

Grappling experimental rules

Grappling

When grappling you must bet a certain amount of your weapon skill to accomplish certain tasks. To make 1 point worth of betting you must give up a half action and 5% of your weapon skill. Whoever has betted the highest and made a successful roll is considered the victor of that round.

All betting is done in secret written down on a piece of paper and is revealed after the roll.

Every bet done is considered a new grappling round. Grappling is an art of skill thus being the most important feature of grappling. Grappling is weapon skill vs weapon skill. Each person grappling will roll versus their own weapon skill. At any point of the grappling either opponent may attempt to attack with light or less weapons while grappling. Whoever the victor is they receive +5% to the next grappling round.

For grappling and standing grappling here are the victors choices if they bet only a Single point

- They may Disengage
- Attempt to disarm
- You may choose the direction to move at half speed

If they bet 2 points or more they may

- Throw the opposition (Str Mod d10) (for every 5 feet they are thrown they take 1d6 damage + strength modifier) (ends the grapple)
- They may take their back
- Take the opponent to the ground
- Have an automatic successful trip (which ends the grapple)

If you choose to take their back you may attempt to set up and then choke your opponent, and you receive +5% to any action when grappling. If you make a grapple attack on an unaware opponent you may skip the setup and automatically choke your opponent when entering grappling. You may also control the movement when you have the back but you go half your speed.

If you decide to go to the ground there are three phases: the Neutral phase, the Setup Phase and the Submission phase. The neutral phase exists as a phase only to denote when neither force has successfully set up or submitted. The setup phase is when you are attempting in the next round to finish your submission. If the set up is successful the opponent receives a -10% in the submission phase.

During any phase you may attempt to skip the setup phase and go straight to the submission with a 6 point bet.

During the setup or neutral phase either opponent may attempt to disengage for a successful bet of 2 points if they are the victor for that round.

During the submission phase if the one who has successfully set up the submission fails to submit the opponent (I.E. Break their limb) it returns to the neutral phase. Submissions are completed with only 1 point bets. You can't escape the grapple during this phase. The opposition may attempt to ask for mercy but it is up to the victor to decide to not break the limb.

A choke takes an additional round to attempt to escape by the opponent gets -20% to their roll.

A submission is considered the breaking of a single arm, leg or joint.

Suggested Combat Styles

Grappler: For a free action when in melee range you make a free grapple attempt per round, at the success of a grapple you may make an attack action without reactions. you get a +10% chance to grappling.

Professional Wrestler: You may attempt to do a suplex with a +5% chance when in the standing phase and do Str Mod d6+1 damage when moving into the ground phase. If you choose to throw your opponent you get an automatic 10 feet and an additional +2 damage when you throw your opponent.

Master Submitter: When on the ground you receive a 2 free points when attempting to set up and submitting your opponent. Your chokes only take one round instead of two.

Ground Pounder: When you charge you may also grapple when leaving charge and you receive a +10% bonus when doing so. You also receive a +10% bonus and +2 damage whenever you attack in grappling.