



GURPS101: Dungeon Fantasy Styles - Zodiac Styles by Hal Batty and Christopher R. Rice

(Note: This was inspired by my work, but not written by me. The author would be Hal Batty who *graciously* offered it to me to use however I like. Thank you again, Hal.)

“Eastern Adventures” in *Pyramid #3/89: Alternate Dungeons II* has a box called “Martial-Arts Styles and Power-Ups” that alludes to the possibility of a simplified system for style familiarities in *Dungeon Fantasy*. I personally wished I’d had had the time and space to add full-on styles, but I didn’t. I’ve considered doing a Patreon Special on actual styles but Hal beat me to it. Now to the meat of the thing!

The Zodiac Styles

The following styles are available to anyone who can meet their prerequisites.

Zodiac Ox Style

3 points

Prerequisites: ST 18+.

The ultimate defensive style. Ox stylists are huge and immensely strong, but also calm, considered, and above all, patient. Their signature weapons are two enormous shields, often with a metal ox's head molded into the front as a boss.

Stylists never make Committed or All-Out Attacks, but also rarely make Defensive Attacks, since their defenses are already incredible. Their core strategy in combat is to erect their shields and let their enemies break their weapons against them. This style also makes extensive use of Intimidation, both to scare off enemies, and to draw fire from them.

Skills: Intimidation; Shield.

Cinematic Skills: Immovable Stance.

Perks: Draw Fire (see p. 00); Is That All You've Got? (*GURPS Dungeon Fantasy Denizens 1: Barbarians*, p. 18); Mountains of Meat (*Pyramid #3/61*, p. 8); Sacrificial Block (*Pyramid #3/61*, p. 4); Shield Fencer (see p. 00); Shield Smash (see p. 00); Shield Wall Training (*Power-Ups*, p. 12); Sure-Footed (*Pyramid #3/61*, p. 8); Take The Hit (see p. 00); You're Next! (*Pyramid #3/61*, p. 8).

Power-Ups

These power-ups focus on durability and defense.

- Damage Resistance 1 or 2 (Tough Skin, -40%) [3 or 6].
- Enhanced Block up to 3 [5/level].
- Fearlessness up to 7 [2/level] or Unfazeable [15].
- HP up to 1.5 x ST.
- Interdiction (*Pyramid #3/61*, p. 10).
- Shield Mastery (*GURPS Dungeon Fantasy 11: Power-Ups*, p. 29).
- ST up to 25 *before* racial modifiers.
- Terrain Adaptation [5/type].
- Two-Weapon Fighting (Shield) (*Power-Ups*, p. 13).

Combat Perks

These are Combat Perks that only those with the strength of the ox can buy.

Draw Fire

Prerequisites: Intimidation 16+.

You're skilled at making yourself seem far too dangerous to ignore, or perhaps you make it clear to others *exactly* what you'll do to them if they hurt your friends - whatever the explanation, you can roll against Intimidation *instead* of Singing to draw aggression from allies as per *Taunt and Bluster* (**GURPS Dungeon Fantasy 2: Dungeons**, p. 12). Any time you could make an Intimidation roll, you can opt to use it normally, or use it to provoke your enemies.

Shield Fencer

Prerequisites: DX 12+ and Shield at 14+.

Whilst similar to Weapon Fencer (*Pyramid* #3/89, p. 22) this perk works slightly differently. Instead of letting you use a fencing parry with a non-fencing weapon, it lets you block multiple times, at a cumulative -5 per shield, halved for Weapon Master (Shield), as if it was a parry.

Shield Smash

Prerequisites: ST 14+ and Shield at 14+.

Lets you use any shield as if it was Blade-Edged (**GURPS Dungeon Fantasy 8: Treasure Tables**, p. 35) to do swing-2 damage, but *crushing* instead of *cutting* unless it has that enhancement. This also lets you roll against your full skill when swinging your shields, not at -1.

Take the Hit

Prerequisites: High Pain Threshold.

Whenever you successfully Dodge an attack *without* retreating you may state that instead of missing, the attack simply bounced off your steel-hard muscles. The main benefit of this is that it won't hit anything or anyone standing behind you.

Dual Shield Fighter

10 points

Prerequisites: Combat Reflexes and Shield at 20+.

Ox stylists use a special version of the Weapon-and-Shield Fighter power-up (*Pyramid* #3/61, p. 10), since their weapon *is* their shield. Instead of a +1 to Block or Parry, this gives a +3 to Block, but only when wielding *two* shields, and only against attacks from the front. It also means that you don't suffer shield DB as a penalty to attacks with the shield when working in close combat.

