

WEAPONMASTER

Permanently increase your maximum Hit Points by 5.

Gain the ability to equip **martial melee weapons** and **martial shields**.

BLADESTORM



When you perform a **melee** attack, you may spend 10 Mind Points to choose one option:

- the attack gains **multi (2)**.
- you increase the attack's **multi** property by one, up to a maximum of **multi (3)**.

BONE CRUSHER



When you hit one or more targets with a **melee** attack that would deal damage, you may have the attack deal no damage. If you do, choose one option:

- inflict **dazed** on each target hit by the attack.
- inflict **weak** on each target hit by the attack.
- each target hit by the attack loses **SL × 10** Mind Points.

Describe your maneuver!

BREACH



You may use an action and spend 10 Mind Points to perform a **free attack** with a **melee** weapon you have equipped; this attack **must** target only one creature. If the attack is successful, choose one option:

- the attack deals no damage and, until the start of your next turn, your allies deal **SL + 4** extra damage to its target.
- the attack deals **SL × 5** extra damage and all its damage ignores Resistances, but it also ignores Vulnerabilities unless the type of damage dealt is **physical**.

COUNTERATTACK



After an enemy **hits or misses you with a melee attack**, if the Result of their Accuracy Check was an **even number**, you may perform a **free attack** against that enemy (after their attack has been fully resolved). This attack must be a **melee** attack and must have that enemy as its **only** target; treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

MELEE WEAPON MASTERY



You gain a bonus equal to **SL** to all Accuracy Checks with **melee** weapons.