

DUNGEONS

THE DRAGONING

40,000

7th Edition



homebrew
Tome of Heroic Techniques



Sword Schools

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Ancient Temple

Long ago, a noble woman died, and returned as a Wraith. Without descendants, she declared that she would continue maintaining her estate and demanded all of the comforts she enjoyed while alive. Most of her previous servants fled in fear of their now-undead master, but her loyal gardeners remained, taking on all of their tasks. But despite their loyalty, there was only so much they could do when faced with the hunters who came in droves upon hearing of their undead master... until the ghostly lady intervened. With skills honed by years of cutting plants with their blades, the gardeners soon turned the tables on the would-be adventurers, whose survivors spread this, the story of the Ancient Temple sword school.

Crafts is the key skill of the Ancient Temple, born as it was from the discipline of horticulture. Fencing weapons, with their long, slender blades are the discipline's preferred weapons, often wielded in pairs to simulate gardening shears. It is thought that Elves, known for their love of nature, were the gardeners who developed this sword school.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Fencing)	-	Use Fencing weapons with your martial maneuvers.
Action (Multiple Attacks)	-	Use Multiple Attacks actions in martial maneuvers. Any advantages applied to this attack are applied to the first attack of the Multiple Attacks action.
Level 2: Initiate		
Mortal Realm's Deluded Swords	(-1)	Apply the target's Aura in addition to its Armor when determining damage from this attack.
Beast Realm's Brute Swords	2	If this attack misses the target, make another attack against the target using a melee weapon in your other hand, with the same bonuses and penalties.
Level 3: Journeyman		
Skill (Crafts)	(-1)	As part of this attack, make a Crafts check against the Static Defense of the target. If it fails, the attack fails.
Heal Realm's Lotus Cutter	3	The attack deals +1k0 damage for each raise you get on the attack roll. If you are wielding a melee weapon in each hand, you can add the base damage of the weapon in your other hand once instead.
Level 4: Master		
Mastery (Six Realms' Ageless Obsession)	-	While you are wielding a non-artifact Rending weapon you are proficient with in one hand, you can use a Ready action to create a copy of it in your other hand. This copy disappears if it leaves your grasp or you put away the real weapon.
Ghost Realm's Spirit Blades	3	All attacks made as part of this attack ignore the Phasing trait. If used with a magic weapon, they gain the Tearing and Razor Sharp qualities instead.
Level 5: Grandmaster		
Deva Realm's Divine Blades	5	Each time a die explodes as part of this attack, add the base damage dealt by the weapon in your other hand instead of rolling the die again.

Aphonic Wind

When you gaze into the Abyss, the Abyss also gazes into you. Aphonic Wind maneuvers corrupt the mind and body, stripping the inhibitions off the user's mortal mind and making possible the maddening blight of the Immaterium. The user melts senses with tuneless humming, learns to use the angles of time and space to her own advantage, all from the counterintuitive first lesson of gaining initiative by giving it up.

The key skill for Aphonic Wind is Forbidden Lore, knowledge of the Warp and the corrupted weapons found within. Corrupt, Daemonic weapons whisper the secrets of Aphonic Wind special attacks into their user's mind, laying bare to her the secrets of the universe blinded by mortal ignorance. The fighting style was last seen during the War of Monster's Fall, employed to terrific effect by the Aboleth's twisted minions.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Daemonic)	-	Use Daemonic weapons with your martial maneuvers.
Action (Opportunity Attack)	-	Use Opportunity Attack actions in martial maneuvers
Level 2: Initiate		
Tabula Rasa	(-2)	After making this attack, you can't use any special attacks, trick shots, or spell combos you know during the next round.
Distracting Harmonies	1/3	For 1 point, the target takes -1k0 to Dodge or Parry this attack. For 3 points, the target takes -2k0 to Dodge or Parry this attack.
Level 3: Journeyman		
Skill (Forbidden Lore)	(-1)	As part of this attack, make a Forbidden Lore check against the static defense of the target. If it fails, the attack fails.
Reminder of Frailty	3	The attack is treated as if it were magic, and gains the Orgone Array quality.
Level 4: Master		
Mastery (Alien Geometries)	-	Reduce your Size penalty to Static Defense by your martial adept level.
Negative Inertia	3	Move up to your Speed instead of making an attack. Other advantages and restrictions on this attack take effect on the next standard attack you make.
Level 5: Grandmaster		
Memento Mori	2*	You may take this advantage up to five times on one attack. You may only apply this to actions that include an attack with a weapon. This attack deals no damage. Instead, the target loses 1 hit point for each time this advantage was taken.

Broken Home

Everything in its place, every tool for its trade. But who is to say what is the right tool for a Job and where things belong? That is the purview of the disciples of the Broken Home style, who master the keen abilities that allow them to reorganize and remodel the combatants they fight with and against. Through ingenuity and skill their strikes serve to ensure the very battle itself is changed to suit their needs and liking.

Craft is the primary skill for Homewreckers, knowing perfectly how a weapon is made lets you know how it is best to be used. Adepts of the school do not allow themselves to be tied to any one tool, rather drawing from the battlefield itself to find the right weapon for the job at hand. It is said that the School was first practiced by a young human left to defend a fortress from bandits by himself, and turned the fortress itself into his most potent weapon to defeat them.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Improvised)	-	Use Improvised weapons with your Martial Maneuvers.
Action (Ready)	-	Use Ready actions with your martial maneuvers. The benefit from this special attack applies to your next standard attack unless stated otherwise; that attack may not be a special attack.
Level 2: Initiate		
Deconstruction	2	If this attack hits the enemy, reduce the Quality of their weapon and armor by 1 step for the rest of the scene.
It Only Works Once	(-2)	If this Special Attack hits the target, you may not attack with the weapon used again during the scene.
Level 3: Journeyman		
Skill (Craft)	(-1)	As part of this attack, make a Craft test against the Static Defense of the target. If it fails, the attack fails.
Catch!	2/4	If this attack hits your target, they must make a Weaponry test to oppose yours. If they fail, the weapon you were holding replaces the one they were using/holding, while the one they were using falls to the floor. For 4 advantage points, instead of falling to the floor, whatever they were using ends up in your hands instead.
Level 4: Master		
Mastery (Feng Shui)	-	Improvised Weapons are always considered to be Best Quality when you fight using them.
Timeshare	3	When you strike a target with this attack, you may sacrifice a Half Action on this turn or the next to allow an Ally of your choice to immediately take a half action, as per the Boost spell.
Level 5: Grandmaster		
Remodeling	4	If this special attack kills the enemy, for the rest of the scene you may use their corpse as an Improvised Weapon, with a base damage of XkY , where X is the enemy's size and Y is the enemy's Level.

