

Hand-to-Hand (HTH) Combat Moves

Hand-to-Hand (HTH) Effectiveness

1. Unskilled combatants: Having R0 in the HTH skill indicates all HTH attacks are made with +1 disadv. All moves (except those marked mastery) may be attempted by R0 characters, but do not provide any inherent benefits to strike or damage, but do apply any drawbacks that may apply. This does not apply to Mastery Moves and Moves provided by Feat: Specialized Fighting Style.
2. HTH attacks only function if the target can be affected by the attacker. Typically, entities in gaseous, liquid, fire, or ethereal forms are unaffected. Similarly, Lock and Joint Lock attacks are not effective against limbs or creature targets without bones (such as tentacles).
3. Effectiveness of attacks against armored targets may vary.

A target is considered **armored** if the specific body area affected by the attack is covered by an armored material or component. Partial armor may still allow attacks on unprotected areas to succeed. For example, a target wearing full body armor but without a helmet may still be vulnerable to effects like eye gouges or ear strikes.

Effectiveness vs. Armored Target Classifications:

- **Full** – Fully effective regardless of armor.
- **Partial** – Some effects apply depending on armor coverage or precision.
- **Modified** – Reduced or altered effectiveness against armored zones.
- **Ineffective** – Negated or blocked by armor in the affected area.

Augments

Augments to hand to hand strikes are variants of existing moves that provide altered effects.

- **Chain Strike:** Enables a spinning strike to affect additional targets beyond the first at reduced damage. (Light Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R4
- **Change Stance:** Enables use of a varied stance (requires at least 2 stances)
- **Clinched Strike:** A weaker attack made while partially grappled/restrained or against an attacker in a dominant or partial grapple position: Effectiveness vs. Armored Target: Modified | Skill Complexity: R1
- **Controlled Strike:** A precision strike executed with minimal force, often non-lethal. (No Damage or Minimal Damage) Effectiveness vs. Armored Target: Partial | Skill Complexity: R2
- **Coup De Gras [Strike Augment]** attack against a restrained/incapacitated/sleeping character meant to end their life (requires lethal weapon).
- **Dominant Attack:** The attacker strikes a target from a superior or dominant position. (Bonus to Hit, Moderate Damage increase) Effectiveness vs. Armored Target: Modified | Skill Complexity: R2
- **End Strike:** Requires: You just successfully applied knocked down to the target (same round with no other moves taking place in between). HTH R5, Spd 18
As your opponent is falling, use a free action to gain a standard Move: punch or kick against them, the opponent may not use an active defense against this strike as they are still airborne. This move cannot include telegraphed attack mechanics.
- **Flourish:** adds attack penalty but adds bonus benefit (either flashy morale boost/drain or bonus damage).
- **Grapple Hair:** Allows hair pull attack, and body control/lock. Effectiveness vs. Armored Target: Ineffective (also ineffective against bald or extremely short/shaved hair) | Skill Complexity: R0
- **Grapple Reversal:** Applied after a successful Grapple Escape, allowing the defender to immediately reverse the grapple against the original attacker. (Initiate Grapple) Effectiveness vs. Armored Target: Full | Skill Complexity: R5
- **Grapple Strangle:** Slowly choke someone. Requires dominant position, may drain essence. Effectiveness vs. Armored Target: Ineffective | Skill Complexity: R0 (minimum STR requirement 8)
- **Hand-Over-Mouth Grapple:** Significantly muffles screams for help. May be countered by a bite attack (if not gloved or using other barrier). May include use of drugged washcloth for status applications. Effectiveness vs. Armored Target: Ineffective | Skill Complexity: R1
- **Jumping Augment (Kick):** The attacker uses a leaping kick aimed at the upper body. (Moderate Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R3
- **Jumping Augment (Punch):** The attacker throws a punch mid-air with reduced grounding. (Light Damage, reduced target defense) Effectiveness vs. Armored Target: Modified | Skill Complexity: R2
- **Grapple/Lock Squeeze/Pressure:** Applies minor damage to the grappled or locked target.
- **HTH Evasion Mastery:** The defender using evasion does not consume a fast action the first time they successfully evade a HTH attack per round. This effect is consumed if they receive damage before this occurs. You may spend 1 Ess to add +1 adv. to this (does not stack with itself, may trigger once per round), Effectiveness vs. Armored Target: Modified | Skill Complexity: R7
- **Knee/Elbow Attack Augment:** An attack augmented using elbows or knees for added impact. (Moderate Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R2, gains a bonus to strike and damage while clinched or against grappled/locked opponents.
- **Knockout Attack:** A heavy strike aimed at incapacitating the target, typically targeting the jaw or temple. Requires Telegraphed Attack. (Heavy Damage, Incapacitation Possible) Effectiveness vs. Armored Target: Modified | Skill Complexity: R4

