

INJURE

basic; agressor; causes Injury

prerequisites: none

Successfully hitting your opponent causes an Injury equal to your ranks in this Maneuver. Each wager you add to that increases the Injury's rank.

DEFEND

basic; defender; reduces Injury

prerequisites: none

If the defender rolls higher than the attacker, the defender is the victor and the attacker is the defeated. The defender can then successfully parry the attacker's attempt at harm.

Using Defend subtracts ranks of Injury in the case of a successful hit. In other words, even if your opponent gets a successful hit, subtract your ranks in Defend from the Injury rank he gives you.

BASH

attacker/defender; 2 wagers

prerequisites: Injure 3, Strength

Throwing your weight behind your Sword, you hope to throw your opponent off balance. Both you and your opponent roll Strength plus any appropriate Aspects (sorry: no wagers). If either of you do not make the risk (roll 10 or higher), you fall to the ground. The higher roll steals the momentum and may make an immediate attack against his fallen foe.

BIND

attacker/defender; 2 wagers

prerequisites: Parry 3

You attempt to lock your opponent's blade with your own. Success ends any further Maneuvers for the beat and both duelists transfer any remaining wagers into Style.

DISARM

attacker/defender; 2 wagers

prerequisites: Parry 3, Beauty

Instead of causing Injury, your successful attack removes your opponent's weapon or tool from his hands.

DODGE

defender; 4 wagers

prerequisites: Parry 3

Dodge completely cancels any attack Maneuver.

Dodge cannot be cancelled by any other Maneuver.

PARRY

defender; 2 wagers

prerequisites: Defend 3

Parry completely cancels Bind, Called Shot, Injure, and Riposte.

Parry represents a last moment flailing about to reduce the effect of a potentially fatal blow. You cannot use this Maneuver without a Sword or dagger. Reduce the rank of an Injury by your rank in this Maneuver.

FEINT

attacker; 2 wagers

prerequisites: Parry 3, Cunning

After a successful attack, you may declare a Feint instead of Injure. Feint turns your opponent's attention to the wrong direction, throwing your opponent's guard off guard, giving you an opportunity during the next beat.

Declaring a Feint gives you a number of Style Points equal to your Prowess. These Style Points can only be used in the next beat.

LUNGE

attacker; 2 wagers

prerequisites: Injure 3, Courage

Add your Courage to the Injury rank of this attack. So, that's one automatic rank for success plus your Courage, plus any additional wagers you wish to add.

You may not spend any further wagers this beat. Not to attack, not to defend yourself.

PRESS

attacker; 2 wagers

prerequisites: two rank 3 advanced maneuvers, Prowess

Press cancels the Recover and Parry Maneuvers.

Pushing your opponent further, you make an immediate second attack after a successful Injure Maneuver. Spend a number of Style Points up to your Prowess. The Points you spend equal the rank of the Injury you inflict. Your second attack may be thwarted by Maneuvers that cancel or modify Injure (Parry, Dodge, etc.).

RECOVER

defender; 3 wagers

prerequisites: Dodge 3, Wisdom

Knowing your enemy's ways, you can cancel his advantage.

The Recover Maneuver cancels the Bash, Disarm and Feint Maneuvers.

RIPOSTE

defender; 2 wagers

prerequisites: Parry 3

Attempt after a Parry. You now become the attacker and may make an attack against your opponent with your remaining wagers. Your opponent may only defend with his own remaining wagers.

Successful or not, a Riposte does not count as an attack. The duelist making a riposte does so at the end of the attacker's beat, giving him first attack in the following beat.

SAP

attacker; 1 wager

prerequisites: Injure 3

This Maneuver may only be used with *surprise*. If you can strike an opponent when he does not know you are present, you may spend one wager to knock him unconscious.

STEP

attacker/defender; 1 wager

prerequisites: none

You may use a wager to step toward or away from your opponent. If you are at least one step away, your opponent must spend a wager to step toward you in order to attack.

PUNCH

basic; attacker; cause Injury (grapple)

prerequisites: none

If your punch is successful, you cause an Injury 1. You may spend wagers to increase the Injury's rank, but the maximum rank an Injury from a Punch can have is equal to the attacker's Strength.

BLOCK

basic; defender; gain Style (grapple)

prerequisites: none

Block is an unarmed attempt to defend against an attack. If successful against another unarmed attack, the Block denies any Injury. If used against a weapon or tool, the Block reduces the Injury by one rank.

GRAB

attacker; 2 wagers (grapple)

prerequisites: Punch 3

If successful, your opponent is immobilized and cannot take any risk that does not involve dealing with you.

A ven can break a Grab by making a successful contested Strength risk against the ven who grabbed him. This is a risk and it is the only risk he can take until he successfully breaks the Grab.

SQUEEZE

attacker/defender; 2 wagers (grapple)

prerequisites: Grab 3, may only be used after a successful Grab.

Both your and your opponent make a contested risk. The winner keeps all his wagers, as usual, and the loser keeps half. The victor causes an Injury equal to the wagers he made minus the wagers the defeated made. Remember: the defender can be the victor and the attacker can be the defeated.

The victor can choose to break the Grab rather than cause Injury.

THROW

attacker; 2 wagers (grapple)

prerequisites: Grab 3, may only be used after a successful Grab.

You can attempt to throw your opponent, causing no Injury itself, but perhaps putting your opponent in greater risk of Injury. You know, like throwing them off a cliff.