

## Maneuvering

A maneuver is one of any number of different actions intended to learn or create a quality and activate it to give the character an advantage. The exact nature of a maneuver depends entirely on the ability the character chooses and how it is described. The GM then chooses a suitable ability to oppose the attempt and the character rolls a test with the chosen ability against it as the difficulty:

**Failure** means the character doesn't learn about or create the quality the character is looking for, although the character can try again.

**Marginal Success** reveals or creates the quality the character's looking for, but does not activate it. The character's must do that separately (see **Activating Qualities in The Basics**).

**Moderate Success** reveals or creates the quality the character's looking for and also allows the character to activate it for free once.

**Major Success** is the same as a moderate success but the character can activate the quality for free twice.

**Massive Success** is the same as a moderate success but the character can activate the quality for free three times.

Examples of maneuvers include (but are by no means limited to):

**Prowess:** Feints and tactical maneuvers using superior skill and fighting experience, knowledge of different fighting techniques and styles (and their relative strengths and weaknesses).

**Coordination:** Acrobatic and movement maneuvers to distract or attain superior tactical positions, taking careful aim at a target.

**Strength:** Maneuvers to create or smash through physical obstacles or overbear, taking advantage of greater strength.

**Intellect:** Maneuvers involving clever tactics and cunning strategies, analyzing your opponent's moves or combat style, tricking a foe into revealing a quality.

**Awareness:** Using superior situational awareness to your advantage, noticing weaknesses or openings in a target's defenses, picking up on clues pointing to a quality.

**Willpower:** Tests of will, intimidation, and maneuvers requiring sheer resolve.

**Powers:** Various powers may also provide advantages, ranging from maneuvering with movement powers to feints or distractions using other powers. Be creative!

The character can also perform a **counter-maneuver** to eliminate advantages an opponent has gained over the character. This takes an action and a test, as described previously; the character's successes remove free activations at the same rate: one for each degree, starting at moderate. If the character removes them all, this also remove the temporary quality (but not a permanent quality or knowledge of it).

## Rushing

The character can rush or charge at an opponent, using sheer momentum to bear down on them. To rush an opponent the character must be at close or greater distance, and able to use the character's move to reach personal distance with the target in that panel. A rushing attack does damage equal to the higher of the character's Strength +1 or the character's movement level +1. Roll a Prowess test against the target's Coordination or Prowess:

**Failure:** The character misses and rushes right past the target.

**Marginal Success:** The character strikes a glancing blow as the character rushes past the target, dealing half damage (rounded down).

**Moderate Success:** The character hits, dealing full damage, and may push the target: test Strength versus Strength and, with a moderate or better success, move with the target up to the character's normal move again. If the push test fails, the character suffers half the damage of the character's rushing attack (rounded down).

**Major Success:** The character hits, dealing full damage, and may *slam* the target. If the slam fails, the character suffers half the damage of the character's rushing attack (rounded down).

**Massive Success:** The character hits, dealing full damage, and may *stun* the target.

## Touching

If you just want to touch a target at close or personal distance rather than hit them (usually to delivery a power effect), test Prowess against the Target's Prowess or Coordination. Unlike a bashing or slashing attack, the target does not get to hit you on a massive failure.

## Combined Effort

In some instances, multiple characters may combine their efforts on a single test. When this happens, **choose a coordinating character** for the test. This character makes the test normally. Each assisting character makes the same test and, with a moderate or better success, provides a bonus to the coordinating character's effort or effect (chosen by the coordinating character). The **bonus is +1 for one successful assist, and increases by +1 for every doubling of assistance:** +2 for two successful assists, +3 for four, and so forth. The GM determines the maximum number of characters who can assist a given test.

## Grabbing

When you want to grab or wrest something out of an opponent's grasp, make a test of the lower of your Prowess or Strength, against the opponent's Strength level:

**Failure or Marginal Success** has no effect.

**Moderate Success** grabs the object, but it suffers damage equal to the *combined* Strength of you and your opponent. If that exceeds the object's Material, you may well each end up holding a half of it! You can choose to release or not grab the object so as not to damage it.

**Major or Massive Success** steals the object away from your opponent's grasp. You now hold it

## Escaping

When the character's held by an opponent (see **Wrestling**), the character can attempt to escape the hold with a Prowess or Strength test against the attacker's Strength:

**Failure or Marginal Success** has no effect. the character is still held.

**Moderate Success** escapes a partial hold or changes a complete hold to a partial hold.

**Major Success** escapes a complete hold.

**Massive Success** not only escapes, but also lets the character place the opponent in a partial hold. Alternately, the character can choose to just escape the hold and still perform another action in the character's panel.