- **Mastery Strike:** Reduces Telegraphed attack penalties. If the attack does not have telegraphed penalties applied to it, it instead provides +1 stacking augment, may be upgraded to do both at the cost of 1 Ess. Effectiveness vs. Armored Target: Modified | Skill Complexity: R7
- **Slam: Environmental:** The attacker slams the target into a hardened surface (e.g., concrete or wall corner) to maximize damage. (Heavy Damage) Effectiveness vs. Armored Target: Full | Skill Complexity: R3
- **Smother:** Choke out augment, utilizing a pillow or other device to smother.
- **Spinning:** Allows the attacker to strike targets from any adjacent position with reduced damage. (Light Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R4
- **Stomp:** Augmented kick attack against a prone target (variable choice benefits)
- **Sucker Strike:** Strike a target to begin a combat against a target that is unaware of your intent, provides bonus to strike and damage. Effectiveness vs. Armored Target: Modified | Skill Complexity: R2
- **Stances:** See "Stances" section below.
- **Swat:** When you make an attack of opportunity with HTH or Melee weapon strikes you may do so once per round as if it were a standard attack (apply strike bonus rather than wild strike) and may add up to +1 augment to the attack. If the incoming attacker is moved into your square against their own will (such as from knockback, throw, or shove) you gain +1 instance of advantage on your strike roll. Effectiveness vs. Armored Target: Modified | Skill Complexity: R5
- **Telegraphed Attack:** An intentionally visible and forceful strike. Provides a strong bonus to damage but gives bonuses to Dodge and Evade for the target (if the attack is within LoS). Reduces effectiveness of Block and imposes a penalty to Parry. (High Risk/Reward) Effectiveness vs. Armored Target: Modified | Skill Complexity: R0
- **Vital Strike:** A strike targeting vital areas such as the solar plexus, kidneys, or eyes. Strikes to the eyes may cause disorientation and reduce visibility. (Stagger/Stun, Light to Moderate Damage) Effectiveness vs. Armored Target: Partial | Skill Complexity: R4

Stances (Fighting Styles)

Stances are a kind of overall fighting style augment gained at HTH R2 with additional HTH stances being available through skill point cost (equal to the HTH rank the stance may be taken +1). The fighting stance gained at R2 does not have to be taken at R2 and can be saved to acquire a later stance.

Maximum stances allowed to be known are applied as follows: HTH R2 gets 1 stance and an additional stance can be acquired (with cost) for each additional rank of HTH, with a character having a maximum of 7 stances at R8 HTH. This can be increased with feat: Martial Prodigy.

Each Stance can be specialized in with feat: Specialized Fighting Style, increasing its overall benefit (requires the stance be known). These benefits are not factored into MMA calculations.

Characters at Alert Level 2+ can be presumed to be in their default stances should combat begin. For PCs they should automatically be in a stance if Alert level 3 (adrenaline rush) is activated should combat begin, otherwise the character's readiness for combat is subject to GM fiat. This should allow that characters that are highly suspicious of ill intent or are actively provoking a fight should be considered to be at alert level 2, or if they would otherwise qualify as already being at alert level 2 for some other reason.

