

Combat Skills

Garden of Destinies sports seven Combat Skills; two focused specifically on defense and five that focus on the use of various weapon types. While a character with level 6 in a particular Combat Skill is a competent warrior, most martially-focused characters will eventually want to utilize at least two (often a weapon-focused Skill paired with one of the two defense-focused Skills).

A few Knacks mention a character's "normal Power Strike value." This is generally what the character would generate if they spent a point of Prowess to use a Power Strike -- usually just the value from the Skill itself plus Heavy weapon bonuses (if applicable, from Greatswords, Greatmaces, Halberds, etc) plus levels of the Deadly Quality (if any).

A summary of each Combat Skill is below. Note that the specific abilities granted will vary depending on your Knack selection.

Agile Defense focuses primarily on evading ranged attacks and can help characters avoid being locked down with effects such as Bind and Slow. Agile Defense can generally only be used when wearing no or Light armor and not using Shields or Bucklers.

Armored Defense grants the ability to wield shields and heavy armor, and can help a character weather melee combat effectively as well as providing a strong increase to overall Resilience.

Bladed weapons are swords, and serve as an adaptable and all-rounder weapon type with some focus on defense. The Bladed Skill focuses on the use of Stances more so than other weapon types.

Crushing weapon users tend to eschew strong defenses for overpowering offense, and can receive nearly unlimited Power Strikes with their Berserker ability.

Hafted weapons such as spears and staves excel at administering "crowd control" effects, and can be a bit longer than other melee weapon types. Some Hafted wielders can use a staff to increase their ability to wield Cosmic Powers, as well.

Marksmanship focuses on the use of bows, crossbows, and (for those who are able to use them) firearms. These weapons tend to hit hard and can also deal consistent damage with the Steady or Deadly Aim abilities. Marksmanship specialists are also skilled at running away when opponents get too close.

Subtle weapons are easy to dual-wield and are excellent choices for skirmishers, who can use Knacks such as The Better Part of Valor to escape dangerous situations. These small weapons can also hit deceptively hard. Some Subtle fighters also use Thrown Weapons.

Agile Defense

Cost per Level	Total Cost	Abilities
10 CP	10 CP	Sidestep
5 CP	15 CP	Knack Slot
10 CP	25 CP	Anima Boost, Battle Lore, Defensive Roll
15 CP	40 CP	Knack Slot
20 CP	60 CP	Anima Boost, Elusive, Quick as Lightning
25 CP	85 CP	Knack Slot, Empowered Knack
60 CP	145 CP	Agile Defense Capstone

Downtime Application: None.

Weapon Types: None. Agile Defense primarily contains abilities that may only be used when the character is wielding no armor or light armor and not using a shield.

Prowess: A character's Prowess is equal to the level in their highest weapon skill. Additional Battle Lore beyond the first each increase the character's Prowess by one.

Sidestep (1 Prowess): While wearing no armor or light armor and not using a shield or buckler of any kind, the character may call a Dodge against ranged attacks (delivered via weapon or packet) so long as the attack deals equal to or less damage than the character's Agile Defense level and does NOT include the Invoke or Mental Sources as part of the tagline.

Anima Boost: The character's maximum Anima increases by one point. As one of the Defense Skills, the character gains this at Agile Defense 3 and again at Agile Defense 5.

Battle Lore: Battle Lore represents a character's general familiarity with combat and war. When conducting an Investigation on such topics they gain a free Insight for each Battle Lore they possess, and for each Battle Lore after the first that the character receives, they gain +1 to their Prowess total. Additionally, while Resting, the character may repair one Broken (but not Destroyed) weapon of an appropriate type with some amount of suitable roleplay (ie, a character with Battle Lore in Bladed weapons may repair one Bladed weapon over a Rest).

Defensive Roll: When the character suffers an attack that includes the Mortal or Killing tagline they may call "Soak," immediately losing all Resilience from all sources instead. The character

may do this once per Rest. Defensive Roll cannot be used if the character is wearing heavy armor, or is using a shield or buckler of any kind.

Elusive: Characters who achieve this level of proficiency in this Skill become incredibly difficult to goad with Taunts. They may Reduce any Taunt effect that affects them by one step, to a minimum of No Effect.

Quick as Lightning (2 Prowess): When struck by any sort of ranged attack, which includes both ranged weapons and packets (regardless of any Sources involved), the character may call a Dodge. As with Sidestep and Defensive Roll, Quick as Lightning may only be used when the character is not wearing heavy armor and not using a shield or buckler of any kind.

Empowered Knack: Upon reaching sixth level in this Skill, the character may select one Knack, including the Knack they receive at level six; this Knack becomes Empowered, and the character gains the additional Empowered effect of that Knack. One Empowered Knack selection (per character, not per Skill) can be altered during each calendar year, with the opportunity to do so refreshing on January 1st (see Chapter 2 for more information).

Agile Defense Capstone: By achieving level 7 in this Skill, the character may select one of the Agile Defense Capstone abilities. A character may only have one Capstone ability; if they already have a Capstone from another skill, they may not purchase Level 7 in this skill.

Agile Defense Knacks

- *Acrobatic Recovery (1 Prowess)*: As long as the character wears no or light armor and does not use a shield or buckler of any kind, they treat all Bind, Stun, and Slow effects as if they were one step in Duration lower than normal as a passive effect (to a minimum of Short). They may also spend 1 Prowess to Dodge them outright.
 - **Empowered**: The Prowess cost to Dodge those effects remains at 1, but the character may still utilize this defense if their Prowess total is zero. Additionally, the Duration is always set to Short, regardless of how long it would have been.
- *Deft Buckler (1 Prowess, for the active defense portion only)*: The character may wield a buckler, and may ignore any restrictions from the Agile Defense skill that prevent the usage of one. For 1 Prowess, they may call “Parry” against any numerical melee attack that deals up to their Agile Defense level in damage, provided they are wielding a buckler and not wearing heavy armor. Bucklers can also be used to mundanely block any attack that contains the “Strike” Supercall or Physical Source. Defensive maneuvers that rely on the use of a buckler, including this one, require that an entire arm be dedicated to wielding it, meaning that they cannot be used if (for example) the arm in question has a buckler attached and is also wielding an off hand weapon or Heavy weapon.
 - **Empowered**: The character may Parry numerical melee attacks of any value with their buckler. They may use a buckler to call defensive taglines even if their arm is not entirely dedicated to wielding it (ie, if they are using a Heavy weapon or wielding an off hand weapon in that arm), but the Prowess cost is doubled.
- *Light Armor Mastery*: The character increases the value of any suit of light armor they wear by one point. They may refit light armor in 30 seconds rather than one minute.
 - **Empowered**: The armor bonus is doubled. If the character’s armor is at full value, they may Soak any attack that contains the Mortal or Killing tagline, instead immediately losing all armor points.
- *Nimble Hands (1 Prowess)*: The character may Resist any attempt to Break or Destroy weapons (or bucklers, if they possess the Deft Buckler Knack) they are holding, whether those effects are magical or mundane. Alternatively, they may Reduce a Weakness effect by one step, to a minimum of Short. The character must be wearing no or light armor and not wielding a shield or buckler of any kind to use this defense.
 - **Empowered**: The character becomes immune to Break effects that target weapons (or Bucklers, as above) that they are holding (“No Effect!”), whether those effects are magical or mundane. The character must be wearing no or light armor and not wielding a shield of any kind to use this defense. They passive Reduce Weakness effects by one step, to a minimum Duration of Short.
- *Quick Escape*: When mitigating an attack with Sidestep, Defensive Roll, or Quick as Lightning (and no other abilities), the character may immediately utilize a Haste effect with a three second duration. Once during this Haste effect, they may Dodge any attack that strikes them.

