

<div>EXTEND ATTACK</div> <div>Attack Maneuver</div> <div>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.</div>	<div>POWER ATTACK</div> <div>Attack Maneuver</div> <div>Maneuver: (1 AP) You deal +1 damage with the Attack. You can use this Maneuver multiple times.</div>	<div>SWEEP ATTACK</div> <div>Attack Maneuver</div> <div>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 Weapon (or Unarmed Strike) damage, and each additional target Hit takes 1 damage of the same type.</div>	<div>EXPOSE</div> <div>Save Maneuver</div> <div>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.</div>
<div>HAMSTRING</div> <div>Save Maneuver</div> <div>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.</div>	<div>HINDER</div> <div>Save Maneuver</div> <div>Maneuver: (1 AP) The target becomes Hindered (DisADV on Attacks) on the next Attack it makes before the end of your next turn.</div>	<div>KNOCKBACK</div> <div>Save Maneuver</div> <div>Maneuver: (1 AP) The target is pushed 1 Space away + up to 1 additional Space for every 5 it fails its Save by.</div>	<div>TRIP</div> <div>Save Maneuver</div> <div>Maneuver: (2 AP) The target falls Prone.</div>



BODY BLOCK

Grapple Maneuver

Trigger: You are targeted by an Attack.
Reaction (Maneuver): (2 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

Grapple Maneuver

Maneuver: (2 AP) The target is **Restrained** until the Grapple ends. On its turn, it can spend **1 AP** to break being **Restrained**, but remains **Grappled** until the Condition ends.

SLAM

Grapple Maneuver

Maneuver: (1 AP) The target takes **2** Bludgeoning damage.

TAKEDOWN

Grapple Maneuver

Maneuver: (1 AP) The target falls **Prone**.

THROW

Grapple Maneuver

Requires: The Grappled creature 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 additional Space for every 5 they fail the Contest by.

PARRY

Defense Maneuver

Trigger: When a creature you can see within 1 Space (including yourself) is targeted by an Attack.
Reaction (Maneuver): (1 AP) You grant the target a +5 bonus to PD against this Attack.

PROTECTION

Defense Maneuver

Trigger: A creature you can see within 1 Space is Hit by an Attack.
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.

RAISE SHIELD

Defense Maneuver

Requires: You're wielding a Shield.
Trigger: When a creature you can see within 1 Space (including yourself) is targeted by an Attack.
Reaction (Maneuver): (1 AP) You reduce the damage against the target by an amount equal to your Shield's PD bonus.



SIDE STEP

Defense Maneuver

Trigger: You're targeted by an Attack.
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 do not gain the benefit of that Cover against the Attack.

SWAP

Defense Maneuver

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

Defense Maneuver

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 Attack and Spell Checks against creatures other than you) by you on their next Attack or Spell Check.
Full Taunt: You can spend an additional **1 AP** to have the **Taunted** Condition last until the end of your next turn.

AXE

Weapon Maneuver

Maneuver: (1 AP) You deal **+1** damage, and the target makes a Physical Save against **Bleeding** (1 True damage at the start of their turn).
Style Passive: You deal **+1** damage against creatures that are **Bloodied** (less than 50% HP) or **Bleeding**.

BOW

Weapon Maneuver

Maneuver: (1 AP) As part of the Attack, you can move up to 2 Spaces away from the target without provoking Opportunity Attacks from it. You can choose to move before or after making the Attack (your choice).
Style Passive: You deal **+1** damage against the last target you Attacked with your bow since the start of your last turn.

CHAINED

Weapon Maneuver

Maneuver: (1 AP) You deal **+1** damage, and the target makes a Physical Save to prevent dropping an object it's holding or wielding (such as a Weapon, Shield, or other item). The target has ADV if they're holding the object with 2 hands or they're larger than you. You can't Disarm a creature that's 2 Sizes larger than you. If the target fails, the object falls into a Space of your choice within 1 Space of the target.
Style Passive: Your Attack Checks ignore Shields and 1/2 Cover, and you deal **+1** damage against targets that are wielding a Shield or behind 1/2 Cover.

CROSSBOW

Weapon Maneuver

Maneuver: (1 AP) You deal **+1** damage and gain ADV on the Attack Check.
Style Passive: When you reload a Crossbow, you gain 2 Spaces of Movement. Additionally, you don't have DisADV on Attacks made using a Crossbow Weapon as a result of being underwater.

FIST

Weapon Maneuver

Maneuver: (1 AP) You deal **+1** damage, and the target makes a Physical Save against being **Grappled** (target Speed is 0) by you.
Style Passive: You deal **+1** damage against creatures that are **Grappled** by you. Additionally, your hand is considered to be a free hand while wielding a Fist Weapon. You can only wield 1 Fist Weapon per hand.



HAMMER

Weapon Maneuver

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being **Dazed** (DisADV on Mental Checks) on the next Mental Check it makes before the end of your next turn.