Advantages: Enhanced Block 3 (Accessibility, Requires *two* shields, -20%; Limited, Attacks from in front, -20%) [9].

Perks: Rules Exemption (No DB penalty on shield attacks in close combat) [1].

Master at Disarms

Power-Ups, p. 12

The +5 to skill for Master at Disarms when you attack an opponent's weapon *does* work to offset the penalties when attacking a weapon using Patient Ox (see below), and the +2 to effective ST increases damage when doing so.

Patient Ox

10 points

Prerequisites: Weapon Master (Shield).

The signature technique of the ox compliments their fighting style perfectly. Whenever you use your shields to block a blow, you slam your shield into the attacking weapon or limb. After a successful Block against a *melee* attack, roll against your Shield skill, at -2 if they used an arm or leg, -4 for a hand or foot, or -3 to -5 for weapon size (see p. B400). On a success you inflict your normal shield bash damage to the attacking body part or weapon, potentially crippling or breaking it. Wooden weapons usually have DR 2, small metal, or weapons that are both wood and metal, like axes often have DR 4, and solid-metal weapons have DR 6. Base weapon HP of off the *Object Hit Points Table* (p. B557).

Perks: Unique Technique (Swordbreaker) [1].

Techniques: Swordbreaker (H) Block-0 [9].

Rear Guard

5 points

Prerequisites: Per 12+ and Combat Reflexes.

You are always alert for possible danger, and you've become skilled at twisting to interpose a shield between you and an attack from the rear. Whenever you're attacked from behind, roll perception, success lets you attempt a block at -2.

Perks: Unique Technique (Rear Guard) [1].

Techniques: Rear Guard (H) Block-0 [4].

Shrug it Off

5 points

Prerequisites: High Pain Threshold and HT 15+.

Whenever you fail to block an attack, you may immediately roll against dodge, success lets you absorb the blow, failure means you're hit, but you still have a +3 to DX or HT rolls to

avoid falling down due to knockback or knockdown. The dodge roll for this never takes bonuses for shield DB, and you cannot retreat on any turn you use this defense. This power-up includes Take the Hit (p. 00)

Perks: Take the Hit [1]; Unique Technique (Endure) [1].

Techniques: Endure (H) Block-0 [3].

Rabbit Style

4 points

Prerequisites: Basic Move 11+ and Running 12+.

The rabbit style is all about mobility, nimbly darting across the battlefield, almost impossible to hit or outrun. Stylists are often fairly small, but with powerful, well-muscled legs, and above all, they're *fast*. This style has no signature weapon, or perhaps it's more accurate to say that their legs *are* weapons, and they're as dangerous as any sword.

They make use of run-around-attacks, evades, and acrobatic dodges, to hopelessly outmaneuver their opponents. Remember that you can attack *during* the move portion of a move and attack, not just after, letting rabbit stylists run out of cover, hit the target, then get back into cover, or remain completely out of reach of most melee weapons.

Skills: Acrobatics; Jumping; Karate.

Cinematic Skills: Flying Leap.

Perks: Acrobatic Galore (see p. 00) Acrobatic Kicks; Artful Dodger (see p. 00); Iron Legs; Powerful Legs (see p. 00); Sheer Speed (Flying Leap); Stable Kicks (see p. 00); Wind in the Trees.

Power-Ups

These power-ups focus on mobility.

- Basic Move up to +6 [5/level].
- Basic Speed up to +4.00 [20/level].
- Chandelier Leap (**Power-Ups**, p. 34).
- Enhanced Dodge up to 3 [15/level].
- Grand Flying Kick (*Pyramid #3/61*, p. 11).
- Great Void (*Pyramid #3/61*, p. 14).
- Perfect Recovery (**Power-Ups**, p. 12).
- Seven Secret Kicks (**Power-Ups**, p. 30).
- Unarmed Master (*Pyramid #3/61*, p. 13).

Combat Perks

These are Combat Perks that only those with the quickness of the rabbit can buy.

Acrobatics Galore

You can use Acrobatics to enhance any defense. Roll Acrobatics as per Acrobatic Dodge (p. B375), success gives +2 to the defense, failure gives -2. What's more, you can make use of an acrobatic defense multiple times per turn, you're at a cumulative -1 to each Acrobatics roll after the first.

