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| **Extend Attack**

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| **1 AP** | **Attack Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver as part of the Attack. You must choose to do so before you roll the Attack Check.****Maneuver***: (**1 AP**) Your Melee Attack Range is increased by 1 Space (or your Ranged Attack Range is increased by 5 Spaces) for the Attack Check. | **Power Attack**

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| **1 AP** | **Attack Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver as part of the Attack. You must choose to do so before you roll the Attack Check.****Maneuver***: (**1 AP**) You deal **+1** damage with the Attack. You can use this Maneuver multiple times. | **Sweep Attack**

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| **1 AP** | **Attack Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver as part of the Attack. You must choose to do so before you roll the Attack Check.****Maneuver***: (**1 AP**) Choose 1 additional target within 1 Space of the original target that’s within your Attack Range. Make 1 Attack Check against all targets. **Attack Hit**: The original target takes your Attack’s damage, and each additional target Hit takes 1 damage of the same type. |
| **Bleed**

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| **1 AP** | **Save Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC.* ***Save Failure****: The target suffers the effects of your Maneuver.****Maneuver***: (**1 AP**) The target begins **Bleeding** (**1** True damage at the start of their turn). | **Daze**

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| **1 AP** | **Save Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC.* ***Save Failure****: The target suffers the effects of your Maneuver.****Maneuver***: (**1 AP**) The target becomes **Dazed** (DisADV on Mental Checks) on the next Mental Check it makes before the end of your next turn. | **Expose**

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| **1 AP** | **Save Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC.* ***Save Failure****: The target suffers the effects of your Maneuver.****Maneuver***: (**1 AP**) The target becomes **Exposed** (Attacks against it have ADV) against the next Attack made against it before the end of your next turn. |
| **Hamstring**

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| **1 AP** | **Save Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC.* ***Save Failure****: The target suffers the effects of your Maneuver.****Maneuver***: (**1 AP**) The target is **Slowed** (every 1 Space you move costs an extra 1 Space of movement) until the end of your next turn. | **Hinder**

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| **1 AP** | **Save Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC.* ***Save Failure****: The target suffers the effects of your Maneuver.****Maneuver***: (**1 AP**) The target becomes **Hindered** (DisADV on Attacks) on the next Attack it makes before the end of your next turn. | **Impair**

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| **1 AP** | **Save Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC.* ***Save Failure****: The target suffers the effects of your Maneuver.****Maneuver***: (**1 AP**) The target becomes **Impaired** (DisADV on Physical Checks) on the next Physical Check it makes before the end of your next turn. |
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| **Knockback**

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| **1 AP** | **Save Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC.* ***Save Failure****: The target suffers the effects of your Maneuver.****Maneuver***: (**1 AP**) The target is pushed 1 Space away + up to 1 additional Space for every 5 it fails its Save by. | **Trip**

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| **2 AP** | **Save Maneuver** |

*When you make a Martial Attack, you can spend additional AP to perform this Maneuver with the Attack. When you do, the target makes a physical Save against your Save DC.* ***Save Failure****: The target suffers the effects of your Maneuver.****Maneuver***: (**2 AP**) The target falls **Prone**. | **Body Block**

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| **1 AP** | **Grapple Maneuver** |

*When you attempt to Grapple a creature, you can spend additional AP to perform a Grapple Maneuver as part of the Grapple attempt. You must choose to do so before you roll the Grapple Check.**You can also perform Grapple Maneuvers on creatures you have* ***Grappled****. When you perform a Grapple Maneuver against a creature you have* ***Grappled****, you make an Athletics Check Contested by the target’s Martial Check.****Trigger***: You are targeted by an Attack.***Reaction*** (***Maneuver***): (**1 AP**) You reposition a creature Grappled by you to shield yourself from damage. You and the Grappled creature take half the damage dealt by the attack and you can move the Grappled creature to any space adjacent to you immediately afterwards. |
| **Restrain**

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| **1 AP** | **Grapple Maneuver** |

*When you attempt to Grapple a creature, you can spend additional AP to perform a Grapple Maneuver as part of the Grapple attempt. You must choose to do so before you roll the Grapple Check.**You can also perform Grapple Maneuvers on creatures you have* ***Grappled****. When you perform a Grapple Maneuver against a creature you have* ***Grappled****, you make an Athletics Check Contested by the target’s Martial Check.****Maneuver***: (**1 AP**) The target is **Restrained** until the **Grapple** ends. On its turn, it can spend **1 AP** to end being **Restrained** but remains **Grappled** until the Condition ends.**Restrained** make the target **Exposed** (*ADV on Attacks against them*) and **Hindered** (*Target has DisADV on their Attacks*). | **Slam**

