Combat Maneuvers

Columbia Surged + 1 to 181 Surged + 1 to	Maneuver	Option	Description	Movement	Active Defenses	
Discose Disc		Determined	Melee: +4 to hit			
Fort Fort Here now attack. The Fort now applies to the attack. Service 2-6 damps or + 150k without her better 1 yeard or reach						
Altr. Cut Attack Accordance Any of common year of fide, whichever is bottom Any opening to thread attacks, of a compage or 1 fide to swing attacks, whichever is Any opening to thread attacks, of a in a seeing position any gon two handed in which which we have been a marked as the same of						
All Coll Analysis Analysis of Pasial States (1) and analysis of the States (1) and analysis o						
Suppressor Title Suppre	All Cod Advants		·	Holf (forward)	None	
Suppression First Supp	(B365,MA97)			nali (loiwalu)	None	
Suppression File Suppression						
Committed Determined		(MA97)	·			
Determined Determined Step 1 to damage OR 1 to			detensive grip.			
Step		Suppression Fire	Ranged weapon with RoF 5+. Spray area with fire for entire turn.			
Attack (assessance) Strong To Garnaga OR 2 to Int. +1 Storgo Strong To Garnaga OR 2 to Int. +1 Storgo Attack (assessance) Move and Attack Assessance Move and Attack Move and Move and Attack Move and Move and Attack Move and Attack Move and Attack Move and Move and Move Attack Move and Move and Move Attack Move Attack Move and Move Attack		Determined	+2 to hit OR		Cannot parry/block with attack	
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Attack (aussissance) Move and Move and Market (aussissance) Move and Move a	(MA99-100)	Strong				
Vou can move and attacks Melee attacks suffer a - 4 penalty and cannot exceed an effective skill of 9. Ranged attacks suffer a - 2 penalty or the built penalty, whichever is worse, it worse it is not a standard or the built penalty, whichever is worse, larget gets +1 to defend application of the standard or the built penalty, whichever is worse, target gets +1 to defend application or the standard or the built penalty, whichever is worse, target gets +1 to defend application or the standard or the sta			-2 to nit, +1 damage, and +1 step			
More and Mor	Attack (B365,MA98	3)	Make a melee, close combat, or ranged attack	Step	Any	
Attack Part	Move and				Any, but cannot parry with the	
Radige attacks stuffer a 2-plenary or fine blue perioarty, witnerwer's works in retreat. Radige attacks stuffer a 2-plenary or fine blue perioarty witnerwer's works in the blue perioarty with a more and standard or an extensive blue and the standard or an extensive blue and the standard or an extensive blue blue and standard or an example of the standard or an example standard or successive standard or succ	Attack			Full		
Defensive Balanced Balanced Uphalanced Uphalanced Uphalanced Uphalanced Uphalanced Uphalanced Uphalanced No damage or -Iudie of damage whichever is worse, target gets +1 to defend with hick +2 on role to avoid falling. Uphalanced No damage or -Iudie of damage whichever is worse, target gets +1 to defend No damage or -Iudie of damage whichever is worse, target gets +1 to defend No damage or -Iudie of damage whichever is worse, target gets +1 to defend No damage or -Iudie of damage whichever is worse, target gets +1 to defend No damage or -Iudie of damage whichever is worse, target gets +1 to defend No damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All or to damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All or to damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All or to damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All or to damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All or to damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All or to damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All or to damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All or to damage or -Iudie of damage whichever is worse, target gets +1 to defend No datack All masse, warp	(B365-6,MA107)					
Belanced All Contents Belanced attack Belanc			In you aim previously, the aim bonuses are lost.			
To Parry or Block OR with lock 20 molth						
#1 to Parry or Block OR with tack 2 or not jot a avoid Leg Grapples and to avoid falling. 2 to damage or - Trick of damage whichever is worse, larget gets +1 to defend against a grapple of attack boruses to a different weapon OR Balanced attack boruses to a different weapon OR Balanced attack boruses to a different weapon OR Defense or the Company of the Company		Balanced	0 0 11			
