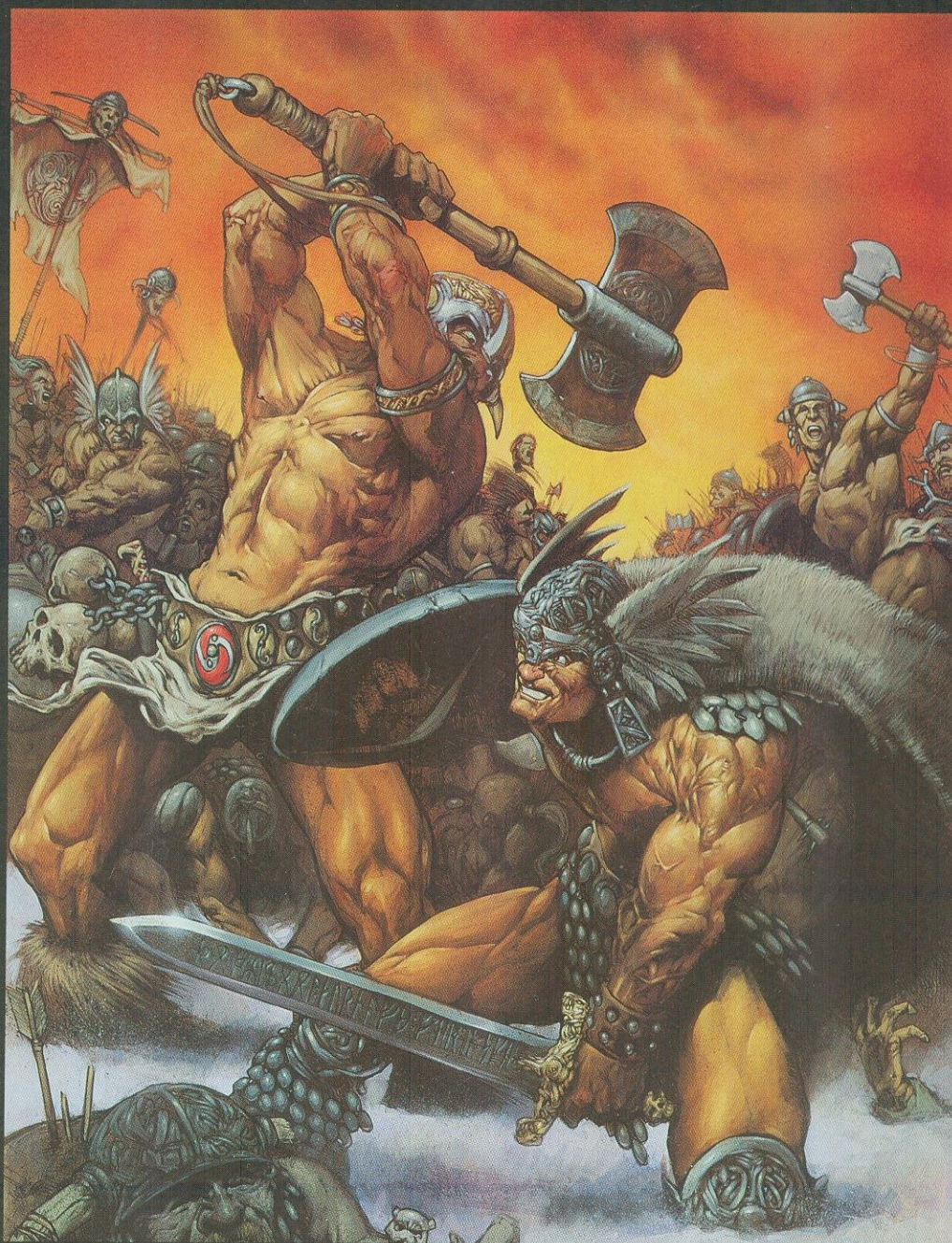




# BLOOD & STEEL™

## Fantasy Combat Accessory



By Bryan Nystul

Presented by the editors of Role Aids™ for use with **ADVANCED DUNGEONS & DRAGONS®** role-playing game.

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## Let slip the dogs of war...

To slay the dragon, to defeat the evil usurper, to vanquish the cyclops, to turn away the army of the undead. These endeavors and many more like them form the basis for most fantasy games. In every case, the core of the adventure is *combat*. Such an important part of the game should hardly be glossed over!

*Blood and Steel* expands the options available to Gamemasters and players alike in combat situations. These additional options will enrich a campaign and make each game session more exciting.

### Blood and Steel includes:

- The Combat Card deck, which illustrates more than 80 unique combat maneuvers on 180 cards. No longer do you just "roll to hit" every round: you can now choose your specific combat maneuvers! Will your character execute a quick thrust to your enemy's belly or attack with a savage overhead smash? The choice is yours!

- The Guidebook, in which you will find a wealth of optional rules, magic items, and spells designed to enhance combat and particularly the role of Fighters in combat. Also included are complete rules for the use of the Combat Cards and five new character classes: the unstoppable Barbarian, the versatile Duelist, the deadly Archer, the mystical Martial Artist, and the spell-wielding Warlock!

- The Combat Reference Screen, rounding out *Blood and Steel* by making the special rules in this sourcepack more accessible. The Gamemaster's side of the screen is packed with charts and tables from throughout the Guidebook, while the player's side features handy references to aid in the use of the Combat Cards.

*Always remember:  
That which does not kill you  
makes you stronger.*



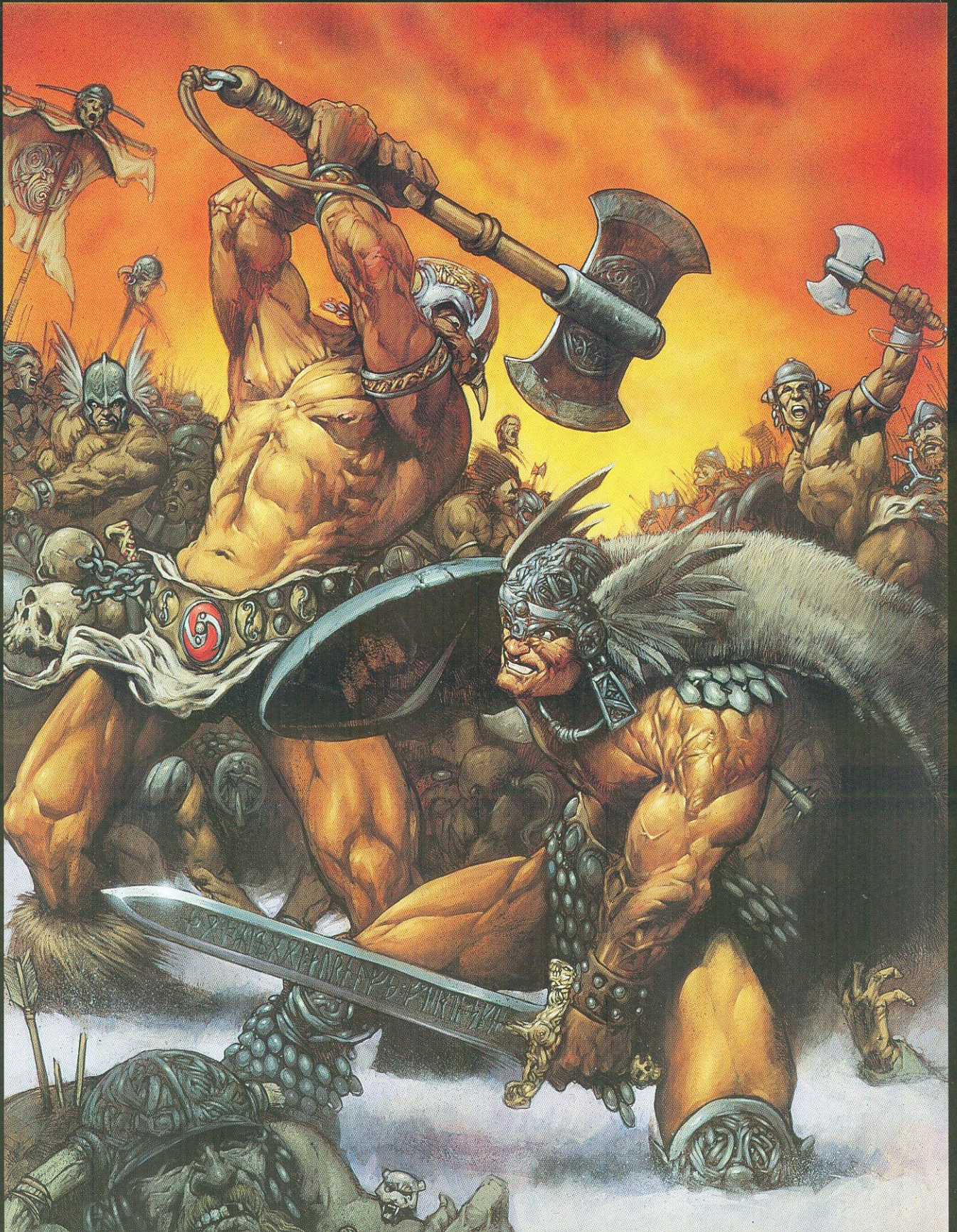
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# BLOOD & STEEL



