

Maneuvers

Aim (AP: 3, Vigor: 0, Range: Melee or Ranged) Add a +1 PD bonus per Circle level to your next Attack Challenge Roll. This attack must be attempted by the end of your next turn, or you lose the benefit.

Armor Piercing (response) (AP: by weapon, Vigor: 5, Range: Melee or Ranged) As a response to making an attack, before defense is rolled, spend 5 vigor to nullify the target's resistance to physical damage.

Cleave (response) (AP: 2, Vigor: 4, Range: Melee) If you successfully hit a target with your melee weapon, you may inflict 1 point of damage per Circle Level to an adjacent target if your attack challenge roll also beats their DEF roll.

Combat Awareness (response) (AP: 0, Vigor: 3+) As a response to the combat order being determined, shift your combat order up or down one place for every 3 vigor invested.

Covering Attack (AP: 5, Vigor: 1 vigor per missile fired, Range: Ranged) Spend the round firing suppressing fire towards your opponents in a 10-foot radius area that you can see within range of your weapon. Fire up to two missiles per Circle level, provided you have the available ammunition. Until the start of your next turn, any creature within the area of effect will have its AP reduced by 1 for each of your Circle levels. A number of creatures up the missiles fired can be affected, starting with those creatures that act the soonest.

Debilitating Strike (Response) (AP: 2, Vigor: 2 for every MC level (or character Circle) of the creature (min 1), Range: Melee or Ranged) As a response to getting two or more successes on an attack you attempt, you may impose one of the following statuses until the end of the creature's next turn if it fails a contested Will check against your Attack roll result:

- blinded
- deafened
- frightened

Disarm (AP: by weapon type, Vigor: 2 for every MC level of the creature (min 1), Range: Melee or Ranged) Make an attack challenge roll against a target within range that is holding a weapon or item. If you get two or more successes, the item is dropped.

Flurry Attack (AP: See below, Vigor: 5, Range: Melee) Reduce the AP cost of your weapon or natural attacks by 1 (minimum 1 point) until the end of your turn.

Hinder (AP: by weapon, Vigor: 5, Range: Melee or Ranged) If your attack hits, the target moves down one step in the combat order in addition to any normal effects of your weapon landing.

Parry (AP: 3, Vigor: 0, Range: Melee) Use your weapon or shield to increase your DEF by +2 PD until the start of your next turn.

Rain of Blows (AP: 6, Vigor: See below, Range: Melee or Ranged) You overwhelm the target with non-damaging attacks, forcing it to defend itself. The creature's AP is reduced by 1 for each Circle you belong to.

Recover (response) (AP: 1, Vigor: See below, Range: N/A) As a response to taking damage, spend 1 AP and an amount of vigor equaling 5x the amount of damage you wish to avoid. That is, if you are hit for 2 points of damage and want to reduce that amount by 2, you would spend 1 AP and 10 vigor.

Shield Bash (AP: 3, Vigor: 4, Range: Melee) Use your shield to bash an opponent within 5 feet of you, making an attack challenge roll. If successful, the target takes 1 point of damage regardless of successes (warriors have a trait that allows them to use shields as weapons).

If the creature is your size or smaller and fails a Power check against a TCN that equals your original attack roll, you may push the target up to 5 feet to the side or backward.

Smashing Strike (AP: 5, Vigor: 6, Range: Melee) Gather your focus and make a melee attack against an object (no roll necessary). For every 6 vigor you spend, you can smash through 2 inches of wood or 1 inch of stone. An area 1-foot in diameter is destroyed.

Stunning Blow (AP: by weapon+2, Vigor: 2 for every SL/Tier level of the creature (min 1), Range: Melee) If your attack hits with two or more successes, the target is forced to make a Will ability check against your attack roll result. If it is unsuccessful, the creature is stunned until the end of its next turn.

Taunt (AP: 3, Vigor: 1 for every MC level of the creature (min 1), Range: Creature that can hear or see you within 50 feet) Creature must succeed on a Will challenge roll against your Influence roll. If it fails, it becomes enraged at you, suffering a -2 PD penalty on all attack challenge rolls against creatures other than you until the end of its next turn.

Wear 'Em Down (response) (AP: 1, Vigor: 3, Range: Melee) Even if you miss, you still wear your opponent down, inflicting 1 point of physical damage.

Status	Description
Blinded	You can't see and fail any ability check that requires sight. Your DEF decreases by 4, and your attack rolls have a -2 PD penalty.
Confused	Your mind is muddled. Spellcasting or using traits/maneuvers is prohibited.
Cursed	You are under the effects of a curse. The results vary depending on the specific nature of the curse.
Deafened	You can't hear and automatically fail any ability check that requires hearing.
Difficult Terrain	Twice the AP cost to move the same distance. -1 PD penalty to all Physical ability checks.
Fatigued	Your AP pool is reduced by half (rounded up).
Frightened	You have a -2 PD penalty on ability checks and attack rolls.
Grappled	Your movement is reduced to zero and all attacks against you gain a +2 PD bonus.
Glamour	You can't attack or target the creature that glamour'd you with harmful abilities or effects. The charmer has a +1d20 bonus on any Presence checks against the charmed.
Invisible	Invisible creatures gain a +4 bonus to their DEF against melee attacks, and +6 DEF bonus to ranged attacks.
Incapacitated/Paralyzed	You can't take any actions or responses. Attack Challenge Rolls against you gain a +2d20 bonus.
Petrified	You are made from stone, and cannot move or take actions. You are not aware of your surroundings. Any damage to your statue form will carry over to your fleshy form if a <i>stone to flesh</i> spell revives you.
Poisoned/Diseased	Your AP pool is reduced by 2, and you suffer a -1 PD penalty on all Challenge rolls.
Prone	You gain a +2 DEF bonus against ranged attacks, but a -2 DEF penalty against melee attacks. It costs 3 AP to stand from prone.
Restrained	You cannot move or cast spells. Any attacks you make are at a -3 PD penalty while attacks against you are at a +2d20 bonus.
Stunned	You can't take any actions or responses. Attack Challenge Rolls against you gain a +2d20 bonus.

Weapon Specialized Traits

Specialized Trait	Effect
Bleeding	At the start of the next round, the target takes 1 point of bleeding damage for each time this was applied this turn.
Deadly	Increase total damage by 1 point.
Hamstring	Until the end of the target's next turn, it's AP is reduced by 1. This is stackable up to your Circle level.
Quick	Your next attack this turn has the AP cost reduced by 1 (minimum 1 AP cost).
Stun	The target creature is slightly stunned, and it will resolve its actions last this round.
Threat Range	Any creature that moves into the reach of your weapon exposes itself. Gain a free attack immediately using your weapon against the creature if you spend your response and 2 AP.