- **Empowered:** The Haste effect is extended to ten seconds, and they may utilize three Dodges during it.
- *Soldier of Fortune:* The character is a skilled mercenary. At check-in, they receive 5 pinions, representing a small income from performing mercenary work. If they have level 5 in the Skill in which this Knack was selected, they receive 15 pinions instead. A character can take this Knack multiple times if they have multiple Skills which feature it; the income they gain stacks.
 - **Empowered:** The character's income doubles for this instance of the Knack.
- *Unarmored Expertise:* The character gains +2 maximum Vitality for as long as they wear no Armor whatsoever.
 - **Empowered:** The character gains a free level of Enhanced Healing and may add +2 to the amount of any Vitality restoration effect that they receive.

Armored Defense

Cost per Level	Total Cost	Abilities
10 CP	10 CP	Shield Proficiency, Vital Spirit 1
5 CP	15 CP	Knack Slot
10 CP	25 CP	Anima Boost, Battle Lore, Heavy Armor Proficiency, Vital Spirit 2
15 CP	40 CP	Knack Slot
20 CP	60 CP	Anima Boost, Tenacity, Vital Spirit 3
25 CP	85 CP	Knack Slot, Empowered Knack
60 CP	145 CP	Armored Defense Capstone

Downtime Application: None.

Weapon Types: None; this skill pertains to Armor and Shields to some degree, however. Note that armor and shield phys reps may NEVER be used to strike another player!

Prowess: A character's Prowess is equal to the level in their highest weapon skill. Additional Battle Lores beyond the first each increase the character's Prowess by one.

Shield Proficiency: The character may effectively utilize a shield (including bucklers) in combat. Handheld shields can be used to block any attack that contains the "Strike" Supercall or Physical Source. A character can wield a Standard weapon or no weapon in their other hand while using a standard-sized shield, while strap-on bucklers leave the hand free to wield a weapon in two hands or use an off-hand weapon. Aside from strap-on bucklers, shields are explicitly incompatible with Heavy weapons of any kind. Defensive maneuvers that rely on the use of a shield or buckler require that an entire arm be dedicated to wielding it, meaning that they cannot be used if (for example) the arm in question has a buckler attached and is also wielding an off hand weapon or Heavy weapon, even if the hand is not currently touching the weapon in the latter case.

Vital Spirit (X): This ability increases a character's maximum Vitality by the listed amount (1 point of Vitality at Level 1, 2 points at Level 3, and 3 points at Level 5). The character may spend three seconds catching their breath (any combat, movement, or spellcasting interrupts this) and spend 1 Prowess to regenerate a number of Vitality equal to X, as well.

Anima Boost: The character's maximum Anima increases by one point. As one of the Defense Skills, the character gains this at Armored Defense 3 and again at Armored Defense 5.

Battle Lore: Battle Lore represents a character's general familiarity with combat and war. When conducting an Investigation on such topics they gain a free Insight for each Battle Lore they possess, and for each Battle Lore after the first that the character receives, they gain +1 to their Prowess total. Additionally, while Resting, the character may repair one Broken (but not Destroyed) weapon of an appropriate type with some amount of suitable roleplay (ie, a character with Battle Lore in Bladed weapons may repair one Bladed weapon over a Rest).

Heavy Armor Proficiency: The character has familiarized themselves with armor to the point that they can wear more of it without it affecting their movements. Heavy Armor grants 2 armor points per location covered instead of 1; for more information about what qualifies as Heavy Armor, see the Armor section of Combat Rules.

Tenacity (3 Prowess): A character with Tenacity may spend three Prowess to gain the benefits of a spent point of Anima. They may spend this Prowess when Stable with a healing time of 15 minutes or less, just like the standard usage of a point of Anima. If the character can spend points of Anima for other purposes for any reason, Tenacity will not function for those purposes.

Empowered Knack: Upon reaching sixth level in this Skill, the character may select one Knack, including the Knack they receive at level six; this Knack becomes Empowered, and the character gains the additional Empowered effect of that Knack. One Empowered Knack selection (per character, not per Skill) can be altered during each calendar year, with the opportunity to do so refreshing on January 1st (see Chapter 2 for more information).

Armored Defense Capstone: By achieving level 7 in this Skill, the character may select one of the Armored Defense Capstone abilities. A character may only have one Capstone ability; if they already have a Capstone from another skill, they may not purchase Level 7 in this skill.