### Parry/Riposte (Advanced)

Resolve the Parry part of this maneuver exactly as a standard Parry (see left panel). If the Parry is successful, the Parrying character immediately gets a chance to deliver a riposte. The riposte is a standard attack with a -4 To Hit penalty.

### Pin (Advanced)

A Pin is initially executed exactly as a Parry (see left panel). If the "Parry" roll is successful, the two characters become engaged in a Pin. They must immediately begin an Extended Contest of Strength to see how long the Pin lasts. The first roll in the Contest is made immediately after the Pin roll, with subsequent rolls following each melee round thereafter (if necessary).

If the character who initiated the Pin wins the Contest, he can either force his opponent to the ground and begin to Grapple him (see above), or he can immediately disarm him. If the other character wins the Contest, he manages to throw off the Pinning character.

### Punch Block (Advanced)

In spite of its name, a Punch Block is resolved more like a Parry (see left panel). If the Parry roll is successful, the defender stops the incoming attack *and* causes his opponent to suffer a -1 To Hit and a +2 to his initiative in the next round.

### Sap (Standard)

If the To Hit roll is successful, the target takes HTK damage as normal (with no chance for a Critical Hit if the optional Wound Point rules are being used). In addition, the target may fall unconscious immediately. The base chance for this is the Sapper's Feat of Strength percentage. Add +5% to this chance for every point of damage scored in the Sap attack.

### Shield Block High (Standard)

This maneuver seriously impedes the user's vision as it requires him to hold his shield directly in front of his face. As a result, any character who uses this maneuver suffers a +1 penalty to his initiative and AC during the next round of combat.

### Sweep (Advanced)

In order to be eligible for a Sweep, all targets must be within melee range of the attacker and adjacent to one another.

A Sweep can be attempted against two targets with a Small weapon. Each Size category over Small adds one to this number, so that a Medium weapon can Sweep against three targets, while up to four can be attacked with a Large weapon.

The attack rolls for a Sweep suffer a -2 penalty for every target after the first. For instance, a Sweep against three defenders has a -4 To Hit modifier. A separate attack roll is made against each defender, and the damage inflicted is not raised by any bonuses due to Strength or skill (i.e., Expertise).

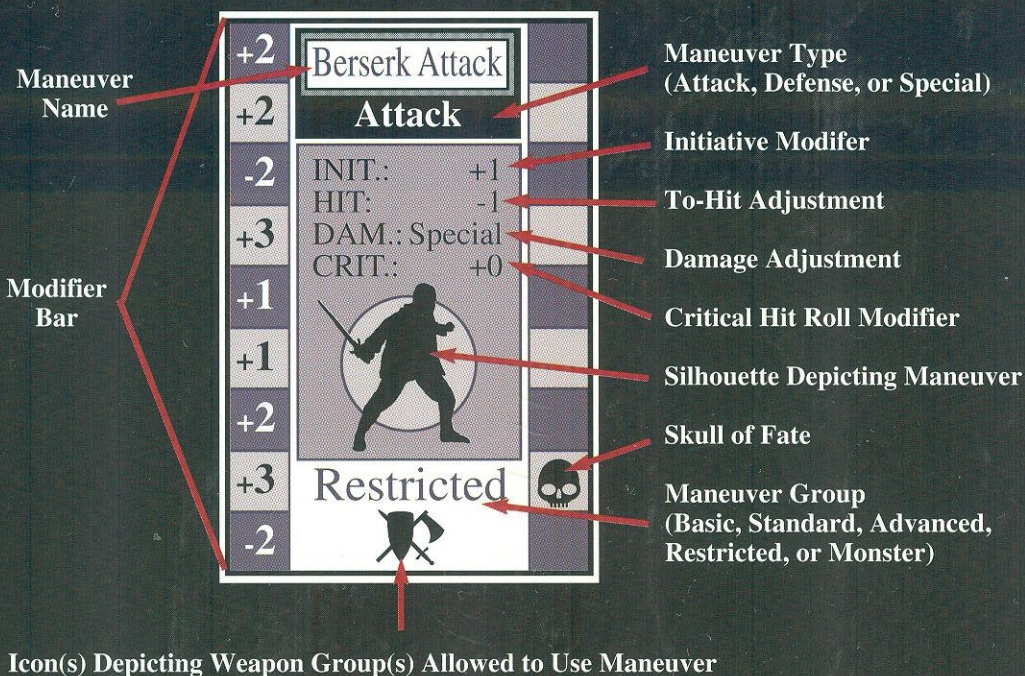
### Trip (Standard)

If the To Hit roll is successful, the target must make a Dexterity Check (or a save vs. Breath Weapon if the target has no Dexterity ability score) or fall to the ground.

### Unhorse (Standard)

If the attack roll is successful the target must make a Riding proficiency check. If the check fails (or if the character has no proficiency) he is unhorsed and suffers 1D3 damage from the fall.

## Parts of a Combat Card



# Explanations For Special Case Maneuvers

## Charge (Standard)

A charge consists of a movement up to (Move Rate x 15) feet before the attack. Note that in order for a Charge to be effective, the Charging character must move at least (Move Rate x 2) feet before striking his target.

## Disarm (Standard)

This maneuver is used to strip an opponent of his weapon. An attack roll vs. Parry Defense is used to resolve this action. If the To Hit roll is successful, the characters must engage in a Quick Contest of Strength. The attacker's Strength is considered +1 for purposes of this Contest. If the attacker wins the Contest, the defender's weapon is knocked out of his grasp and lands 1D6 feet in a random direction. If the defender wins, he keeps his weapon.

If the defender is holding a two-handed weapon, the attacker's To Hit roll and Contest of Strength to disarm are made at an additional -4 penalty.

## Dodge (Basic)

Unlike other defensive maneuvers, Dodge is left face up even after it is used as the defending card; It can be used as defending card in any number of engagements within the round it is played, though it is turned over if the dodging character makes an attack.

## Flail Disarm (Advanced)

Resolved as Disarm above, except that the attacker's Strength is considered +2 for purposes of this Contest, and if the defender is holding a two-handed weapon, the attacker's To Hit roll and Contest of Strength to disarm are made at a -3 penalty.

