. Success indicates that he has opened up his opponent's defenses and may make an immediate attack with a weapon he is holding at point blank range, but at a -1D penalty to the attack.
<i>Roundhouse</i>	The character is trained to deliver a spinning kick to the head.	Moderate	A successful skill roll indicates that the character delivers a spinning kick to the head of an opponent (incurring a -1D called shot penalty to his attack), inflicting STR+2D damage. If the attack inflicts damage, the opponent is considered "Stunned" for the remainder of the round, taking an additional -1D penalty to all actions and reactions.
<i>Charge</i>	The character is trained to use her body weight to topple an off balance opponent.	Moderate/ Opposed Roll	If the character makes the required skill roll, he inflicts STR+1D damage and must make an opposed Strength roll. Success indicates that their opponent has been knocked down. Failure to make the required skill roll results in the character falling off balance, and her opponent may make an immediate attack without suffering a multiple action penalty.

K'THRI MARTIAL ARTS

The K'thri martial arts style is a well-known fighting style throughout the Galaxy. In fact, Lt. Machel Kendy of the Katarn Commandos is a Grand Master of K'thri martial arts, as was his grandfather before him. The history of the style dates back to the Old Republic, where it was used as a competitive sport among the athletically inclined. As with any style, it has its practical uses, and members of many SpecForce teams have studied briefly under Lt. Kendy in order to become more lethal soldiers in hand-to-hand combat.

BASE ABILITY

Side Step - K'thri practitioners are fast and reflexive, avoiding melee attacks rather than blocking them. They may use their Dodge skill in place of Brawling Parry or Melee Parry when engaged in melee combat.

AVAILABLE COMBAT ACTIONS

- Blind Fighting
- Disarm
- Flip
- Flying Kick
- Foot Sweep
- Instant Stand
- Kick
- Multiple Strikes
- Punch
- Reversal
- Spinning Kick
- Shoulder Throw



STAVA - NOGHRI MARTIAL ARTS

This specialized form of brawling combat employs techniques that the Noghri are taught at an early age, incorporating a deceptively fast nature to throw unskilled opponents off balance. Named after a predator native to the Noghri home planet of Honoghr, Stava incorporates joint-locks, pressure points, nerve pinches, takedowns, and quick and deadly strikes with the hands, arms, feet, and legs. Like the animal it is named for, Stava puts severe emphasis on speed and endurance, with Noghri practitioners being able to dodge blaster bolts with acrobatics, rolls, and sheer offensive prowess, as shown by the Noghri slaughtering Darth Vader's stormtrooper guard on arrival on Honoghr.

BASE SKILL

Deceptive Technique - Noghri receive +2D to their Brawling: Noghri Martial Arts skill when engaged in brawling with someone who does not have the martial arts specialization. Also, when fighting someone without this skill specialization, they receive a +1D+2 bonus to the unarmed damage they inflict.

AVAILABLE COMBAT ACTIONS

- Blind Fighting
- Flip
- Flying Kick
- Head Butt
- Instant Knockdown
- Instant Wound
- Multiple Strikes
- Punch
- Reversal
- Silent Strike
- Spinning Kick
- Weapon Block



NELPRIN MARTIAL ARTS

Vula Nelprin has trained Rebel Alliance and New Republic commandos for many years, and has perfected her own brand of martial arts. Through both study and experience, she has created a well-balanced martial arts style which allows the character to be both offensive and defensive, without shifting from one style to another. Though some would call her style “generic,” it has proven time and again to be the perfect kind of basic training to give commandos an edge when it comes down to hand-to-hand combat.

BASE ABILITY

Form Balance - Practitioners of Nelprin martial arts may use their Brawling: Nelprin Martial Arts skill in place of Brawling Parry to block unarmed and melee attacks.