Armored Defense Knacks

- *Goad (1 Prowess)*: For 1 Prowess, the character can deliver a Taunt Strike attack with any sort of melee weapon. If the character has Armored Defense 5 or higher, they may deliver a Short Taunt Strike once per target per Rest at no cost. Both of these attacks are Static. Use of this Knack requires that the character be making use of heavy armor, a shield, or a buckler.
 - **Empowered**: The Prowess-based attack becomes a Taunt Strike 7, and the once per target per Rest version is upgraded to a Short Taunt Strike 3. These attacks are still Static.
- *Heavy Armor Mastery*: The character can wear heavy armor if they couldn't already; if they can, they increase the value of any suit of heavy armor they wear by one point. So long as they are wearing heavy armor, they may Soak any Mortal attack to ten damage and Soak Killing effects to Mortal ones. There is no limit to the number of times the character may Soak these attacks, but once Soaked with this knack the attack cannot be further mitigated in **any** way.
 - **Empowered**: The armor bonus increases by another point. The character may now Soak Killing effects to 10 damage, rather than to Mortal effects.
- *Indomitable*: Indomitable characters may stand and walk slowly while Critical; the first time the character does this per Rest, it has no associated cost. Further instances of this emergency movement may be initiated at the cost of 1 Prowess. Receiving any damage or suffering any hostile effect will end it, though after one minute another point of Prowess may be spent to refresh it, if desired. The character's bleedout time also increases by five minutes.
 - **Empowered**: The character may stand and walk slowly while Critical as much as they please -- they can even defend themselves and attack, though taglines of ANY kind cannot be used. Receiving any amount of damage or a hostile attack will end the effect for one minute as above, but they may simply initiate the effect again for free after the minute has passed. The time the character may spend bleeding out increases by an additional ten minutes, as well (meaning that the character's bleedout time is now at least twenty minutes!).
- *Iron Will (1 Prowess)*: The character may Resist any Mental effect, whether it is magical or mundane.
 - **Empowered**: The Prowess cost remains at 1, but the character may still use this defense when their Prowess total is zero. If an effect is Mental-Sourced and has a Duration, that Duration is reduced by one step, to a minimum of Short. The latter is a passive benefit.
- *Shield Mastery (1 Prowess)*: For 1 Prowess, the character may call "Parry" against any numerical melee attack that deals up to twice their Defense level in damage, provided they are wielding a shield or buckler. Additionally, once per Rest, they may Resist a Break or Destroy attempt that targets their shield for 1 Prowess. Defensive maneuvers that rely on the use of a shield or buckler require that an entire arm be dedicated to

wielding it, meaning that they cannot be used if (for example) the arm in question has a buckler attached and is also wielding an off hand weapon (including any sort of ranged weapon) or Heavy weapon. Using this Knack while wielding a Heavy weapon is completely impossible, even if the character somehow has the ability to wield the Heavy weapon one-handed.

- **Empowered:** The character may use their shield to Parry numerical melee attacks of any value, and they may Resist Break or Destroy effects so long as they have Prowess to spend. For 2 Prowess, they may Parry any melee attack that includes the Mortal, Killing, or Mutilating tagline.
- *Soldier of Fortune:* The character is a skilled mercenary. At check-in, they receive 5 pinions, representing a small income from performing mercenary work. If they have level 5 in the Skill in which this Knack was selected, they receive 15 pinions instead. A character can take this Knack multiple times if they have multiple Skills which feature it; the income they gain stacks.
 - **Empowered:** The character's income doubles for this instance of the Knack.
- *Spellbinding Aegis (1 Prowess):* When wielding a shield or buckler, the character may call Ward for 1 Prowess against ranged numerical Magical attacks that they mundanely block with their shield phys rep. The character cannot Ward against attacks that deal more damage than their Armored Defense level. Magical attacks include the "Invoke" Source. Spellbinding Aegis is of no use against Magical attacks that don't deal damage or those that are delivered in melee.
 - **Empowered:** The character may now Ward against numerical Magical attacks of any value, and they gain Threshold 2 against Invoke-sourced damaging effects. They still have to mundanely block the ranged weapon or packet with their shield phys rep to enjoy either of these benefits, however.
- *Unbreakable Discipline:* The character may treat all Betrayal, Calm, Fear, Stun, and Weakness effects as one Duration step shorter as a passive effect (to a minimum of Short). For 1 Prowess, they may Resist them outright. Both of these benefits require that the character be wielding a shield or wearing heavy armor, or at least have done so within the last minute.
 - **Empowered:** The Prowess cost to Resist those effect remains at 1, but the character may still utilize this defense if their Prowess total is zero. Additionally, the Duration is always set to Short, regardless of how long it would have been.

Bladed Weapons

Cost per Level	Total Cost	Abilities
10 CP	10 CP	Power Strike X, Fundamental Defense (1/Rest)
5 CP	15 CP	Knack Slot
10 CP	25 CP	Battle Lore
15 CP	40 CP	Knack Slot
20 CP	60 CP	Anima Boost, Swordmaster, Taking the Steel
25 CP	85 CP	Knack Slot, Empowered Knack
60 CP	145 CP	Bladed Capstone

Downtime Application: None.

Weapon Types: Swords 3 to 5 feet long. Swords that are longer than 4 feet require the Greatsword Master knack. Swords may be used to slash and thrust.

Stances: Bladed Weapon Knacks often provide the ability to enter a Stance. Entering a Stance takes ten seconds, during which the bladefighter cannot engage in any offensive actions. When the bladefighter next completes a Rest, falls unconscious, willfully ends the Stance by spending one second declaring such (“End Stance”), or violates any Stance restrictions, the Stance ends. You may only be in one Stance at a time.

The character doesn’t need to be wielding a Bladed weapon to maintain a Stance, nor does wielding other weapon types break it. Any taglines that the Stance allows the character to use (such as retaliatory Power Strikes, Parries, Resists, etc) are only compatible with Bladed weapons by default, however. Any exceptions to these limitations will be noted in the Knack description.

Note that if a Stance disallows usage of other abilities, you may not utilize those abilities at all while the Stance is active. For example, if you are in a Stance that disallows the use of defensive taglines, you may not use a Parry when targeted by a stray Mortal Strike. You may always simply take one second to end a Stance as mentioned above, but you cannot do this in response to an attack that strikes you.

Prowess: A character’s Prowess is equal to the level in their highest weapon skill. Additional Battle Lores beyond the first each increase the character’s Prowess by one.

Power Strike (1 Prowess): The character can call Power Strikes with a value of X, where X is equal to their character's level in this skill +1.

Fundamental Defense (1/Rest): The character may call the Parry defense to negate any melee attack that deals numerical damage equal to 6 or less. Fundamental Defense has no Prowess cost, but may only be used once per Rest and requires that the character be wielding a Bladed weapon.

Battle Lore: Battle Lore represents a character's general familiarity with combat and war. When conducting an Investigation on such topics they gain a free Insight for each Battle Lore they possess, and for each Battle Lore after the first that the character receives, they gain +1 to their Prowess total. Additionally, while Resting, the character may repair one Broken (but not Destroyed) weapon of an appropriate type with some amount of suitable roleplay (ie, a character with Battle Lore in Bladed weapons may repair one Bladed weapon over a Rest).

Anima Boost: The character's maximum Anima increases by one point.