## Grab (Basic)

The To Hit roll is modified based on the size and concealment of the desired object, according to the table below:

Size of Object*	Attack Adjustment
L weapon	-2
M weapon	-3
S weapon	-4
smaller	-5

\*This denotes the size of the visible portion of the object. For instance, if a character is carrying a two-handed sword on his back, but all but the handle is obscured by his cloak, the sword would be considered an S weapon for purposes of Grabbing.

If the To Hit roll is successful, the attacker has grasped the desired object. If it is being held by the defender (such as the weapon he is currently using), the two characters must engage in a Quick Contest of Strength. The victor in the Contest gains possession of the object. If the object is not being held by the defender, no Strength Check is necessary; the attacker grabs the object.

## Grapple (Basic)

If the Grapple To Hit roll succeeds, the attacker and defender become entangled with one another, each wrestling for control. Both combatants must select the Grapple maneuver until one of them breaks free of the grapple. This occurs immediately if both agree to stop grappling. Otherwise, a character wishing to break free of the grapple must win an Extended Contest of Strength against the other character.

After each round of grappling, compare the Strength checks of each combatant as though they were engaged in a Quick Contest of Strength. The "winner" each round inflicts 1D2 damage on the loser. This comparison has no other effect on the final result of the Grapple.

Any attacks directed at either wrestler by outside parties have equal chances of hitting either wrestler. Use the standard rules for firing into melee to determine which character is hit by incoming melee or missile attacks.

Whichever character finally wins the Contest may decide to either end the grapple (i.e., break free) or pin his opponent to the ground. If he chooses to pin, his opponent is considered helpless, and may take no further action until released or rescued.

## Parry (Standard)

The parrying character may attempt to parry any one melee attack which hits him during the round, even if it comes before his turn to strike. He must declare his intention to parry after the To Hit roll, but before the damage is rolled. The Parry card is used as the attacking card, while the maneuver being parried is used as the defending card.

To parry, the character must roll To Hit against the attacker's Parry Defense (see Chapter 7 of the Guidebook for rules on determining Parry Defense). If the To Hit roll is successful, the attack is parried, and no damage is scored. If the To Hit roll fails, the attack hits and damage is generated normally.

(Continued on right panel)

## Combat Card Weapon Icon Guide



2-Weapons



Quick Missile Weapon



Entangling Weapon



Shield



Thrown Weapon



Slow Missile Weapon



Hafted Weapon



Spear



Unarmed



Melee Weapons



Knife



Flail



Polearm



Sword

## Healing

<u>Wound Level</u>	<u>Untreated Rest Period*</u>	<u>Initial Modifier</u>	<u>Heal Check Heal 1 Lvl**</u>	<u>Time to Heal Time†</u>
Lightly Wounded	1 day	0	2 weeks	3 weeks
Moderately Wounded	2 days	-1	3 weeks	6 weeks
Seriously Wounded	3 days	-3	1 month	3 months††
Critically Wounded	1 week	-5	2 months	8 months††

## Grand Master Attacks/Round

Fighter Skill level	Melee Wpn	Bows	Light Xbow	Heavy Xbow	Thrown Dagger	Thrown Dart	Other (non-bow) Missiles
7-12	5/2	5/2	2/1	3/2	5/1	6/1	5/2
13+	3/1	3/1	5/2	2/1	6/1	7/1	3/1

## Wound Chart

<u>WOUND LEVEL</u>	<u>T</u>	<u>S</u>	<u>M</u>	<u>L</u>	<u>H</u>	<u>G</u>	<u>Basic Effects</u>
Unwounded	3	4	5	7	9-10	13-15	None
Lightly Wounded	-	3	4	5-6	7-8	10-12	-1 Action penalty
Moderately Wounded	2	2	3	4	5-6	7-9	-2 Action penalty
Seriously Wounded	-	-	2	2-3	3-4	4-6	-3 Action penalty
Critically Wounded	1	1	1	1	1-2	1-3	-4 Action penalty
Fatally Wounded	0	0	0	0	0	0	see <b>Death</b>

## Called Shot Penalties

<u>Location</u>	<u>Hit Probability</u>
Torso	-4
Arm	-4
Hand	-6
Leg	-6
Foot	-8
Head	-8

## Sizes

<u>Abbv.</u>	<u>Size</u>	<u>Height</u>	<u>Wound Pts</u>
T	Tiny	2' or less	3
S	Small	2' to 4'	4
M	Medium	4' to 7'	5
L	Large	7' to 12'	7
H	Humongous	12' to 25'	10
G	Gigantic	25' +	15

BLOOD & STEEL

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## Combat Card Weapon Icon Guide



2-Weapons



Quick Missile Weapon



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Hafted Weapon



Spear



Unarmed



Melee Weapons



Knife



Flail



Polearm



Sword

## Bludgeoning Weapons

Roll	Wound Points	Loc.	Description & Additional Effects (optional)
-30 and less	1		Minor wound to lower body (or roll again)
<b><u>Foot</u></b>			
-29 to -24	1	1-6	Toe crushed (roll 1d5 to determine which one). -1" move.
-23 to -20	2	7-9	Foot smashed. DEX -1, -2" move. DEX Check or character falls.
-19 to -14	1	10-17	Foot bruised.
-13 to -10	2	18-20	Ankle broken. DEX -2, -2" move. DEX Check or character falls.
<b><u>Leg</u></b>			
-9 to -6	2	1-2	Calf broken. DEX -2, -2" move. DEX Check or character falls.
-5 to 0	1	3-6	Calf bruised.
01-03	2	7-8	Knee shattered. DEX -2, Movement cut to 1/2 normal. DEX Check or character falls.
04-06	2	9-10	Thigh broken. DEX -2, Movement cut to 1/2 normal. DEX Check or character falls.
07-12	1	11-15	Thigh bruised.
13-15	3	16	Hip smashed. DEX -3, Movement cut to 1/4 normal. DEX Check or character falls.
16-21	1	17-20	Hip bruised.
<b><u>Torso</u></b>			
22-27	1	1-5	Abdomen bruised. STA Check or target loses next round vomiting.
28	6	6	A strong blow ruptures the abdomen, spilling vital organs. STA -4.
29-30	5	7-8	Spine injured. Save vs. Paralyzation or paralyzed from waist down.
31	7	9	Spine shattered, causing paralysis and possibly death.
32-34	3	10-12	Several ribs broken, making movement painful. STA -1, DEX -1.
35-36	5	13	Chest caved in, damaging heart and lungs. STA -3.
37-42	1	14-18	Chest bruised. STA Check or target loses next round regaining breath.
43-44	4	19-20	Breastbone smashed. Save vs. Death or heart pierced causing STA -3.
<b><u>Hand</u></b>			
45-49	1	1-5	Finger broken (roll 1d4 to determine which one). DEX -1.
50-54	1	6-9	Thumb broken. DEX -1, -2 when using that hand.
55-57	2	10-11	Hand entirely pulped and useless. DEX -2.
58-63	1	12-18	Wrist bruised.
64-66	2	19-20	Wrist broken. DEX -1, attack rolls with that hand made at -2.
<b><u>Arm</u></b>			
67-69	2	1-3	Lower arm broken. DEX -1, attack rolls with that arm made at -2.
70-75	1	4-7	Lower arm bruised. Attack rolls with that arm made at -1.
76-78	2	8-9	Elbow smashed. DEX -1, attack rolls with that arm made at -2.
79-81	2	10-11	Upper arm broken. DEX -1, attack rolls with that arm made at -3.
82-87	1	12-15	Upper arm bruised. Attack rolls with that arm made at -1.
88-93	1	16-19	Shoulder bruised. Attack rolls with that arm made at -1.
94-96	3	20	Shoulder smashed. DEX -1, attack rolls with that arm made at -3.
<b><u>Head</u></b>			
97-98	4	1-2	Throat crushed. Target loses 1 Wound Point per round until tended to.
99-100	5	3	Neck broken. Save vs. Paralyzation or paralyzed from neck down.
101	6	4	Lower jaw knocked off, leaving tongue wagging free. APL -6.
102-105	3	5-6	Jaw smashed, making eating quite painful. APL -2.
106-113	2	7-9	Side of head bruised.
114-119	3	10-12	Head severely concussed. STA Check or fall unconscious.
120	8	13	Head knocked off of shoulders. After a few moments, body collapses.
121	7	14	Face caved into skull. If target survives, APL -4, INT reduced to 1/2.
122-126	2	15-17	Nose smashed into a gooey mess. APL -3.
127-129	4	18-19	Skull fractured. STA -1. STA Check or fall unconscious.
130	7	20	A fierce blow to the top of the head caves it entirely in! Truly grisly.
131 or more	1		Minor wound to upper body (or roll again)