AVAILABLE COMBAT ACTIONS

- Axe Kick
- Flip
- Foot Sweep
- Flying Kick
- Kick
- Martial Arts Leap
- Power Melee Block
- Power Stand
- Retrieval
- Reversal
- Spinning Kick
- Weapon Block



Additional Nelprin Martial Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Axe Kick</i>	The character is trained to deliver a kick with downward force to the head or shoulder of an opponent.	Difficult	If the character makes the required skill roll and a successful called shot attack (-1D), he delivers a powerful kick downward onto the top of the opponent's head or shoulder. If the damage result is stunned or better, the opponent is rendered unconscious for 1D rounds.
<i>Martial Art Leap</i>	The character is able to use martial arts training to perform more precise leaps.	Moderate	With a successful skill roll, the character may add a +2D bonus to their Jumping skill roll at no multiple action penalty.
<i>Power Melee Block</i>	The character is trained to pick up an item from the ground using feet and legs.	Difficult	Following a successful Parry, the character may make a Brawling skill check. Success indicates that he has struck the opponent's weapon, inflicting STR damage to it. This is a reaction skill.
<i>Power Stand</i>	The martial artist has been trained parry armed attacks in a manner that damages the offending weapon.	Difficult	If the character makes the required skill roll, they may launch a kick attack as they rise from a prone (knocked down) position at no penalty. This swift kick inflicts STR+1D damage.
<i>Retrieval</i>	The character is trained to inflict damage while rising from the ground.	Easy	If the character makes the required skill roll, he is able to retrieve an object from the ground using his feet and legs. This does not count as an action when calculating multiple action penalty.

REPUBLIC SENATE GUARD MARTIAL ARTS

Culled from the best of the best in law enforcement around the Galaxy, the Republic Senate Guards are intensively trained to be the protectors of senators and government officials no matter where in the Galactic Republic they may travel. Though they may seem mostly ceremonial at times, they are proficient at what they do and were worthy predecessors to the Emperor's Royal Guard. They have a specially designed martial arts style that focuses on eliminating threats as quickly and safely as possible. Though it may seem defensively oriented, it gets the job done with minimal damage to themselves and those they are obligated to protect. Though it was adopted as the official martial arts style of the Republic Senate Guards, this style has spread throughout the Galaxy and was one of the most common styles in the days of the Old Republic.

BASE ABILITY

Reflexive Fighting - Senate Guards may take up to half the number of "D" away from their martial arts skill, and apply it to the following rolls: brawling parry, dodge, melee parry, and climbing/jumping. Characters still suffer multiple action penalties if more than one action is attempted in a round.

AVAILABLE COMBAT ACTIONS

- Disarm
- Elbow Smash
- Head Butt
- Hold/Grapple
- Instant Knockdown
- Instant Stun
- Kick
- Nerve Punch
- Punch
- Spinning Kick
- Shoulder Throw
- Weapon Block



SCHENOR MARTIAL ARTS

The Schenor are a race of bipedal, catlike aliens who tower at over 2.5 meters tall. They still move with the expected grace of a feline species, and are powerfully muscled and toned as well. Their species has developed a special style or martial arts that takes advantage of their long reach and height. It has been taught to non-Schenor many times, though it is slightly less effective in their hands. The style is centered on keeping some distance between the character and their opponent, and relies heavily on extended limbs as weapons, making practitioners particularly vulnerable to attacks on their appendages.

BASE ABILITY

Schenor Form - Using reach to their advantage, Schenor practitioners gain +1D to their attack rolls against opponents .5 meters or more smaller than them. However, they likewise suffer a -2 penalty to parry against those same opponents since their form prevents them from retracting their limbs quickly.

