

**Elude**

**4**



**Expertise: Unarmed Fighting**  
One Action, Go Time, Flash  
+5 Dodge

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**Gt**

**Turn It Aside**

**2**



**Expertise: Unarmed Fighting**  
One Action, Reaction, Flash  
Add Armor Item Parries and +8 to the  
Defense Roll.

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**Gt**

**Chop**

**5**



**Expertise: Unarmed Fighting**  
One Action, Go Time, Flash  
+9 Melee

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**Gt**

**Flurry of Strikes**

**10**



**Expertise: Unarmed Fighting**  
One Action, Go Time, Flash  
+18 Melee

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**Gt**

**Flying Kick**

**22**



**Expertise: Unarmed Fighting**  
One Action, Go Time, Flash  
+36 Melee  
Full Movement +3" Movement

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**Gt**

**Disarm Attacker**

**10**



**Expertise: Unarmed Fighting**  
One Action, Reaction, Flash  
+2 to disarm opponent

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**Gt**

**Get Inside**

**4**



**Expertise: Unarmed Fighting**  
One Action, Reaction, Flash  
+12 Defense, in too close to be hit solidly.

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**Gt**

**Surprise Sprint**

**3**



**Expertise: Unarmed Fighting**  
One Action, Go Time, Flash  
+6 to normal movement distance.

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**Gt**

**Get Behind**

**9**



**Expertise: Unarmed Fighting**  
One Action, Go Time, Flash  
-10 defenders defence.

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**Gt**