Swordmaster: Once per foe per Rest, the character may call a Parry (they must be wielding a Bladed weapon) against any melee attack that deals between one and three points of damage, and then immediately use a Bladed weapon to respond with a Static Power Strike 3 against that target. The Swordmaster must complete a Rest before using this ability again on a specific target. Neither the Parry nor the Power Strike has a Prowess cost.

Taking the Steel (2 Prowess): An expert bladefighter knows how to control the movement of other weapons without endangering their own. The character may call Parry as a defense against **any melee attack**, so long as they are wielding a Bladed weapon. This includes special taglines that are melee-delivered – Breaks and even Magical melee attacks (Magical attacks include the Invoke Source) or other non-Strike attacks that would otherwise be unblockable with a weapon phys rep.

Empowered Knack: Upon reaching sixth level in this Skill, the character may select one Knack, including the Knack they receive at level six; this Knack becomes Empowered, and the character gains the additional Empowered effect of that Knack. One Empowered Knack selection (per character, not per Skill) can be altered during each calendar year, with the opportunity to do so refreshing on January 1st (see Chapter 2 for more information).

Bladed Capstone: By achieving level 7 in this Skill, the character may select one of the Bladed Capstone abilities. A character may only have one Capstone ability; if they already have a Capstone from another skill, they may not purchase Level 7 in this skill.

Bladed Weapon Knacks

- *Answer with Steel:* The character may adopt a Stance during which they may utilize no offensive abilities, as if suffering Weakness (except from Answer with Steel; see below). While in this Stance, each time the character suffers a blow in full, without reducing or negating it in any way, they gain a free Power Strike 3, which is Static. This increases to a Power Strike 5 if the character has Bladed 5 or higher.
 - **Empowered:** The free Power Strike can be delivered even when using defensive taglines (other than those from Swordmaster) to mitigate a strike. The free Static Power Strike is now a Power Strike at the character's normal Power Strike value.
- *Deprive the Blade (1 Prowess):* The character may call a Weakness Strike maneuver with a Bladed weapon. If the blade-wielder has Bladed 5 or higher, they may adopt a Stance during which they may use Swordmaster to instead attempt a Short Weakness Strike once per target per Rest at no Prowess cost, but they may not use their normal Swordmaster ability while this Stance is active.
 - **Empowered:** The Weakness Strike becomes Weakness Strike X, where X is the character's normal Power Strike value. While in the Stance, they may use either the Short Weakness Strike OR the normal version of Swordmaster, as they wish.
- *Greatsword Master:* The character has mastered the use of Greatswords, which can be up to five feet long. Greatswords increase a character's Strike damage by 1; this bonus applies to Static attacks, though not to basic, no-tagline attacks. The character may Resist a or Break attempt on their Greatsword (and only on their Greatsword) for 1 prowess. Greatswords must be wielded with two hands.
 - **Empowered:** The character may increase their Power Strike damage by an additional +1 when wielding a greatsword, and they may wield one with only one hand. Note that the only piece of equipment that may be wielded alongside any Heavy weapon is a strap-on buckler, in any case.
- *Reckless Onslaught:* The character may adopt a Stance during which they may utilize no defensive taglines (including ones gained from outside this Skill), nor wield a shield. While in this Stance, each time the character calls a Power Strike by spending Prowess, they gain another free Power Strike at the same value. The initial as well as the bonus Power Strike must be delivered with a Bladed weapon.
 - **Empowered:** While in this stance, Power Strikes the character spends Prowess to use as well as free Power Strikes gained from the stance are increased by 2.
- *Soldier of Fortune:* The character is a skilled mercenary. At check-in, they receive 5 pinions, representing a small income from performing mercenary work. If they have level 5 in the Skill in which this Knack was selected, they receive 15 pinions instead. A character can take this Knack multiple times if they have multiple Skills which feature it; the income they gain stacks.
 - **Empowered:** The character's income doubles for this instance of the Knack.

- *Siegebreaker*: The character may adopt a Stance during which their basic blows with Bladed weapons become Shield Banes. They must wield their weapon in two hands for the duration (even if it isn't a Greatsword).
 - **Empowered**: While in this Stance, the character may spend 1 Prowess to call a Shield Bane X, where X is their normal Power Strike Value. They may also convert their Swordmaster Power Strike into a Shield Bane attack of the same value.
- *Valiant Guardian*: The character may adopt a Stance in which they may use no offensive abilities (as if they were suffering Weakness) except for those gained from this Knack. While in this Stance, the character may call a Taunt Strike with a Bladed weapon for 1 Prowess. If the character has Bladed 5 or higher, they may expend their use of Swordmaster on a given opponent to call a Short Taunt Strike against them with a Bladed weapon.
 - **Empowered**: So long as the character remains in this Stance, the Short Taunt Strike becomes once per target per Rest, and does not expend Swordmaster. The Stance's offensive restrictions loosen as well; the character may now utilize Swordmaster's counter-attack and normal Prowess-based Power Strikes while in this Stance.
- *Wall of Blades*: The character may adopt a Stance during which they may spend 2 Prowess to declare an Ally Parry against any numerical, damaging attack for any character within reach of their Bladed weapon.
 - **Empowered**: The Ally Parry can be used on any attack that Taking the Steel would apply to. The character gains a free Ally Parry that may be used once per Rest.

Crushing Weapons

Cost per Level	Total Cost	Abilities
10 CP	10 CP	Power Strike, Wild Swing (1/Rest)
5 CP	15 CP	Knack Slot
10 CP	25 CP	Battle Lore
15 CP	40 CP	Knack Slot
20 CP	60 CP	Anima Boost, Berserker, Unyielding Onslaught
25 CP	85 CP	Knack Slot, Empowered Knack
60 CP	145 CP	Crushing Capstone

Downtime Application: None.

Weapon Types: Axes and Maces 3 to 5 feet long. Weapons longer than 4 feet require the Titanic Crusher knack. Axes and Maces may be used for swinging/slashing attacks, but normally you may not thrust with them.

Prowess: A character's Prowess is equal to the level in their highest weapon skill. Additional Battle Lores beyond the first each increase the character's Prowess by one.

Power Strike (1 Prowess): The character can call Power Strikes with a value of X, where X is equal to their character's level in this skill +2.

Wild Swing (1/Rest): The character may use a Crushing weapon to deliver a Power Strike 6 attack. If the character's Prowess-based Power Strikes would normally generate an attack that deals more than 6 damage (such as if they have a high level of this Skill or many levels of the Deadly Quality), this attack uses that damage number instead. Wild Swing has no Prowess cost but may only be used once per Rest.

