

GEAS PLAYTEST PACKET 4 MANEUVERS

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UNARMED COMBAT

Occasionally a combat encounter may be solely unarmed combat with an intent to determine a winner rather than a battle to the death. Boxing matches, martial arts tournaments, etc., are examples of this type of combat. For this type of combat, the damage is not permanent, and vitality is ignored. If a participant does not have vigor, convert their vitality one-to-one to vigor. They can use this vigor to fuel Traits just like any PC. Damage is applied to vigor rather than vitality. When participants reach zero vigor, they are knocked unconscious until the end of the next round. Typically this results in a loss in the context of the contest.

BASIC MANEUVERS

Anyone can attempt a basic maneuver whether they have had specialized training or not. In all cases, you would make a standard Attack Challenge Roll against your opponent's DEF roll.

Bite

AP: 2

Vigor: 0

If you have an opponent grappled, you can perform a bite attack. Damage is 1 point.

Eye Gouge

AP: 4

Vigor: 2

If your unarmed attack roll is successful, the creature is blinded until the end of its next turn. If the creature has more than two eyes, this maneuver won't work.

Front Kick

AP: 3

Vigor: 0

More powerful than a punch, a kick will have a base WDP of 1 CD.

Grapple

AP: 4

Vigor: 2

If you hit, the target is grappled as long as it is no more than one size larger than you. A grappled creature can spend 4 AP on its turn to attempt to break free. Each opponent (the grappler and the grappled) makes contested Power Challenge rolls to see if the grapple remains or the target creature breaks free. If you have grappled a creature, you can move the grappled creature up to 5 feet for each AP spent during your turn and gain a +1 PD bonus to all attack rolls against that creature.

Punch

AP: 2

Vigor: 0

A standard punch will inflict 1 point of physical damage +1 for every Physical modifier you have.

Push

AP: 4

Vigor: 3

You can push the creature backward up to 5 feet on a hit.

Trip

AP: 4

Vigor: 2

Make a contested Agility check against a target within range. The creature can be one size larger than you or smaller. If you succeed, the target falls prone. Swimming or flying creatures are immune to this maneuver.

SKILLED MANEUVERS

Skilled Maneuvers require extensive training and practice to master. Only the Martial Artist specialty starts knowing all of these maneuvers. Other characters may learn one maneuver for every XP point spent if they wish unless otherwise noted. Any basic maneuver you attempt will gain a +1 PD bonus to your Challenge Roll.

Deflect (response)

AP: 1

Vigor: 2

As a response to a weapon or missile striking you, you can spend the vigor and AP cost and roll an additional PD dice, applying it to your DEF roll against the attack. If more than one of your DEF dice beats the attacker's highest dice and the attack was from an arrow-sized or smaller missile weapon, you may also catch the weapon.

Fall (Response)

AP: 0

Vigor: 2

As a response to falling or being thrown 10 feet or less, you can land in such a way, rolling to absorb the impact, to eliminate the damage taken from the fall.

Hard Kick

AP: 4

Vigor: 0

Hard kicks include those where hips or momentum drive the strike's power. These typically include side kicks, back kicks, circle kicks, flying kicks, and spinning kicks. If the attack is successful, your WDP equals 2 CD.

Hard Strike

AP: 3

Vigor: 0

Hard strikes are those attacks using hands or fists in a way to maximize power. Typical hard strikes include backfists, center punches, uppercuts, and roundhouse punches. WDP equals 1 CD of physical damage.

Instant Stand

AP: 1

Vigor: 0

You can instantly stand from a kneeling or prone position by spending the AP cost.

Joint Lock

AP: 2

Vigor: 2

If you have a creature grappled, you can apply a joint lock by spending the AP and vigor costs as a response. A creature subject to a joint lock becomes restrained, and any attempts to break the grapple suffer a -2 PD penalty. When you apply the joint lock, and at the start of your turn when you are applying a joint lock, you can spend 2 AP and 2 vigor to inflict 1 CD of physical damage to the target.

Ki Focus

AP: 1

Vigor: 2

You focus your ki, gaining a +1 PD bonus to all Challenge Rolls to resist any mental-affecting ability or forced movement until the end of your next turn.

Reverse (Response)

AP: 1

Vigor: 3

This can be taken either as a response or as a standard action. By spending the AP and vigor costs, you can attempt to reroll your Challenge Roll (either DEF or ability check for grappling, depending on which is applicable). If this new roll is also successful, you have reversed the hold and become the grappler.