Style Passive: You deal +1 damage against creatures that are **Dazed** or **Petrified**.

PICK

Weapon Maneuver

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being **Impaired** (DisADV on Physical Checks) on the next Physical Check it makes before the end of your next turn.

Style Passive: You deal +1 damage against creatures that are **Impaired**.

SPEAR

Weapon Maneuver

Maneuver: (1 AP) You deal +1 damage and the range of your Attack Check increases by 1 Space. You can only use this Maneuver once per Attack Check, and it can't be used with the Extend Attack Maneuver.

Style Passive: You deal +1 damage against a creature if it's on a Mount or you move 2 Spaces towards it immediately before making the Attack Check. Additionally, you don't have DisADV on Attack Checks made using Spear Weapons as a result of being underwater.

STAFF

Weapon Maneuver

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being **Hindered** (it has DisADV on Attack Checks and Spell Attacks) on the next Attack Check or Spell Attack it makes before the end of your next turn. If the target is already **Hindered**, they fall **Prone** instead.

Style Passive: You deal +1 damage against creatures that are **Hindered**.

SWORD

Weapon Maneuver

Maneuver: (1 AP) You gain a Help Die on the Attack Check. Each time you use this Maneuver again before the end of your turn your Help Die decreases by 1 step, to a minimum of a d4 (d8 → d6 → d4).

Style Passive: You deal +1 damage against creatures that you've Attacked (or that have Attacked you) since the start of your last turn.

WHIP

Weapon Maneuver

Maneuver: (1 AP) You deal +1 damage, and the target makes a Physical Save against being tethered by your Whip. You can release the target at any time.

Tethered Creatures: While you're wielding the Whip and the target is tethered by it, you can't use the Whip to make Attack Checks. Additionally, if the target is the same size as you or smaller it can't move farther than the Whip's range from you. The target is no longer tethered if you let go of the whip.

Pull Creature: You can spend 1 AP to make a Contested Athletics Check against the target. **Contest Success:** The target is pulled 1 Space in a direction of your choice within your Whip's range and falls **Prone**.

WHIP (CONT'D)

Weapon Maneuver

Escape Tether: The creature can spend 1 AP to make a Contested Martial Check against you. **Success:** The target frees itself from your Whip.

Style Passive: You deal +1 damage against creatures that are farther than 1 Space from you.



FOREBEARANCE

Reaction

Trigger: When a creature you can see within 1 Space is targeted by an Attack. **Reaction:** 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 (as with a Dynamic Attack Save), you make the Save instead of the original target.

FOREBEARANCE (CONT'D)

Reaction

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 Defense: You can spend **2 SP** to gain Resistance (half) against all damage taken using this Technique.

HEROIC BASH

Using a Melee Weapon (or Unarmed Strike) you can spend **1 AP** and **1 SP** to attempt to send an enemy hurling through the air. You make an Attack Check against the PD of a target within 1 Space of you, and it makes a Physical Save. **Attack Hit:** The target takes your Weapon's (or Unarmed Strike'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: You can choose to knock the enemy vertically into the air. When you do, they move half the total distance and may be subjected to fall damage.

HEROIC BASH (CONT'D)

Knock Prone: After the result, you can choose to reduce the total 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

Using a Melee Weapon (or Unarmed Strike), you can spend **1 AP** and **1 SP** to perform an exceptional leap and assault a creature. You gain up to your Speed in Spaces and increase your Jump Distance by 1 on the next Long or Vertical Jump you make. You 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. **Attack Hit:** The target takes your Weapon's (or Unarmed Strike's) damage. **Save Failure:** It falls **Prone**.

HEROIC LEAP (CONT'D)

Technique Enhancements

Brutal Leap: You can spend **1 SP** to transfer all of the Falling damage you would usually take to the target instead (see "Falling Attacks" on page 71).

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

Reaction

Trigger: You or a creature you can see within 1 Space are targeted by an Attack.

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

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.



SLIP AWAY

Reaction

Trigger: A creature misses you with an Attack Check

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 ARMOR

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

Armor Shred: You can spend **1 SP** to further increase the damage done by an amount equal to the target's PDR.

Broken Armor: 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

Reaction

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

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.

VOLLEY (CONT'D)

Technique Enhancements

Impairing Volley: You can spend **1 SP** to force each creature within the area to make a Physical Save. **Failure:** It's **Impaired** (DisADV on Physical Checks) until the end of your next turn.

Blanket of Arrows: You can 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

Using a Melee Weapon (or Unarmed Strike), you can spend 2 AP and 1 SP to make a single Attack Check against the PD of all creatures of your choice within 1 Space of you. **Attack Hit:** You deal your Weapon (or Unarmed Strike) damage to each creature.

WHIRLWIND (CONT'D)

Technique Enhancements

Blood Whirl: You can spend **1 SP** to cause each creature in Range to make a Physical Save. **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 (GM discretion).

