

Simple Strike

melee attack  
+1 vs AC, lethal  
distract 2  
run 3

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Efficient Parry

melee block  
+2 AC  
block = draw a card  
run 3

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+2 AC  
block = draw a card  
run 3

Reliable Defense

block: self or ally  
+2 AC, keep  
block: self or ally  
+6 AC

Covering Block

block: self or ally  
+4 AC  
walk 2

Covering Block

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+4 AC  
walk 2

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+4 AC  
walk 2

Clunk

walk 1