Dark Messiah

It's said that the first Dark Messiah was a Daemonhost, who taught this lack of discipline to a small enclave of Vampires before disappearing into the ether. It is not a forgiving school of combat. There is no harmony, no discipline, no control of strength or economy of motion. The Dark Messiah school is *not* and that is how it is defined. It is, quite simply, perfectly designed for breaking things and ending lives, while feeding the inexistences of its original masters.

The picture of serenity even as he throws his enemies' entrails across the room, a Dark Messiah adept is a profoundly terrifying individual. The school favors the Intimidation skill, even if it rarely teaches it. One does not learn Dark Messiah to *protect*. One learns Dark Messiah because *killing is not enough*.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Brawl OR Synchrony)	-	Use Unarmed attacks OR Synchrony weapons with your martial maneuvers, chosen when first learning this Sword School.
Action (Multiple Attacks)	-	Use Multiple Attacks actions in martial maneuvers. Any advantages applied to this attack are applied to the first attack of the Multiple Attacks action.
Level 2: Initiate		
Agony's Crucible	(-2)	You may only use this attack if you have lost at least as many hit points as the attack has Style Points.
Ebon Lightning	1*	You can move 1m for each time you took this advantage as part of this attack.
Level 3: Journeyman		
Skill (Intimidation)	(-1)	As part of this attack, make a Intimidation check against the static defense of the target. If it fails, the attack fails.
Ravening Maw	2*	If the attack hits and deals damage, you regain hit points equal to the number of times you took this advantage. If you are a Vampire or Strigoi, you also gain the same amount of Vitae. If you are a Daemonhost, you convert the same amount of Resonance into Essence.
Level 4: Master		
Mastery (Void Avatar Prana)	-	Your attacks gain the Tearing property.
Illustrative Overkill Technique	3	If the attack kills the target, each creature within 3*your martial adept level meters must immediately test as if you had a Fear rating equal to your martial adept level.
Level 5: Grandmaster		
Artful Maiming Onslaught	4	This attack deals a point of critical damage in addition to its normal damage.

Eldritch Advent

There are those who regularly seek to mix martial prowess and mastery of the Warp. These people, through countless eons of continued experimentation and practice, sought to create a school of fighting unlike any other. Some would channel it through weaponry, others through their own bodies, but the overall effect was the same – the Eldritch Advent Sword School had been created.

The favored skill of Eldritch Advent is Arcana, for no other school possesses such mastery of the arcane as the practitioners of this. Indeed, for some, this school is the next in their mastery of the Warp – for them, those chaotic energies are naught but a natural extension of their own being, channeling it through themselves or their weaponry.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Ordinary OR Brawl)	-	May use Ordinary OR Brawling weapons with maneuvers, chosen when first learning this Sword School.
Action (Focus Power)	-	May use Focus Power tests with maneuvers. Any advantages that would apply to the special attack apply to the spell cast instead, though no advantage or restriction specifically referring to weaponry may be used in the maneuver. You can only cast a spell with the <i>Attack</i> and <i>Touch</i> keywords. After the test – but before any magic-specific feats are applied – the spell is treated like a weapon attack of the appropriate type.
Level 2: Initiate		
Warp Resonance	(-2)	You may only use this maneuver if you cast a spell during the last round.
Elemental blade	3	You may cast a spell up to your Initiator level as part of this maneuver. The spell loses any Blast or duration to its effect it otherwise would have had, and has its Keywords replaced with <i>Attack, Somatic, Combo-OK</i> .
Level 3: Journeyman		
Skill (Arcana)	(-1)	As part of this maneuver, make an Arcana test against the target's Static Defense. If it fails, the attack fails.
Chaos Blade	3	This maneuver gains the Orgone Array quality, and attacks using it are considered Magic, bypassing armor.
Level 4: Master		
Mastery (Controlled Release)	-	After casting a spell with the <i>Touch</i> or <i>Ranged Touch</i> Keywords – but before rolling the attack – you may choose to keep the spell as a charge in a free hand. By doing so, you may choose to release it within a number of rounds equal to the Characteristic used to cast the spell. If not used within that time, the spell is wasted. You cannot cast another spell while holding a charge, though you can make Focus Power tests.
Warp Aegis	1*	For the next round, you can choose to gain points in Armor or Aura (chosen as you see fit) up to the number of times this advantage was taken.
Level 5: Grandmaster		
Armageddon Blade	5	A foe hit by this maneuver rolls Perils of the Warp, as if they had cast a beneficial spell on themselves.

Freedom Flight

The Freedom Flight discipline was the result of a desperate people fighting for their very lives against an enemy that outclassed them in almost every single regard, fighting for the right to continue living. Freedom Flight is all about outmaneuvering and hampering your foe as much as possible with your attacks before going in for the kill. Not even the largest foes can stand against someone using the Freedom Flight Sword School who is backed into a corner.

Perception is the key skill for Freedom Flight, as a keen eye is needed to pinpoint an enemy's weak spots in the heat of battle. Simple and straightforward weapons are generally used with this discipline as the focus is more on your movement and accuracy of strikes rather than employing the benefits of any certain weapon. Some say the original masters of Freedom Flight were inspired by the flight patterns of predatory birds, and how they soared through the skies.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Ordinary)	-	Use Ordinary weapons with your martial maneuvers.
Action (Maneuver)	-	Use the Maneuver action for 3D Maneuver Gear with your special attacks. The benefit from this special attack applies to your next standard attack; that attack may not be a special attack.
Level 2: Initiate		
Muscle Over-Strain	-1/-3	After your attack, make a Constitution test against a TN of 15 or be stunned for a round. For -3 cost, the TN is 30 instead.
Jarring Hit	3	Targets hit by your attack are Dazzled and Deafened until the end of their next turn.
Level 3: Journeyman		
Skill (Perception)	(-1)	As part of this attack, make a Perception check against the static defense of the target. If it fails, the attack fails.
Debilitating Blow	3	Targets hit by your attack can't recover Hit Points until the end of their next turn.
Level 4: Master		
Mastery (Melee Maneuvering)	-	If you use the Maneuver action to close the distance between you and an enemy, you may make a standard melee attack against them in the same turn, or any Special Attack that uses the Maneuver action.
Tactical Slice	3	Targets hit by your attack are Immobilized until the end of their next turn.
Level 5: Grandmaster		
Titan Slaying Skill	5	For every two raises you roll on the attack roll for this Special Attack, the target's resilience is treated as 1 less to a minimum of 1 total.

Infernal Monster

Rage shapes the world. Violence is the potential within every being's nature, simmering anger waiting only for the right trigger. A man jealous of his brother's possession begins a war for it that rearranges the face of the world. A cat, in its boredom, kills a bird and leaves it to rot in the sun. Every act of violence, every fit of anger, all of it is the Infernal Monster straining at the bonds of its prison.