Artful Dodger

You never stop moving. This perk lets you retreat more than once per round, each additional retreat is at a cumulative -1. Furthermore, you can travel further when you retreat, each additional yard covered per retreat gives a cumulative -1. You can move up to a total distance of your Move by retreating.

Stable Kicks

You never have to roll to avoid falling down after a kick, provided you're rolling against a target number of 16 or more (whether DX, Acrobatics, or Kicking skill). Note that the rabbit style's core technique has a substantial built in penalty to such rolls.

Powerful Legs

Instead of dealing thrust damage with kicks, those with this perk deal thr-1 damage but based on their ST +2. This can be helpful for hitting that next dice increment for damage, making everything that gives damage per die more effective. The GM *may* allow this to carry over to using slam damage instead of thrust for a move and attack (*GURPS Martial Arts*, p. 107), in which case treat it as +2 HP for the purposes of calculating slam damage only, instead of +2 ST.

Quick-Foot Rabbit

10 points

Prerequisites: Trained by a Master.

The rabbit style's unique technique is a flying kick which grants them almost unlimited mobility. You may travel up to your full move, then make a running broad jump. This requires a DX or Jumping roll. Success gives extra movement equal to the your jumping distance at the end of the run. While the kick doesn't get any special bonus to damage, you should substitute your slam damage for thrust if it's better, and Flying Leap can make this attack *deadly*. Afterwards you may dodge and retreat as normal.

Perks: Unique Technique (Supreme Flying Kick) [1].

Techniques: Supreme Flying Kick (H) Karate-0 [9].

Snake Style

4 points

Prerequisites: IQ 14+.

This style favors sneakiness, not necessarily stealth, but cunning and intelligence. Stylists prize intelligence over strength, agility, or speed of movement, they're usually slim, bendy, and rather suspicious-looking. Their signature weapon is the kusarigama, it's long chain represents the snake's tail, while the kama represents it's fangs.

They prefer to keep out of the way, making full use of the incredible reach afforded to them by their weapon, maneuvering themselves to get the greatest impact, then suddenly striking to devastating effect. Stylists often poison their weapons to make them even deadlier, some can even replicate its effects by simply slicing at the correct parts of their victims' anatomy.

Skills: Axe/Mace; Kusari; Poisons.

Cinematic Skills: Pressure Points.

Perks: Bane Brewer (*Pyramid #3/50*, p. 33); Combat Poisoner (*Pyramid #3/50*, p. 34); Dirty Fighting (**Power-Ups**, p. 11); Poison Mixer (*Pyramid #3/50*, p. 34); Practical Poisoner (*Pyramid #3/50*, p. 34); Precision Incision (see p. 00); Reach Mastery (Kusari) (**Power-Ups**, p. 11); Retroactive Poisoning (*Pyramid #3/61*, p. 4).

Power-Ups

These power-ups focus on precision and cunning.

- Craftiness up to 6 [5/level].
- Discriminatory Taste [10].
- Flexibility or Double-Jointed [5 or 15].
- Gizmos with *no* upper limit [5/level].
- High Manual Dexterity up to 6 [5/level].
- Resistant to Poison (+3) or (+8) [5 or 7].
- Striking ST up to 4 [5/level].
- Slayer Training (**Power-Ups**, p. 13).
- Two-Weapon Fighting (Kusari or Axe/Mace) (**Power-Ups**, p. 13).

Cobra Strike

10 points

Prerequisites: Weapon Master.

The cobra strikes quickly from great range, as does the snake stylist. You may hit a target up to 4 yards away, then, with a flick of the wrist, bring the weapon back to your hand, ignoring the usual two ready maneuvers for striking at range with a Kusari. There is a slight downside however, you may not move on any turn you use this technique.

Perks: No Nuisance Roles (Quick-Readying Kusari) [1]; Reach Mastery (Kusarigama) [1]; Unique Technique (Quick-Strike) [1].

Techniques: Quick-Strike (H) Kusari-0 [7].

Combat Perks

These perks suit the precision of the snake.

Artful Poisoner

Prerequisites: Craftiness 2+ and Poisons 14+.

Your talent for all things crafty includes that most insidious of killers, poison. Each level of this perk extends a single level of Craftiness so that it adds to the Poisons skill, up to a maximum level equal of your Craftiness.

Combat Acupuncture

Prerequisites: Pressure Points 14+ and an appropriate Melee Weapon skill at 16+.

You are schooled in making precise incisions to inflict special conditions on your target. This perk allows you to use Pressure Points with a cutting or impaling weapon. The roll to hit is at -2 as usual, and you must specialize by weapon skill.