## Simplified Critical Hit Chart For All Attack Forms

### D20

Roll	Wound Points	Wound Severity Examples
1-10	1	Serious cut/bruise
11-14	2	Serious cut/bruise in vital area; Very deep cut/broken bone
15-17	3	Very deep cut/broken bone in vital area; Severed hand/foot
18-19	4	Severed arm/leg at knee
20	5-9	Roll again, see below.

### Second Roll

1-10	5	Severed leg at hip
11-14	6	Major internal injury
15-17	7	Extreme injury to head/spine
18-19	8	Beheading
20	9	Torso cut in half; Other catastrophic damage
n/a	10	Body completely destroyed

### Three ways to score a Critical Hit:

- **Lucky Hit:** any to-hit roll which scores a natural 20 on the die.
- **Mighty Blow:** any single hit which scores 10 or more HTK Points of damage.
- **Expert Strike:** any to-hit roll made by a margin of 10 or more (i.e., if you need a 7+ To Hit, a roll of 17+ (including all bonuses) is a Critical Hit).

### Critical Hit Roll Modifiers

(Do not apply to Simplified Chart)

<b>High Maneuver</b>	Up to +30 (see maneuver cards)
<b>Low Maneuver</b>	Up to -30 (see maneuver cards)
<b>Size Difference:</b>	(See also chart below)

### Critical Hit Size Modifiers

Attacker	Defender Size					
Size	T	S	M	L	H	G
<b>T</b>	0	-15	-30	-45	-60	-75
<b>S</b>	+10	0	-15	-30	-45	-60
<b>M</b>	+20	+10	0	-15	-30	-45
<b>L</b>	+30	+20	+10	0	-15	-30
<b>H</b>	+40	+30	+20	+10	0	-15
<b>G</b>	+50	+40	+30	+20	+10	0

### Parry/Riposte (Advanced)

Resolve the Parry part of this maneuver exactly as a standard Parry (see left panel). If the Parry is successful, the Parrying character immediately gets a chance to deliver a riposte. The riposte is a standard attack with a -4 To Hit penalty.

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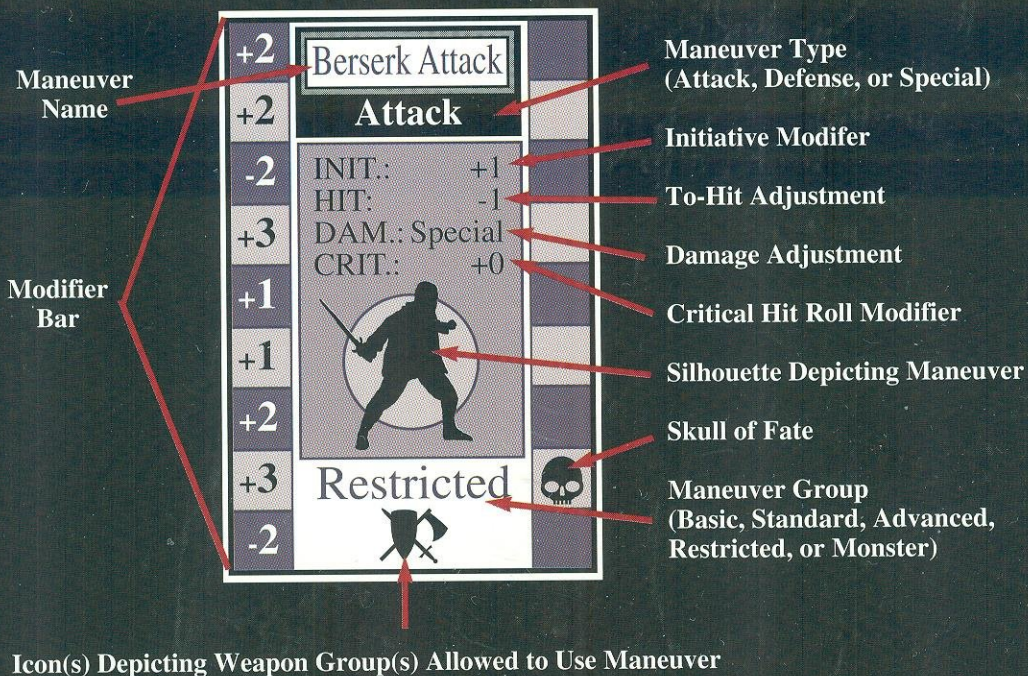
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If the To Hit roll is successful, the target must make a Dexterity Check (or a save vs. Breath Weapon if the target has no Dexterity ability score) or fall to the ground.

### Unhorse (Standard)

If the attack roll is successful the target must make a Riding proficiency check. If the check fails (or if the character has no proficiency) he is unhorsed and suffers 1D3 damage from the fall.

## Parts of a Combat Card









+0  
+1  
-2  
+1  
+0  
+0  
+0  
-2  
-2

**Dbl. Strike Mid**  
**Attack**

INIT.: +0  
HIT: -1  
DAM.: +1  
CRIT.: +0


Advanced 




+0  
-2  
-1  
-1  
+0  
+0  
+0  
+0  
-3  
+3

**Parry**  
**Defend**

INIT.: +0  
HIT: Special  
DAM.: -  
CRIT.: -


Standard 




+2  
+2  
+3  
+2  
+0  
+2  
+2  
+2  
-2

**Grapple**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: 1D2  
CRIT.: +0




Basic 

+0  
+0  
-1  
-2  
+0  
+0  
+0  
+0  
+0  
+0

**Tail Lash**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +0  
CRIT.: -15





Monster

+2  
+3  
+3  
+3  
-1  
+2  
+2  
+3  
-2

**Overbear**  
**Attack**

INIT.: +0  
HIT: Special  
DAM.: 0  
CRIT.: -




Basic 

+0  
+0  
-2  
+0  
+0  
+0  
+0  
+0  
-1  
-1

**Claw Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0

Monster 

+0  
+0  
+1  
+0  
+0  
+0  
+0  
+0  
+0  
-1

**Withdraw**  
**Special**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -

Basic

+1  
-5  
-2  
+3  
-2  
-5  
+2  
+2  
-1

**Duck**  
**Defend**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: +20 (opt.)

Basic

+0  
+0  
+1  
+0  
+0  
+0  
+0  
+0  
-1

**Withdraw**  
**Special**


INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -


Basic

+0  
+0  
-1  
-1  
+0  
+0  
+0  
+0  
+0  
-1

**Entangle Low**  
**Special**

INIT.: +1  
HIT: -4  
DAM.: -1  
CRIT.: -25




Advanced 

+0  
+2  
-1  
-4  
-1  
+1  
-1  
-1  
+1

**Block Low**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -

Standard 

+1  
-5  
-2  
+3  
-2  
-5  
+2  
+2  
-1

**Duck**  
**Defend**



INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: +20 (opt.)