AVAILABLE COMBAT ACTIONS

- Flip
- Flying Kick
- Hold/Grapple
- Instant Knockdown
- Instant Stand
- Instant Stun
- Instant Wound
- Multiple Strikes
- Punch
- Reversal
- Shoulder Throw
- Weapon Block



SHADOW ARTS MARTIAL ARTS

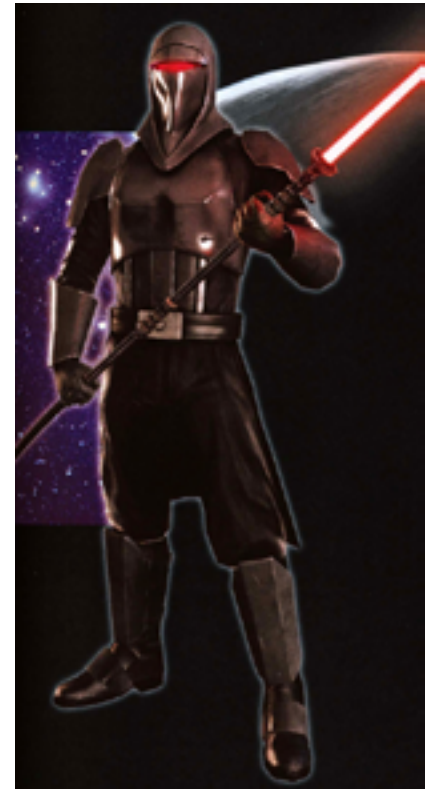
When the Eleven Elders of the People began their crusade for vengeance against those who had ruined their dream, they knew that it would take an especially skilled warrior in order to exact proper revenge, and provide a useful skill as a mercenary. Through study and discipline, they crafted a martial arts style that fit their close-combat preferred mode of fighting. This new martial arts style, which they dubbed “Shadow Arts” after their organization’s name, is taught to each Mistryl warrior for use in the field. Focusing on quick subdues and disarmament, the use of Shadow Arts is what makes the Mistryl so attractive as bodyguards. The quickness of the maneuvers, as well as their effectiveness in eliminating sources of danger create a famed method of protecting themselves and their charges in the most rapid manner possible.

BASE ABILITY

Shadow Hand - Mistryl Shadow Guards can disrupt the senses of an opponent long enough to slink into the shadows and make their escape. After a successful attack, a Shadow Arts practitioner may make an immediate Sneak skill check at no penalty (vs. the enemy’s Search or Perception). Success allows them to hide themselves while their opponent is still reeling from their attack. This ability cannot be used in open ground.

AVAILABLE COMBAT ACTIONS

- Alter Aim
- Blind Fighting
- Back Strike
- Disarm
- Foot Sweep
- Ground Strike
- Instant Stun
- Instant Wound
- Nerve Punch
- Silent Strike
- Surprise Attack
- Triple Parry



Additional Shadow Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Alter Aim</i>	When a character has her back to an opponent, she may use this technique to spin and attack that opponent without suffering penalties for not being able to see her target.	Very Difficult/ Opposed Roll	The character attempts to grab and re-aim a weapon in the hands of an opponent within arm’s reach who is about to fire. If the skill roll is successful, the Shadow Artist and their opponent make an opposed Strength roll. Success indicates that the character has reaimed the weapon and may make the appropriate skill roll (blaster, missile weapons, firearms, etc.) at -2D to attack the new target. A failed Strength roll means that the opponent fires normally, but at -1D. This is a reaction skill.
<i>Back Strike</i>	The character is trained to spin and attack an enemy to the rear with bare hands.	Easy	When a character has her back to an opponent, she may use this technique to spin and attack that opponent without suffering penalties for not being able to see her target.
<i>Ground Strike</i>	The character is trained to spin and attack an enemy to the rear with bare hands.	Moderate	When a character has her back to an opponent, she may use this technique to spin and attack that opponent without suffering penalties for not being able to see her target.
<i>Surprise Attack</i>	The character is trained to alter body language so as not to give away an attack.	Difficult	If the character makes the required skill roll, she may attack her opponent without giving any warning, causing her opponent to suffer -2D to any reaction roll. If the character waits for one additional round before attacking, she automatically gains that round’s initiative over her opponent as well.
<i>Triple Parry</i>	The character is trained to parry up to three unarmed attacks.	Moderate	If the character makes the required skill roll, he may block three brawling attacks during the round. These parry rolls are made at a +2D bonus and receive no multiple action penalties. The character may take no other actions during the round that this technique is used.

