

Parry Master

You use your weapon for finest defences

P. You can precisely hit and deflect incoming attacks in close combat. The character may use Accurate as their basis for Defense in melee, as long as they are holding a melee weapon or have the Natural Warrior ability.

A. You follow you parry with a twisting move designed to liberate their opponent of their weapon. After a successful Defense in melee, the character can roll [Accurate < Strong] to disarm their opponent).

P. You display an almost preternatural ability to ward off danger with their weapon. The character may use Accurate for Defense even against ranged attacks, as long as they are holding a melee weapon.

Garb Rebuke

Words can have as much impact as a strike upon the cheek or a whack upon the shield. The techniques of the seasoned wordsmith can leave those unprepared faltering and in doubt.

P. You have a second chance to succeed in social challenges and encounters; your careful use of words leaves those listening doubting themselves rather than the words they're hearing.

A. In the situation of social challenge, you use strong language or words intended to shock and wrong foot. If you succeed with a [Persuasive < Resolute] test, the target is unable to take an action in their following turn unless their life depends on it – in which case they can defend themselves.

A. In the realms of verbal pugilism, you hold yours own, pummelling their social opposition with relentless invective. If you succeed with a [Persuasive < Resolute] test, the target loses a point of Resolute (similarly to *Alternative Damage* trait).

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