Mortals are not the first to tap into its power, nor will they be the last. The martial tradition bearing the Monster's name is not to be taken lightly. It cannot be taught, nor mastered... the only way to learn it is to lose yourself in the Monster's grip, give in to the black rage and the resulting orgy of violence. It is, as one might expect, a singularly terrifying way to fight, and thus has particular resonance with the Intimidation skill.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Brawl OR Improvised)	-	Use Unarmed or Improvised weapons with your martial maneuvers.
Action (All-Out Attack)	-	Use All-Out Attack actions in martial maneuvers.
Level 2: Initiate		
Hands of Fury	(-2)	You may only use this attack while you are using Frenzy.
Retribution Will Follow	2	If the target attacks you before the start of your next turn after you hit with this attack, you can make a standard attack against it as a reaction.
Level 3: Journeyman		
Skill (Intimidation)	(-1)	As part of this attack, make an Intimidation check against the static defense of the target. If it fails, the attack fails.
Impatient Slaughter Speed	3	You can move up to your speed toward the target before making the attack.
Level 4: Master		
Mastery (Wrathful Daeva Method)	-	While you are using Frenzy, you gain an additional Reaction each round
Grind Your Bones	4	If the attack hits and deals at least 2 points of critical damage, you can choose to assign any amount of that critical damage to any body location on the target. You must still deal at least 1 point of critical damage to the original hit location.
Level 5: Grandmaster		
Untamed Apocalypse Shintai	5	You can use Frenzy as part of the action to use this attack. If you do, each ally within 5m can also enter a Frenzy as if they had the feat.

Infinite Choir

All of reality moves to the same fundamental rhythm – an interplay of thoughts and deeds that colors who we are and what we do. Nothing expresses this great truth better than the sonorous sound of the Infinite Choir. The practitioner can hear the very resonance of the battle around them, and understand better than any how to exploit it.

The first lesson of the Infinite Choir, then, is that if violence is music, then battle is its dance – and one can achieve certain victory by simply following the steps. As such, the key skill for Infinite Choir is Acrobatics, as the adept weaves dizzying circles around their foes. Because of its emphasis on quick, elegant movements, the favored weapons are compact and easy to maneuver – of the Fencing and Ordinary variety.

Add this Sword School to the Bard class track.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Fencing OR Ordinary)	-	Use either Fencing or Ordinary weapons with your special attacks, chosen at the time you take your first rank in Infinite Choir.
Action (Half Move)	-	Use Half Move actions with your special attacks. The benefit from this special attack applies to your next standard attack; that attack may not be a special attack.
Level 2: Initiate		
Lose Yourself to Dance	(-1)	You cannot use this maneuver without first moving at least your full Speed this round.
Infinite Tempo	2	If an attack modified by Infinite Tempo hits, move your Speed. This movement provokes attacks of opportunity, and if it does, you may take another standard attack against that target, which may not be a special attack - it resolves first.
Level 3: Journeyman		
Skill (Acrobatics)	(-1)	As part of this attack, make a Acrobatics check against the static defense of the target. If it fails, the attack fails.
Infinite Cadence	3	If an attack modified by Infinite Cadence hits, move your Speed - this movement does not provoke attacks of opportunity from your initial target, but provokes from others as normal. If you end this movement within reach of a different enemy, you may take a standard attack against them, which may not be a special attack.
Level 4: Master		
Mastery (Dance to the Choir)	-	When you succeed at a Dodge or Parry reaction action, you may move up to your Speed. This movement does not provoke attacks of opportunity.
Infinite Crescendo	1	Move your full Shift before making your attack – if both your starting and ending position would engage the same foe in melee, you count as two people against them for the purposes of Ganging Up.
Level 5: Grandmaster		
Infinite Waltz	4	When you hit an opponent with an attack modified by Infinite Waltz, take a move action. Your target moves in the same direction and at the same speed. Neither of you provoke attacks from one another for this movement, but you both provoke from others as normal. Should this movement force your victim into something hilariously lethal, they are permitted a TN 25 Acrobatics test to end their movement as close as they can be to the hazard without suffering harm.

Killer Doll

Victory means nothing if not done with beauty. The Killer Doll discipline emphasizes grace and elegance, certainty of movement and *not getting blood on one's clothes*. The most graceful victory is one struck from afar, against an opponent unable to come close before he meets his end. Killer Doll maneuvers thus favor barrages of thrown weapons, sometimes so swiftly that they must appear to stop time to drop so many blades at once.

The key skill of the Killer Doll school is Performer, entralling the enemy with elegant movements before throwing your blade at their neck. Killer Doll weapons are thrown weapons, small and easily concealed so as not to mar one's appearance with such crude items in view. The original practitioners of the Killer Doll school were favored servants, using the school's knack for hidden weaponry to keep their masters safe at all times.

Add this sword school to the Assassin and Rogue class progressions.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Thrown)	-	Use Thrown weapons with your martial maneuvers.
Action (Multiple Attacks)	-	Use Multiple Attacks actions in martial maneuvers. Any advantages applied to this attack are applied to the last attack of the Multiple Attacks action.
Level 2: Initiate		
Memorizing the Arena	(-2)	You may not use this maneuver if you moved since your last turn.
Ricochet Mastery	2	You may ignore the effects of cover on your enemies, and your weapon returns to your hand.
Level 3: Journeyman		
Skill (Performer)	(-1)	As part of this attack, make a Performer check against the static defense of the target. If it fails, the attack fails.
Inscribe Red Soul	3	Your first hit on an enemy is actually two – roll for damage twice. If the attack hits multiple targets, apply this advantage to only the first target hit.
Level 4: Master		
Mastery (Four-Dimensional Armory)	-	You never run out of knives, especially when you don't have any to start with. You have an arbitrary number of thrown weapons of Common or lower availability at all times.
Illusional Misdirection	3	If a thrown attack is dodged, you may attack a different enemy within 5m with that attack.
Level 5: Grandmaster		
The World	2*	Make an attack against every enemy within 5m for the number of times this quality is taken.

Lion heart

There is no sword. There is no gun. Blending the principles of Sword School and Gun Kata, The Lion Heart discipline sees its adept's arms as a total weapon, each fluid position representing a maximum kill zone. Lion Heart maneuvers are elaborate, flashy, and hide a superhuman precision that shatters enemy lines in a matter of moments.

The key skill for Lion Heart is Ballistics, the ability to make your every shot count. Lion Heart weapons are the Trigger weapons that demand such a reckless combination of fighting techniques. Reports indicate that Lion Heart was originally practiced by renegade Tech Priests who taught that the position of foes on the battlefield was a statistically predictable element.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Trigger)	-	Use weapons with the Trigger special quality with your martial maneuvers
Action (Reload)	-	Use Reload actions in martial maneuvers. Any attack-related advantages applied to this special attack are applied to the next attack that expends the ammunition. That attack may not be a Special Attack.
Level 2: Initiate		
Wyvern's Fire	(-2)	Your attack gains the Unreliable and Overheats properties.
Rough Divide	1	This attack gains the Razor Sharp property.
Level 3: Journeyman		
Skill (Ballistics)	(-1)	As part of this attack, make a Ballistics check against the static defense of the target. If it fails, the attack fails.
Fated Circle	2	On a successful hit, all opponents adjacent to you or the target must make a Pinning Test, even if in melee.
Level 4: Master		
Mastery (Paradigm Shift)	-	You may shift up to 5m on any round in which you spend ammunition.
Blasting Zone	3	The attack gains Blast (2) and can only be Dodged.
Level 5: Grandmaster		
Omnislash	1*	This attack can be used on a Full Auto Burst action with a firing profile of S/X, where X is the number of times you take this advantage. Trigger mods repeat their effects for every raise on the attack's Ballistics Test.