SITH WARRIOR MARTIAL ARTS

In the days of the Great Sith War, Force-sensitive warriors battled each other on many battlegrounds. Occasionally, a Sith warrior could be forced to fight without his lightsaber, and after many lessons were learned the hard way, the Sith began to create their own martial arts style incorporating punch and kick techniques as well as lightsaber attacks. After consulting the Dark Side for inspiration, they created a martial arts style that is as shadowy as their own souls, and began training certain apprentices in the skill. Even after the near-extinction of the Sith, the teachings were stored in Sith holocrons for future generations. Though the Martial Arts style does not use the Force maneuvers directly, the Sith Force-enhanced reflexes add speed and skill to these

BASE ABILITY

Animosity - Anger and hatred fuel the sith warrior. When they are damaged in combat, rage consumes them, prompting them to attack with greater ferocity. Any time a practitioner of Sith Martial Arts takes a wound (or worse) in combat, the warrior gains a +1D bonus to Brawling: Sith Warrior Martial Arts rolls as well as damage rolls.



AVAILABLE COMBAT ACTIONS

- Back Flip
- Elbow Smash
- Hasty Blow
- Hilt Blow
- Instant Stand
- Instant Wound
- Joint Kick
- Kick
- Multiple Strikes
- Power Block
- Silent Strike
- Surprise Attack

Additional Sith Warrior Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Back Flip</i>	The character is trained to flip backwards to avoid a hit or fall	Moderate	If the character makes the required skill roll, he may add +2D to his next brawling parry, climbing/jumping or dodge roll. This maneuver does not count towards calculating multiple action penalties.
<i>Hasty Blow</i>	The character may make a quick jab or kick following a lightsaber attack.	Moderate	If the character rolls successfully, he may make one lightsaber attack and one unarmed attack in a round at no penalty.
<i>Hilt Blow</i>	The character can use the hilt of a weapon to strike a stunning blow.	Easy	If the character makes the required skill roll, he may attempt to strike an opponent with the hilt of his lightsaber, causing that character to be stunned (additional -1D penalty to actions) for the remainder of the round with a stun result or better.
<i>Joint Kick</i>	The character is skilled at attacking specific joints.	Difficult	By making the required skill roll, the character may attack a specific joint on the opponent's body without any penalties for a "called shot." If a stun (or better) result is achieved, the target suffers one of the following effects: If the knee is targeted, the opponent is knocked to the ground; if the elbow or shoulder is targeted, any items in that arm's hand are dropped.
<i>Surprise Attack</i>	The character is trained to alter body language so as not to give away an attack.	Difficult	If the character makes the required skill roll, she may attack her opponent without giving any warning, causing her opponent to suffer -2D to any reaction roll. If the character waits for one additional round before attacking, she automatically gains that round's initiative over her opponent as well.

SUN GUARDS OF THYRSUS DAJITTE MARTIAL ARTS

Little is known about the Sun Guards of Thyrsus, but it is speculated that they were one of the primary inspirations for the armor of the Imperial Royal Guard. Some say that a former captain of the Republic Senate Guard founded the Sun Guards, and that he influenced their own body armor and fighting style. Regardless, the Sun Guards' use a special kind of martial art known as Dajitte, which bears some resemblance in form to the Republic Senate Guard martial arts style. Dajitte is well known throughout the Galaxy, and was chosen for the Sun Guards due to the relative ease with which it is learned, as well as its competent fighting styles. It is more deadly than the Republic Senate Guard martial arts style, though nowhere near as savage as echani.

BASE ABILITY

Dajitte Form - Sun Guards employ a defensive form that protects them from incoming blows. Dajitte practitioners may make up to three reaction rolls in a round with no multiple action penalties (-1D begins on the fourth reaction).