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| **1 AP** | **Grapple Maneuver** |

*When you attempt to Grapple a creature, you can spend additional AP to perform a Grapple Maneuver as part of the Grapple attempt. You must choose to do so before you roll the Grapple Check.**You can also perform Grapple Maneuvers on creatures you have* ***Grappled****. When you perform a Grapple Maneuver against a creature you have* ***Grappled****, you make an Athletics Check Contested by the target’s Martial Check.****Maneuver***: (**1 AP**) The target takes **1** Bludgeoning damage. **Success** (**each 5**): **+1** damage. | **Takedown**

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| **1 AP** | **Grapple Maneuver** |

*When you attempt to Grapple a creature, you can spend additional AP to perform a Grapple Maneuver as part of the Grapple attempt. You must choose to do so before you roll the Grapple Check.**You can also perform Grapple Maneuvers on creatures you have* ***Grappled****. When you perform a Grapple Maneuver against a creature you have* ***Grappled****, you make an Athletics Check Contested by the target’s Martial Check.****Maneuver***: (**1 AP**) The target falls **Prone**. You don’t fall Prone unless you choose to do so. |
| **Throw**

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| **1 AP** | **Grapple Maneuver** |

*When you attempt to Grapple a creature, you can spend additional AP to perform a Grapple Maneuver as part of the Grapple attempt. You must choose to do so before you roll the Grapple Check.**You can also perform Grapple Maneuvers on creatures you have* ***Grappled****. When you perform a Grapple Maneuver against a creature you have* ***Grappled****, you make an Athletics Check Contested by the target’s Martial Check.****Requires***: The Grappled is your size or smaller.***Maneuver***: (**1 AP**) The target is thrown up to a number of Spaces equal to 1/2 of your Might (ending the **Grappled** Condition) + up to 1 extra Space for every 5 they fail the Contest by.If the thrown creature hits a wall or something else that stops their movement, they take bludgeoning damage equal to the number of Spaces it couldn’t travel. If it's a creature they share the damage. | **Parry**

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| **1 AP** | **Defence Maneuver** |

*Defence Maneuvers are taken to protect your allies or in Reaction to a trigger (an Attack Check, Spell Check, or Contest).****Reaction Maneuvers****: This Maneuvers allows you to use a Reaction when a creature is targeted by an Attack. You can wait until after the Check is made, but you must decide to use this Maneuver before the GM says the result of the Check.****Trigger***: When a creature you can see within 1 Space (including yourself) is targeted by an Attack against its PD.***Reaction*** (***Maneuver***): (**1 AP**) You grant the target a +5 bonus to PD against this Attack. | **Protect**

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| **1 AP** | **Defence Maneuver** |

*Defence Maneuvers are taken to protect your allies or in Reaction to a trigger (an Attack Check, Spell Check, or Contest).****Reaction Maneuvers****: This Maneuvers allows you to use a Reaction when a creature is targeted by an Attack. You can wait until after the Check is made, but you must decide to use this Maneuver before the GM says the result of the Check.****Trigger***: A creature you can see within 1 Space is Hit by an Attack against its PD.***Reaction*** (***Maneuver***): (**1 AP**) The target takes half of the damage, and you take the other half. The damage you take bypasses any Damage Reduction. |
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| **Raise Shield**

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| **1 AP** | **Defence Maneuver** |

*Defence Maneuvers are taken to protect your allies or in Reaction to a trigger (an Attack Check, Spell Check, or Contest).****Reaction Maneuvers****: This Maneuvers allows you to use a Reaction when a creature is targeted by an Attack. You can wait until after the Check is made, but you must decide to use this Maneuver before the GM says the result of the Check.****Requires***: You’re wielding a Shield.***Trigger***: When a creature you can see within 1 Space (including yourself) is targeted by an Attack against its PD.***Reaction*** (***Maneuver***): (**1 AP**) You reduce the damage against the target by an amount equal to your Shield’s PD bonus. | **Side Step**

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| **1 AP** | **Defence Maneuver** |