Unbalanced Unbalanced attack boruses to a different weapon OR No bonuses but may op to parry with weapon without unreadying it MIL-Out Defense Double Increased Add 12 to ONE active defense of your choice: Dodge, Parry of Block. No attack Double Apply two different active defenses to the same attack, a parry with another had is considered a second different defense. No attack Apply two different active defenses to the same attack, a parry with another had is considered a second different defense. No attack Alim (B344,MA19) A	Defensive					
All Out Distance and All Countries and All Count	Attack			Step	Any	
Balanced attack bonuses to a different weapon OR No bonuses but may got to parry with weapon without unreadying it not become the provided of the provided o	(MA100)					
All Out Increased No bonuses but may opt to parry with weapon without unreadying it Increased No attack. All 40 to OR Each each wederese of your choice: Dodge, Parry or Block. No attack. Double Parry or Block No attack. Double Parry or Block No attack. Alm ranged attacks. First round weapon's Acc bonus, successive rounds +1;maximum of 2 successive rounds. Bracing a weapon that can be braced adds +1 to the Acc. When rapid-throwing/shooting, declare a target for the Aim bonus, take the Aim maneuver, then rapid-throwing/shooting, declare a target for the Aim bonus, take the Aim maneuver, then rapid-throwing/shooting, declare a target for the Aim bonus, take the Aim maneuver. Each round, to a maximum of three, give a +1 bonus on the NEXT Feint, Attack, Nove and Attack, or all-Lout-Attack. Concentrate Concentrate on primarily mental task. Concentrate on primarily mental task. Concentrate on primarily mental task. Concentration on the next second of combat roll a Guick Contest between your Feint skill and opponent's Dx or best weapon skill being used. The margin of success (if successful) is applied as a penalty to all of your opponent's Dx or best weapons that second. Can also be substituted one for one for any attack (and thus used on the same round). Normal Hold your turn until an event you specify triggers you. Used to brace a ready thrust weapon against a possible enemy charge (melee or unarmed) or an evade. Can convert into any attack option. Your attack happens first if you have the longer reach. Hold your furn until an event you specify triggers you. Loger Each Air (Allack) and the same moment someone else attacks you. Highest margin of success forces opponent to accept a -3 to parry with the stack weapon and -1 to all other active defenses for the first this panally). Light Market?) Move your full move. If you do this for at least two turns you may start sprinting. Move your full move. If you do this for at least two turns you may start sprinting. Move your full move. If you do this for		Unbalanced				
All - Quite			·			
Alip-Out Delense Double Apply two different active defenses to the same attack, a parry with another hand is considered a second different defense. Step Alm (BSEAMAR97) Alm (Ingrassed		Step, but if Increased		
Aim (asse,MAPP) Aim (asse,	All-Out	IIICIeaseu	No attack	Dodge is chosen Half		
No attack. Aim ranged attacks. First round weapon's Acc bonus, successive rounds +1,maximum of 2 successive rounds. Bracing a weapon that can be braced adds +1 to the Acc. When rapic Horwing/shooting, declare a target for the Aim bonus, take the Aim maneuver, then rapid-throw/shoot. Used to Taim* melee attacks Only useble against an opponent you can reach with a move and attack maneuver. Each round, to a maximum of three, give a +1 bonus on the NEXT Feint, Attack, Move and Attack, or Ail-Dut-Attack. Concentrate Concentrate on primarily mental task Step Any, but active defense requires Will - 3 roll to maintain concentration Declare a Feint action against a target within reach. On the next second of combat roll a Quick Contest between your Feint skill and opponent's DX or best weapon skill being used. The margin of success (if successful) is applied as a penalty to all of your opponent's active defenses for that second. Can also be substituted one for one for any attack (and thus used on the same round). Use this to 'cover' an area with a ranged weapon. Large cover areas impose penalties. Used to brace a ready thrust weapon against a possible enemy charge (melee or unarmed) or an evade. Use during a maximum of the penalties. Stop Thrust Wait Stop Thrust Wait Stop Thrust Wait (MATCH) Attack at the same moment someone else attacks you. Highest margin of success forces opponent moves towards you. Attack at the same moment someone else attacks you. Highest margin of success forces opponent moves towards you. As per attack option Any Move your full move. If you do this for at least two turns you may start sprin	Defense				Any	
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			Allows one to ready items, change grips, change stances, or perform physical	Stop	Any	
	(B366,MA101-4)			oleh	Ally	

