

Guard Stance**Fighter – Stance**

Removes 1 Stress

Opponents Attacks against you are reduced by your weapons DEF + your DEX bonus.

Light Attacks, Parrys, Null maneuvers do not break this stance.

Stance Immediately falls off when taking damage.

011/013 C

Dodge**Fighter – Action**

Roll DEX. Subtract each attackers REF separately, If you fail with an attackers REF that attack succeeds.

You must move to a different space, otherwise you cannot use this maneuver.

010/013 C

Move / Interact**Fighter – Action**

You may interact with something in the environment, change weapons, or grab something from your inventory.

Also pick one of the following to perform:

- * +10ft movement this turn.
- * Get up from or go down to prone.
- * Remove 1 stress.

013/013 C

Kick**Fighter – Attack***Interruptible*

Your movement cannot be away from the enemy. Cannot be parried.

Light:
1 + DB damageHeavy: (*Flourish or Wind Up from any weapon or brawl to perform*)
+10% to hit, 1d4 + DB
damage
Opponent Stress +1 and forced 5 ft back

012/013 C

Strike**Sword – Attack****Light:***Interruptible*

+10% to hit, 1d6 + DB damage

Heavy:

+20% to hit, 3d6 + DB damage

+2 AP

008/013 C

Flourish**Sword – Action***Interruptible*

Ready for a heavy strike.

If the next maneuver is not a Strike, add +1 stress after maneuver is complete.

002/013 C

Parry**Sword – Action**

Roll DEX. Subtract each attackers REF separately, If you fail because of an attackers REF that attack succeeds.

If you fail or no attacks were made against to add +1 fatigue.

On success deal a damage equal to your light attack.

004/013 C

Punch**Brawl – Attack****Light:***Interruptible*

1 + DB damage

Heavy:

+10% to hit, 2d4 + DB damage

Opponent Stress +1

+1 AP

007/013 C

Parry**Brawl – Action**

In effective on weapons medium or larger.

Roll DEX. Subtract each attackers REF separately, If you fail because of an attackers REF that attack succeeds.

If you fail or no attacks were made against to add +1 fatigue.

On success deal a damage equal to your light attack or perform Grab on your opponent.

005/013 C

Wind Up**Brawl – Action***Interruptible*

Ready for a heavy strike.

If the next maneuver is not a Punch add +1 stress after maneuver is complete.

009/013 C

Grab / Throw**Brawl – Action****Grab:***Breaks Stance**Interruptible*

Roll STR and subtract targets REF

If Successful you are now grappling the opponent.

Throw:

Target must be already grappled.

Make a STR and subtract targets FOR. If successful target is knocked prone

003/013 C

Bash**Shield – Attack****Light:***Breaks Stance*

+20% to hit

Opponent Stress +1

Opponent Forced 5 ft back

001/013 C

Parry**Shield – Attack**

Roll DEX +20%. Subtract each attackers REF separately, If you fail because of an attackers REF that attack succeeds.

If you fail or no attacks were made against to add +1 fatigue.

On success deal a damage equal to your light attack in your other hand.

006/013 C

(SHORT SWORD)**Sword – Medium Melee Weapon**

mDEF (*Guard Stance*): +10%

2/2

(BUCKLER)**Shield – Medium Melee Weapon**

mDEF: +10%, (*Guard Stance*): +30%

rDEF: +15%, (*Guard Stance*): +25%

1/2