



WARFARE TECHNIQUES



GUN RUNNER

The Character has the freedom to simultaneously move X Feet while attacking with a Ranged Weapon. This eases suppressive fire attempts.

EFFECTS: Move X Ft / Instant while simultaneously firing a Ranged Weapon.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

TRICKSTER SHOT

The Trickster Shot Technique acts as a simultaneous defense and attack maneuver. When activated during a dodge attempt, the Character executes an evasive maneuver while firing a Ranged Weapon.

EFFECTS: Dodge an attack while simultaneously firing a Ranged Weapon. Used during 'Evade' attempt.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: GUN RUNNER

DEFLECT PRIMITIVES

This Technique utilizes the Character's parrying maneuver to deflect incoming primitive projectiles such as arrows, darts and stones. The Deflect Primitives Technique is activated when making a parrying attempt with a Melee Weapon or equivalent substitute.

EFFECTS: Deflect a primitive projectile using a Melee Weapon. Used during 'Parry' attempt.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

DEFLECT PROJECTILES

A more advanced deflection Technique, the Deflect Projectiles Technique allows the deflection of bullets and beams. It is activated when making a parrying attempt with an adequate Melee Weapon.

EFFECTS: Deflect advanced projectile using a Melee Weapon. Used during 'Parry' attempt.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: DEFLECT PRIMITIVES. Also, the Weapon must be able to withstand the projectile.



MARKSMAN

The Marksman Technique grants an extra layer of focus to the Character using a Ranged Weapon. When activated, the target becomes easier to strike with a Ranged Weapon without having to expend an additional instant to Aim.

EFFECTS: Token Slides when attacking with Ranged Arms may land in the Action Grid's 'SQUARE.'

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

SPEED ARCHERY

This rediscovered art unleashes an Archer's deadly precision and speed believed by most to be impossible. The Archer can fire and reload 3 consecutive arrows in a single Instant.

EFFECTS: Allows for 3 consecutive Arrow shots during 1 Instant while using a Bow.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A

SWEEPING STRIKE

A wide, arching strike using a Melee Weapon that affects all targets in range. This Technique can only be activated for Free-Form attacks. A Token Spin must be made to determine hit success for each target.

EFFECTS: A single Free-Form Melee strike inflicts damage on all targets in range.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: RUNNING STRIKE

RUNNING STRIKE

The Running Strike combines swift movement with a Focused or Free-Form Melee attack. When activated, the Character can run and make a simultaneous attack with a Melee Weapon.

EFFECTS: Move X Ft / Instant while simultaneously striking with a Melee Weapon.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A



DOUBLE-TAP

The Double-Tap Technique permits a rapid second attack within the same Instant using an Advanced Ranged Weapon. This Technique can only be activated for Free-Form attacks.

EFFECTS: Execute 2 Free-Form attacks within the same Instant using an Advanced Ranged Arm.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

ASSASSIN

A cheap shot against unsuspecting victims. When activated, this Technique gives the user a +3 Reaction Attribute Bonus when attempting a surprise attack with a 'SMALL' concealed weapon. This initiates a 'Reaction' Attribute Challenge. If the target fails the Attribute Challenge, the attack succeeds and cannot be avoided. If the target wins the Attribute Challenge, the attack is defended against as any other attack.

EFFECTS: +3 Reaction Attribute bonus during surprise attack with Concealed Weapon.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A

COVER SHOT

The Character quickly emerges from cover and fires a Focused-Attack in the form of a calculated shot at the target with a mere glimpse. This Technique can be used with all forms of personal Ranged Weaponry.

EFFECTS: The Character executes a Focused-Attack with a Ranged Weapon while emerging from cover.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: TRICKSTER SHOT

RELOAD BOOST

Using the Reload Boost Technique, any Ranged Weapon in use gains a (-1) to its default Load (L) Rank. Ranged Weapons with a Load (L) of 0 are not affected by this Technique.

EFFECTS: -1 (L) Load time for eligible Ranged Weapon in use.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

FAST DRAW

A Weapon can be simultaneously drawn from its holster or sheath and transition into a Free-Form Attack. This Technique is employed from a neutral position or as a surprise attack.

EFFECTS: Simultaneous drawing and delivering a Free-Form attack with a Weapon.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

ADVANCED FAST DRAW

A more advanced variant of the Fast Draw Technique, mainly intended for Gunslingers and Swordsmen. A Weapon is drawn from its holster or sheath and transitions into a Focused Attack. If attacking with a Melee Weapon, this Technique can be stacked with 'Sweeping Strike.'

EFFECTS: Simultaneous drawing and delivering a Focused attack with a Weapon.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: FAST DRAW, *SWEEPING STRIKE*

DRIVE-BY

Using the Drive-by Technique, the target becomes easier to strike with a Ranged Weapon from a moving Vehicle or Mount. The Weapon becomes more stabilized and attack accuracy comes across more naturally.

EFFECTS: +1 Token Slide granted when attacking from a moving Vehicle with a Ranged Arm.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

DROP ROLL

Using swift calculations of timing and angles when making an evasion attempt, the Character drops or dives into a roll and resumes a strategic position. The roll moves the Character twice the amount as their 'Movement' Rank.

EFFECTS: The Character evades into a drop roll for double it's 'Movement' Rank (Land).

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

EXECUTIONER

Using this Technique, the Attacker maintains the intense momentum and commitment inflicted by a successful 'Intensity 3' Melee Attack to inflict another consecutive Melee Attack during the same Instant. Applies to Focused Attacks only.

EFFECTS: Inflict a secondary Focused Attack after an initial Intensity 3 Melee Focused Attack in the same Instant.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A

HUMAN SHIELD

The Character grapples and maintains control over a subject within equal Size range to use as an improvised shield against projectiles. The Technique is activated after first succeeding in a Strength Attribute Challenge. The Attribute Challenge should be repeated each consecutive Loop, or the Technique ends.

EFFECTS: Control a subject within equal Size range and use it as a shield against projectiles.

DURATION: 1 Instant **ETHER:** 5 EP / Instant in use.

REQUIREMENTS: COVER SHOT

BERSERKER

The Character is driven into a controlled frenzy for x Instants. While in a berserker rage, H2H or Melee Attack Damage are increased by + #1 or + T1. The Attacker is impervious to the effects of Pain, regardless of intensity.

EFFECTS: + #1 or T1 H2H or Melee Damage. Immunity from Pain.

DURATION: 1 Instant **ETHER:** 5 EP / Instant in use.

REQUIREMENTS: EXECUTIONER

PSYCHE

The Attacker makes a split second feint to throw off the Defender's guard. The Psyche Technique increases the chance of a successful hit with an H2H or Melee Weapon Attack. The Defender must win an additional Token Spin Challenge during a Block, Parry or Evasion attempt or the attack connects.

EFFECTS: Compels the Defender to make 1 extra successful defensive Token Spin.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A

