

Martial Engineering

Achieving Celestial Harmony Through The Perfection Of Material Violence

“For it is through this ascension that the threefold becomes fourfold and the true essence of man becomes available to the practitioner. Only by embracing the aspects of Mind and Body and Spirit and Metal, can the true path become revealed to us.”

—From the collected writings of Steel Lihua, collected by investigators after her elimination by Max-Tac.

“Sad to see the old girl go out like that, but I’m making a fortune with these BDs of her in action. Watch out for her students if you’re hanging around, they’re eager to keep the school alive and looking for a chance to practice.” —Anonymous Street Vendor

Way of The Distant Fist

>Tether Line

Requirement: You have a Grapple Hand installed that is not currently being used.

Once per turn, you can attempt a Grab action at up to the maximum length of the installed Grapple Hand’s cord. If attempting to Grab an opponent, attempt a DV13 special move resolution roll. If successful, the target is Grappled. If unsuccessful, the Grab fails.

>Recall

Requirement: You are the attacker in a grapple using an arm with a Grapple Hand installed.

Once per turn, you can attempt a DV15 special move resolution roll, if successful, the user can move up to twice their MOVE towards the target and make either a RoF 1 Brawling or Martial Arts attack. The grapple ends.

Way of the Explosive Fist

>Point Blank Detonation

Requirement: You have a loaded Pop Up Grenade Launcher or Projectile Launch System installed.

Once per turn, the user can attempt a DV15 special move resolution roll. If successful, their Brawling attacks this turn become RoF 1, expend one shot from their installed Pop Up Grenade Launcher or Projectile Launch System when used, and do the damage of their loaded ammunition instead of regular brawling damage.

>Improvised Barrier

Requirement: You are the attacker in a grapple, have an arm with a Pop Up Grenade Launcher or Projectile Launch System installed, and that arm is free.

As an Action, the user can attempt a DV15 special move resolution roll. If successful, they may equip a defending character in the grapple as a Human Shield and fire their Pop Up Grenade Launcher or Projectile Launch System.

Way of the Thinking Fist

>Vicious Headbutt

Requirement: You have a Cyberskull installed.

As an Action, the user may attempt a DV15 special move resolution roll. If successful, they may immediately make an aimed Brawling attack at an enemy's head with no aiming penalty. If it hits, both they and the target suffer damage as if the other character had hit them with a Brawling attack.

>Ram

Requirement: You have a Cyberskull installed and have moved at least 8m/yds this turn.

Once per turn upon satisfying the requirements, the user may attempt a DV13 special move resolution roll. If successful, their brawling attacks this turn become RoF1, can penetrate Thin Cover, and deal an additional 1d6 damage.

Way of the Extra Fist

>Tail Whip

Requirement: You have a Combat Tail installed and have hit with a Martial Arts attack this turn.

Once per turn, when the requirements are met, the user may attempt a DV15 special move resolution roll. If successful, the opponent is Prone.

>Wild Barrage

Requirement: You have a Combat Tail installed and this skill is at 4 or higher.

Instead of making two Martial Arts attacks, you can choose instead to make a single Barrage attack. Make a single Martial Arts attack against all adjacent targets, gaining a +1 to hit for each consecutive attack that hits.

Way of the Slicing Fist

>Pinpoint Stab

Requirement: You have Scratchers or Rippers installed.

Instead of making two Martial Arts attacks, you can choose instead to make a single Pinpoint Stab attack. If successful, the target takes 5 bonus damage in addition to the regular Martial Arts damage. If the user has poisoned Scratchers, the target takes a -2 to their Resist Torture/Drugs roll to resist the effects of the poison.

>Throat Rip

Requirement: You have Scratchers or Rippers installed and you are either attacking an unaware enemy or making an aimed attack at an enemy's head.

Once per turn, you can attempt a DV15 special move resolution roll, if successful, your next Martial Arts attack inflicts the Crushed Windpipe Critical Injury in addition to its regular damage.