Basic

+1  
+2  
+1  
+2  
+1  
+1  
+1  
+2  
+3

**Fire High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +20


Standard





+0  
-1  
-1  
+0  
+0  
+0  
+0  
-2  
+1

**Parry/Riposte High**  
**Special**

INIT.: +1  
HIT: Special  
DAM.: +1  
CRIT.: +20





Advanced


+0  
-2  
-1  
+0  
+0  
+0  
+0  
+0  
+0

**Slash High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25



Standard



-1  
-2  
-3  
+0  
-1  
-1  
-1  
-1  
-1

**Wing Buffet**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +15






Monster


+0  
-1  
-1  
+0  
+0  
+0  
-0  
+0  
+1

**Wraparound**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +1  
CRIT.: +30



Advanced




+0  
+0  
-1  
+2  
+0  
+0  
+0  
+0  
+1  
+0

**Unhorse**  
**Attack**

INIT.: +1  
HIT: -4  
DAM.: +0  
CRIT.: -20



Standard




+0  
+1  
+0  
+1  
+0  
+0  
+0  
+0  
+1  
+2

**Throw Low**  
**Attack**

INIT.: +0  
HIT: -1  
DAM.: +0  
CRIT.: -20



Standard




+0  
+1  
+0  
+1  
+0  
+0  
+0  
+0  
+1  
+2

**Throw Low**  
**Attack**

INIT.: +0  
HIT: -1  
DAM.: +0  
CRIT.: -20


Standard




+2  
+3  
+3  
+3  
-1  
+2  
+2  
+3  
-2

**Overbear**  
**Attack**

INIT.: +0  
HIT: Special  
DAM.: 0  
CRIT.: -






Basic




+0  
-1  
-1  
+0  
+0  
+0  
+0  
-2  
-1

**Feint High**  
**Attack**

INIT.: +0  
HIT: +2  
DAM.: +0  
CRIT.: +5


Advanced



+0  
+1  
+1  
+0  
+0  
+0  
+0  
+1  
+0

**Turn Undead**  
**Special**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -





Restricted


+0  
+1  
+0  
+1  
+0  
+0  
+0  
+0  
+1  
+2

**Throw Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0


Standard





+1  
+1  
+2  
+1  
+0  
+1  
+1  
+1  
+1  
-1

**Grab**  
**Special**

INIT.: +1  
HIT: Special  
DAM.: +0  
CRIT.: -




**Basic**

+1  
-5  
-2  
+3  
-2  
-5  
+2  
+2  
-1

**Duck**  
**Defend**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: +20 (opnt.)




**Basic**



+0  
+0  
-1  
+0  
+0  
+0  
+0  
+0  
-1  
-1

**Entangle Mid**  
**Special**

INIT.: +1  
HIT: -4  
DAM.: -1  
CRIT.: +0




**Advanced**


+2  
+2  
+1  
+2  
+0  
+2  
+2  
+2  
+2  
-2

**Constrict**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0




**Monster**





+1  
+2  
+1  
+2  
+1  
+1  
+1  
+2  
+3

**Fire Low**  
**Attack**

INIT.: +0  
HIT: -1  
DAM.: +0  
CRIT.: -20




**Standard**



+0  
+1  
+0  
+1  
+0  
+0  
+0  
+1  
+2

**Throw Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0




**Standard**



+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
-1

**Flail Disarm**  
**Special**

INIT.: +1  
HIT: -3  
DAM.: +0  
CRIT.: -




**Advanced**


-1  
+0  
-1  
+0  
-1  
+0  
+0  
-5  
+1

**Dbl. Block Mid**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Advanced**




+0  
-1  
-2  
+0  
+0  
+0  
+0  
+0  
-1

**Claw High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25




**Monster**





+0  
-2  
-2  
+1  
+0  
+0  
+0  
+1  
-2

**Dbl. Strike High**  
**Attack**

INIT.: +0  
HIT: -3  
DAM.: +2  
CRIT.: +25




**Advanced**


+0  
+0  
-2  
+0  
+0  
+0  
+0  
+0  
-1  
-1

**Claw Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0



**Monster**



+0  
+2  
-1  
-4  
-1  
+1  
-1  
-1  
+1

**Block Low**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Standard**





+0  
+1  
+1  
+1  
+0  
+0  
+0  
+0  
+0  
+0  
-1

**Cast/Attack**  
**Special**

INIT.: +TTC  
HIT: -4  
DAM.: +0  
CRIT.: +0




Restricted 



-3  
-3  
-4  
-3  
-3  
-3  
-3  
-3  
-3  
-3


**Dodge**  
**Defend**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -




Basic

-1  
-5  
-5  
-2  
-1  
-1  
-1  
-1  
-3  
-3

**Dive Attack**  
**Attack** 

INIT.: +4  
HIT: -2  
DAM.: +2  
CRIT.: +30





Monster


+1  
+2  
+1  
+2  
+1  
+1  
+1  
+1  
+2  
+2  
+3

**Fire High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +20




Standard 



+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
-2

**Flee**  
**Special**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -





Basic


+1  
+1  
+2  
+1  
+0  
+1  
+1  
+1  
+1  
+1  
-1

**Grab**  
**Special**

INIT.: +1  
HIT: Special  
DAM.: +0  
CRIT.: -




Basic 





+1  
+1  
+2  
+1  
+0  
+1  
+1  
+1  
+1  
+1  
-1

**Grab**  
**Special**

INIT.: +1  
HIT: Special  
DAM.: +0  
CRIT.: -




Basic 




-1  
+3  
-1  
-5  
-1  
+2  
-4  
-2  
-2

**ShieldBlockLow**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -





Standard 

-4  
-1  
-1  
-1  
-1  
-1  
-1  
-1  
-1  
-5  
-2

**ShieldBlockMid**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -





Standard 

-1  
+3  
-1  
-5  
-1  
+2  
-4  
-2  
-2

**ShieldBlockLow**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -





Standard 

-4  
-1  
-1  
-1  
-1  
-1  
-1  
-1  
-1  
-5  
-2

**ShieldBlockMid**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




Standard 

+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
-2

**Flee**  
**Special**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -



Basic

+0  
-4  
-1  
+2  
-1  
-1  
+1  
-1  
+1

**Block High**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -

**Standard**

+0  
+1  
+0  
+1  
+0  
+0  
+0  
+1  
+2

**Throw High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +20

**Standard**

+0  
-1  
-2  
+1  
+0  
+0  
-1  
+0  
-1

**Kick Low**  
**Attack**

INIT.: +0  
HIT: -1  
DAM.: 1D3  
CRIT.: -30

**Basic**

+2  
+3  
-1  
-5  
-1  
+3  
-5  
+2  
-1

**Jump**  
**Defend**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -10 (opnt.)

**Basic**

+0  
-1  
-1  
+1  
+0  
+0  
+0  
+0  
-1

**Thrust High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25

**Standard**

+1  
+2  
+1  
+2  
+1  
+1  
+1  
+2  
+3

**Fire Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0

**Standard**

+1  
+2  
+2  
+2  
+1  
+1  
+1  
+2  
+3

**Load**  
**Special**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -

**Standard**

+0  
-2  
-1  
-1  
+0  
+0  
+0  
-3  
+3

**Parry**  
**Defend**

INIT.: +0  
HIT: Special  
DAM.: -  