AVAILABLE COMBAT ACTIONS

- Crescent Kick
- Elbow Smash
- Hand Spring Kick
- Hold/Grapple
- Instant Knockdown
- Instant Stun
- Kick
- Palm Strike
- Rear Kick
- Shoulder Throw
- Weapon Block
- Wrist Chop



Additional Dajitte Martial Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Crescent Kick</i>	The character can execute a kick that sweeps in at the opponent's neck.	Difficult	If the character makes the required skill roll, he may sweep a kick across at his opponent's neck from the side. The kick deals STR+1D damage, but ignores armor (since most armor does not have one solid torso and head piece)
<i>Handspring Kick</i>	The character can spring over objects on his hands to land a solid kick.	Moderate	If the character makes the required skill roll, he may spring on his hands over an obstacle and kick for STR+2D damage, without penalty for overcoming the obstacle.
<i>Palm Strike</i>	The character is trained to use the heel of his palm to inflict damage.	Moderate	By making the required skill roll, the character strikes at his opponent with an open palm for STR+1D damage. If the damage roll exceeds the opponent's Strength roll by more than 10, the opponent is severely pained and suffers a -1D penalty to all actions for 1D rounds.
<i>Rear Kick</i>	The character is trained to attack an opponent to the rear with a kick.	Easy	If an opponent is behind the character, and he makes the required skill roll, he may kick behind him for STR+1D+2 damage, unhindered by being unable to see his opponent (no penalties).
<i>Wrist Chop</i>	The character is trained to chop an open hand down on an opponent's wrist.	Very Difficult	If the character makes the required skill roll, the character chops the side of his open hand down on his opponent's wrist. If a stun result or better is achieved, any object in that opponent's hand falls to the floor. In addition, if the damage roll exceeds the opponent's Strength roll by more than 15, the wrist is broken and actions made with that hand suffer a -4D penalty until the wrist is healed.

TARK FAMILY MARTIAL ARTS

Moxin Tark is a notorious bounty hunter who is unique in that his family trained him in their own personal martial arts style. Hailing from Bandonia, the Tark family is a powerful but aristocratic group whose members live a life of luxury, and typically only use the family martial arts style as a means of keeping in shape. Once Moxin became disenchanted with his life of luxury, he transformed the family's now-unused martial arts style into a tool of bounty hunting, studying under his father as well as taking bits and pieces of other styles and combining them into his own unique style. The martial arts style used by Moxin Tark is one of precision and skill, and is difficult to execute without extensive training. It relies on a combination of speed and accuracy, allowing for varying levels of assault on an opponent. To those unskilled in martial arts, and thus unused to reacting to the speed of an attack, Moxin Tark's family martial arts style is a weapon as deadly as any blaster and twice as efficient. The style is not a closely-guarded secret, however, and has been taught to people outside the family every once in a while, so it can be found outside the Tark family, though not easily.

BASE ABILITY

Disorienting Speed - Tark martial artists receive +1D to their Brawling: Tark Family Martial Arts skill when engaged in brawling with someone who does not have martial arts specialization. Also, when fighting someone without this skill specialization, they receive a +2D bonus to the unarmed damage they inflict.

AVAILABLE COMBAT ACTIONS

- Disarm
- Flip
- Flying Kick
- Foot Sweep
- Instant Stand
- Instant Stun
- Multiple Strikes
- Punch
- Reversal
- Silent Strike
- Shoulder Throw
- Weapon Block



TERÄS KÄSI MARTIAL ARTS

Teräs Käsi utilizes extremely quick, devastating strikes to end the fight quickly. Many of the moves are so fast that the artist almost appears to blur, but at the same time, they are so precise that they almost never miss. The art of Teräs Käsi itself supposedly died out at the time of the fall of the Jedi Knights. Along with Echani and Jedi combat training, it is one of the most deadly martial arts in the Star Wars universe.

BASE ABILITY

Vitals Strike - Teräs Käsi practitioners may take up to half the number of "D" away from their martial arts skill, and apply it to their damage rolls. This is in addition to the base damage of any technique used. Characters still suffer multiple action penalties if more than one action is attempted in a round.