Precision Poisoning

Prerequisites: Poisons 14+ and a Melee Weapon skill at 16+.

You know exactly where to strike to maximise the effectiveness of your poisons. Whenever you make an attack with a poisoned weapon, every -2 you accept to your skill (maximum -8) gives your opponent -1 to his HT roll to resist. Alternatively, every -2 you take (maximum -4) gives +2 to poison damage, or +1/die if better. You can combine these options as desired.

The Blade Itself

Prerequisites: IQ 15+ and a Melee Weapon skill at 14+.

To you, combat is all about knowledge and timing, not brute force or fancy acrobatics. Whenever you make a targeted attack you may base your weapon skill on IQ instead of DX. Alternatively, you may use your IQ instead of ST for calculating basic damage, add Striking ST to IQ after substituting. Either option is a separate perk, and requires specialization by weapon skill.

Know Thy Enemy

5 points/level

Knowledge is power, and you are the living proof of this. This power-up gives +1 per level - up to a maximum of +3 - to all rolls to determine the best way to defeat your enemies. This includes but isn't limited to Heraldry, Hidden Lore, Naturalist, Occultism, or Thaumatology to learn about your enemy, Physiology to locate their vitals, Armoury (Body Armor) to find chinks in armor, Research to study them beforehand, etc. But not rolls to exploit those weaknesses, like rolls to hit, or damage rolls.

Advantages: Higher Purpose (Know Thy Enemy) [5/level].

Entangle

5 points

This power-up simply removes the -4 to use a whip or kusari to entangle a target. This attack does no damage, but uses the *Lariat* rules (p. B411) if successful.

Techniques: Entangle (H) Skill-0 [5].

Pressure-Point Mastery

5 points

Prerequisites: Kusari 16+, Pressure Points 16+, and Combat Acupuncture.

You've mastered the art of precisely targeting your opponent's pressure points. This removes the basic -2 to hit when making use of Pressure Points or Pressure Secrets. Additionally, you may take a penalty to your roll to hit to impose a penalty on the resistance roll. For every -2 you take to your attack roll, your opponent gets -1 on their HT roll, up to a maximum of -4 to resist.

Perks: Precision Pressure* [1]; Unique Technique (Pressure-Point Strike) [1].

Techniques: Pressure-Point Strike (H) Kusari-0 [3].

*Similar to Precision Poisoning (above), except it applies when making pressure-point strikes, not when attacking with a poisoned weapon.

Quick-Coater

10 points

Prerequisites: Combat Poisoner, Fast-Draw (Gadget) 14+, and Poisons 16+.

You can poison a weapon *quickly*. You can roll Fast-Draw (Gadget) to instantly draw a vial of poison, then make a Poisons roll to apply it to a ready weapon as a free action, and you can do this even if you're holding something in your other hand. You can use this in combination with the Retroactive Poisoning perk to apply multiple doses to the same weapon.

Perks: Hands-Free (Poisoning weaponry) [1]; Unique Technique (Quick-Coating) [1].

Techniques: Quick-Coating (H) Poisons-0 [8].

Horse Style

3 points

Prerequisites: Bow 20+, DX 14+ and Basic Move 10+.

An unusually aggressive style of archery, this style is all about sheer volume of attacks, firing off shot after shot into the target until it drops, though there is also a slight focus on mobility. Those who favor this style are always extremely highly trained, and pretty quick on their feet. Their weapon of choice is the bow, and their arrows cross the battle even faster than their animal of choice.

Horse stylists are skilled riders, sometimes to a truly remarkable extent, and make great use of their mobility to travel around the battlefield, keeping out of range, whilst raining down arrows upon their foes. They seem to be able to guide and steer said arrows almost as well as their mounts.

Skills: Bow; Fast-Draw (Ammo); Running.

Cinematic Skills: Zen Marksmanship.

Perks: Arc the Arrow (see p. 00); Flawless Fast-Draw (*Pyramid #3/61*, p. 13); Flawless Nocking (*Pyramid #3/61*, p. 13); Predictive Shot (p. 00); Quick-Scope (see p. 00); Strafing Run (see p. 00); Strongbow (**Power-Ups**, p. 33); Wind In The Trees (*Pyramid #3/61*, p. 13).

Power-Ups

These power-ups focus on speed and accuracy in combat.

