

## Guthorga (7/24)

This particular fantasy martial art is taught to those pursuing the bardic lifestyle. At its most general levels, it is mostly concerned with teaching how not to draw blood in a bar fight: Guthorga practitioners practice with batons instead of edged weapons, on the grounds that it's usually easier to explain away a broken arm or two to the City Watch afterwards than it is to justify a slit throat. The school does not typically teach how to talk your way out of trouble, however. If you want to be a bard, you should already know the basics of that!

The *cinematic* version of Guthorga, on the other hand, is reserved for individuals who have already proven themselves as masters of the bardic arts: there are *many* other skills and languages required besides the ones listed below. Charisma and Rapier Wit in particular are not so much required as simply **expected** of would-be Guthorga adepts. Alcoholism, interestingly, is not actually a common disadvantage: Guthorga adepts are expected to drink like fish because they *enjoy* it, not because they have to. Nonetheless, many stories of Guthorga masters involve their ability to shrug off anything while intoxicated.

Skills: Brawling, Cloak, Shortsword, Wrestling

Techniques: Armed Grapple (Cloak), Head Butt, Ground Fighting (Sword), Trip (Wrestling)

Cinematic Advantages: Charisma, Rapier Wit

Cinematic Skills: Body Control, Enthrallment (All four), Mental Strength, Public Speaking

Cinematic Techniques: Roll With Blow

Perks: Cotton Stomach, Drunken Fighting

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