

CRONOS GRAPPLING SYSTEM

FOR DOMINUS: INTRICATE RULES FOR BRUTAL COMBAT

This system expands upon core GURPS 4th Edition grappling rules, integrating Fatigue Points (FP), detailed Body Part HP, and custom Strength/Endurance modifiers for a granular, realistic close-quarters combat experience in *Dominus: Rise of the Streetborn*.

I. CORE GRAPPLE MECHANICS & STATE

Grappling in *Dominus* represents a struggle for physical control, where raw strength, technique, and endurance determine dominance. When a character is grappled, they are physically restrained:

- **Movement:** Basic Move is reduced to 0. A grappled character cannot move voluntarily unless they break free or perform a maneuver that permits movement (e.g., a throw).
- **Attacks:** Suffers a **-4 penalty** to all attacks not aimed at the grappler or the grappler's grappled limb. Attacks against the grappler are limited to Brawling, Wrestling, Judo, or other unarmed combat skills.
- **Active Defenses:** Cannot Dodge, Parry, or Block attacks from anyone other than their grappler. Defense against the grappler is limited to skill rolls to break free or specific counter-grappling maneuvers.
- **Multiple Grapples:** Subject to GM discretion (e.g., All-Out Defense or Multiple Parry). Each additional grappler imposes a cumulative **-2 penalty** to rolls made to break free.

II. INITIATING A GRAPPLE

Initiating a grapple requires a successful attack roll using a dedicated grappling skill.

1. **Declare Maneuver:** Declare an "Attack" maneuver specifying the intent to grapple and selecting a specific target location (e.g., "grapple the arm", "grapple the torso").
2. **Skill Roll:** Roll against Brawling, Judo, Wrestling, or appropriate style (e.g., Aikido Grapple, BJJ).
 - *Target's Defense:* Target may attempt a Dodge or Parry. Success negates the grapple.
 - *Size Modifier (SM):* Apply standard GURPS SM bonuses/penalties for size disparities.
 - *Target Posture:* Prone, stunned, or impaired targets grant +2 to +4 to the grappler.
 - *Reach:* Requires Reach C (Close Combat).
 - *Strength Modifier:* Apply the attacker's custom **Strength Modifier** as a bonus to the skill roll.
3. **Success:** If the attack succeeds and defense fails, the target is grappled at the designated body part.

FP Cost to Initiate: Initiating a grapple costs **1 FP** [Custom Rule]. Represents the exertion of closing the distance and securing an initial hold.

III. MAINTAINING & BREAKING A GRAPPLE

A. Maintaining a Grapple

- **FP Cost:** Maintaining a hold costs **1 FP** per turn at the start of the grappler's turn [Custom Rule].
- **Strength Contest:** Oppose break-free attempts with a Contest of ST or skill roll (Wrestling/Judo).

B. Breaking a Grapple

1. **Declare Maneuver:** Declare "Attempt to Break Free" on turn.
2. **Skill Roll:** Make a Contest of ST or skill (Brawling/Judo/Wrestling) against the grappler.
 - *Grappler Control:* High opponent skill imposes penalties (-1 if skill is +4 over effective ST, -2 if +8).
 - *Modifiers:* Apply character's **Strength Modifier** and **Endurance Modifier** as bonuses.
 - *Fatigue Penalty:* If character is at 1/3 FP or less, suffer a **-2 penalty** [Custom Rule].
3. **Resolution:** Success frees the character. Failure leaves them grappled, allowing the grappler an immediate free-action grappling maneuver or continued hold.

FP Cost to Break Free: Attempting to break free costs **2 FP** [Custom Rule].

IV. GRAPPLING MANEUVERS (ACTIONS WITHIN A GRAPPLE)

Once established, the grappler can execute maneuvers on subsequent turns requiring a skill roll and specific FP costs:

A. Control Holds

Improve Hold: Tighten grip to gain a cumulative +1 bonus (max +3) to future maintain/resist contests.

1 FP

Pin/Restrained: Contest of Wrestling/Judo vs opponent ST/Skill. Renders opponent Pinned and helpless.

2 FP

B. Takedowns & Throws

Takedown: Contest of Wrestling/Judo vs opponent DX/Skill. Forces target Prone (roll vs HT to avoid Stun). Add ST Mod. 2 FP

Throw: Contest of Judo/Wrestling vs DX/Skill. Deals 1d-2 cr damage + ST Mod. Target lands Prone. 3 FP

C. Submission Holds (Brutal & Targeted)

Directly leverages the **Cronos Body Part HP** system to inflict debilitating localized damage.

