



FOOTWORK BASICS

You're light on your feet and use that speed to brutally harass foes.

Benefit: Your Speed increases by 5 ft. Further, you gain the following stance and trick.

Undefeated Stance (Stance): At the end of each round during which you're in this stance and aren't hit by at least 1 attack, you recover 1 point of vitality. The maximum amount of vitality you may recover in a single scene due to this stance is equal to twice your career level.

Heel Stomp (Trick): When taking a Kick action, you may accept a -2 penalty with your attack check. With a hit, the target's speed decreases by 10 ft. for 1 full round and his Initiative Count decreases by 2.

Diving Hawk (Trick): Once per round when benefiting from a Total Defense action, you may make an Acrobatics/Jump check toward any opponent immediately after someone makes a ranged attack against you. If you are adjacent to the opponent at the end of this movement, you may take a Kick action against him as a free action.

Hook Kick (Trick): With a successful Trip action, you also move into the opponent's square and are considered to have taken a successful grapple action against that opponent.

FOOTWORK SUPREMACY

You don't just dance around foes — you dance *on* them!

Prerequisites: Base attack bonus +12 or higher, Footwork Basics, Footwork Moves.



FOOTWORK MOVES

Your footwork makes you a versatile and unpredictable opponent at close range.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain the following tricks.

Checking Step (Trick): With a successful Kick action targeting an adjacent opponent, you may also use your attack check result as your Defense against the next melee or unarmed attack your target makes against you. This benefit is lost at the end of the current combat.

Benefit: Your maximum rank in the Acrobatics and Athletics skills increases to your Career Level + 6. This bonus does *not* stack with any other ability that increases your maximum ranks in these skills. Further, you gain the following grapple benefit and trick.

Pop Goes the Weasel (Grapple Benefit): During a grapple against a standard character, if your Athletics check exceeds that of your opponent by 4 or more, your opponent dies.

Triple Kick (Trick): You may apply the Burst trick when taking a Kick action.