

Retainer Maneuvers

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DRAW STEEL

Ambusher Maneuver

Vanish

Magic

Maneuver

 Self

 Self

Effect: The retainer can shift 1 square and use the Hide maneuver even if they are observed as long as they end this movement with cover or concealment.

Artillery Maneuver

Aim

—

Maneuver

 Self

 Self

Effect: The retainer gains an edge on their next strike until end of turn.

Brute Maneuver

Shove

Melee, Weapon

Maneuver

 Melee 1

 One creature or object

Effect: The retainer pushes the target up to a number of squares equal to their highest characteristic.

Controller Maneuver

Forceful Dismissal

Magic, Ranged

Maneuver

 Ranged 10

 One creature or object

Effect: The retainer pushes the target a number of squares equal to their highest characteristic.

Alternate names: Call the Gale, Essence Blast, Psychic Blast, Telekinetic Shove


Defender Maneuver

Taunt

Melee

Maneuver

 Melee 1

 One creature

Effect: The target is taunted by the retainer (EoT).

Harrier Maneuver

Coordinated Movement

—

Maneuver

 Self

 Self and mentor

Effect: The retainer and their mentor can each shift 1 square.


Hexer Maneuver

Distract

Ranged

Maneuver

 Ranged 10

 One creature

Effect: The creature gains a bane on their next strike until the end of their next turn.

Mount Maneuver

Evasive Maneuver

—

Maneuver

 Self

 Self

Effect: The retainer shifts 1 square.

Support Maneuver

Grant Assistance

Ranged

Maneuver

 Ranged 10

 One ally

Effect: The ally gains an edge on their next strike until the end of their next turn.

Alternate names: Bestow Blessing, Encouraging Shout, Psychic Assistance

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Additional Options:

Retainer Maneuver

Bolster

Maneuver

Ranged

 Ranged 10

 One ally

Effect: The target gains temporary Stamina equal 2 + the retainer's highest characteristic.


Retainer Maneuver

Bowl Over

Maneuver

Melee

 Melee 1

 One creature

Effect: The target is **M < average** prone.


Retainer Maneuver

Demoralize

Maneuver

Ranged

 Ranged 10

 One creature

Effect: The target is **P < average** weakened (EoT).

Retainer Maneuver

Empower

Maneuver

Ranged

 Ranged 10

 One ally

Effect: The target gains a surge.


Retainer Maneuver

Grapple

Maneuver

Melee

 Melee 1

 One creature

Effect: The target is **M < average** grabbed.

Retainer Maneuver

Relocate

Maneuver

Ranged

 Ranged 10

 One ally

Effect: The target can teleport up to a number of squares equal to the retainer's highest characteristic.

Retainer Maneuver

Shadow Step

Maneuver

Magic

 Self

 Self

Effect: The retainer teleports a number of squares equal to their highest characteristic. If they have the concealed or hidden condition when they use this maneuver, they can teleport a number of squares equal to twice their highest characteristic instead.

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