Battle Lore: Battle Lore represents a character's general familiarity with combat and war. When conducting an Investigation on such topics they gain a free Insight for each Battle Lore they possess, and for each Battle Lore after the first that the character receives, they gain +1 to their Prowess total. Additionally, while Resting, the character may repair one Broken (but not Destroyed) weapon of an appropriate type with some amount of suitable roleplay (ie, a character with Battle Lore in Bladed weapons may repair one Bladed weapon over a Rest).

Anima Boost: The character's maximum Anima increases by one point.

Berserker: When at zero Prowess, the character may call a Power Strike 4 with a Crushing weapon on every third attack that they make; this Power Strike has no Prowess cost and is Static. Only legitimate attack attempts against real foes (ie, things that count against the one attack per second rule) with Crushing weapons count for the purposes of this free Power Strike. Berserkers must take care not to swing faster than the rules allow when using this ability.

Unyielding Onslaught (1 Prowess): A warrior with an Unyielding Onslaught is difficult to slow down in battle. They may Resist Bind, Slow, and Weakness effects. These attacks may be Resisted regardless of Source. Further, characters with this ability gain a +2 bonus to their maximum Vitality.

Empowered Knack: Upon reaching sixth level in this Skill, the character may select one Knack, including the Knack they receive at level six; this Knack becomes Empowered, and the character gains the additional Empowered effect of that Knack. One Empowered Knack selection (per character, not per Skill) can be altered during each calendar year, with the opportunity to do so refreshing on January 1st (see Chapter 2 for more information).

Crushing Capstone: By achieving level 7 in this Skill, the character may select one of the Crushing Capstone abilities. A character may only have one Capstone ability; if they already have a Capstone from another skill, they may not purchase Level 7 in this skill.

Crushing Weapon Knacks

- *Boneshatter (1 Prowess)*: When using this knack, the character may attempt up to three “Drain Prowess Strike” attacks with a Crushing weapon, which must be delivered at least three seconds apart. Remaining attempts are lost if the character spends Prowess to use another combat ability in between them.
 - **Empowered**: The character receives five strikes instead of three, and the three second limitation is removed.
- *Seething Fury*: When struck by any sort of special weapon maneuver – not simply a base damage hit – that is not defended against in any way (ie, the effect was taken in full), the character may call a free Power Strike with a Crushing Weapon at their standard value against the target that attacked them. This free Power Strike must be attempted within 3 seconds of being struck, and the character must be able to make the attack after suffering the initial effect (ie, they must not be Critical, Dying, weaponless, etc).
 - **Empowered**: The character may counterattack even when mitigating incoming blows with defensive taglines or the use of character abilities (but not when mundanely blocking or dodging a phys rep).
- *Soldier of Fortune*: The character is a skilled mercenary. At check-in, they receive 5 pinions, representing a small income from performing mercenary work. If they have level 5 in the Skill in which this Knack was selected, they receive 15 pinions instead. A character can take this Knack multiple times if they have multiple Skills which feature it; the income they gain stacks.
 - **Empowered**: The character’s income doubles for this instance of the Knack.
- *Sorcerer’s Bane*: When struck by an Invoke-sourced attack, the character may either generate a free Power Strike at their normal value against the target (only one can be stored at a time in total, not one per target) or they may Resist the attack, if it was a numerical attack that dealt damage equal to or less than the character’s Crushing level. These effects can be used once per target per Rest.
 - **Empowered**: When struck by Invoke-sourced attacks that deal 3 or less damage, the character may passively Soak these attacks to 1 damage (“Soak!”). Twice per Rest, the character may completely Resist any Invoke-sourced attack.
- *Sunder (1 Prowess)*: When wielding an axe, the character may call Shield Bane X, where X is the character’s normal Power Strike value with axes. Alternatively, if wielding a mace, they may utilize a Weapon Break maneuver with it. Neither maneuver may be attempted more than once every three seconds.
 - **Empowered**: The character may now call Shield Break for 2 Prowess instead, if they are wielding an axe. Additionally, when attempting a Shield Bane or Weapon Break, the character may make one more free attempt at landing the effect if the original was negated with a defensive tagline (Resist, Dodge, etc). This free attempt must be used within ten seconds and before using another

offensive tagline else the opportunity is lost. The character may only have a single free maneuver available from this Knack at once.

- *Titanic Crusher:* The character has mastered the use of large maces and axes, which can be up to five feet long. These Heavy Crushing weapons increase a character's Strike damage by 1; this bonus applies to Static Power Strikes, though not to basic, no-tagline attacks. The character may Resist a Break attempt on their greatmace or greataxe (and only on those specific weapons) for 1 prowess. These monstrous weapons must be wielded with two hands.
 - **Empowered:** The character may increase their Power Strike damage by an additional +1 when wielding one of these weapons, and they may wield them with only one hand. Note that the only piece of equipment that may be wielded alongside any Heavy weapon is a strap-on buckler, in any case.
- *Unbreakable Armaments (1 Prowess):* The character is skilled at countering attempts to break their weapons. They may Resist any Break or Destroy effect on any weapon they wield for 1 Prowess. If the character is wielding a Heavy weapon, they may Resist Break or Destroy attacks on such weapons twice per Rest (not twice per specific weapon) for free.
 - **Empowered:** The character's weapons become immune to Break attempts. Destroy effects must still be Resisted normally, as above. The character's ability to resist the destruction of their own gear now applies to their armor as well; they may increase the value of any suit of armor they wear by 2 points.

Hafted Weapons

Cost per Level	Total Cost	Abilities
10 CP	10 CP	Power Strike X, Staggering Slash (2/Rest)
5 CP	15 CP	Knack Slot
10 CP	25 CP	Battle Lore
15 CP	40 CP	Knack Slot
20 CP	60 CP	Anima Boost, Control the Battlefield, Lancer
25 CP	85 CP	Knack Slot, Empowered Knack
60 CP	145 CP	Hafted Capstone

Downtime Application: None.

Weapon Types: Spears, Halberds, and other polearms that are 4 to 6 feet long. Polearms longer than 5 feet require the Halberdier knack. Heavy polearms (halberds and staves that are up to 6 feet in length) may be used for slashing and thrusting attacks; Standard spears and staves may only be used to thrust if wielded in one hand, but appropriate spear/staff phys reps can also be used for slashing/swinging attacks if wielded in two hands. Note that a Standard spear or staff wielded in two hands is still a Standard weapon.