- **No stance:** (free, default) provides no additional benefit or penalty. Does not count as a stance towards total stances known. Skill Complexity: R0. This is the default stance for characters at Alertness 1 or lower.
- **Adaptive:** Smoother transition/chaining and reactive moves and switching between stances as well as use of improvised or defaulted attacks. Skill Complexity: R5
- **Aggressive:** Moderately enhanced damage and strike rolls, reduced defense Skill Complexity: R2
- **Clinch Fighting:** Moderately enhanced grapple save TNs and strikes against grappled opponents or when striking while grappled. Skill Complexity: R3
- **Defensive:** Increased defense and reactive, decreased strike and damage Skill Complexity: R2
- **Dirty Fighting:** Bonus to sucker and vital strikes as well as distractions, taunts and surprise attacks. Skill Complexity: R2
- **Grappling:** Enhanced Grapple Strikes and shoots. Skill Complexity: R2
- **Gun Fu:** A mix of martial arts and use of pistols/smgs (applies some other benefits to long arms). Requires Pistol/SMG R5. Effectiveness vs. Armored Target: Modified | Skill Complexity: R6
- **Mixed Martial Arts:** balanced minor benefit across the board (adds 2 stances together [both bonus and malus], switching stances in MMA allows switching out one of the stances) requires aggressive, defensive and 1 other stance). *At HTH R6 this allows 3 combined stances and R8 allows 4 combined stances, (reduces benefits of specialized fighting style feats, but combines all total base benefits). Skill Complexity: R5
- **Mixed Melee:** provides benefits when using a single primary hand equipped melee weapon. Skill Complexity: R3
- **Mobile:** Moderately increased evasion and dodge, defensive bonus vs. reach melee weapons and larger opponents. Skill Complexity: R3
- **Power Stance:** Reduced mobility/dodge, Increased damage and Block Skill, Increased Submission Move Complexity: R3
- **Precision:** Moderately increased striking, reactive locks, and vital/called shots. Skill Complexity: R4
- **Reckless:** Greatly enhanced damage, reduced defense and strike rolls Skill Complexity: R2
- **Stalwart:** Increases saves vs. HTH applied statuses, bonus to block, and minor damage reduction. Skill Complexity: R4
- **Two Weapon Fighting Stance:** -1 to offhand weapon penalty (must include weapon proficiency R3 and balanced weapons) Effectiveness vs. Armored Target: Modified | Skill Complexity: R4
- **Two Handed Weapon Fighting Stance:** Bonus to cleave/chain attacks and damage: Effectiveness vs. Armored Target: Modified | Skill Complexity: R5
- **Technical:** Greatly Increased Save and defensive TNs for targets, minor reduction to defensive, increase to aerial. Skill Complexity: R4
- **Worn Weapons Stance:** (requires Weapon Specialization: Short Blades: Worn Weapons): +1 to strike and parry with worn melee weapons. Effectiveness vs. Armored Target: Modified | Skill Complexity: R4

Defensive Moves

Defensive: Damaging

- **Counter Strike:** A rapid retaliatory attack delivered without defending against an incoming strike. Applies penalties to the initial attacker. (Light to Moderate Damage) Effectiveness vs. Armored Target: Partial | Skill Complexity: R3
- **Riposte:** An immediate strike following a successful block or parry. (Light Damage) Effectiveness vs. Armored Target: Partial | Skill Complexity: R3

Defensive: Status/Utility

- **Block:** The defender absorbs damage using a shield or designated body part, reducing incoming damage. (Damage Reduction — Shield Block, Armor Block, Limb Block, and Body Block may be declared based on available protection. Shield Block provides the most effective reduction, followed by Armor Block. Limb or Body Blocks may result in partial damage to the blocking area.) Effectiveness vs. Armored Target: Full | Skill Complexity: R1
- **Dodge:** The defender moves completely out of the attack's area to avoid damage. (Avoids all damage, costs action and movement). Not effective against supersonic attacks (firearms). Effectiveness vs. Armored Target: Full | Skill Complexity: R1
- **Evade:** The defender shifts slightly to minimize contact with the attack. (Avoids all/partial damage) Effectiveness vs. Armored Target: Full | Skill Complexity: R0
- **Grapple Escape:** The defender uses leverage or slipping techniques to exit a grapple. (Escape Status) Effectiveness vs. Armored Target: Full | Skill Complexity: R2
- **Kip Up:** The defender quickly returns to their feet using acrobatic momentum. (No Damage, movement reset) Effectiveness vs. Armored Target: Full | Skill Complexity: R2
- **Moving Target 1:** When the defender is moving (not directly into the angle of an attack) and is targeted by a ranged attack, they gain a small bonus to Evade. (Evasion Bonus) Effectiveness vs. Armored Target: Full | Skill Complexity: R0
- **Moving Target 2:** When the defender is moving (not directly into the angle of an attack) and is targeted by a ranged attack, they gain a small bonus to Evade. (Evasion Bonus) Effectiveness vs. Armored Target: Full | Skill Complexity: R1 CQC (aware of attack direction)
- **Parry:** The defender redirects a melee or HTH strike to avoid damage. (Avoids all damage) Effectiveness vs. Armored Target: Full | Skill Complexity: R3
- **Pivot:** The defender repositions to remove flanked status from a specific attacker. (Positional Reset) Effectiveness vs. Armored Target: Full | Skill Complexity: R1
- **Reactive Grapple:** The defender initiates a grapple against an attacker attempting to grapple them. (Initiates Grapple) Effectiveness vs. Armored Target: Full | Skill Complexity: R3
- **Reactive Throw:** The defender uses an attacker's momentum to perform a throw. Ineffective against reach weapons. (Knockback, Prone) Effectiveness vs. Armored Target: Full | Skill Complexity: R5
- **Roll with Blow:** The defender absorbs a strike's energy to reduce HTH damage. Does not affect melee or environmental damage. (Damage Reduction) Effectiveness vs. Armored Target: Full | Skill Complexity: R2
- **Stand Up:** The defender returns to their feet from a prone position. (No Damage, movement reset) Effectiveness vs. Armored Target: Full | Skill Complexity: R0

