

Martial Art: Way of the Blade

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Special Thanks For Assistance/Inspiration

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► HEMA ◀

Historical European Martial Arts (HEMA) is derived from manuals detailing melee weapon based fighting. Fighters trained in HEMA use blade pressure, deceptive rhythm, and mechanical efficiency to dominate opponents at close range.

► Coil and Cut

Requirement: Someone within Melee range of you missed you with a Melee Attack. You must still be in Melee range of that attacker when you declare this Special Move.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. On a success, you gain +2 to your next melee attack roll against that opponent, and that opponent takes -2 to their next melee attack roll against you. You may also use your Martial Arts (HEMA) skill to evade Melee attacks instead of Evasion, but only against Melee attacks. These effects last until the end of your next Turn.

► Ghost Cut

Requirement: You have missed with a melee attack using a Melee Weapon.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make another single Melee Weapon Attack against the same target; however the attack no longer ignores half of the Defender's armor.

► Ninjutsu-Koppo ◀

This form focuses on making use of a wide variety of edged weapons and favors a more subtle approach.

► Shurikenjutsu

Requirement: You hit a target with a thrown light melee weapon attack and are about to damage them.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV13. If you succeed, the target's armor is ignored completely for the damage of the light melee weapon and you may throw another light melee weapon this Turn, ignoring armor completely again if you hit. The additional attack may not be an Aimed Shot.

If your initial attack was an Aimed Shot, you may still throw another light melee weapon this Turn, this time with the option of it being an Aimed Shot as well. Both attacks completely ignore armor and deal damage as normal with Aimed Shots.

► Shadousuteppu

Requirement: DEX 6 or higher. You are currently obscured to all hostiles

Once per Turn when you fulfill this requirement, you can use the Martial Arts Special Move Resolution and attempt to beat a DV15. If you succeed, If you succeed, you may take the Use a Skill Action to make a Stealth check without it costing an Action. If this is the first time this game session that you have succeeded in this Special Move, you may choose to regain 2 of your spent Luck points either immediately or at the beginning of your next Turn. Your Luck points can't ever go above your LUCK.

► Tatsujin ◀

A rare and ancient practice, this is the form of the master—fluid, adaptive, and deeply personal. It forbids all cyberware, even fashionware, out of respect for tradition and the intense focus and self-connection its maneuvers demand.

► Deep Tissue Strike

Requirement: EMP & WILL 8 or higher

Instead of making 2 Attacks with your Martial Arts (Tatsujin) Attack Action, you can choose to make a Deep Tissue Strike. Use your Action to make a Martial Arts Special Move Resolution against a single target in Melee range. If you succeed, you may make a Martial Arts (Tatsujin) Attack that deals 5d6 damage instead of its typical damage to the target, or if you take a -8 to your Check, 7d6 damage.

► Geonghu

Requirement: EMP 8 or higher and Any requirements of the Special Move Resolution you are copying.

Once per turn you can attempt another Martial Arts Special Move Resolution assuming you meet the requirements for it. When doing so it is considered a complex action and imposes a -4 penalty to the Special Move Resolution.

► Throttle ◀

A martial art built for melee combat on moving vehicles and unstable terrain. Designed by Nomads, it uses momentum and brute force to throw enemies or strike across gaps at speed.

► Face The Pavement

Requirement: This Turn, you started a grapple with a target and are on or inside a moving vehicle.

Once per Turn, when you fulfill this requirement, you may use the Martial Arts Special Move Resolution to attempt to beat a DV15. On a success, you may immediately take the Throw action for free, moving the target up to 6 meters in any direction. If the target is prone when you declare this move, you may instead deal damage equal to twice your BODY directly to their HP and automatically inflict the Broken Jaw Critical Injury.

► Crack The Asphalt

Requirement: Melee Weapon Skill Level 4 or higher or Moto Rank 1. It is your Turn. You must be holding a one-handed Light or Medium Melee weapon not installed as cyberware, installed in cyberware, or installed in a Battleglove this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you gain all of the following effects.

- The range at which you may make Martial Arts (Throttle) Attacks this Turn is increased from Melee range up to 6 m/yds.
- The range at which you may make Grab, Choke & Throw Actions this turn is increased from Melee range up to 6m/yds.
- The damage of your Martial Arts (Throttle) Attacks are increased to match the damage of the weapon you used to fulfill this special move's requirement if it would be higher.
- Your Martial Arts (Throttle) Skill is decreased to the level of your Melee Weapon Skill if it is at a higher level than your Melee Weapon Skill.

► Ghost Step ◄

A high-speed melee art designed for cyber-enhanced assassins. Ghost Step focuses on precision strikes delivered mid-motion, allowing practitioners to hit, reposition, and vanish before the enemy can react.

► Shed Motion

Requirement: MOVE 6 or higher. You hit the same target with two Martial Arts (Ghost Step) Attacks or two Melee Weapon Attacks made with Light, Medium or Heavy Melee Weapons, or any Melee Weapon installed as cyberware, installed in cyberware, or installed in a Battleglove this Turn. You haven't already taken the Run Action this turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may take the Run Action without it costing an Action. If you do, you cannot use the Run Action again this Turn.

► Edge Line

Requirement: You must have moved at least 8m/yds already this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you lower the penalty incurred by making an Aimed Shot with a Martial Arts or Melee Weapon Attack from a -8 to a -5 for the rest of your Turn.

► Runner's Edge ◄

A high-speed, momentum-driven martial art born from rooftop chases and concrete escapes. It turns momentum into power, rewards fluid motion, daring agility, and is about having the courage to stay free in a corporate world.

► Faith

Requirement: MOVE 6 or higher. You have taken the Run Action on this turn.

When you fulfill this requirement, use the Martial Arts Special Move Resolution against a Brawling Check against a single target in Melee range who is wielding at least one weapon in their hands. If you succeed, one of their held weapons is now on the ground up to 4m/yds away.

► Urban Crawl

Requirement: You have taken the Run Action on this turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, the movement penalty for Swimming, Climbing, and Jumping is Negated for the rest of your Turn.