CRIT.: -

**Standard**

+1  
+2  
+1  
+2  
+1  
+1  
+1  
+2  
+3

**Fire Low**  
**Attack**

INIT.: +0  
HIT: -1  
DAM.: +0  
CRIT.: -20

**Standard**

+0  
-2  
-1  
+0  
+0  
+0  
+0  
-1  
-1

**Feint Middle**  
**Attack**

INIT.: +0  
HIT: +1  
DAM.: +1  
CRIT.: +15

**Advanced**

+0  
+1  
-1  
-1  
+0  
+0  
+0  
+0  
+0  
-1

**Thrust Low**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +0  
CRIT.: -25

**Standard**

+0  
+1  
+1  
+1  
+0  
+0  
+0  
+1  
-1

**Gore**  
**Attack**


INIT.: +0  
HIT: -1  
DAM.: +0  
CRIT.: +5

**Monster**



+2  
+2  
+3  
+2  
+0  
+2  
+2  
+2  
+2  
-2

**Grapple**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: 1D2  
CRIT.: +0




**Basic**

+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0

**Advance**  
**Special**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Basic**



+2  
+2  
+3  
+2  
+0  
+2  
+2  
+2  
+2  
-2

**Grapple**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: 1D2  
CRIT.: +0




**Basic**



+0  
-2  
-1  
+3  
+0  
+0  
-1  
-1  
-1

**Kick High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: 1D4  
CRIT.: +25




**Restricted**



+1  
+2  
-2  
+2  
+0  
+1  
+1  
+2  
-3

**Set For Charge**  
**Special**

INIT.: +1  
HIT: +1  
DAM.: x2  
CRIT.: +10




**Standard**



+0  
-1  
-1  
-1  
+0  
+0  
-1  
-1

**Punch Block**  
**Defend**

INIT.: +0  
HIT: Special  
DAM.: -  
CRIT.: -




**Advanced**



+0  
-2  
-1  
-1  
+0  
+0  
+0  
-3  
+3

**Parry**  
**Defend**

INIT.: +0  
HIT: Special  
DAM.: -  
CRIT.: -




**Standard**



+0  
-1  
-1  
+1  
+0  
+0  
+0  
+0  
+0  
-1

**Punch High**  
**Attack**

INIT.: +0  
HIT: -1  
DAM.: 1D3  
CRIT.: +30




**Basic**


-1  
+3  
-1  
-5  
-1  
+2  
-4  
-2  
-2

**ShieldBlockLow**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Standard**




+0  
+2  
-1  
-4  
-1  
+1  
-1  
-1  
+1

**Block Low**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Standard**





+2  
+2  
+3  
+2  
+0  
+2  
+2  
+2  
-2

**Grapple**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: 1D2  
CRIT.: +0




**Basic**

+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0

**Advance**  
**Special**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Basic**



+0  
+0  
-1  
+0  
+0  
+0  
+0  
-1  
-1

**Thrust Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0





**Standard**


+0  
+1  
+0  
+1  
+0  
+0  
+0  
+0  
+1  
+2

**Throw High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +20


**Standard**





+0  
+0  
-1  
+2  
+0  
+0  
+0  
+0  
+1  
+0

**Unhorse**  
**Attack**

INIT.: +1  
HIT: -4  
DAM.: +0  
CRIT.: -20




**Standard**



+0  
+0  
-1  
+0  
+0  
+0  
+0  
+0  
-2  
+0

**Slash Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0





**Standard**

+1  
+2  
+2  
+2  
+1  
+1  
+1  
+2  
+1

**Cast Spell**  
**Special**

INIT.: +TTC  
HIT: -  
DAM.: -  
CRIT.: -






**Restricted**


+0  
-1  
-1  
+1  
+0  
+0  
+0  
+0  
+0  
-1

**Thrust High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25



**Standard**




+0  
+1  
+0  
+1  
+0  
+0  
+0  
+0  
+1  
+2

**Throw High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +20



**Standard**




+0  
+1  
-1  
-1  
+0  
+0  
+0  
+0  
+0  
-1

**Thrust Low**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +0  
CRIT.: -25


**Standard**





+0  
-2  
-1  
+0  
+0  
+0  
+0  
+0  
+0

**Slash High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25




**Standard**



+0  
-2  
-1  
+0  
+0  
+0  
+0  
+0  
+0  
+0

**Slash High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25




**Standard**


-1  
-5  
-1  
+3  
-1  
-4  
+2  
-2  
-2

**ShieldBlock High**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Standard**





+0  
+1  
+0  
+1  
+0  
+0  
+0  
+0  
+0  
+1  
+2

**Throw Low**  
**Attack**



INIT.: +0  
HIT: -1  
DAM.: +0  
CRIT.: -20








**Standard**














+2 Careful Aim  
+3 Special  
+1 INIT.: Special  
HIT: +2  
+3 DAM.: Special  
CRIT.: +0  
+1   
+2  
+2  
+3 Restricted   
+3




+0 Backstab  
+1 Attack  
+0 INIT.: +0  
HIT: +4  
+1 DAM.: Special  
CRIT.: +5  
+0   
+0  
+0  
+1 Restricted   
+1




+0 Punch High  
-1 Attack   
-1 INIT.: +0  
HIT: -1  
+1 DAM.: 1D3  
CRIT.: +30  
+0   
+0  
+0  
+0 Basic   
-1




-2 Shield Bash  
+1 Attack  
-2 INIT.: +1  
HIT: +0  
+1 DAM.: 1D3  
CRIT.: +0  
-1   
+0  
+0  
-3 Standard   
-1 




-1 ShieldBlockHigh  
-5 Defend  
-1 INIT.: -1  
HIT: -  
+3 DAM.: -  
CRIT.: -  
-1   
-4  
+2  
-2 Standard   
-2




+0 Punch Middle  
+0 Attack  
-1 INIT.: +0  
HIT: +0  
+0 DAM.: 1D2  
CRIT.: +0  
+0   
+0  
+0  
-1 Basic   
-1 




-2 Shield Bash  
+1 Attack  
-2 INIT.: +1  
HIT: +0  
+1 DAM.: 1D3  
CRIT.: +0  
-1   
+0  
+0  
-3 Standard   
-1 

+1 Farshot   
+2 Attack  
+1 INIT.: +0  
HIT: +0  
+2 DAM.: Special  
CRIT.: +0  
+1   
+1  
+1  
+2 Restricted   
+3


+0 Slash Middle  
+0 Attack  
-1 INIT.: +0  
HIT: +0  
+0 DAM.: +0  
CRIT.: +0  
+0   
+0  
-2 Standard   
+0 

+0 Slash Low  
+0 Attack  
-1 INIT.: +1  
HIT: -1  
-2 DAM.: +0  
CRIT.: -25  
+0   
+0  
+0  
+0 Standard   
+0 


+0 Slash Low  
+0 Attack  
-1 INIT.: +1  
HIT: -1  
-2 DAM.: +0  
CRIT.: -25  
+0   
+0  
+0  
+0 Standard   
+0 

+0 Parry/RiposteMid  
+0 Special  
-1 INIT.: +1  
HIT: Special  
-1 DAM.: +0  
CRIT.: +0  
+0   
+0  
-2 Advanced   
+1 

+0 **Slash High**

-2 **Attack** 

-1 INIT.: +0  
HIT: -2  
+0 DAM.: +1  
CRIT.: +25

+0 


+0

+0


+0

+0


+0 **Standard**

+0 

+0 **Sweep High**

-1 **Attack** 

+0 INIT.: +1  
HIT: Special  
+1 DAM.: +0  
CRIT.: +20

+0 


+0

+0

+0

+0


+1 **Advanced**

+1 

+1 **Load**

+2 **Special**

+2 INIT.: +0  
HIT: -  
+2 DAM.: -  
CRIT.: -


+1 


+1

+1

+1

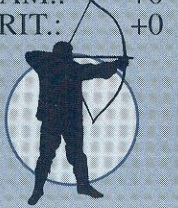
+2 **Standard**

+3 

+1 **Fire Middle** 

+2 **Attack**

+1 INIT.: +0  
HIT: +0  
+2 DAM.: +0  
CRIT.: +0


+1 

+1

+1

+1


+2 **Standard**

+3 

+2 **Jump**

+3 **Defend**


-1 INIT.: +0  
HIT: -  
-5 DAM.: -  
CRIT.: -10 (opnt.)