Defensive: Combined

- **Disarm Counter:** After a successful parry, the attacker strikes to disarm the defender's weapon or disable a limb. (No Damage, applies disarm status) Effectiveness vs. Armored Target: Partial | Skill Complexity: R4

Offensive Moves

Offensive: Damaging

- **Aerial Tackle:** The attacker launches their body at the target, typically while the target is stunned. (Moderate Damage, Prone) Effectiveness vs. Armored Target: Modified | Skill Complexity: R3
- **Dive Tackle:** A leaping attack where the attacker launches themselves at the target to force them to the ground. Requires Telegraphed Attack. (Moderate Damage, Prone) Effectiveness vs. Armored Target: Modified | Skill Complexity: R2
- **Headbutt:** The attacker strikes with their head. May cause disorientation to either party. (Moderate Damage, Disorientation Possible) Effectiveness vs. Armored Target: Modified | Skill Complexity: R0
- **Kick:** A basic strike using the foot. (Moderate Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R0
- **Power Punch:** A properly executed punch that uses full body mechanics to maximize force. Requires Telegraphed Attack. (Heavy Damage, Stagger/Stun Possible) Effectiveness vs. Armored Target: Modified | Skill Complexity: R3 (and STR requirement)
- **Punch:** A basic strike using a closed fist. (Light to Moderate Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R0
- **Rear Attack:** The attacker strikes the target from behind, removes telegraphing modifiers. (Damage Bonus, Reduced Defense for Target) Effectiveness vs. Armored Target: Partial | Skill Complexity: R1 (can be attempted with R0 but does not apply benefit)
- **Running Jump Kick:** A sprint-initiated leaping kick that uses momentum for added impact. Requires Telegraphed Attack. (Heavy Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R4

- **Shove:** The attacker forcefully pushes the target. Breaks non-overpowered grapples or causes knockback. (Knockback, No Damage) Effectiveness vs. Armored Target: Full | Skill Complexity: R0
- **Slam:** A basic forceful move used to impact the target into the ground or a surface. (Moderate Damage, Prone Possible) Effectiveness vs. Armored Target: Modified | Skill Complexity: R2
- **Throw Slam:** The attacker slams the target with a throwing technique. (Moderate Damage, Prone) Effectiveness vs. Armored Target: Modified | Skill Complexity: R3

Offensive: Status/Utility

- **Choke Out (Blood Choke):** A constriction maneuver that briefly incapacitates the target followed by disorientation. (Incapacitation, Disorientation) Effectiveness vs. Armored Target: Partial | Skill Complexity: R4
- **Dominant Transition:** Gain dominant status against a restrained, incapacitated, joint locked, or stunned target.
- **Feint:** A deceptive movement that misleads the target, granting the attacker a bonus to hit and reducing the target's defense. (Hit Bonus, Defense Penalty) Effectiveness vs. Armored Target: Full | Skill Complexity: R2
- **Flank:** The attacker strikes the target from a side position, removes telegraphing modifiers. (Bonus to Hit) Effectiveness vs. Armored Target: Partial | Skill Complexity: R1 (may be attempted at R0 but provides no benefit)
- **Jumping Pin:** An aerial move where the attacker lands on the target to force them prone and restrained. (Prone, Restrained) Effectiveness vs. Armored Target: Full | Skill Complexity: R4
- **Provoke:** A social technique designed to draw the attention of one or more enemies. (Aggro Effect) Effectiveness vs. Armored Target: Full | Skill Complexity: R1 (social)