Prowess: A character's Prowess is equal to the level in their highest weapon skill. Additional Battle Lores beyond the first each increase the character's Prowess by one.

Power Strike (1 Prowess): The character can call Power Strikes with a value of X, where X is equal to their character's level in this skill +1.

Staggering Slash (2/Rest): The character may deliver a Short Bind Strike with a Hafted weapon. Staggering Slash has no Prowess cost, but may only be used twice per Rest. If the character has the Hafted Skill at level 5 or higher they do not expend uses of this ability if the attack is mundanely blocked or misses entirely (defensive taglines still expend uses).

Battle Lore: Battle Lore represents a character's general familiarity with combat and war. When conducting an Investigation on such topics they gain a free Insight for each Battle Lore they possess, and for each Battle Lore after the first that the character receives, they gain +1 to their Prowess total. Additionally, while Resting, the character may repair one Broken (but not

Destroyed) weapon of an appropriate type with some amount of suitable roleplay (ie, a character with Battle Lore in Bladed weapons may repair one Bladed weapon over a Rest).

Anima Boost: The character's maximum Anima increases by one point.

Control the Battlefield (2 Prowess): The character may call Parry as a defense against any numerical, damaging melee attack, so long as they are wielding a Hafted weapon. Even Magical melee attacks may be Parried with this ability, so long as they have a numerical component. After doing so, they may follow up with a "Counter Bind" or "Counter Slow" against the individual they Parried.

Lancer: Once per target per Rest, the character may call a Short Slow Strike with a Hafted weapon. There is no Prowess cost for this attack.

Empowered Knack: Upon reaching sixth level in this Skill, the character may select one Knack, including the Knack they receive at level six; this Knack becomes Empowered, and the character gains the additional Empowered effect of that Knack. One Empowered Knack selection (per character, not per Skill) can be altered during each calendar year, with the opportunity to do so refreshing on January 1st (see Chapter 2 for more information).

Hafted Capstone: By achieving level 7 in this Skill, the character may select one of the Hafted Capstone abilities. A character may only have one Capstone ability; if they already have a Capstone from another skill, they may not purchase Level 7 in this skill.

Hafted Weapon Knacks

- *Classically Trained Magician*: When wielding a traditional center-grip staff (with no other weapons or shields, or heavy armor), the character's Mastery for the purposes of utilizing Cosmic Powers increases by 1, which stacks with all other bonuses.
 - **Empowered**: The caster gains the ability to spend 1 Prowess to increase their Mastery by 2 for the purposes of a given casting of a Readied or Instant spell. They must still meet the requirements above to do this.
- *Halberdier*: The character has mastered the use of heavier polearms and may wield halberds and other such Heavy Hafted weapons, which can be up to six feet in length. These weapons increase a character's Strike damage by one; this bonus applies to Static Power Strikes, though not to basic, no-tagline attacks. The character can Resist a Break attempt on their Halberd (and only on their Halberd) for 1 Prowess. These weapons must be wielded with two hands.
 - **Empowered**: The character's Power Strike damage increases by an additional +1 when wielding one of these weapons, and they may wield them with one hand. Note that the only piece of equipment that may be wielded alongside any Heavy weapon is a strap-on buckler, in any case.
- *Hamstring (1 Prowess)*: When wielding a hafted weapon, the character may call a "Slow Strike." Their Power Strike damage against Slowed targets increases by two.
 - **Empowered**: The character may instead call a "Slow Strike X" if they wish, with X being their normal Power Strike value. The cost of Control the Battlefield decreases to one, if the target hitting them is under the effects of the Slow condition.
- *High Ground*: When attacking a target that is prone (sitting, kneeling, or lying down) or who is Slowed or Bound, the character may call permanent Power Strike 2s with Hafted weapons at no Prowess cost; these Power Strikes are Static. They may freely call Shield Bane on an applicable target, as well.
 - **Empowered**: The character's permanent Power Strikes against applicable targets increases to Power Strike 4, and the Shield Bane option increases to Shield Bane 4.
- *Hoplite*: The character is skilled at using a one-handed spear in a defensive fashion. While using the benefits from this Knack, the character must wield only a one-handed spear or a one-handed spear with a shield. While meeting these requirements, the character may slash with their spear even if they are only wielding it in one hand. If they remain standing still for ten seconds, they may enter a Stance which allows them to attempt a free Short Weakness Strike or to Parry one numerical attack of 3 or less damage once per target per Rest. Additionally, while this Stance is active, they may react defensively to Relocating or otherwise invisible targets who attempt to attack them (such as by turning around to block their attacks if they attack from behind; this ability does not allow the Hoplite to point out such targets, see them at a distance, or react to

them in any other fashion). The Stance ends if the Hoplite moves (willingly or otherwise), though they may pivot freely.

- **Empowered:** While in their Stance, the character may instead use Weakness Strike 5s, or they may Parry attacks of up to 5 damage. The once per target per Rest limitation is still in effect for both of these.
- *Staff of Warding (2 Prowess):* When wielding a staff (staves must be center-grip) with no other weapons or shields, nor heavy armor, the character may call “Ward” against any magical attack. Magical attacks include the “Invoke” Source.
 - **Empowered:** After Warding a Magical attack, the character may (within 3 seconds) utilize a melee-weapon-delivered “Invoke Force Strike X,” which may either be delivered with a packet or with their staff; X is the character’s normal Power Strike damage with a staff.
- *Soldier of Fortune:* The character is a skilled mercenary. At check-in, they receive 5 pinions, representing a small income from performing mercenary work. If they have level 5 in the Skill in which this Knack was selected, they receive 15 pinions instead. A character can take this Knack multiple times if they have multiple Skills which feature it; the income they gain stacks.
 - **Empowered:** The character’s income doubles for this instance of the Knack.
- *Sweep Attack (1 Prowess):* When wielding a hafted weapon, the character may call a Binding Strike. They may Reduce the duration of any Bind effect they receive by one step.
 - **Empowered:** The character may instead call a “Binding Strike X” if they wish, where X is the character’s normal Power Strike value. The cost of Control the Battlefield decreases to one, if the target attacking them is under the Bind condition.

Marksmanship

Cost per Level	Total Cost	Abilities
10 CP	10 CP	Power Strike X, Steady Aim
5 CP	15 CP	Knack Slot
10 CP	25 CP	Battle Lore
15 CP	40 CP	Knack Slot
20 CP	60 CP	Anima Boost, Deadly Aim, Keep Your Distance
25 CP	85 CP	Knack Slot, Empowered Knack
60 CP	145 CP	Marksmanship Capstone

Downtime Application: None.