*Defence Maneuvers are taken to protect your allies or in Reaction to a trigger (an Attack Check, Spell Check, or Contest).****Reaction Maneuvers****: This Maneuvers allows you to use a Reaction when a creature is targeted by an Attack. You can wait until after the Check is made, but you must decide to use this Maneuver before the GM says the result of the Check.****Trigger***: You’re targeted by an Attack against your PD.***Reaction*** (***Maneuver***): (**1 AP**) You move 1 Space to a Space that’s still within the Attack’s range. When you do, the Attack has DisADV against you. If you move behind Cover, you don’t gain the benefit of that Cover against the Attack. | **Swap**

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| **1 AP** | **Defence Maneuver** |

*Defence Maneuvers are taken to protect your allies or in Reaction to a trigger (an Attack Check, Spell Check, or Contest).****Maneuver***: (**1 AP**) You switch Spaces with a willing creature within 1 Space. If this movement would provoke an Opportunity Attack against you or the target creature, any Opportunity Attacks are made against you. |
| **Taunt**

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| **1 AP** | **Defence Maneuver** |

*Defence Maneuvers are taken to protect your allies or in Reaction to a trigger (an Attack Check, Spell Check, or Contest).****Maneuver***: (**1 AP**) Choose an enemy creature that can see or hear you within 5 Spaces. Make an Attack Check, Influence Check, or Intimidation Check (your choice) contested by the target’s Mental Save. **Contest Success**: The target is **Taunted** (DisADV on Attacks against creatures other than you) by you on their next Attack.***Full Taunt***: You can spend an additional **1 AP** to have the **Taunted** Condition last until the end of your next turn. | **Forbearance**

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| **1 AP + 1 SP** | **Technique** |

When a creature you can see within 1 Space is targeted by an Attack, you can spend **1 AP** and **1 SP** as a Reaction to become the new target of the Check and choose to switch places with the original target (if it's willing). If the Check is accompanied by a Save, you make the Save instead of the original target.**Technique Enhancements*****Steadfast Forbearance***: If multiple creatures within 1 Space of you (after switching places if you choose to do so) are targeted by the same Check, you can attempt to protect them as well. You can spend **1 SP** per additional target to become the new target of its Check as well. You take the collective damage of all protected creatures against the Check.***Immense Defence***: You can spend **2 SP** to gain Resistance against all damage taken using this Technique. | **Heroic Bash**

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| **1 AP + 1 SP** | **Technique** |

Spend **1 AP** and **1 SP** on a Melee Attack to send an enemy hurling through the air. Attack Check vs PD of the target, they make a Physical Save vs your Save DC. **Attack Hit**: The target takes your Weapon’s damage. **Save Failure**: It’s pushed back horizontally up to 3 Spaces + 1 additional Space for every 5 it fails the Save by. ***Airborne***: Knock the enemy vertically into the air, half the distance, they may suffer fall damage.***Knock Prone***: Reduce the distance the target is pushed by 1 Space to knock them **Prone** instead.**Technique Enhancements*****Extended Knockback***: You can spend **1 SP** to increase the distance the target is pushed by 2 Spaces and increase the damage by **1**.***Painful Knockback***: You can spend **1 SP** to increase the damage by **2**.***Bash & Smash***: You can spend an additional **1 AP** and **1 SP** to change the target from one creature to every creature within 1 Space. |
| **Heroic Leap**

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| **1 AP + 1 SP** | **Technique** |

Spend **1 AP** and **1 SP** to perform an exceptional leap and assault a creature with a Melee Attack. Gain up to your Speed in Spaces and increase your Jump Distance by 1 on the next Long or Vertical Jump you make. Leap into the air and make an Attack Check against the PD of a target within 1 Space of where you land, and it makes a Physical Save against your Save DC. **Attack Hit**: Target takes your Weapon’s damage. **Save Failure**: It falls **Prone**.**Technique Enhancements*****Brutal Leap***: You can spend **1 SP** to transfer all of the Falling damage you would usually take to the target instead (**1** True damage per Space Fallen). ***Far Leap***: You can spend **1 SP** to increase your damage by 1 and your Jump Distance by 2.***Heroic Slam***: You can spend **1 AP** and **1 SP** to compare your Attack Check against the PD of all creatures within 1 Space of you (instead of a single target). | **Heroic Parry**

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| **1 AP + 1 SP** | **Technique** |