Combat Options

		General	
Name	Option	Effects	
		Works with any attack option.	
Hit Location		See Hit Location Chart on character sheet for penalties to target a location other than the torso (Effects are detailed on	
		page B398).	
Deceptive Attack		Works with any attack option.	
(B369,MA111)		Every -2 to hit reduces the opponents active defenses by -1. (only dodge for ranged attacks) Minimum required effective skill level of 10 (after penalties) with combat skill.	
T. I I		Works with any attack option.	
Telegraphic Attack (MA113)		+4 to hit, +2 to opponent's defense	
		Works with any attack option.	
Rapid Strike		Replace one attack with two attacks, each with -6 to both attack rolls.	
rapia oumo		You can target multiple opponents.	
		A parry that carries the attacker's weapon out of line or otherwise compromises his defenses.	
Riposte		Choose a penalty to parry (cannot reduce base parry below 8). If this parry succedes, the attacking weapon suffers the same chosen penalty to defend against the parrying weapon's	
(MA124-5)		next attack. The penalty is to parry if the attack was with a weapon or unarmed; block for shield bash; or dodge for a	
		kick. Halve this penalty if another active defense is chosen for the counterattack.	
		1 1	
	Two Weapons	+2 to Parry a single attack. May parry a flails. Both weapons are used for determining weight.	
Cross Parry		The weapons used may not parry for the remainder of the round.	
(MA121)	Weapon &	+1 to Parry a single attack. May parry a flails.	
		The weapon & hand used may not parry for the remainder of the round.	
Drop Prone		Gain +3 dodge against ranged attacks. Become prone.	
	O:	Step back one yard.	
	Give	+3 to one dodge or one parry with a boxing, Judo, Karate, or fencing skill.	
	Ground	+1 to any other single active defense.	
	Dive	Become prone.	
Retreat	(MA123-4)	+2 to one dodge or one parry with a boxing, Judo, Karate, or fencing skill.	
Notical	Sideslip	Step laterally staying within the same reach.	
	(MA123-4)	+2 to one dodge or one parry with a boxing, Judo, Karate, or fencing skill.	
	Clim	Step one yard closer to opponent.	
	Slip (MA123-4)	+1 to one dodge or one parry with a boxing, Judo, Karate, or fencing skill.	
		-1 to all other defenses from this attack.	

		Extra Effort	
Name	Maneuver	Effects	FP Cost
Flurry of Blows	Any Attack	Halve the penalty for Rapid Strike. CANNOT be combined with Mighty Blows.	1/attack
Mighty Blows	Attack	+2 damage or +1/die, whichever is better. CANNOT be combined with <i>Flurry of Blows</i> .	1/attack
	Attack	Gain all the effects of All-Out-Attack (Long) without sacrificing defenses. CANNOT be used with Defensive Grip.	
Great Lunge	Committed Attack		
	Move and Attack		
Heroic Charge	Move and Attack	Ignore skill penalty and effective skill cap for one melee attack. Defensive penalties still apply (no parry or retreat).	1
Favoriah Defense	Not All Out Attack	+2 to a single active defense roll.	
Feverish Defense	Not Committed Attack		
Rapid Recovery	Attack	Parry with unready weapon.	
	Move and Attack	Weapon becomes ready unless the parry critically fails.	
Giant Step	Attack	Gain one extra step.	
Clarit Otop	Defensive Attack		

