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SKILLS

The following pages feature the complete list of Skills and Traits available to players. Be they Skills a player starts with, or Skills gained during the course of a league, all players will have a degree of access to General, Agility, Strength and Passing skills, and many will have access to Mutations. Traits are more unique, the result of a player's nature rather than something they can learn.

SKILL USE

Players that are standing and have not lost their Tackle Zone can use their Skills or Traits at any time, not just during their own activation. Players that are Prone of Stunned, or that have lost their Tackle Zone for any reason, cannot use any Skills of Traits unless otherwise stated in the Skill or Trait description:

- You can choose to use a Skill or or Trait that modifies a dice roll after the dice roll has been made.
- All bonuses and/or modifiers from Skills or Traits can be combined.
- Unless the description states other wise, a Skill or Trait can be used by more than one player per team turn.
- Unless the description states otherwise, a Skill or Trait can be used multiple times during each team turn.
- Unless Skill or Trait is marked with an asterisk (*), its use is not compulsory (i.e., you do not have to use that Skill or Trait if you do not wish to). However, the use of a Skill or Trait marked with an asterixis is compulsory.

SKILL CATEGORIES

Random Selection

1st D6	2nd D6	Agility	General	Mutations	Passing	Strength
1-3	1	Catch	Block	Big Hand	Accurate	Arm Bar
	2	Diving Catch	Dauntless	Claws	Cannoneer	Brawler
	3	Diving Tackle	Dirty Player (+1)	Disturbing Presence*	Cloud Burster	Break Tackle
	4	Dodge	Fend	Extra Arms	Dump-off	Grab
	5	Defensive	Frenzy*	Foul Appearance*	Fumblerooskie	Guard

6	Jump Up	Kick	Horns	Hail Mary Pass	Juggemaut	
4-6	1	Leap	Pro	Iron Hard Skin	Leader	Mighty Blow (+1)
	2	Safe Pair of Hands	Shadowing	Monstrous Mouth	Nerves of Steel	Multiple Block
	3	Sidestep	Strip Ball	Prehensile Tail	On the Ball	Pile Driver
	4	Sneaky Git	Sure Hands	Tentacles	Pass	Stand Firm
	5	Sprint	Tackle	Two Heads	Running Pass	Strong Am
	6	Sure Feet	Wrestle	Very Long Legs	Safe Pass	Thick Skull

TRAITS			
Animal Savagery*	Decay*	Projectile Vomit	Swarming
Animosity"	Hypnotic Gaze	Really Stupid*	Swoop
Always Hungry*	Kick Team-mate	Regeneration	Take Root*
Ball & Chain*	Loner (X+)*	Right Stuff*	Titchy*
Bombardier	No Hands*	Secret Weapon*	Timmm-ber!
Bone Head*	Plague Ridden	Stab	Throw Team-mate
Chainsaw*	Pogo Stick	Stunty*	Unchannelled Fury*

Revision #3
Created 2023-02-24 15:45:24 UTC by Quildra
Updated 2023-02-24 21:13:49 UTC by Quildra