Weapon Types: Bows, Crossbows, and Firearms. Note that the latter cannot be used without the Gunslinger feat or some other ability that grants access to their usage. Bow phys reps and some crossbow phys reps require bow certification (see the Combat chapter).

Prowess: A character's Prowess is equal to the level in their highest weapon skill. Additional Battle Lores beyond the first each increase the character's Prowess by one.

Power Strike (1 Prowess): The character can call Power Strikes with a value of X, where X is equal to their character's level in this skill +2.

Steady Aim: After aiming for three seconds, the character may call a Power Strike 2 with a Marksmanship weapon. The character must be attempting to aim at a particular target and must try to fire at that target, though the attack still deals increased damage if it accidentally hits something else. No audible aiming count is necessary, and there is no Prowess cost for this ability, though the Power Strike is Static.

Battle Lore: Battle Lore represents a character's general familiarity with combat and war. When conducting an Investigation on such topics they gain a free Insight for each Battle Lore they possess, and for each Battle Lore after the first that the character receives, they gain +1 to their Prowess total. Additionally, while Resting, the character may repair one Broken (but not Destroyed) weapon of an appropriate type with some amount of suitable roleplay (ie, a character with Battle Lore in Bladed weapons may repair one Bladed weapon over a Rest).

Anima Boost: The character's maximum Anima increases by one point.

Deadly Aim: After aiming for three seconds, the character may call a Power Strike 4 with a Marksmanship weapon. The character must be attempting to aim at a particular target and must try to fire at that target, though the attack still deals increased damage if it accidentally hits something else. No audible aiming count is necessary, and there is no Prowess cost for this ability, though the Power Strike is Static.

Keep Your Distance (1 Prowess): The character may utilize a Haste effect, for a maximum duration of ten seconds. The effect may be chained together by spending additional prowess. If necessary, the character may Purge a Bind or Slow effect for free as they begin Hasting. Keep Your Distance may alternatively be used to call a Resist against any Bind, Slow, or Taunt effect, still at a cost of 1 Prowess.

Empowered Knack: Upon reaching sixth level in this Skill, the character may select one Knack, including the Knack they receive at level six; this Knack becomes Empowered, and the character gains the additional Empowered effect of that Knack. One Empowered Knack selection (per character, not per Skill) can be altered during each calendar year, with the opportunity to do so refreshing on January 1st (see Chapter 2 for more information).

Marksmanship Capstone: By achieving level 7 in this Skill, the character may select one of the Marksmanship Capstone abilities. A character may only have one Capstone ability; if they already have a Capstone from another skill, they may not purchase Level 7 in this skill.

Marksmanship Knacks

- *Bow Mastery*: The character is an excellent archer, focusing on the use of the bow. When using Steady or Deadly aim with a bow (despite these attacks being Static), the character's damage increases by one. Additionally, if the character spends Prowess to fire a Power Strike with a bow, they may fire a second Power Strike at the same value at no cost, provided they do not move more than three steps before making the shot. Only one additional Power Strike may be attempted, and if not made within one minute, or if the character moves or uses other combat abilities first the opportunity is lost.
 - **Empowered**: The character can move normally before taking the free shot. With a bow, they add +1 to all Strike attacks delivered with a bow, even Static ones. For the purposes of Steady/Deadly Aim, this stacks with the bonus provided by the base Knack (meaning the archer is now +2 to damage with these abilities).
- *Crossbow Mastery*: The character is skilled with the use of a crossbow. Once per target per rest when using a crossbow, they may attempt a free Power Strike at their normal value, though they must be attempting to shoot their target in the back from behind. The attack still counts even if it hits somewhere or someone else by accident.
 - **Empowered**: With a crossbow, the character may increase their Steady/Deadly Aim damage by one, even though these attacks are Static. If the character spends Prowess on a Power Strike and that Power Strike renders an enemy Critical, the Prowess cost for the attack is negated.
- *Piercing Shot (1 Prowess)*: The character may use a Shield Bane X maneuver with a Marksmanship weapon, where X the character's normal Power Strike value with this skill. This maneuver may be attempted no more than once every three seconds.
 - **Empowered**: The character may freely call Shield Bane attacks with a Marksmanship weapon. If spending Prowess to call a Shield Bane X, the character increases the damage dealt by two.
- *Pinning Shot (1 Prowess)*: When wielding a bow or crossbow, the character may call a "Binding Strike." The character may launch Steady or Deadly Aim shots against targets suffering the Bind condition without needing to spend any time aiming.
 - **Empowered**: The shot becomes a Binding Strike X, where X is the character's normal Power Strike damage. The character may attempt a free Power Strike at their normal value against a Bound target. Only one attempt per Bound target may be made per Rest.
- *Soldier of Fortune*: The character is a skilled mercenary. At check-in, they receive 5 pinions, representing a small income from performing mercenary work. If they have level 5 in the Skill in which this Knack was selected, they receive 15 pinions instead. A character can take this Knack multiple times if they have multiple Skills which feature it; the income they gain stacks.
 - **Empowered**: The character's income doubles for this instance of the Knack.

- *Trick Shot (1 Prowess)*: The character is skilled with extremely difficult shots that seem almost impossible. For 1 Prowess, the character may fire a “Weakness Strike” effect. In certain marshaled situations (particularly on Adventuring trails or other modules), the character may be able to use this knack to accomplish other things, such as flipping a distant switch, setting a distant trap off safely, or cutting a rope by shooting it. Any of these special uses is entirely subject to marshal approval.
 - **Empowered**: More outrageous Trick Shots become possible. The character may attempt one “Short Weakness Strike” per target per Rest, at no Prowess cost.
- *True Strike (2 Prowess)*: The character may use a True Strike X maneuver with a Ranged Weapon, where X is the character’s normal Power Strike value with this skill.
 - **Empowered**: If the character’s True Strike attempt fails, such as through a miss or by the target mundanely blocking the attack, they may immediately attempt another True Strike X for free against that same target. Only one such “retry” may be made per target per Rest, and the opportunity is lost if not used within ten seconds or before the character next spends Prowess on a combat maneuver.

Subtle Weapons

Cost per Level	Total Cost	Abilities
10 CP	10 CP	Power Strike X, Dual Wielding
5 CP	15 CP	Knack Slot
10 CP	25 CP	Battle Lore
15 CP	40 CP	Knack Slot
20 CP	60 CP	Anima Boost, Artful Dodger, Twin Blade
25 CP	85 CP	Knack Slot, Empowered Knack
60 CP	145 CP	Subtle Capstone

Downtime Application: None.