Postures				
Name	Melee Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal
Crouching	-2	Normal	-2	2/3
Kneeling	-2	-2	-2	1/3
Crawling	-4	-3	-2	1/3
Sitting	-2	-2	-2	None
Lying Face Up	-4	-3	-2	1
Prone	-4	-3	-2	1

Conditions

Name	Effects	Recovery
Stunned	-4 active defenses, cannot retreat.	HT roll at end of each turn
Mental Stun	-4 active defenses, cannot retreat.	IQ roll at end of each turn
Surprised	-4 active defenses, cannot retreat.	IQ roll at end of each turn
	Single wound >= 1/2 HT. HT roll to avoid knockdown and stun.	
	Success means shock only. Crit failure or fail by >= 5, fall	
Major Wound	unconscious	
•		> 0 HP: automatic after 15 min
		01xHP: HT roll once per hour
		-1xHP: one roll after 12 hours. Failure means no recovery
		without medical treatment. Further HTrolls every 12 hours
Unconscious	Cannot act	w/o treatment to avoid death.
HP < 1/3	Half Move and Dodge	
HP <= 0	HT roll each turn, -1 / -HP, to avoid falling unconscious	
	HT roll or die. Fail by <= 2, "mortally wounded". Repeat at	
-HP	each multiple of HP.	
-5xHP	Automatic death	
-10xHP	Total bodily destruction	
	·	
FP <= 1/3	Half Move, Dodge, ST	
FP <= 0	Will roll to talk or act. Further FP damage is HT damage.	
-FP	Automatic unconsciousness	
	Do nothing but moan and scream4 active defense1 FP	
	per minute. Post recovery, enemies get +3 Interrogation and	
	Intimidation. LPT doubles FP loss. HPT allows functioning at -	
Agony	3 DX and IQ.	
	Cannot breathe or speak. Suffocating (-1 FP/sec; see B436)	
Choking	-4 active defense.	
Coughing /		
Sneezing	-3 DX, -1 IQ, No Stealth	
Daze	Do nothing4 active defense.	Struck, slapped, shaken recovers next turn
	Will roll per 2 hours inactivity to avoid falling asleep. On	
Drowsy	success, -2 DX, -2 IQ, -2 self-control rolls	
•	-2 DX, -2 IQ, -4 self control (except Cowardice)2 levels	
Drunk	Shyness	
	Like Agony. LPT and HPT have no effect. Enemies offering to	
Ecstasy	continue the pleasure get +3 to Influence rolls	
Euphoria	-3 DX, -3 IQ, -3 skill, -3 self-control	
	-4 active defense. Can attempt Will roll to act. Success means	
	disorientation for 2d seconds; -2 to actions. Failure means	
4		I .

hallucination for 1d minutes; -5 to actions. Crit failure freak out

-2 attribuete and skill rolls, -1 active defenses. Roll versus HT for eating, bad odors, etc to avoid Retching for 25-HT seconds

-2 DX, -2 IQ, -2 skill, -2 self-control. HPT halves penalties; LPT

-4 Dx, -4 IQ, -4 skill, -4 self-control. HPT halves penalties; LPT

-6 Dx, -6 IQ, -6 skill, -6 self-control. HPT halves penalties; LPT

-4 active defense. Fall over unless balanced. Can use abilities

-4 active defense. Fall down, tremble, cannot speak or think.

-4 active defense. -5 DX, -5 IQ, -5 Per, automatically fail Concentrate. -1 FP at end of effect. No benefit from recent

-1 DX, -1 IQ, -2 self-control (except Cowardice). -1 level

that require neither speech nor movement.

for 3d minutes; act at random

doubles

doubles

doubles

Shyness

meals or meds

Do nothing. -1d FP.

Hallucinating

Nauseated

Pain (Moderate)

Pain (Severe)

Pain (Terrible)

Paralysis

Retching

Seizure

Tipsy