

	Link	Cost	Type of Attack	Example Weapons	Can Defend Against:	Can Use Maneuver Location Table?	Combat Actions to Draw/Ready Weapon	Complementary Skills (additional Combat Action)
Natural Weaponry	Agility	5/2	animal ability	talons, bite	Natural Weaponry, Brawling, Melee Combat, Martial Arts, Suthra Use	Yes, -2 Dice	None	Athletics, Intimidation
Spines	Agility	5/2	animal ability	spines, quills	Natural Weaponry, Brawling, Melee Combat, Martial Arts, Suthra Use	Yes, -2 Dice	None	Athletics, Intimidation
Brawling	Agility	5/3	untrained unarmed	fists, feet	Natural Weaponry, Brawling, Melee Combat, Martial Arts, Suthra Use	Yes, -2 Dice	None	Athletics, Intimidation, Natural Weaponry
Melee Combat	Agility	5/3	melee weapons	sword, club	Natural Weaponry, Brawling, Melee Combat, Martial Arts, Suthra Use	Yes, -2 Dice	1/0 (Fast Draw)	Athletics, Intimidation
Martial Arts	Agility	8/5	unarmed & melee weapons	fists, feet	Natural Weaponry, Brawling, Melee Combat, Martial Arts, Throw, Missile Combat, Suthra Use	Yes	1/0 (Fast Draw)	Athletics, Intimidation, Duel Dancing, Knowledge (Style), Natural Weaponry
Throw	Dexterity	5/3	thrown missile weapons	rock, javelin	None, attack skill only	Yes, -2 Dice	1/0 (Fast Draw)	
Missile Combat	Dexterity	5/3	small non-gunpowder weapons that launch projectiles	bow, slingshot	None, attack skill only	Yes, -2 Dice	1/0 (Fast Draw)	
Firearm Combat	Dexterity	5/3	small gunpowder weapons	pistol, rifle	None, attack skill only	Yes	1/0 (Fast Draw) to draw/ready, 3 Rounds/1 Round (Fast Draw) to reload	
Suthra Use	Will	5/3	living suthra as melee or ranged weapons	hive grenade, suthra whip	Natural Weaponry, Brawling, Melee Combat, Martial Arts, Throw, Missile Combat, Suthra Use	Yes	variable, depending on type of suthra	
Artillery Combat	Perception	5/3	large gunpowder weapons & siege weapons	cannon, ballista	None, attack skill only	No	10 Rounds to 4 Hours	
Evade	Agility	5/3	None	None	All attacks	No	None	Acrobatics, Athletics