Offensive: Combined

- **1-2 Punch:** Makes a dual attack with the first being fast and light (mostly meant to disorient or divert defenses) and the second being slower and harder hitting. Effectiveness vs. Armored Target: Partial | Skill Complexity: R3
- **Bite Attack:** A close-quarters bite used to inflict pain or desperation damage. (Minor Damage, Psychological Effect) Effectiveness vs. Armored Target: Partial | Skill Complexity: R0
- **Flurry of Blows:** Performs a series of rapid strikes while standing similar to ground pound but without requiring a dominant position. Effectiveness vs. Armored Target: Modified | Skill Complexity: R6
- **Ground Pound:** The attacker delivers a rapid series of strikes from a dominant position while the target is prone or restrained. Requires Telegraphed Attack. (Moderate to Heavy Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R2
- **Submission Attack:** A strike applied during a joint lock that causes pain but reduces injury. May drain essence. Requires Joint Lock. (Minor Damage, Essence Drain Requires Channelling) Effectiveness vs. Armored Target: Partial | Skill Complexity: R4
- **Trip Attack:** The attacker hooks or sweeps the target's leg to force them prone. May cause light damage. (Prone, Light Damage) Effectiveness vs. Armored Target: Modified | Skill Complexity: R2

Grapples

Grapples: Damaging

- **Joint Lock:** The attacker restrains a limb and applies pressure. Minor damage on application, additional damage if resisted. (Minor Damage, Restrained Requires Channelling) Effectiveness vs. Armored Target: Partial | Skill Complexity: R4
- **Lock:** The attacker controls a limb to restrict motion and enable further techniques. (Restrained, Setup Bonus Requires Channelling) Effectiveness vs. Armored Target: Partial | Skill Complexity: R3
- **Pin:** The attacker holds the defender against a surface. (Restrained Requires Channelling) Effectiveness vs. Armored Target: Full | Skill Complexity: R3
- **Police Takedown:** A dive tackle from behind that brings the target prone and restrains them. (Prone, Restrained) Effectiveness vs. Armored Target: Full | Skill Complexity: R3
- **Throw:** A forceful toss that knocks the defender back and likely causes them to fall. (Knockback, Prone) Effectiveness vs. Armored Target: Full | Skill Complexity: R2

Grapples: Status/Utility

- **Channelled Grapple/Lock:** Continuously applies a grapple while attempting to prevent escape. Grapples and locks that are not channelled (but still maintained) gain +1 advantage to grapple escape attempts.
- **Charge:** The attacker sprints into the target to initiate contact with momentum-based bonuses while sacrificing defensive capabilities (gains vulnerable while charging). (Initiate Grapple, Bonus to Hit) Effectiveness vs. Armored Target: Full | Skill Complexity: R1 (may be attempted at R0 but provides no benefit)
- **Clinch Grapple:** A close-quarters grip used to initiate further holds or limit movement. (Initiate Grapple) Effectiveness vs. Armored Target: Full | Skill Complexity: R1
- **Controlled Movement: Human Shield:** The attacker restrains and uses the target as a shield while controlling their position. (Restrained, Positional Control Requires Channelling) Effectiveness vs. Armored Target: Full | Skill Complexity: R2
- **Grapple:** Taking hold of an opponent's limb or body to restrict movement.

- **Grapple Human Shield:** The attacker grabs the target and uses them as a barrier against incoming attacks. (Restrained, Shielded Requires Channelling) Effectiveness vs. Armored Target: Full | Skill Complexity: R4
- **Ground Transition:** The attacker brings the defender to the ground while maintaining control. (Prone, Controlled) Effectiveness vs. Armored Target: Full | Skill Complexity: R3
- **Shoot Grapple:** A swift move targeting a limb or core area to begin grappling. (Initiate Grapple) Effectiveness vs. Armored Target: Full | Skill Complexity: R2

Grapples: Combined

- **Lock Slam:** The attacker follows a limb lock with a slam into a surface. (may be possible to maintain lock) (Moderate Damage, Restrained) Effectiveness vs. Armored Target: Partial | Skill Complexity: R4
- **Lock Throw:** A joint or limb lock used to throw the target to the ground. (may be possible to maintain lock) (Prone, Restrained) Effectiveness vs. Armored Target: Partial | Skill Complexity: R4
- **Overpower Grapple:** A strengthened grapple that increases restraint and reduces the defender's mobility. (Restrained, Escape Penalty Requires Channelling) Effectiveness vs. Armored Target: Full | Skill Complexity: R3