Weapon Types: Melee weapons under 3 feet in length and thrown weapons. The latter requires the Thrown Proficiency Knack. Subtle weapons that are short swords or daggers may be used to slash or thrust; short maces and short axes may only be used for swinging/slashing attacks.

Prowess: A character's Prowess is equal to the level in their highest weapon skill. Additional Battle Lore beyond the first each increase the character's Prowess by one.

Power Strike (1 Prowess): The character can call Power Strikes with a value of X, where X is equal to their character's level in this skill +1.

Dual Wielding: Subtle weapons are particularly easy to use in an off hand. So long as the character is wielding only Subtle weapons and not using a shield of any kind, they may fight with a Subtle weapon in each hand.

Battle Lore: Battle Lore represents a character's general familiarity with combat and war. When conducting an Investigation on such topics they gain a free Insight for each Battle Lore they possess, and for each Battle Lore after the first that the character receives, they gain +1 to their Prowess total. Additionally, while Resting, the character may repair one Broken (but not Destroyed) weapon of an appropriate type with some amount of suitable roleplay (ie, a character with Battle Lore in Bladed weapons may repair one Bladed weapon over a Rest).

Anima Boost: The character's maximum Anima increases by one point.

Artful Dodger (2 Prowess): The character may call a Dodge against melee/ranged weapon attacks and packet-based effects. Artful Dodger cannot be used against Magical attacks of any kind, regardless of delivery method. Non-Magical attacks do not include the “Invoke” Source.

Twin Blade: Once per target per Rest, the character may use a Subtle weapon to call a Power Strike 3 against a target. This attack can be repeated if the character is currently wielding another Subtle weapon in their other hand. The character must deliver both attacks consecutively, and one must originate from each hand. There is no Prowess cost for this ability, but these Power Strikes are Static.

Empowered Knack: Upon reaching sixth level in this Skill, the character may select one Knack, including the Knack they receive at level six; this Knack becomes Empowered, and the character gains the additional Empowered effect of that Knack. One Empowered Knack selection (per character, not per Skill) can be altered during each calendar year, with the opportunity to do so refreshing on January 1st (see Chapter 2 for more information).

Subtle Capstone: By achieving level 7 in this Skill, the character may select one of the Subtle Capstone abilities. A character may only have one Capstone ability; if they already have a Capstone from another skill, they may not purchase Level 7 in this skill.

Subtle Weapon Knacks

- *Assassin (1 Prowess)*: When wielding a Subtle Weapon that is a dagger or small sword, the character may strike a target from behind, dealing a True Strike X, where X is the normal Power Strike damage with the weapon. This ability can only be used on a given target once per battle; after the first strike, the target is usually too wary of the character to allow them a second attempt.
 - **Empowered**: The character is still allowed only one True Strike X, but may freely call True Strike against any target when attacking them from behind with an appropriate weapon. These True Strikes are Static.
- *Blindside*: When wielding a blunt Subtle Weapon, the character may utilize the Clobber tagline instead of normal strikes ("Clobber Strike!"), or at their normal Power Strike value at a cost of 1 Prowess ("Clobber Strike X!"). When Investigating a dangerous situation where violence is likely, the character gets one free Insight which may be used to ask a question related to resolving the situation with the least bloodshed or loss of life. Future Diplomacy and roleplay with NPCs will often be positively influenced if non-lethal means are opted for.
 - **Empowered**: The character gains a second free Insight, and a Boost when performing Downtime actions that have a goal of mediation, peace, or non-violence in the face of hostility. Additionally, once per Rest when the character is attacking their target from behind, they may deliver a "Clobber Mortal Strike," which has no Prowess cost.
- *Soldier of Fortune*: The character is a skilled mercenary. At check-in, they receive 5 pinions, representing a small income from performing mercenary work. If they have level 5 in the Skill in which this Knack was selected, they receive 15 pinions instead. A character can take this Knack multiple times if they have multiple Skills which feature it; the income they gain stacks.
 - **Empowered**: The character's income doubles for this instance of the Knack.
- *The Better Part of Valor (1 Prowess)*: The character is adept at making a quick escape when in danger, tumbling away quickly when threatened (or to move into a better tactical position). When they want to activate the ability they state "Physical Relocate!" and then immediately go out of play, traveling up to five steps of any length (which can cross harmful terrain, though not barriers such as locked doors or forcefields) before returning. This knack can only be used if the character is wearing no more than light armor and is wielding Subtle Weapons or no weapon at all. Harmful conditions that impede the character's movement in **any** way (such as Bind, Slow, Sickness, and so on) also prevent the usage of this ability. Note that the character is Concentrating while saying the Physical Relocate tagline, and thus they must be standing still for a brief moment (see Concentration in Conditions and Taglines).
 - **Empowered**: After tumbling once, a character can tumble a second time without spending Prowess. The opportunity is lost if it is not used within one minute of the first attempt.

- *Thrown Proficiency:* With great practice, the character has mastered the use of thrown weapons. The character may freely throw them for base (1) damage, and may use some combat maneuvers from this skill with them, as well. Applicable maneuvers include anything that does not require a specific type of Subtle Weapon.
 - **Empowered:** The character's Power Strike value with Thrown Weapons increases by 2. They can also use Thrown Weapons with abilities in the Subtle Skill that use specific types of weapons (blunt weapons, daggers, etc).
- *Triple Raid:* If the character manages to land two normal attacks with Subtle weapons (no taglines used, unless the character somehow can call permanent Power Strikes) without missing or otherwise having them be blocked or negated (mundanely blocked or mitigated with taglines), they may make a third attack as a Power Strike X, where X is their level in Subtle Weapons. This knack may be attempted as often as the character wishes; the Power Strike granted by it is considered Static.
 - **Empowered:** The damage of the third attack increases by two. Additionally, when making the two "build up" attacks, the character may use taglines or other special maneuvers.
- *Twindagger:* If the character spends Prowess to deliver a Power Strike (and specifically not another type of attack, such as a True Strike) with a Subtle weapon, they may also attempt a free Power Strike at their normal value with a Subtle weapon in their other hand. The free Power Strike must be delivered within 3 seconds of the first. Only one bonus Power Strike may be attempted against a given target per Rest.
 - **Empowered:** The character may also make a free Power Strike (with the same restrictions) when suffering a blow that is not reduced, negated, or mitigated in any way.