Ocean Soul

Even in this age of spelljammers plying the stars, the seas still hold a power and a mystery all their own. The Ocean Soul sword school was developed by those races most affected by the tides, powerful techniques inspired by benthic currents and the great pelagic beasts who inhabit the deep sea. Nowadays it is used almost exclusively by the Sahuagin, in their mad attempts to claim what they see as theirs.

Athletics is the key skill for the Ocean Soul, the ability to fight and weather the undertow and surface currents alike. While the current masters of the school prefer to use their claws, Cavalry weapons are the traditional tools of Ocean Soul adepts, the logical extension of fishing spears and harpoons.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Brawl OR Cavalry)	-	Use Unarmed attacks OR Cavalry weapons with your martial maneuvers, chosen when first learning this Sword School.
Action (Bull Rush)	-	Use Bull Rush actions in martial maneuvers.
Level 2: Initiate		
Sea Legs	-1/-3	For 1 point, this attack can't be used unless you are standing in liquid at least up to your knees. For 3 points, this attack can't be used unless you are completely submerged.
Selkie's Dance	2	Until your next turn, the target's attacks against you gain the Provokes keyword.
Level 3: Journeyman		
Skill (Athletics)	(-1)	As part of this attack, make a Athletics check against the static defense of the target. If it fails, the attack fails.
Kraken's Grasp	2	Grapple the target as part of this attack. Use the result of the attack roll in place of your Brawl test.
Level 4: Master		
Mastery (Ebbing Wonds)	-	Gain Regeneration 2 while submerged in water.
Sea Devil's Cruelty	3	This attack deals +5 damage if you hit the target with an attack on your previous turn. If you and the target are submerged, this attack deals +10 damage instead, and the target sinks as if its weight was doubled and cannot swim for the rest of the round.
Level 5: Grandmaster		
Leviathan's Wake	4	As part of this attack, make an opposed Strength test against everyone within 2m of you, as if making a Bull Rush action against everybody (you roll Strength once and compare it to everyone else's result). Anyone you succeed against is moved 2m, plus 2m for every raise you got against them, and anyone moved at least 4m also falls prone. If you move during this attack, this affects everyone that you come within 2 meters of. A target can only be affected by this effect once per round.

Raging Locomotive

A Sword School that eschews any sort of discipline or grace, Raging Locomotive channels the raw force of a pissed off war machine to get you from Point A to Point B in the fastest way possible; a straight line. Though there are much subtler means of roaring into the heat of battle, none are as effective at striking terror into the hearts of your foes as seeing a Raging Locomotive practitioner mow through their conscript ranks and deliver a fatal blow to their commanding officer.

The key skill of the Raging Locomotive school is Athletics, as the demands of constant running and hitting things require peak physical ability. The ideal Raging Locomotive weapon is often your body, but a good shield can provide ideal defense against bullets. It should be no surprise that this Sword School has roots in the hilariously violent sport of Blood Bowl.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Shield OR Brawl)	-	Use either Shields or Unarmed weapons with your special attacks.
Action (Charge)	-	Use Charge actions in martial maneuvers.
Level 2: Initiate		
Gotta Go Fast	(-1)	You cannot use this maneuver without first moving at least your full Speed this round.
Gentle Shove	1/3	At 1 point, your attack knocks your opponent back 1 meter for every wound dealt. At 3 points, your attack knocks your opponent back 2 meters for every wound dealt.
Level 3: Journeyman		
Skill (Athletics)	(-1)	As part of this attack, make an Athletics test against the Static Defense of the target. If it fails, the attack fails.
Speed Booster	1*	Every time you take this advantage, you gain (half your Strength + Dexterity) speed until your next turn.
Level 4: Master		
Mastery (Unstoppable Juggernaut)	-	You may charge through a number of opponents or obstacles (equal to your Strength + Constitution) without being slowed down or stopped. Units that do not dodge the charging character become prone, and obstacles are assumed to be destroyed when walked through.
Hard Landing	3	Your opponent must roll for falling damage after being hit by your attack. Add the difference between your maximum Charge distance and the distance you made contact with your enemy to their fall. The maximum damage from Hard Landing cannot exceed twice your Martial Level.
Level 5: Grandmaster		
Shinespark	3	Instead of being limited by two dimensions, you may move in any direction while Charging. If your Charge ends in the air, you start to fall.

Show Stopper

All across the Great Wheel, performance fighting is practiced in many different forms. The Show Stopper discipline usually rears its head in these environments, leaving bodies in its wake when it does. Show Stopper is a vicious style that incorporates grabs, throws and pins that viciously rattle opponents around. Many people claim to be the original grandmaster of Show Stopper, but that title has become fiercely contested and has traded hands many times over the years.

Under the bright lights of the stage only the most hype survive, marking Performer as the key skill of Show Stopper. The only constant in performance fighting is bare knuckle action, fists and bodies clashing together so Show Stopper is typically used with raw unarmed attacks.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Brawl)	-	You may use Brawling weapons with your martial maneuvers.
Action (Grapple)	-	Use the Grapple action as part of your martial maneuvers. You may choose to apply damage bonuses to the 'Attack with Weapon' option, or the Opposed Strength test to maintain the grapple, decided when the Maneuver is created.
Level 2: Initiate		
Selling Out	(-2)	Using this attack ends the grapple after it is resolved.
Command Grab	2	You may initiate a grapple as a free action as part of an attack in addition to dealing damage. You must have at least one hand free.
Level 3: Journeyman		
Skill (Performer)	(-1)	You must make a Performer test against the target's Static Defense. If this test fails, the attack fails.
Scuffle Shuffle	3	During a grapple, you may forgo one of the normal options to make a shift action that moves your target with you automatically.
Level 4: Master		
Iron Grip	-	The base TN to Slip Free from your grapple is 25.
Spinning Piledriver	4	During a grapple you may forgo one of the normal options to make a jumping check, dealing falling damage that cannot be reduced by acrobatics (though it still counts as an intentional fall for you) to your target. This falling damage is capped at 2 * Martial Adept level.
Level 5: Grandmaster		
German Suplex	5	For every two raises you get on the opposed strength test to maintain a grapple, you gain +1kl damage on the 'Attack with Weapon' option, and your target is automatically Immobilized for 1 round and knocked prone.