- Animal Friend up to 4 [5/level].
- Basic Move up to +6 [5/level].
- Bow Fencer (Power-Ups, p.32).
- Double-Shot (Power-Ups, p. 32).
- Extra Attack 1 [25].
- Quick-Shot (Power-Ups, p. 33).
- Striking ST 1 or 2 [5 or 10].

Cluster Shot

10 points

Prerequisites: Heroic Archer, Weapon Master, and Double-Shot.

Most archer adventurers know how to shoot an arrow each second, some can even shoot two arrows at the same time, but sometimes even that's not fast enough. The horse stylist's signature technique lets them shoot up to *five* arrows at once. Treat the bow as have RoF 1x5, with Rcl 1. All arrows must therefore target the same person, and since this technique is incompatible with Double Shot, that technique is still superior when you want to hit two different targets.

Perks: Cluster Shot* [1]; Unique Technique (Multi-Shot) [1], replace Unique Technique (Double-Draw) with Unique Technique (Multi-Draw).

Techniques: Multi-Shot (H) Bow-0 [7], replace Double Draw (H) Fast-Draw-0 [2] with Multi-Draw (H) Fast-Draw-0 [3] for 1 point.

*Grants the effect of a *panjagan* (see **GURPS Low-Tech**, p. 78) without needing to have one. This only applies to the *shot*, the archer still takes the normal penalties to his Fast-Draw for drawing five arrows.

Combat Perks

These perks suit the nature of the equine.

Arc The Arrow

Prerequisites: Heroic Archer and Bow 16+.

You have an incredible level of control over your arrows, even after they've left the bow! This perk is equivalent to Bend the Bullet (*GURPS Gun Fu*, p. 17), but for arrows, and lets you ignore -2 of the *total* penalty for cover, intervening figures, and target posture.

Predictive Shot

Prerequisites: Bow 16+.

Through awareness of your target's movements at the split-second before you loose the arrow, you can predict where he'll attempt to dodge. For each -2 to the roll to hit that you accept, your target gets -1 to his Dodge.

Quick-Scope

Prerequisites: Heroic Archer, Bow 16+, and Running 16+.

You're skilled at aiming whilst travelling at a full run. Provided you make a successful Running roll, you get your full Accuracy bonus even when making a Move and Attack.

Strafing Run

Prerequisites: Move 11+ and Running 12+.

Most of the time there's no penalty to hit a target moving at roughly human speeds, but you're faster than that. Whenever you travel more than 10 yards in a single round, opponents take a penalty based on your speed of travel (see p. B372).

Ram Style

3 points

Prerequisites: HP 25+ and Move 10+.

An unstoppable juggernaut, the goat charges forward, crushing those who stand in his way. This style is all about power, stylists are immensely strong, massive, and terrifyingly fast for their size. Their signature weapon is the ōtsuchi, an enormous hammer (use the stats for a Maul).

This style focuses on knocking it's opponents down, or just crushing them under a single mighty blow. Techniques often focus on maximizing damage. Their speed, coupled with their immense size also means that they can manage some truly impressive slams, almost impossible for a normal opponent to withstand.

Skills: Forced Entry; Two-Handed Axe/Mace.

Cinematic Skills: Power Blow.

Perks: Do You Bleed? (p. 00); Focused Fury; Foe Flinger (p. 00); Giant Weapons; Momentary Strength; Mountains of Meat; Ramming Speed; Sure-Footed (Uneven); Tear Free (p. 00).

Power-Ups

- Cleaving Strike (**Power-Ups**, p. 10) or Greater Cleaving Strike (*Pyramid #3/61*, p. 8).
- Epic Smash (**Barbarians**, p. 20).
- Great Rage (**Power-Ups**, p. 19).
- HP up to 1.5 x ST.
- Mr. Smash up to 4 [5/level].
- Outdoorsman up to 4 [10/level].
- ST up to 25 *before* racial modifiers.
- Terrain Adaptation (Uneven) [5].
- Ultimate Ramming Speed (*Pyramid #3/61*, p. 7).

Charging Ram

10 points

Prerequisites: Weapon Master.

The stylist readies his maul, and using it like a battering ram, charges forward smashing through those in his way. Make a slam attack, adding your weapon's highest damage bonus for the crushing damage type, and at an additional +2 to damage or +1/die, whichever is highest. If you knock down your target you may keep going, hitting whoever's behind him, and so on, up to a maximum of three targets.

Perks: Unique Technique (Great Charge) [1].

Techniques: Great Charge (H) Two-Handed Axe/Mace-0 [9].

Combat Perks

These perks suit the anger of the nature of the pig.

