

TIER 1



ACTIVE

Stance



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TIER 2



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TIER 3



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TIER 4



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TIER 1 STANCES

Brutal: When you roll the maximum value on a damage die, roll an additional damage die.

Defensive: Attack rolls against you have disadvantage unless the adversary marks a Stress.

Grappling: On a successful attack, you can spend a Focus to make the target temporarily *Restrained*.

Steady: Gain a -1 penalty to your Evasion. When you deal damage on a successful attack, roll an additional damage die and drop the lowest.

Precise: Gain a +1 bonus to your attack rolls.

Quick: When making an attack roll, spend a Focus to include an additional target within range.

TIER 2 STANCES

Deadly: When you deal Severe damage, the target marks an additional HP.

Hindering: On a successful attack, you can spend a Focus to make the target temporarily *Hindered*. While *Hindered*, their attack rolls have a -2 penalty.

Invigorating: When you make a successful attack, roll a **d4**. On a 4, gain a Focus.

Immovable: Gain a +2 bonus to your damage thresholds and you cannot be moved unwillingly.

Nimble: When an adversary makes a successful attack roll against you, you can spend a number of Focus up to your Tier. Roll a number of **d6s** equal to 1 + the Focus spent. If any of the dice values match, you take no damage from the attack.

Otherworldly: You can choose whether to do Physical or Magic damage.

Scary: Successful attacks also force the target to mark a Stress.

TIER 3 STANCES

Deflecting: When you are targeted by an attack, you can spend 2 Focus to gain a bonus to your Evasion equal to your Armor Score against the attack.

Devastating: Spend a Focus before your attack roll to use **d20s** as your damage dice instead.

Dueling: Gain advantage on attack rolls when there are no other adversaries or allies in Very Close range of you or your target.

Compounding: When you roll the maximum value on a Combo Die, increase the size of the subsequent Combo Dice you roll for the attack (at a maximum of **d12s**).

Inexorable: Attacks against you have disadvantage if you have more than two adversaries within Melee of you.

Favored: Add the trait of your choice to your damage roll.

Sheltering: When you mark an Armor Slot, it reduces damage for you and all allies within Melee range of you who took the same damage.

TIER 4 STANCES

Crushing: When you roll a 1 on a damage die, it can be treated as the highest value on the die instead.

Infuriating: On a successful attack, the target becomes *Furious*. While *Furious*, they are *Vulnerable* and have a -2 penalty to their attack rolls. They can only clear *Furious* by succeeding on an attack against you.

Sweeping: Your attack targets all adversaries within Very Close range. Deal half damage to all targets you succeed against.

Discerning: You may choose the target of your attack after making your attack roll. The GM will tell you who the attack would succeed against.