

FREEFIGHTING

5 points

Freefighting is a martial art for low- and zero-gravity situations. It became popular with long-term space-dwellers during the mid-21st century. It emphasizes taking away weapons (especially those dangerous to sensitive spaceship components) and tying up the opponent quickly with the goal of subduing him. It also includes basic punching and kicking techniques. Stylists often work strikes into combinations with grappling moves, the intent being to stun the target for long enough to get a solid hold.



Freefighting has *many* variations. Some fighters train with knives. Others learn the baton, focusing more on simple strikes than on advanced stickfighting methods. There are also “freefighting” forms of several major martial arts – Bando, Escrima, and Jujutsu being especially popular – and numerous fusion styles.

The style isn't old enough to have much of a body of legend. Popular entertainment frequently depicts its practitioners pulling off spectacular moves, however. Most fiction shows the fighter dodging and weaving with incredible ease – often using showy low-g acrobatics – while tying up the foe with handy cable or cable ties, all the while never losing contact with him.

Truth is often stranger than fiction. The specific style of Freefighting described here has among its students a small, skillful group who live permanently in microgravity and who've replaced their legs with a second pair of arms. These martial artists replace Knee Strike with Elbow Strike.

Skills: Brawling; Free Fall; Judo; Vacc Suit.
Techniques: Arm Lock; Disarming (Judo); Knee Strike.

Cinematic Skills: Blind Fighting; Sensitivity.
Cinematic Techniques: Binding; Roll with Blow.
Perks: Suit Familiarity (Vacc Suit).

Optional Traits

Advantages: 3D Spatial Sense; Enhanced Dodge; Perfect Balance.

Skills: Acrobatics; Climbing; Fast-Draw (Knife or Sword); Jumping; Karate; Knife; Shortsword.

SMASHA

4 points

Smasha is an orcish martial art with unknown origins. All of its practitioners show a degree of refined brutality that's disturbing at best. Some can even perform vicious feats beyond the capabilities of any ordinary orc. Fortunately, few orcs have the dedication to take their studies that far; most practitioners are mundane fighters. Only truly remarkable orcs master the full intricacies of Smasha, but almost every tribe includes a few brawler-wrestlers with more skill than the average orc.

Smasha is a *highly* aggressive style. Practitioners always attempt to seize and hold the initiative, and Defensive Attack is unheard of. The few “defensive” moves the style does teach start with Aggressive Parry and follow up with attacks on the injured limb. Stylists use every dirty trick to disorient, damage, and destroy the enemy, and target the eyes, skull, neck, groin, and vitals in preference to all other locations. A fallen victim invites a Stamp Kick or five – the orc using All-Out Attack (Strong) or (Determined) if his prey has no allies nearby!

Cinematic Smasha practitioners are even *more* brutal. They can stun foes with their battle-cries and deliver tremendous blows to vulnerable spots with pinpoint accuracy.

Skills: Boxing; Brawling; Wrestling.

Techniques: Aggressive Parry (Brawling); Arm Lock; Choke Hold; Eye-Gouging; Eye-Poke; Eye-Rake; Head Butt; Kicking; Neck Snap; Stamp Kick; Targeted Attack (Boxing Punch/Neck); Targeted Attack (Boxing Punch/Skull); Targeted Attack (Brawling Kick/Groin); Targeted Attack (Brawling Stamp Kick/Neck); Targeted Attack (Brawling Two-Handed Punch/Neck); Two-Handed Punch.

Cinematic Skills: Kiai; Power Blow; Pressure Points; Pressure Secrets.

Cinematic Techniques: Eye-Pluck; Pressure-Point Strike; Roll with Blow.

Perks: Clinch (Boxing or Brawling); Iron Hands; Neck Control (Boxing or Brawling); Special Exercises (DR 1 with Tough Skin); Special Exercises (Striking ST +1); Technique Adaptation (Aggressive Parry).

Optional Traits

Advantages: Combat Reflexes; High Pain Threshold.

Disadvantages: Bloodlust; Bully; Callous; Overconfidence.

Skills: Acrobatics; Garrote; Holdout; Jumping; Knife; Poisons; Stealth; any other weapon skills.

Techniques: Dual-Weapon Attack (Knife).