Thorn Dance

While one may be able to easily shrug off the prick of a rose's thorns, a thousand similar pricks is a much different story. If you attack an enemy enough times, even if they seem unfellable, something will get through to them eventually. The Thorn Dance emphasizes attacking your enemy as much as you can, filling them with lots of tiny holes. Though Thorn Dance practitioners do not strike blindly, perfection of the discipline involves careful placement of strikes.

With the importance of a well placed strike being vital, the key skill for Thorn Dance is *Medicae*. One must know anatomy and bodily awareness to know the effect a jab or a pierce might have on your enemy. Thorn Dance is taught using Parrying weapons, as something small and light is much easier to use for the discipline's methods. Dusty tomes speak of a league of greybeard doctors who when challenged by a group of mercenaries, developed Thorn Dance to prove the might of intelligence and finesse.

Add this Sword School to the Assassin class track.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Parrying)	-	You may use Parrying weapons with your martial maneuvers.
Action (Multiple Attacks)	-	You may use the Multiple Attacks action with your martial maneuvers. Any advantages applied to this attack are applied to the last attack of the Multiple Attacks action.
Level 2: Initiate		
Double Grip	(-1)	You may only use this special attack while dual wielding melee weapons.
Combat Spacing	1	This attack gains the Reach quality.
Level 3: Journeyman		
Skill (<i>Medicae</i>)	(-1)	You must make a <i>Medicae</i> test against the target's Static Defense. If this test fails, the attack fails.
Pressure Points	3	Enemies hit by your attack are Immobilized for 1 round.
Level 4: Master		
Mastery (Tireless Assault)	-	You gain an additional Reaction each round that can only be used in a Multiple Attacks action.
Eight Trigrams Rotation	3	Roll your attacks against all targets in your melee range.
Level 5: Grandmaster		
Death of a Thousand Cuts	4	Gain a bonus amount of attacks equal to the amount of attacks made before this one. These attacks deal half damage, but gain bonus penetration equal to the total amount of attacks being attempted. These bonus attacks may not be special attacks.

Twisted Metal

The roar of engines. The flash of afterburners. The reek of burning fuel. These are the heart of the Twisted Metal martial school. It teaches that fighting on foot is for pansies and that your enemies are best served as hood ornaments. It isn't a discipline so much as a rough collection of techniques developed simultaneously in destruction derbies, automotive blood sports and vicious rally races the Wheel over. Although usually only used in ground vehicles, there are tales of crazy or immensely skilled pilots willing to take the risk.

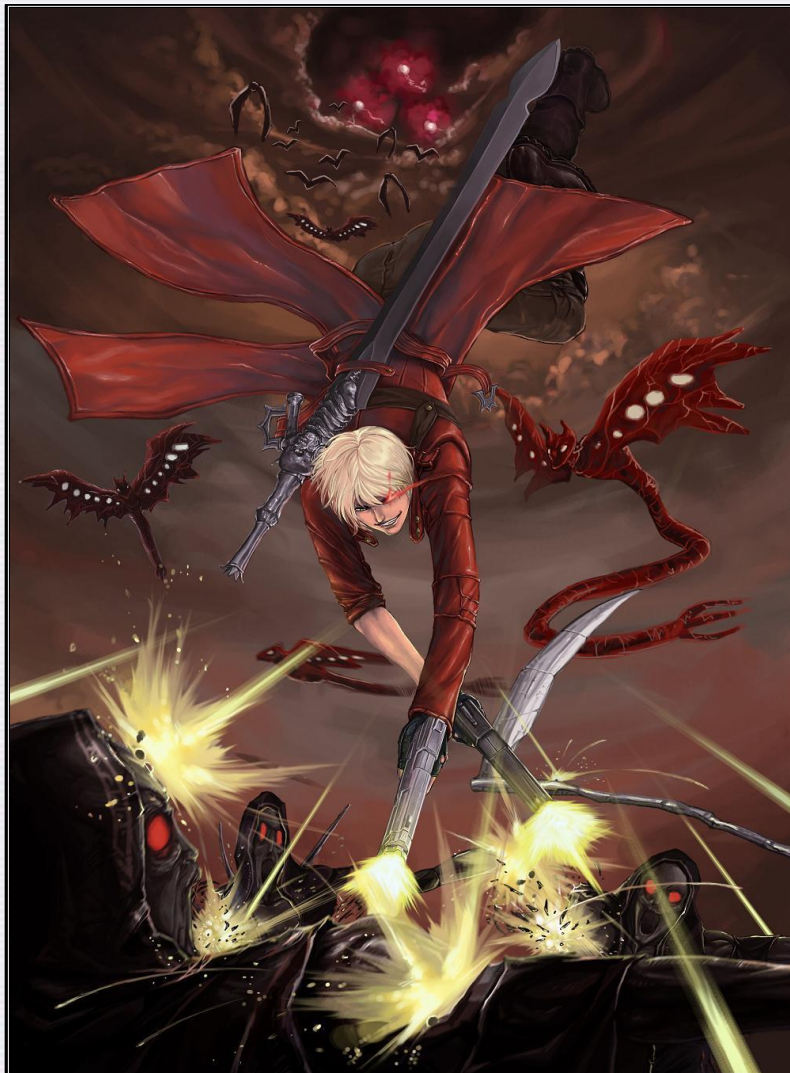
Because of their intimacy with the inner workings of their vehicles, the key skill for Twisted Metal Adepts is Tech Use. The weapon of Twisted Metal is anything big, metal and motorized they can use to run over the competition.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Vehicle)	-	Use Vehicle weapons with your special attacks – this includes the Vehicle itself, in the case of a Ram.
Action (Punch It)	-	Use Punch It actions with your special attacks. The benefit from this special attack applies to your next standard attack; that attack may not be a special attack.
Level 2: Initiate		
Drive Me Closer!	2	As part of the maneuver, you or a designated passenger may make a standard attack with a melee weapon. <i>Note:</i> This only works if they can reach outside the vehicle; no making melee attacks from the enclosed engine room of a landraider.
Need for Speed	(-2)	You cannot use this maneuver below Momentum 6
Level 3: Journeyman		
Skill (Tech-Use)	(-1)	As part of this maneuver, make a Tech-Use check against the target's Static Defense. If it fails, the attack fails.
Take the Lead	X	When successfully resolving the Ramming Speed check, you can take X Momentum from the other vehicle and add it to your own. This has no effect on targets without Momentum ratings. If you go above 10 Momentum the extra speed only lasts until the end of your next turn.
Level 4: Master		
Mastery (Mach-A-Go-Go)	-	Any vehicle you drive gains +2 to its Maneuver rating.
Traffic Check	3	Upon colliding, you may move your target up to your vehicle's current speed. The movement must be within 90 degrees of your own direction.
Level 5: Grandmaster		
Push it Through	5	Instead of dealing damage on collision with another vehicle, you may attempt to force the other driver to perform a specific action. First you must make an Opposed Driving/Pilot Test. If you are successful you may force the target to perform any Vehicle action on their turn. Instead of performing the action, the target can choose to bail or immediately roll on the Out of Control table.