Foe Flinger

Prerequisites: ST 18+ and appropriate Melee Weapon skill at 16+.

You may use a two-handed crushing to perform a shove (p. B372). On a hit, you roll damage normally, the double it, but this only counts for the purposes of calculating knockback, it does no damage. Your target has -2 on the roll to avoid falling if you hit a leg, or -3 if you hit the skull, face, or neck. You can combine this with power-ups like Cleaving Strike or Epic Smash, to either knockback multiple enemies, or increase the knockback you can inflict.

Great Swings

You might not hit often, but when you do you hit hard. You may count a turn spent readying an unready weapon towards the number of turns you've spent preparing to use Power Blow or Breaking Blow. You must specialise by both weapon skill and either Power Blow or Breaking Blow.

Juggernaut

When you start moving there's no stopping you, certainly not for long. When slamming you don't fall over if your opponent rolls twice your damage. This has no effect on when others slam you, just when you slam others.

Stampede

You get +1 to SM for the sole purpose of determining the size of target you can trample (p. B404). So a typical SM +1 barbarian with this perk could trample a prone SM +1 enemy, or a standing SM 0 one. Don't forget to add any damage bonuses for Brawling skill, or for Hooves if you belong to a race that has them.

Pig Style

4 points

Prerequisites: HP 25+ and Berserk (12) or Berserk (12) (Battle-Rage; Enraged).

This style is all about rage, and harnessing it. Stylists are often heavily scarred owing to their contempt for defense, not caring about how much damage they take provided they eliminate their enemies. They wield dual kama (treat as a Scythe), representing the twin tusks of the boar.

Those who know this style are capable of inflicting terrifying amounts of injury, tearing apart their victims. This power comes at the cost of defense however, Committed Attacks are *de rigueur* for stylists, and since they usually attack with both weapons at once, this leaves them with a very poor dodge as their only defense. Well, not quite, intimidation is a core part of the style, and they use it to great effect, scaring their foes so much that they may simply choose not to attack.

Skills: Axe/Mace; Intimidation; Sumo Wrestling.

Cinematic Skills: Power Blow.

Perks: Focused Fury; Heroic Sacrifice; Is That All You've Got?; Mountains of Meat; Rage Control; You're Next! (all from *Barbarians*).

Power-Ups

- Damage Resistance 1 or 2 (Tough Skin, -40%) [3 or 6].
- Damage Resistance (Doesn't Stack with Armor, -20%; Tough Skin, -40%) up to 5 [2/level].
- Extra Attack 1 [25].
- HP up to 1.5 x ST.
- Naked Rage (Pyramid #3/61, p. 8).
- Not Without My Weapon (*Power-Ups*, p. 12).
- Slayer Training (*Power-Ups*, p. 13).
- Two-Weapon Fighting (Power-Ups, p. 13).
- Unfazeable [15].

Combat Perks

These perks suit the anger of the nature of the pig.

Berserker

Prerequisites: Berserk.

While most require a Concentrate maneuver to intentionally go berserk, you can do so as a free action, you must still roll Will to do so, and make any self-control rolls to snap out normally.

Do You Bleed?

Dungeon Fantasy games typically ignore bleeding, but those injured by you cannot. They must roll HT normally for bleeding (p. B420) at -1 per 5 points of injury inflicted by *you*. Injuries to the vitals inflict a -4 to HT rolls for bleeding, and bleed damage is doubled. See also *Dungeons*, p. 13.

Rage Control

Prerequisites: Berserk.

You roll Will at +4 to intentionally get berserk, and what's more whenever you do so, you get a +1 on all self-control rolls to snap out afterwards.

Tear Free

Prerequisites: ST 16+ and appropriate Melee Weapon skill at 14+.

Provided your effective ST is 16+ you *never* have to roll to pull free a pick or other similar swung, impaling weapon.

Raging Boar

10 points

Prerequisites: Weapon Master.

This attack is a special option for All-Out or Committed Attack. The wielder swings the impaling point of his kama into the victim at +1 damage or +1 per *two* die if better for a Committed Attack, +2 damage or +1/die if better for an All-Out Attack, then on the same turn he tears it free, inflicting half the injury it did going in. He need not even roll to pull it free, provided his effective ST is 16 or more. What's more, this attack may target that vitals at *no* penalty!

Perks: No Nuisance Rolls (Unsticking) [1]; Unique Technique (Savage) [1].

Techniques: Savage (H) Axe/Mace+0 [8].