**Combat Skills**

Each combat skill represents a style of fighting along with the weapons used. Each style comes with some basic assumptions about how it works. As the player levels up his skill and his character, he gets access to various “moves” that change the way the style works and give him more capabilities.

**Bow**

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| **Starter Maneuvers/Rules**   * Aimed Attack – Full round, attack action * Un-Aimed Attack – Half-round, attack action, -2 accuracy * Can only dodge attacks * If you are “in the fray”, you take -2 to hit * Firing into melee is -2 and you might hit your friends (2/12) |
| **Talents**   * Bleeder (2)   + Bleeder (3)     - Bleeder (4) * Dodge (1) * Fast (1)   + Fast (2)     - Fast (3) * Iron Bow * Kick * Overwatch   + Double Shot     - Tri Shot * Piercing Shot (2)   + Piercing Shot (3)     - Piercing Shot (4) * Point-Blank   + Point-Blank II * Quick Aim   + Lightning Aim * Sniper (2)   + Sniper (4)     - Sniper (6) |

**Dirty Fighting**

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| **Starter Maneuvers/Rules**   * Standard Attack |
| **Talents**   * +2 Hit Points   + Tricky (1)     - Tricky (2) * Dirt in the Eyes * Disarm   + Disarm II     - Disarm III * Feint * Flanker (1)   + Flanker (2)     - Flanker (3) * Grapple   + Grapple Block * Headbutt * Knockdown Blow (2)   + Ground Game   + Knockdown Blow (4)     - Knockdown Blow (6) * Tripper |

**Dual Wield**

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| **Starter Maneuvers/Rules**   * Standard Attack – Fast (1) |
| **Talents**   * Block (1) * Bonus Parry (1)   + Bonus Parry (2) * Fast (2)   + Fast (3)     - Fast (4) * Fast Draw * Improved Charge   + Blade Rush I     - Blade Rush II   + Improved Charge II * Improved Sweep   + Improved Sweep II     - Improved Sweep III * Missile Deflection * Riposte (12)   + Riposte (11)     - Riposte (10) * Zone of Control I   + Zone of Control II |

**Dueling**

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| **Starter Maneuvers/Rules**   * Standard Attack |
| **Talents**   * Billowing Cape (1)   + Billowing Cape (2)     - Billowing Cape (3)   + Bonus Dodge (1)   + Bonus Parry (1)   + Shifty * Crippling Wounds (11)   + Crippling Wounds (9)     - Crippling Wounds (7) * Disarm   + Disarm II     - Disarm III   + Scramble * Fast (1) * Fast Draw * Feint * Forceful Blow   + Forceful Blow II * Improved Give Ground   + Improved Give Ground II * Interpose * Mercy * Mobility (1) * Riposte (12)   + Riposte (11)     - Riposte (10) |

**Great Weapon**

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| **Starter Maneuvers/Rules**   * Standard Attack |
| **Talents**   * Cleave (10)   + Cleave (7)     - Cleave (4) * Forceful Blow   + Forceful blow II * Improved Concussion (1) * Improved Limb Breaker * Improved Skull Smasher * Knockdown Blow (2)   + Knockdown Blow (4)     - Knockdown Blow (6) * Offensive Stance * Shield Breaker (12)   + Shield Breaker (11)     - Shield Breaker (10)     - Weapon Breaker (12) * Wade In * Wimpy Reroll (1)   + Wimpy Reroll (2) |

**One Hand & Shield**

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| **Starter Maneuvers/Rules**   * Standard Attack |
| **Talents**   * Block (1)   + Block (2)   + Save Blocker (Skill/Reflex)   + Spell Blocker     - Block (3)     - Save Blocker (Skill/Reflex) * Bodyguard Stance * Bonus Block (1)   + Bonus Block (2)     - Bonus Block (3) * Deflect Blow * Durable Equipment * Extended Block * Fast Draw * Phalanx * Shield Bash * Sweep I   + Sweep II     - Sweep III * Taunt   + Taunt II |

**Spear & Shield**

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| **Starter Maneuvers/Rules**   * Spear Throw – Throw your spear with S&S skill, -2 accuracy * Standard Attack |
| **Talents**   * Block (1)   + Block (2)   + Save Blocker (Skill/Reflex)   + Spell Blocker     - Save Blocker (Skill/Reflex) * Bonus Block (1)   + Bonus Block (2) * Durable Equipment * Extended Block * Phalanx * Piercing Strike (2)   + Piercing Strike (3)     - Piercing Strike (4) * Reach (Spears/1)   + Line Up     - Line Up II   + Reach (Spears/2) * Set Spear * Stopping Strike   + Mind the Gap * Taunt |

**Spell**

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| **Starting Maneuvers/Rules**   * Standard Attack * Spell Cast – Half-round, attack action * Cast on Others – Self spell becomes 1 (willing) target, +4 DL |
| **Talents**   * Area Cast (1)   + Area Cast (2)   + Resist Area Spells (1)     - Resist Area Spells (2)   + Shape Spell * Deadly Cast * Dodge (1)   + Bonus Dodge (1)   + Retribution Cast (11)     - Retribution Cast (9)   + Retribution Touch (11)     - Retribution Touch (9) * Furious Cast * Generous Cast   + Generous Cast II * Spell Phase |

**Staff Caster**

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| **Starts with**   * Standard Attack * Spell Cast – Half-round, attack action * Cast on Others – Self spell becomes 1 (willing) target, +4 DL |
| **Can Acquire**   * Block (1)   + Blink I     - Blink II   + Block (2)   + Bonus Parry (1)   + Spell Blocker     - Spell Absorber * Casting Parry * Defensive Stance * Improved Disengage * Improved Give Ground * Staff Color Attunement (1)   + Staff Color Strike   + Staff Color Attunement (2)     - Staff Color Attunement (3)   + Staff Defender |

**Staff Fighter**

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| **Starts with**   * Standard Attack |
| **Can Acquire**   * Block (1)   + Block (2) * Bodyguard Stance * Bonus Parry (1)   + Bonus Parry (2) * Concussion (3)   + Concussion (4)     - Concussion (5) * Defensive Stance * Extended Block * Improved Disengage * Improved Give Ground * Knockdown Blow (3)   + Knockdown Blow (5)     - Knockdown Blow (8) * Missile Deflection * Reach (Staff/1) * Sweep I   + Sweep II     - Sweep III |