-1 

+3

-5


+2 **Basic**

-1 

+0 **Kick Middle**


-1 **Attack**


-2 INIT.: +0  
HIT: -1  
+2 DAM.: 1D4  
CRIT.: +0

+0 

+0


-1


+0 **Restricted** 

-1 

+0 **Kick Low**

-1 **Attack**


-2 INIT.: +0  
HIT: -1  
+1 DAM.: 1D3 

+0 

+0

-1


+0 **Basic**

-1 

+0 **Thrust Middle**

+0 **Attack**


-1 INIT.: +0  
HIT: +0  
+0 DAM.: +0  
CRIT.: +0


+0 

+0

+0

+0


-1 **Standard** 

-1 

+0 **Punch Middle**


+0 **Attack**


-1 INIT.: +0  
HIT: +0  
+0 DAM.: 1D2  
CRIT.: +0

+0 


+0

+0


-1 **Basic** 

-1 

+0 **Sap**

-2 **Attack** 

-2 INIT.: +1  
HIT: -8  
+0 DAM.: +0  
CRIT.: -


+0 

+0

+0

+0


+0 **Standard**

+1 

+2 **Jump**

+3 **Defend**


-1 INIT.: +0  
HIT: -  
-5 DAM.: -  
CRIT.: -10 (opnt.)

-1 

+3

-5


+2 **Basic**

-1 

+0 **Flee**

+0 **Special**

+0 INIT.: +0  
HIT: -  
+0 DAM.: -  
CRIT.: -

+0 

+0

+0

+0

+0 **Basic**

-2

+1  
+2  
+1  
+2  
+1  
+1  
+1  
+2  
+3

**Fire Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0

**Standard**

Skull icon

+0  
-1  
-1  
+1  
+0  
+0  
+0  
+0  
-1

**Thrust High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25

**Standard**

Skull icon

+0  
+1  
-1  
-1  
+0  
+0  
+0  
+0  
-1

**Thrust Low**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +0  
CRIT.: -25

**Standard**

Skull icon

+0  
+0  
-1  
+0  
+0  
+0  
+0  
-1  
-1

**Thrust Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0

**Standard**

Skull icon

+0  
+0  
-1  
-2  
+0  
+0  
+0  
+0  
+0

**Slash Low**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +0  
CRIT.: -25

**Standard**

Skull icon

+1  
+2  
+1  
+2  
+1  
+1  
+1  
+2  
+3

**Quick Load**  
**Attack**

INIT.: +0  
HIT: Special  
DAM.: Special  
CRIT.: +0

**Restricted**

Skull icon

+0  
-2  
-1  
-1  
+0  
+0  
+0  
-3  
+3

**Parry**  
**Defend**

INIT.: +0  
HIT: Special  
DAM.: -  
CRIT.: -

**Standard**

Skull icon

-4  
-1  
-1  
-1  
-1  
-1  
-1  
-5  
-2

**Shield Block Mid**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -

**Standard**

+0  
+0  
-2  
-1  
+0  
+0  
+0  
+0  
-1

**Claw Low**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +0  
CRIT.: -25

**Monster**

Skull icon

+0  
+2  
-2  
+0  
+0  
+0  
+0  
+1  
+0

**Trip**  
**Attack**

INIT.: +1  
HIT: -4  
DAM.: -1  
CRIT.: -30

**Standard**

Skull icon

+0  
+0  
-1  
+0  
+0  
+0  
+0  
-2  
+0

**Slash Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0

**Standard**

Skull icon

+0  
+0  
+1  
+0  
+0  
+0  
+0  
+0  
-1

**Withdraw**  
**Special**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -

**Basic**

-1  
-1  
-1  
-1  
-1  
+0  
+0  
-4  
+1

**Block Middle**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -

**Standard**

-1  
-1  
-1  
-1  
-1  
+0  
+0  
-4  
+1

**Block Middle**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -

**Standard**

+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0

**Advance**  
**Special**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -

**Basic**

+0  
-1  
-2  
+0  
+0  
+0  
+0  
+0  
-1

**Claw High**  
**Attack**

INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25

**Monster**

+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0

**Advance**  
**Special**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -

**Basic**

-1  
-1  
-1  
-1  
-1  
+0  
+0  
-4  
+1

**Block Middle**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -

**Standard**

+0  
+0  
-1  
+0  
+0  
+0  
+0  
+0  
-1  
+0

**Attack**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0

**Monster**

+0  
+2  
-2  
+0  
+0  
+0  
+0  
+1  
+0

**Trip**  
**Attack**

INIT.: +1  
HIT: -4  
DAM.: -1  
CRIT.: -30

**Standard**

+0  
+0  
-1  
+0  
+0  
+0  
+0  
-2  
+0

**Slash Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0

**Standard**

+0  
+0  
+1  
+0  
+0  
+0  
+0  
+0  
+0  
-1

**Withdraw**  
**Special**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -

**Basic**

+0  
+0  
-1  
-2  
+0  
+0  
+0  
+0  
+0  
+0

**Slash Low**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +0  
CRIT.: -25

**Standard**

+0  
-2  
-2  
+0  
+0  
+0  
+0  
+0  
+0  
+1

**Sap**  
**Attack**

INIT.: +1  
HIT: -8  
DAM.: +0  
CRIT.: -

**Standard**

+2  
+3  
+3  
+3  
+1  
+2  
+2  
+3  
-1

**Envelop**  
**Attack**

INIT.: +2  
HIT: +0  
DAM.: Special  
CRIT.: +0




Monster



+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
-2

**Flee**  
**Special**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -




Basic

-3  
-3  
-4  
-3  
-3  
-3  
-3  
-3  
-3  
-3

**Dodge**  
**Defend**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -




Basic


+0  
-5  
-1  
+3  
-1  
-1  
+1  
+0  
+1

**Dbl. Block High**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




Advanced





+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+2

**Disarm**  
**Special**

INIT.: +1  
HIT: -4  
DAM.: +0  
CRIT.: -




Standard



+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+2

**Disarm**  
**Special**

INIT.: +1  
HIT: -4  
DAM.: +0  
CRIT.: -




Standard



+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+0  
+2

**Disarm**  
**Special**

INIT.: +1  
HIT: -4  
DAM.: +0  
CRIT.: -



Standard

-3  
-3  
-4  
-3  
-3  
-3  
-3  
-3  
-3  
-3

**Dodge**  
**Defend**

INIT.: +0  
HIT: -  
DAM.: -  
CRIT.: -




Basic


+0  
+0  
-2  
-1  
+0  
+0  
+0  
+0  
-1

**Claw Low**  
**Attack**

INIT.: +1  
HIT: -1  
DAM.: +0  
CRIT.: -25




Monster




+0  
-4  
-1  
+2  
-1  
-1  
+1  
-1  
+1

**Block High**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




Standard





+0  
+1  
+0  
+1  
+0  
+0  
+0  
+0  
+1  
+2

**Throw Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0




Standard



+1  
+1  
+1  
+3  
+1  
+1  
+1  
+2  
-3




**Smash**  
**Attack**



INIT.: +2  
HIT: -3  
DAM.: +1D4  
CRIT.: +30







Standard









+2 Berserk Attack  
 +2 Attack  
 INIT.: +1  
 HIT: -1  
 +3 DAM.: Special  
 CRIT.: +0  
  