Gun Kata

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Blazing Sun

Created by an ork with the vision of riding a motorcycle on a violence-packed streak throughout the entire Astral Sea, the Blazing Sun Gun Kata is all about going *fast*. It is not a subtle school – unsurprising, considering its creator. Practitioners of the style tend to view their vehicles and weapons less as tools for the task at hand, and more as extensions of their body and soul. In this way, Blazing Sun grandmasters are less people on motorcycles firing guns, and more sound-barrier-busting engines of destruction and exhaust fumes. And the ork who made Blazing Sun would have it no other way.

Unsurprisingly, the key skill of Blazing Sun is Drive, as being able to aim your armored death machine is rather important. Just as important is the ability to use that death machine's weaponry, which is why the preferred action of Blazing Sun is Fire Mounted Weapon.

Name	Cost	Effect
Level 1: Apprentice		
Force of a Chimera	-	You gain a static bonus to Ballistics damage rolls equal to the current Momentum of your vehicle.
Action (Fire Mounted Weapon)	-	Use Fire Mounted Weapon actions with Trick Shots.
Level 2: Initiate		
Speed Demon	(-X)	This Trick Shot can only be used if your vehicle's Momentum is above X multiplied by 2.
Da Red Wunz Go Fasta!	1	As part of this Trick Shot, you may use the Speed option of the Punch It action.
Level 3: Journeyman		
Skill (Drive)	(-2)	You need to be driving a vehicle as part of this Trick Shot. As part of this attack, make a Drive test against the static defense of the target. If it fails, the attack fails.
Tokyo Drift	2	As part of this Trick Shot, you may use the Turning option of the Punch It action.
Level 4: Master		
Quick 'n' Angry	-	Once per turn, you may use any option of the Maintain Control action as a Free Action.
Asphalt Assault	2	If this Trick Shot deals damage, then the enemy must test their Strength against a TN equal to the damage rolled or be Knocked Down. If the enemy is instead a vehicle, they must instead make a Control test against the same TN.
Level 5: Grandmaster		
MAXIMUM OVERDRIVE	4	For this Trick Shot, increase the used weapon's Full Auto ROF by your vehicles Momentum.

Burning Love

Fire – a force by which many have perished. There are reasons to fear the all-consuming blaze, and yet many seek to master it. Some manage to become moderately proficient in the handling of flame-based weaponry – indeed, such individuals are quite dangerous. But few ever manage to discover the true potential of fire and the weapons which deliver it. Those few – the practitioners of the Burning Love Gun Kata – have worked to tame a literal force of nature. And just as there are reasons to fear the flames, one should fear those who have mastered them to a greater extent.

The Key Skill for Burning Love is Intimidate. Few things are more instinctively feared than a wildfire, but adepts of Burning Love like to consider themselves to be one of them.

Add this Gun Kata to the Heavy Weapons Guy and Cleric class progressions.

Name	Cost	Effect
Level 1: Apprentice		
Light Up The Night	-	Use weapons with the Flame special quality with your Trick Shots. Restrictions that would decrease attack rolls may not be applied to Trick Shots with those weapons.
Action (Move)	-	Use Move actions with Trick Shots. Any attack-related advantages applied to this trick shot are applied to your next standard attack instead if you use a ranged weapon that you were wielding while moving. That attack may not be a trick shot of its own.
Level 2: Initiate		
Great Balls of Fire	(-1)	This attack may only be made with Flame Weapons.
Push It To The Limit	1	This attack does not deal damage. Instead, those hit are moved to the end of your weapons range. Apply this Advantage only to attacks with the Flame special quality.
Level 3: Journeyman		
Skill (Intimidate)	(-1)	As part of this attack, make an Intimidate test against the static defense of the target. If it fails, the attack fails.
Set The World On Fire	2*	Increase the range of this attack by +20m for each time you use this advantage.
Level 4: Master		
Greased Lightning	-	You can unjam and reload any weapon as a Free Action.
Reckless Fire	1	If this attack could hit multiple creatures, you may choose who is and is not targeted by the attack.
Level 5: Grandmaster		
Ring of Fire	-	Whenever you make a ranged attack, you may choose for all characters within 10m to make a Dexterity test (TN is equal to your Dexterity * 5) or be lit on fire.

Crimson Sickle

There are those who work for their own benefit, and there are those few philanthropists who share in their spoils with their compatriots. Crimson Sickle was created for use by the latter, and as such the original users of Crimson Sickle techniques are thought to have been a group of Tau revolutionary laborers fighting for the Greater Good.

The key skill for Crimson Sickle is Politics; it's all about knowing who are your worker allies, knowing who are the bourgeois oppressors, and then taking the initiative to lay on the sweet, sweet, vengeance.

This Gun Kata is available to the Peasant class and the Guardsman class track.

Name	Cost	Effect
Level 1: Apprentice		
Second Strike Capability	-	You may Opportunity Attack anyone who attacks an ally within 10m. Your opportunity attack takes place after theirs is resolved. You may only do this once per round.
Action (Opportunity Attack)	-	Use Opportunity Attack actions with Trick Shots.
Level 2: Initiate		
Overzealous	(-1)	To use this attack, you must have a reaction action which the attack can consume.
Viva la Proletariat	2	If your attack hits, all allies within 10m may heal a lost point of health.
Level 3: Journeyman		
Skill (Politics)	(-1)	As part of this attack, make a Politics check against the static defense of the target. If it fails, the attack fails.
Camaraderie	1	If your attack is successful, you may transfer one of your unspent hero points to an ally within 10m.
Level 4: Master		
Human Wave	-	Whenever you take damage, you may spend resource points to share your damage with an ally within 10m. The damage transferred is equal to however many resource points you spend.
United Front	2	You may perform an Aid Another action in addition to your attack.
Level 5: Grandmaster		
Iron Curtain	3	If your attack is successful, all allies within 10m gain free points of armor equal to the number of raises you got to all their body parts for the rest of the scene. This effect does not stack with already extant armor; take the highest armor. It also does not stack with itself, but if used multiple times, take the highest amount.

Daemon Trigger

The origins of the Daemon Trigger Gun Kata have been lost to the sands of time and memory impairing recreational drugs. As the story goes, the Gun Kata was created by a Tiefling (or Human with Tiefling blood, depending on the translation) who was so stylish, he could show even the Prince of Pleasure a good time. The validity of this tall tale is unknown, but you can understand how people could come to that conclusion after seeing Daemon Trigger in action.