River of Ki (Response)

AP: 1

Vigor: 3

As a response to a melee attack upon you, you guide the attacker's movement to flow with the river of ki. If your DEF Challenge Roll was successful, you can accomplish one of the following (also paying their costs):

Grapple (size restrictions apply)

Joint Lock (size restrictions apply)

Throw

Soft Kick

AP: 3

Vigor: 0

Soft kicks rely more on speed and misdirection as opposed to pure power and momentum. They are faster to pull off, and examples include snap kicks and knee strikes. WDP equals 1 CD of physical damage.

Soft Strike

AP: 2

Vigor: 0

Much like soft kicks, soft strikes rely on speed and/or misdirection, and are faster to employ. These include knife hand strikes and rapid strikes common in Wushu. WDP equals 1d6 points of physical damage.

Throw

AP: 2

Vigor: 3+

If you have a creature grappled, you can attempt a throw maneuver. For every 3 vigor you invest, you can throw the creature 5 feet and it will fall prone. For every 10 feet thrown, the creature suffers 1 CD of damage unless they land on a surface that softens the fall.

MARTIAL MANEUVERS

Every character can attempt to do specific, unusual, or cool maneuvers with their attacks. Most of these maneuvers cost vigor to use. Each of these maneuvers require a weapon or shield of some sort.

Aim

AP: 3

Vigor: 0

Range: Melee or Ranged

Add a bonus level PD 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 your attack landing, bypass the target's DR.

Cleave (response)

AP: 2

Vigor: 4

Range: Melee

If you successfully hit a target with your melee weapon, you may inflict 1 CD of damage 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 one of your attacks landing, 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 successful, the target drops that weapon or item.

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 2 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 twice the amount of damage you wish to avoid. That is, if you are hit for 8 points of damage and want to reduce that amount by 5, 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 CD of damage.

Make a contested Power ability check roll against a large-sized or smaller target within 5 feet of you. That target may either use Power or Agility to resist. If you are successful, 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, 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 start 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 physical damage equal to your Physical modifier.

COMBINATIONS

Certain maneuvers can be chained together to form combinations, unlocking a more powerful finishing strike. The following are combination maneuvers, requiring a series of maneuvers to have been completed before you are able to attempt these. Note that only characters with the Martial Expert trait (such as Warriors) can use combination maneuvers.

Maneuver Chaining

You will note that each combination maneuver has a “Requires” descriptor. This means that in order to use the maneuver, you must first have completed the two prerequisite maneuvers in that order. Unless otherwise specified, the combination maneuver must target the same creature(s) you targeted with the previous maneuver.

Some chains can be accomplished during the same turn, while others require additional AP and won’t be available until your next turn. Regardless, you must take actions in order with no breaks or additional actions between the maneuvers (other than moving) or you must start the chain over again.

Once your finishing combination maneuver is complete, successful or not, the chain starts over again.

For example, on your turn, you spend vigor to use Flurry Attack, and then make your attacks against a target using Rain of Blows. On your next turn, you spend the 7 AP cost and 12 additional vigor to make a Savage Flurry attack on the same target you made the Rain of Blows attack on. You make 4 attacks against it (1 attack for every 3 vigor spent).

Barrage (Response)

Requires: **Aim>Covering Attack**

AP: n/a

Vigor: 5

Range: n/a

Each creature affected by Covering Attack also suffers 1 CD of physical damage.

Bullseye

Requires: **Aim>Armor Piercing**

AP: by weapon

Vigor: 3+

Range: By weapon

Add an additional +1 CD to BDP against the target of your Armor Piercing attack for every 3 additional vigor spent.

Grounding (Response)

Requires: **Aim>Trip**

AP: n/a

Vigor: 3+

Range: n/a

As a response to your trip attack landing on a flying creature, that creature will fall up to 30 feet for each 3 vigor spent. If the creature hits the ground, it may suffer appropriate falling damage and will be prone.

Lunge (Response)

Requires: **Shield Bash>Shield Push**

AP: n/a

Vigor: 5
Range: Melee

Move up to 5ft towards your target that suffered from your Shield Push and make a free melee attack.

Retort

Requires: **Taunt>Parry**
AP: n/a
Vigor: 7
Range: Melee

Gain a +2 PD bonus on attacks against your Taunted target until the end of your next turn.

Savage Flurry

Requires: **Flurry Attack>Rain of Blows**
AP: 7
Vigor: 3+
Range: Melee or Ranged

Make one attack for every 3 vigor spent.