***Trigger***: A creature you can see within 1 Space (including yourself) is targeted by an Attack against its PD.***Reaction***: You can spend **1 AP** and **1 SP** to grant the target a +5 bonus to its PD until the start of its next turn.**Technique Enhancements*****Heroic Disengage***: You can spend **1 SP** to allow the target to Disengage after the attack and move up to half its Speed. | **Heroic Taunt**

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| **1 AP + 1 SP** | **Technique** |

You can spend **1 AP** and **1 SP** to attempt to Taunt all enemies within 5 Spaces. Make an Attack Check or Intimidation Check (your choice) contested by each target’s Mental Save. **Contest Success**: Each creature you beat is **Taunted** (DisADV on Attack and Spell Checks against creatures other than you) by you until the end of your next turn.**Technique Enhancements*****Legendary Taunt***: You can spend **2 SP** to have any damage dealt by enemies Taunted by this Technique to be halved against creatures other than you. |
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| **Slip Away**

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| **1 AP + 1 SP** | **Technique** |

***Trigger***: A creature misses you with an Attack. ***Reaction***: You can spend **1 AP** and **1 SP** to take the Full Dodge Action and move up to your Speed.**Technique Enhancements*****Diving Attack***: You can spend **1 SP** to make an Attack Check against a creature within 1 Space of you as part of Slip Away (you make this attack before the creature makes theirs). | **Sunder Armour**

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| **1 AP + 1 SP** | **Technique** |

You can spend **1 AP** and **1 SP** to make an Attack Check against a creature with Damage Reduction (DR). You deal additional damage equal to the target’s PDR value. This damage ignores the target’s PDR.**Technique Enhancements*****Armour Shred***: You can spend **1 SP** to further increase the damage done by an amount equal to the target's PDR.***Broken Armour***: You can spend **1 SP** to reduce the PD of the target by 2 for the rest of the Combat. A creature can’t be affected by this again until the effect ends. | **Tumble and Dive**

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| **2 AP + 1 SP** | **Technique** |

***Trigger***: You’re the target of an Attack.***Reaction***: You can spend **2 AP** and **1 SP** to move up to your Speed and avoid the attack entirely as long as you end your movement outside of the range or behind Full Cover of the Attack. This movement provokes Opportunity Attacks as normal.**Technique Enhancements*****Heroic Dive***: You can spend **2 SP** to bring a willing creature within 1 Space along with you as part of Tumble and Dive. They move the same amount of Spaces as you and must also end their movement within 1 Space of you. |
| **Volley**

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| **2 AP + 1 SP** | **Technique** |

***Requires***: Ranged Weapon.You can spend **2 AP** and **1 SP** to launch a volley of projectiles. Choose a point within your Weapon’s range. Make a single Attack Check and compare it against the PD of all creatures of your choice within 1 Space of the chosen point. **Attack Hit**: You deal **2** damage of the Weapon’s type to each creature.**Technique Enhancements*****Impairing Volley***: You can spend **1 SP** to cause You can spend 1 SP to force each creature within the area to make a Physical Save against your Save DC. **Failure**: It’s **Impaired** (DisADV on Physical Checks) until the end of your next turn.***Blanket of Arrows***: You spend **1 SP** to increase the area to 3 Spaces from the chosen point.***Line of Arrows***: You can spend **1 SP** to also target each creature occupying a Space in a Line between you and the chosen point. | **Whirlwind**

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| **2 AP + 1 SP** | **Technique** |

Spend **2 AP** and **1 SP** to make a single Melee Attack Check against the PD of all creatures of your choice within 1 Space of you of your choice within 1 Space of you. **Attack Hit**: You deal your Weapon (or Unarmed Strike) damage to each creature.**Technique Enhancements*****Blood Whirl***: You can spend **1 SP** to cause each creature in Range to make a Physical Save against your Save DC. **Failure**: They begin **Bleeding** (1 True damage at the start of their turn until **DC 10** Medicine Check).***Wide Swing***: You can spend **1 SP** to increase the Range of Whirlwind by 1 Space.***Throwing Finisher***: If you’re wielding a Melee Weapon, you can choose to spend an extra **1 SP** at the end of the Whirlwind to throw the Weapon at a target within 5 Spaces. Use the same single Attack Check against this target as well. The weapon lands within 1 Space of the target. |  |
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