 Restricted   



+0 Block High  
 -4 Defend  
 -1 INIT.: -1  
 HIT: -  
 +2 DAM.: -  
 CRIT.: -  
  
 Standard  





+0 Special  
 +0 Special  
 +0 INIT.: Special  
 HIT: Special  
 +0 DAM.: Special  
 CRIT.: Special  
  
 Restricted 




-4 Shield Block Mid  
 -1 Defend  
 -1 INIT.: -1  
 HIT: -  
 -1 DAM.: -  
 CRIT.: -  
  
 Standard  





-1 Block Middle  
 -1 Defend  
 -1 INIT.: -1  
 HIT: -  
 -1 DAM.: -  
 CRIT.: -  
  
 Standard  




+0 Sweep Low  
 +1 Attack  
 +0 INIT.: +2  
 HIT: Special  
 -1 DAM.: -1  
 CRIT.: -20  
  
 Advanced   




-3 Dodge  
 -3 Defend  
 -4 INIT.: +0  
 HIT: -  
 -3 DAM.: -  
 CRIT.: -  
  
 Basic

+1 Fire High  
 +2 Attack  
 +1 INIT.: +0  
 HIT: -2  
 +2 DAM.: +1  
 CRIT.: +20  
  
 Standard   


+2 Charge  
 +2 Attack  
 -3 INIT.: +2  
 HIT: +2  
 +3 DAM.: x2  
 CRIT.: +0  
  
 Standard   


+1 Double Shot   
 +2 Attack  
 +1 INIT.: +0  
 HIT: +0  
 +2 DAM.: +0  
 CRIT.: +0  
  
 Restricted  



+1 Cast Spell  
 +2 Special  
 +2 INIT.: +TTC  
 HIT: -  
 +2 DAM.: -  
 CRIT.: -  
  
 Restricted 

+1 Cast Spell  
 +2 Special  
 +2 INIT.: +TTC  
 HIT: -  
 +2 DAM.: -  
 CRIT.: -  
  
 Restricted 



+0  
+0  
+1  
+0  
+0  
+0  
+0  
+0  
+0  
+2

**Pin**  
**Special**

INIT.: +1  
HIT: Special  
DAM.: +0  
CRIT.: -




**Advanced**


+0  
+2  
-1  
-4  
-1  
+1  
-1  
-1  
+1

**Block Low**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -





**Standard**




+1  
+2  
+1  
+2  
+1  
+1  
+1  
+2  
+3

**Fire Low**  
**Attack**

INIT.: +0  
HIT: -1  
DAM.: +0  
CRIT.: -20


**Standard**




+0  
-4  
-1  
+2  
-1  
-1  
+1  
-1  
+1

**Block High**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Standard**

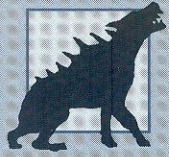


+0  
+1  
+2  
+2  
+0  
+0  
+0  
+1  
-2

**Bite High**  
**Attack**




INIT.: +0  
HIT: -2  
DAM.: +1  
CRIT.: +25




**Monster**

+1  
+1  
+1  
+3  
+1  
+1  
+1  
+2  
-3


**Smash**  
**Attack**



INIT.: +2  
HIT: -3  
DAM.: +1D4  
CRIT.: +30




**Standard**




+1  
+1  
+1  
+3  
+1  
+1  
+1  
+2  
-3


**Smash**  
**Attack**



INIT.: +2  
HIT: -3  
DAM.: +1D4  
CRIT.: +30




**Standard**




+2  
+3  
+3  
+3  
-1  
+2  
+2  
+3  
-2


**Overbear**  
**Attack**



INIT.: +0  
HIT: Special  
DAM.: 0  
CRIT.: -



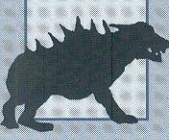
**Basic**



+0  
+1  
+2  
+1  
+0  
+0  
+0  
+1  
-2

**Bite Middle**  
**Attack**

INIT.: +0  
HIT: +0  
DAM.: +0  
CRIT.: +0





**Monster**


-1  
+3  
-1  
-5  
-1  
+2  
-4  
-2  
-2

**Shield Block Low**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Standard**




-1  
-5  
-1  
+3  
-1  
-4  
+2  
-2  
-2

**Shield Block High**  
**Defend**

INIT.: -1  
HIT: -  
DAM.: -  
CRIT.: -




**Standard**




+0  
-2  
-2  
+0  
+0  
+0  
+0  
+0  
+1


**Sap**  
**Attack**



INIT.: +1  
HIT: -8  
DAM.: +0  
CRIT.: -




**Standard**



-1 **ShieldBlock High**


-5 **Defend**

-1 INIT.: -1  
HIT: -  
+3 DAM.: -  
CRIT.: -



-1  
-4  
+2  
-2  
-2



**Standard**



+0 **Special**

+0 **Special**

+0 INIT.: Special  
HIT: Special  
+0 DAM.: Special  
+0 CRIT.: Special


+0  
+0  
+0  
+0  
+0  
+0  
+0

**Restricted**

+0 **Sap**



-2 **Attack**

+0 INIT.: +1  
-2 HIT: -8  
+0 DAM.: +0  
CRIT.: -



+0  
+0  
+0  
+0  
+0  
+0  
+1


**Standard**

+2 **Charge**



+2 **Attack**

-3 INIT.: +2  
HIT: +2  
+3 DAM.: x2  
CRIT.: +0



+0  
+2  
+1  
+2  
+1


**Standard**

+0 **Thrust High**



-1 **Attack**

-1 INIT.: +0  
HIT: -2  
+1 DAM.: +1  
CRIT.: +25



+0  
+0  
+0  
+0  
+0


**Standard**

+1 **Set For Charge**



+2 **Special**

-2 INIT.: +1  
HIT: +1  
+2 DAM.: x2  
CRIT.: +10



+0  
+1  
+1  
+2  
-3


**Standard**

-2 **Shield Bash**



+1 **Attack**

-2 INIT.: +1  
HIT: +0  
+1 DAM.: 1D3  
CRIT.: +0



+0  
-1  
+0  
+0  
-3  
-1

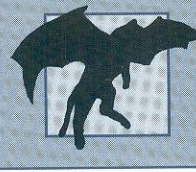
**Standard**

-1 **Wing Buffet**


-2 **Attack**

-3 INIT.: +0  
HIT: +0  
+0 DAM.: +0  
CRIT.: +15



-1  
-1  
-1  
-1  
-1  
-1

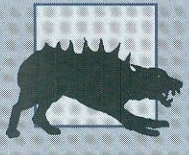
**Monster**



+0 **Bite Low**


+2 **Attack**

+2 INIT.: +0  
HIT: -1  
+1 DAM.: +0  
CRIT.: -25



+0  
+0  
+0  
+0  
+1  
-2


**Monster**



+0 **Sweep Middle**



+1 **Attack**

+0 INIT.: +1  
HIT: Special  
+1 DAM.: -1  
CRIT.: +0



+0  
+0  
+0  
+0  
-1  
+1


**Advanced**

+0 **Thrust Middle**



+0 **Attack**

-1 INIT.: +0  
HIT: +0  
+0 DAM.: +0  
CRIT.: +0



+0  
+0  
+0  
+0  
-1  
-1


**Standard**

+0 **Thrust Low**

+1 **Attack**

-1 INIT.: +1  
HIT: -1  
-1 DAM.: +0  
CRIT.: -25



+0  
+0  
+0  
+0  
-1

**Standard**