The key skill for Daemon Trigger is Performer. It's a skill that pushes (if not *exceeds*) the limit of how much fun one should have during a fight, like any good Slaaneshi art form should. Daemon Trigger is a Gun Kata that thirsts for constant momentum and action, so Shift actions are used to travel around the battlefield in style.

Name	Cost	Effect
Level 1: Dull		
Trickster	-	You gain a number of additional reactions (that may only be used for dodging) equal to your ranks in Daemon Trigger.
Action (Shift)	-	Use Shift actions with Trick Shots. Any attack-related advantages applied to this Trick Shot are applied to the next attack you make after shifting.
Level 2: Cool!		
Devil Arms	(-2)	This attack may only be made with Daemonic Weapons.
Rain Storm	1	This attack can be performed midair and reduces fall damage by half.
Level 3: Bravo!		
Skill (Performer)	(-1)	As part of this attack, make a Performer check against the static defense of the target. If it fails, the attack fails.
Twosome Time	-	When dual wielding firearms, you may attack two different targets at once and roll for each separately as a Half Action.
Level 4: Absolute!		
Crazy Combo	(-3)	This attack cannot be performed unless you successfully attacked your opponent in melee the previous turn.
Honeycomb Fire	2	This attack ignores Armor and the Daemonic Trait.
Level 5: Stylish!		
Absolutely Crazy	4	If this attack is successful, your opponent must roll on the Shock Table as if they failed a Fear test.

Divine Flame

The Divine Flame refers to the energy born of the stars, the potential within every atom to create life and light and burning hellscape... a power conceived with the very first fission bomb detonated in a crystal sphere, researched and refined until the advent of plasma weaponry allowed men to hold the very Sun in one hand. It goes without saying that the only difference between a Divine Flame adept and a teenage pyromaniac is that the former still has both her original hands.

The Divine Flame's key skill is Tech-Use, learning to enhance and maintain the delicate machinery that allows the nuclear power to work. Originally developed for use with plasma guns, Divine Flame trick shots heavily favor energy weapons, providing very little for their solid projectile cousins.

Add this gun kata to the Tech-Priest class progression.

Name	Cost	Effect
Level 1: Apprentice		
Shooting Sun	-	You can declare Standard Attacks to be triggered by the conditions of your Overwatch actions.
Action (Overwatch)	-	Use Overwatch actions with trick shots. Any attack-related advantages applied to this trick shot instead are applied to the attack triggered by the Overwatch action.
Level 2: Initiate		
Melting White	(-1)	This attack may only be made with Plasma weapons.
Flare Up	-	Your Ballistics attacks that deal E damage gain the Incendiary property.
Level 3: Journeyman		
Skill (Tech-Use)	(-1)	As part of this attack, make a Tech-Use check against the static defense of the target. If it fails, the attack fails.
CAUTION!! CAUTION!!	2	This attack gains the Volatile and Overheats properties.
Level 4: Master		
Hell's Tokamak	-	Whenever you take E damage, you may instantly reload a gun in your hands that deals E damage. If that gun has the Recharge property, it is also primed and ready to fire on your next turn.
Sunburst Cannon	3	This attack gains Blast (5)
Level 5: Grandmaster		
Atomic Fire	4	This attack ignores Armor and halves Resilience (rounded down).

Gravity Ski

For every action, there is an equal and opposite reaction. This is the core tenet of the Gravity Ski Gun Kata, a martial discipline emphasizing high-velocity maneuvers and the rapid calculation of the exact trajectory necessary to hit a chosen target midair with a Krak grenade while performing aforementioned high-velocity maneuvers. Adepts of this discipline are quite skilled in hit-and-run, and an elite few can even chase down fast vehicles on their own two feet.

The key skill for Gravity Ski is Acrobatics, which is a necessary skill to have should one want to avoid tripping over themselves and shredding their face against the ground at a hundred meters per second. The Gravity Ski discipline has a rich history and it can be traced far back to the days where warring tribes were the greatest powers in the Wheel.

Name	Cost	Effect
Level 1: Apprentice		
Potential Energy	-	If on a Run action you run downhill, add your Dexterity once more to your Speed for the purpose of the Run action.
Action (Run)	-	Use Run actions with your special attacks. The benefit from this special attack applies to your next standard attack; that attack may not be a special attack.
Level 2: Initiate		
Brachistochrone Transfer	(-1)	This attack may only be made with Launcher weapons. You may, if you perform a Run action this turn, elect to maintain course the round after this special attack. Perform an Acrobatics test with a TN equal to your Speed each turn you maintain course; success allows you to spend a half action to continue running in the same direction at the same speed, and failure results in you losing the half action that you would have spent running and taking Fall Damage as though you fell a distance equal to your Speed.
Conservation of Momentum	1	
Level 3: Journeyman		
Skill (Acrobatics)	(-1)	As part of this attack, make an Acrobatics check against the static defense of the target. If it fails, the attack fails. If you would collide with a wall while running this turn, you may opt to climb a distance up that wall equal to the remaining running distance after reaching the wall. If you would collide with a ceiling after that, you may fly a distance across that ceiling equal to the remaining running distance after reaching the ceiling. After that, presuming you fail to find something to hold onto on the ceiling, you fall, unless you managed to reach another wall, in which case you can run down the wall and back to the floor if you have sufficient distance remaining.
Change Vector	2	
Level 4: Master		
Ballistic Arc	3	If you would run over a gap this turn, such as a hole in the ground or the space between the roofs of buildings, as long as there is solid ground at the end point of your Run action, you may treat the gap as solid ground.
Frictionless	-	You do not take fatigue from overusing the Fleet of Foot feat.
Level 5: Grandmaster		
Blue Plate	4	If you performed a Run action this round, add a static bonus to your damage rolls equal to your Speed. Double this bonus if the enemy is hit while they're in the air.

Immortal Smoke

The first user of the art now known as Immortal Smoke is said to be a Phoenix whose hatred toward a Perpetual rival burned so hot and bright that she resorted to increasingly more creative lengths to kill the unkillable, eventually resulting in the birth throes of a style hybridizing her humble inferno pistol with the smoke from the fires it created. From behind the veil of smoke and embers, an Immortal Smoke adept dances like flames, in an intricate and beautiful dance of bullets meant to confound her opponent and burn them to ash.

The key skill for Immortal Smoke is Deceive, the blinding haze that gives the style its name. Energy weapons such as the inferno pistol are the traditional weaponry associated with its techniques, though they work just as well with more archaic solid projectiles.