- **Joint Lock / Limb Wrench:** Targets joint (Arm, Leg, Hand, Foot). Deals crushing damage directly to Body Part HP (1d-3 cr + 1 per 2 pts effective ST > target ST + ST Mod). Exceeding limb HP cripples the joint. 2 FP
- **Chokehold:** Targets Neck or Vitals Body Part HP (1d-2 cr). Target must roll HT each turn or lose 1d FP. Reaching 0 FP causes unconsciousness; negative FP deals HP damage per Fatigue Table. 3 FP (Maintenance: 1 FP/TURN)

D. Strikes Within a Grapple (Kenshi-like Targeting)

Use a free limb to strike a restrained target with extreme accuracy.

- **Targeting:** Any body part can be targeted with standard unarmed attacks (Brawling, Boxing, Karate).
- **Grappled Target Bonus:** Attacker receives a **+4 bonus** to hit restrained targets [Custom Rule].
- **Specific Limb Grapple Bonus:** If grappling the limb adjacent to the target (e.g., holding arm to hit head), bonus increases to **+6** [Custom Rule].
- **Defenses:** Target defenses are severely restricted (usually unable to defend). Standard attack FP cost.

V. SOUL-FORGED TRANSFORMATION & GRAPPLING

The Soul-Forged Transformation grants supernatural control, strength, and energy drain during grappling:

Technique	Cost	Effect & Mechanics
KI-Enhanced Grapple	X KI (0 FP)	Grants temporary +1 to +3 bonus to a grappling skill roll or contest for one turn.
Supernatural Hold	1 FP + X KI	Imposes an additional -2 to -4 penalty on target's attempts to break free.
Essence Drain	1 FP + X KI	Contest of Will vs Will. Drains FP or HP from opponent each turn and transfers it to user.

VI. MANEUVER REFERENCE & UNTRAINED GRAPPLING

A. FP Intensity Scale

Exertion Level	FP Cost	Typical Actions & Maneuvers
Low Exertion	1 FP	Initiating basic grab, Improve Hold, Maintain grapple turn-by-turn.
Moderate Exertion	2 FP	Break Free attempt, Takedowns, Pin/Restraining, Joint Locks / Limb Wrenches.
High Exertion	3 FP	Full Throws (slamming), Chokeholds (strangulation/carotid constriction).

B. Martial Arts Style Customization & Endurance

- **Judo:** Reduces FP cost for Throws or grants bonuses to Takedowns.
- **Wrestling:** Access to Perks like *Iron Grip* (-1 FP maintain cost) or *Ground Control Master* (+1 Pin).
- **Brazilian Jiu-Jitsu (BJJ):** *Sleeper Hold Specialization* (-1 FP Chokes) or *Joint Hunter* (+1 Lock damage).
- **Pankration:** *Dirty Grappling* techniques (eye gouges, biting targeting specific Body Part HP).
- **Endurance Modifier Impact:** Derived from HT, bonus applies to resist takedowns, avoid Choke FP loss, or reduce Break Free cost by 1 (if modifier is +1 or higher).

VII. DEFAULT GRAPPLING FOR UNTRAINED CHARACTERS

Untrained combatants can attempt grappling, but face severe efficiency and technical disadvantages:

1. Default Skill & Modifiers

- **Default Skill:** Brawling (DX/E). Desperate grabs without skill use raw DX at -4 or -5 penalty.
- **Attribute Modifiers:** Raw ST is used in contests. Custom Strength Mod applies to active rolls; Endurance Mod (HT) aids escape/resistance.

2. Maneuvers & Penalties

- **Available Actions:** Limited to Initiate, Maintain, Break Free, and Strikes within Grapple.
- **Restricted Actions:** Cannot perform Throws, Pins, Joint Locks, or Chokes without Judo/Wrestling training.
- **Penalties:** Acute FP exhaustion, vulnerability to submissions, high difficulty escaping skilled grapplers.

System Summary: The Cronos System enables universal grappling mechanics while heavily rewarding characters with dedicated combat skills (Judo, Wrestling, BJJ) and high physical attributes (ST, HT) through lower fatigue burn, expanded technical options, and devastating body-part targeted submissions.