Swarm [12/20]

In any world where at least some individuals have access to life eternal, or even life endless (call them Immortals), there will inevitably be those who will use their advantages to try to take over the world. And then, just as inevitably, there will be those who will learn how to effectively fight and neutralize those Immortals. This martial art comes from a secret society dedicated to effectively combatting opponents who cannot be killed, but who *can* be knocked down, over, and unconscious, as well as be immobilized, hurt, or even just beaten up. Swarm is extremely intensive: practitioners are expected to train in their maneuvers to the maximum level possible, and fight equally well both alone, and in groups. It also teaches enough occult lore to give Swarm adepts the basics of general monster hunting.

Cinematic Swarm adepts fall into the “grizzled, preternaturally alert veteran” stereotype. They are notoriously hard to surprise or mentally dominate, and generally write the books on monster fighting that regular Swarm practitioners read. If one has a physical Disadvantage, it’s purely cosmetic.

Skills: Bolas, Hidden Lore (Immortals), Jitte/Sai, Judo, Karate, Kusari, Net, Occultism

Maneuvers: Arm Lock, Bind Weapon (Jitte/Sai), Choke Hold, Close Combat (Jitte/Sai), Counterattack (Jitte/Sai and Karate), Disarming (Judo and Karate), Ear Clap, Entangle, Finger Lock, Handcuffing, Retain Weapon (Jitte/Sai and Kusari), Sweep (Judo and Karate), Trip

Perks: Armor Familiarity, Style Familiarity (any one martial art favored by Immortals), Teamwork

Cinematic Skills: Mental Strength, Pressure Points, Push, Sensitivity

Cinematic Maneuvers: Binding, Pressure Point Strike (Karate), Roll With Blow, Timed Defense (Parry) (Judo)

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