

## AT-10 - MARTIAL ARTS ATTACK TABLE

LEATHER						
ROLL	PLATE	CHAIN	RIGID	SOFT	NONE	ROLL
01-02	UM	F	F	F	F	01-02
03-45	0	0	0	0	0	03-45
46-50	0	0	0	0	0	46-50
51-55	0	0	0	0	1	51-55
56-60	1	0	0	1	2	56-60
61-65	2	2	1	1T	3	61-65
66-70	2T	3	2	2T	4	66-70
71-75	2T	3T	2T	2A	5	71-75
76-80	3A	3A	2A	3A	6T	76-80
81-85	4A	4A	3A	5A	7T	81-85
86-90	5A	5A	4A	6A	8A	86-90
91-95	6A	5B	5B	6B	9A	91-95
96-100	6B	7B	6B	7B	10A	96-100
101-105	7B	8B	8B	9C	12B	101-105
- MAXIMUM RESULTS FOR RANK 1 ATTACKS -						
106-110	7C	11C	9B	10C	14C	106-110
111-115	8C	13C	11C	12C	15C	111-115
116-120	9C	14C	12C	14C	17C	116-120
- MAXIMUM RESULTS FOR RANK 2 ATTACKS -						
121-125	10C	15C	13C	14D	18D	121-125
126-130	11C	15D	14D	15D	19D	126-130
131-135	12D	16D	16D	16D	20D	131-135
- MAXIMUM RESULTS FOR RANK 3 ATTACKS -						
136-140	12D	17D	16E	17E	21E	136-140
141-145	12E	18E	17E	18E	23E	141-145
146-150	13E	19E	17E	20E	25E	146-150
- MAXIMUM RESULTS FOR RANK 4 ATTACKS -						

**MARTIAL ARTS (ST)** is a skill to fight unarmed. It includes techniques for both strikes and sweeps. The total bonus is used as an Offensive Bonus. For attacks use AT-10, and the critical hits are resolved on the CT-12 table.

**ADRENAL DEFENCE** The skill rank bonus is added to the DB of the character as long as he is aware of the pending attack(s). The bonus is halved versus missile weapons.

### Martial arts optional rules

#### Increasing Combat sequence

The Martial artist can increase their MM bonus in determining who strikes first. For every 5 points of OB a +10 bonus is gained.

#### Engaging multiple foes

When the martial artist gains his 4<sup>th</sup> rank he can attack 2 or more foes in a 90 degree arc. When he reaches his 6<sup>th</sup> rank the foes may be separated at any angle. All attacks are at -20 per foe being engaged.

CT - 12 MARTIAL ARTS CRITICAL TABLE	
<b>-49 - 05</b>	Acrobatic, but no extra damage +0 hits..
<b>06 - 20</b>	+4 hits, -5 to action.
<b>21 - 35</b>	Sweep stuns foe for 1 round. +4 hits
<b>36 - 50</b>	Acrobatic move forces foe to parry next round at -10. +6 hits
<b>51 - 65</b>	Sweep drives foe 3 feet back, but there is good recovery. Foe is stunned 2 rounds +6 hits.
<b>66 - 79</b>	Strike to nerve in upper leg, +8 hits. Foe is stunned and unable to parry for 2 rounds, and is at -40 for 6 rounds.
<b>80</b>	Shabby throw. Foe is stunned and unable to parry for 6 rounds. Foe is prone and you can finish him with a knee to solar plexus.
<b>81 - 85</b>	Strike to lower leg. Foe is stunned for 2 rounds. +7 hits
<b>86 - 89</b>	Sweep stuns foe; kick disarms him, and another sweep knocks him flat on his back. Foe is unconscious. +20 hits.
<b>90</b>	Knife-hand strikes foes weapon arm, breaks bone. Kick to neck breaks backbone. Foe is paralyzed from neck down... permanently.
<b>91 - 95</b>	Throw knocks foe down and back 5 feet, leaving foe disarmed and stunned for 1 round.
<b>96 - 99</b>	Kick to solar plexus drops foe and leaves him stunned and unable to parry for 30 rounds. +30 hits.
<b>100</b>	Sweep sends foe flying 20 feet. Crash land mashes foes head. +30 hits. Foe is very dead.
<b>101 - 105</b>	Upper leg strike causes deep bruise. Foe is stunned 3 rounds. +4 hits
<b>106 - 109</b>	Throw bashes foe into nearest hard surface. Foe is knocked out and you can use a killing kick.
<b>110</b>	Awesome spear strike finds seam; penetrates solar plexus and ruptures the heart. Foe dies instantly. Good work!
<b>111 - 115</b>	Fine throw. Foe lands on weapon arm, is disarmed and stunned 3 rounds.
<b>116 - 119</b>	Strike to stomach destroys a variety of organs. Foe drops helplessly and dies in 12 rounds. Add +10 to your next roll.
<b>120</b>	Perfect toss ends foe flying over your shoulder 10 feet. Foe dies on impact.
	<b>Modifications:</b> -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +20 - "D" critical +20 - "E" critical