AVAILABLE COMBAT ACTIONS

- Blind Fighting
- Elbow Smash
- Flip
- Flying Kick
- Foot Sweep
- Instant Stand
- Instant Wound
- Kick
- Power Block
- Punch
- Spinning Kick
- Weapon Block



TOGORIAN LACERINE MARTIAL ARTS

The Togorians are another race of nocturnal feline aliens who are savage warriors, and nothing exemplifies this fact more than their deadly martial arts style. It is fast and deadly, and is more close-combat oriented than the Schenor style. Togorians prefer to be close to their enemies, to smell their fear and pain, and the martial arts style reflects this. Only Togorian males, who roam the plains of their home planet as nomads, learn this martial arts style. Since Togorian males rarely leave the planet, it is all but impossible to find a non-Togorian who is skilled in this martial arts style.

BASE ABILITY

Nomadic hunter - Togorian martial artists are skilled hunters and use their senses and instincts when scouting and tracking. Lacerine martial artists may use their Brawling: Togorian Lacerine Martial Arts skill in place of Search for any Search skill rolls.

AVAILABLE COMBAT ACTIONS

- Blind Fighting
- Double Claw Slash
- Hold/Grapple
- Gone in Six Seconds
- Instant Stand
- Instant Wound
- Multiple Strikes
- Pounce
- Reversal
- Silent Strike
- Speed Parry
- Strategic Bite



Additional Togorian Lacerine Martial Arts ONLY Combat Actions:

Technique	Description	Difficulty	Effect
<i>Double Claw Slach</i>	The character is trained to use two sets of claws as a slashing weapon.	Moderate	If the character makes the required skill roll, he uses both hands to slash forward at an opponent. If the attack is successful, the character adds +1D to the normal claw damage on this attack.
<i>Gone in Six Seconds</i>	The martial artist is able to escape grapple range due to Togorian physiology.	Easy	After breaking a grapple, if the character makes the required skill roll, he may move up to half his movement away from his opponent.
<i>Pounce</i>	The character is trained to attack from hiding.	Difficult	If the character is concealed, and his opponent is unaware of his presence, the character may leap from concealment and attack his opponent. If the skill roll is successful, the opponent suffers damage equal to the character's normal claw damage +2D+2.
<i>Speed Parry</i>	The martial artist is able to quickly deflect a blow aimed at him.	Difficult	With a successful skill roll, the character may add a +1D bonus to any brawling parry or melee parry rolls, and does not incur a multiple action penalty until the third parry.
<i>Strategic Bite</i>	The character uses his sharp teeth to target a specific area of the body.	Difficult	The character may make a "called shot" at no penalty to his attack roll with a bite attack.

WOOKIE WRRUUSHI MARTIAL ARTS

Wrruushi was a form of martial art developed by the Wookiees, and only Wookiees were capable of performing it. While Wookiees were more often known for their exertion of brute force, Wrruushi was surprisingly widely known, due to the natural violence of Wookiee society and rites. Together with the natural strength of a two-meter arboreal, it made a fearsome weapon. The martial art focused on using the immense upper body strength of the species, with an emphasis on punches, jabs and throws, and usually only a few strikes at a time. Also surprising were the nonlethal options available to the wookiee using the art, practitioners capable of disabling an opponent with a single blow.

BASE ABILITY

Raw Power - Practitioners of Wrruushi are known for their powerful blows. When inflicting damage, any time the martial artist's damage roll beats the victim's Strength roll to resist by 10 or more, that opponent must make a difficult Stamina roll or pass out for 2D rounds.

AVAILABLE COMBAT ACTIONS

- Elbow Smash
- Head Butt
- Hold/Grapple
- Instant Knockdown
- Instant Stun
- Instant Wound
- Kick
- Reversal
- Power Block
- Punch
- Shoulder Throw
- Weapon Block