Name	Cost	Effect
Level 1: Apprentice		
Eternal Haze Kata	-	You may Feint using a gun, using Ballistics in place of Weaponry.
Action (Feint)	-	Use Feint actions with trick shots. Any attack-related advantages you apply to the trick shot apply to the normal attack made after a Feint. That attack may not be a Trick Shot of its own.
Level 2: Initiate		
Innocent's Curse	(-1)	This attack has no effect on targets that have caused no damage to you during this Scene.
Hollow Giant's Hate	3	This attack deals no damage to the target. Instead, treat the attack as if it had hit someone else within 3m of the target.
Level 3: Journeyman		
Skill (Deceive)	(-1)	As part of this attack, make a Deceive test against the static defense of the target. If it fails, the attack fails.
Imperishable Shooting	3*	Make an additional attack with your gun as part of this attack.
Level 4: Master		
Phoenix Possession	-	Add your gunslinger level as a static bonus to Feint and Dodge attempts.
Honest Man's Death	4	The target takes a penalty to Static Defense when attempting to Dodge this attack, instead of gaining a bonus.
Level 5: Grandmaster		
Limiting Edict	2*	You may take this advantage up to five times on one attack. An opponent hit by this attack loses 1 resource point for each time you took this advantage.

Last Line

Many know of Cadia, that fortress built on the only safe entrance and exit to the Abyss. Standing as the only thing between the Astral Sea at large and the daemonic hordes held within, it goes without saying that the Cadians must always remain vigilant, both for themselves and those around them – after all, nobody knows when the next major attack might happen, and the minor ones before then certainly don't help to lessen the mood. Countless years of this mentality has led to the creation of the Last Line Gun Kata. More a way of life than a true fighting style, the Last Line school emphasizes the use of teamwork to turn the tide against seemingly insurmountable odds, allowing the Cadians to stand against daemonic incursion and hold the goddamned line.

The key skill of Last Line is Command, as coordinating tactics is one of the most important parts of teamwork. Of course, another one is the willingness to actually work together. As such, the preferred action of Last Line is Aid Another, to give your allies the edge they need to win the day.

The Last Line Gun Kata is part of the Guardsman.

Name	Cost	Effect
Level 1: Apprentice		
Helping Hand	-	You can use the Aid Another action up to 10m. Furthermore, you gain the same benefits from using the Aid Another action, including any advantages from Trick Shots. However, you also suffer the disadvantages of any Trick Shot.
Action (Aid Another)	-	Use Aid Another actions with Trick Shots. Any attack-related advantages applied to this Trick Shot are applied to the ranged attack you aided in.
Level 2: Initiate		
We Die Standing	(-2)	You may only use this Trick Shot on the turn after you or an ally was dealt damage.
Covering Fire!	2	Any enemy dealt damage by this Trick Shot is incapable of making Opportunity Attacks until your next turn.
Level 3: Journeyman		
Skill (Command)	(-1)	As part of this attack, make a Command test against the static defense of the target. If it fails, the attack fails.
Hold The Line!	X	Any enemy that is hit by this Trick Shot has their Speed reduced by X until your next turn.
Level 4: Master		
Righteous Fury	-	So long as you're wielding a gun, any enemy that manages to deal damage to an ally while within the Short Range of that gun provokes an Opportunity Attack from you, using that gun. You can also make an additional Opportunity Attack every round, but only to use this ability.
Look Out Sir!	-	You may make the Dodge action on behalf of an ally you are adjacent to. If you have the Evasion feat, you can also pull them along.
Level 5: Grandmaster		
Concentrate Fire! (AKA "A Whole Lotta Diddely")	4	When you use this Trick Shot, any ally within 10m and wielding a ranged weapon can make an Opportunity Attack – which can't be a Trick Shot – on the same enemy as you. Any attacks made this way that connect – including yours – add their damage together into a single attack on one Body Location.

Lunatic Princess

Legend has it that Lunatic Princess was developed by a Perpetual monarch who used five bizarre weapons to endlessly duel her Phoenix rival. Using every resource at her disposal, the princess's elaborate plots to kill the unkillable sank further and further into madness until they brought forth a delicate – yet devious – fighting style. Its adherents master the use of the eternal and the instantaneous, always alternating between attrition and annihilation.

The key skill for Lunatic Princess is Disguise, as it requires the user to hide the purpose and timing of every shot until the perfect opportunity arises. It is especially effective with Exotic weapons, amplifying their unconventional methods to debilitate foes over time.

Name	Cost	Effect
Level 1: Apprentice		
Five-Colored Shots	1	This attack deals an Insanity Point for every five points on the damage roll.
Action (Delay)	-	Use Delay actions with trick shots. Any attack-related advantages applied to this trick shot are applied to the attack being delayed. That attack may not be a Special Attack.
Level 2: Initiate		
Divine Treasure	(-2)	This attack may only be made with Exotic Weapons.
Impossible Request	2*	Increase the difficulty of Tests to resist this attack's effects by 5 each time this advantage is taken.
Level 3: Journeyman		
Skill (Disguise)	(-1)	As part of this attack, make a Disguise test against the static defense of the target. If it fails, the attack fails.
Life Spring Infinity	1	Add a damage bonus equal to the amount of Hit Points you lost this round.
Level 4: Master		
Patient Mind	-	You may spend a Reaction to use Delay on a Full Action.
Indomitable Will	2	A target hit by this attack loses a Reaction next turn.
Level 5: Grandmaster		
Trial of Guts	2*	This attack deals no damage. Instead, X allies within range may make an opportunity attack, where X is the number of times you took this advantage

Quaking Fortress

No guts, no glory, and Quaking Fortress takes a lot of guts. Quaking Fortress is a martial discipline could almost be defined as having a screw loose. It is said that Quaking Fortress was made by a man as insane as he was ingenious, Shakespearicles, in an attempt to get to the second story of a stairless building.

The key skill for Quaking Fortress is Athletics. A surprising amount of rolling and jumping is required for one to become a true master of explosives.

Add Quaking Fortress to the Heavy and Guardsman class progressions.

Name	Cost	Effect
Level 1: Apprentice		
Demolitions Expert	-	Use weapons with the Blast special quality with your trick shots.
Action (Delay)	-	Use Delay actions with trick shots. Any attack-related advantages applied to this trick shot are applied to the attack being delayed. That attack may not be a Special Attack.
Level 2: Initiate		
Somebody Set Us Up the Bomb	(-1)	This attack may only be made with weapons with the Blast special quality.
Guaranteed Hit	1	If your attack would completely miss, it does not expend any ammunition.
Level 3: Journeyman		
Skill (Athletics)	(-1)	As part of this attack, make a Athletics test against the static defense of the target. If it fails, the attack fails.
Tightly Packed Ordinance	2	If this attack kills an enemy, increase the maximum clip size of the killing weapon by 1 for the rest of the Scene and reload it.
Level 4: Master		
Danger Zone	-	You get +10 AP against hits from your own weapons.
Explosive Express	3	If you fire this attack at your feet, you can immediately move in a straight line to any point within six times your Speed in meters. If you are airborne at the end of your turn, you will probably fall unless you have some way around that. This advantage can only be applied to attacks with the Blast special quality.
Level 5: Grandmaster		
Air Strike	4	You may make a second ranged attack as part of this attack. If you move during this Trick Shot, this second attack can be made during any point of the movement.