

Page 74 - Skills

SKILL USE

layers that are Sliding 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 or Stunned, or that have lost their

for any reason, cannot use any Skills or Traits unless otherwise stated Tackle Zone related in the

Skill or Trait description:

SKILLS

On the following pages

They

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

which modifies a dice roll after the dice

You can choose to use a Skill or Trait that

a

roll has been made

All bonuses and/or modifiers from Skills or Traits can be combined.

Unless the description states otherwise, a Skill or Trait can be used

employed 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 asterisk

is compulsory.

SKILL CATEGORIES

Random Selection

IstD6 nd D6
Agility
Catch
Diving Catch
Diving Tackle
General
Block
Dauntless
Dirty Player (+1)
Mutations
Big Hand
Claws
Disturbing
Presence*
Extra Arms
Foul Appearance*
Horns
iron Hard Skin
Monstrous Mouth
Prehensile Tail
Tentacles
Two Heads
Very Long Legs
Passing
Accurate
Cannoneer
Cloud Burster
Strength
Arm Bar
Brawler
Break Tackle
1-3
Dodge
Defensive
Jump Up
Leap
Safe Pair of Hands
Sidestep
Sneaky Git
Sprint
Sure Feet
Fend
Frenzy*
Kick
Pro
Shadowing
Strip Ball

Sure Hands
Tackle
Wrestle
Dump-off
Fumblerooskie
Hail Mary Pass
Leader
Nerves of Steel
On the Ball
Pass
Running Pass
Safe Pass
Grab
Guard
Juggernaut
Mighty Blow (+1)
Multiple Block
Pile Driver
Stand Firm
Strong Arm
Thick Skull
6
2
3
4-6
TRAITS
Animal Savagery*
Animosity"
Always Hungry*
Ball & Chain*
Bombardier
Bone Head*
Chainsaw*
6
Decay*
Hypnotic Gaze
Kick Team-mate
Loner (X+)*
No Hands*
Plague Ridden
Pogo Stick
Projectile Vomit
Really Stupid*
Regeneration
Right Stuff*
Secret Weapon*
Stab

Stunty*
Swarming
Swoop
Take Root*
Titchy*
Timm-ber
Throw Team-mate
Unchannelled FI

Revision #1

Created 2023-02-24 14:45:54 UTC by Quildra

Updated 2023-02-24 21:15:10 UTC by Quildra