INJURE



Successfully hitting your opponent causes an Injury equal to your ranks in this Maneuver.

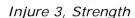
Each wager you add to that increases the Injury's rank.



BASH

attacker/defender 1 Wager

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 (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.



DISARM

attacker/defender

1 Wager

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

Parry 3, Beauty

PARRY

defender 1 Wager

Parry completely cancels Bind, 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.



defender basic

Successfully defending your opponent's attack cancels all injury from it.

Using Defend subtracts ranks of Injury equal to the ranks in this maneuver in the case of a successful hit.



BIND

attacker/defender

1 Wager

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.



DODGE

defender

3 Wagers

Dodge completely cancels any attack Maneuver.

Dodge cannot be cancelled by any other Maneuver.

Parry 3

FEINT

attacker

1 Wager

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

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

Parry 3, Cunning



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LUNGE **PRESS** attacker 1 Wager attacker 1 Wager Press cancels the Recover and Parry Maneuvers. Add your Courage to the Injury rank of this attack. So, that's one automatic rank for success plus your Courage, Pushing your opponent further, you make an immediate second attack after a successful Injure Maneuver. Spend plus any additional wagers you wish to add. a number of Style Points up to your Prowess. The Points you spend equal the rank of the Injury you inflict. Your You may not spend any further wagers this beat. Not to attack, not to defend yourself. second attack may be thwarted by Maneuvers that gancel or modify Injure (Parry, Dodge, etc.). Injure 3, Courage two rank 3 adv. maneuvers **RECOVER RIPOSTE** defender 2 Wagers defender 1 Wager Attempt after a Parry. You now become the attacker and Knowing your enemy's ways, you can cancel his may make an attack against your opponent with your advantage. remaining wagers. Your opponent may only defend with his own remaining wagers. Successful or not, a Riposte does not count as an attack. The Recover Maneuver cancels the Bash, Disarm and The duelist making a riposte does so at the end of the Feint Maneuvers. attacker's beat, giving him first attack in the following Dodge 3, Wisdom Parry 3 **STEP** SAP attacker/defender 1 Wager attacker 3 Wagers This Maneuver may only be used with surprise. If you You may use a wager to step toward or away from your opponent. If you are at least one step away, your can strike an opponent when he does not know you are opponent must spend a wager to step toward you in present, you may spend one wager to knock him unconscious. order to attack. Injure 3

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PUNCH BLOCK Basic Basic Block is an unarmed attempt to defend against an If your punch is successful, you cause an Injury 1. You may spend wagers to increase the Injury's rank, but the attack. If successful against another unarmed attack, maximum rank an Injury from a Punch can have is equal the Block denies any Injury. If used against a weapon or tool, the Block reduces the Injury by one rank. to the attacker's Strength. **SQUEEZE** GRAB 1 Wager 1 Wager Both your and your opponent make a contested risk. If successful, your opponent is immobilized and cannot The winner keeps all his wagers, as usual, and the loser take any risk that does not involve dealing with you. keeps half. The victor causes an Injury equal to the wagers he made minus the wagers the defeated made. A ven can break a Grab by making a successful Remember: the defender can be the victor and the contested Strength risk against the ven who grabbed attacker can be the defeated. The victor can choose to him. This is a risk and it is the only risk he can take break the Grab rather than cause Injury. until he successfully breaks the Grab. Punch 3 Grab 3, only after successful Grab **THROW** 1 Wager 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. Grab 3, only after successful Grab

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