

Name	Player
------	--------

Origin	Background
--------	------------

Outstanding Ability	XT	Max HP	DB
---------------------	----	--------	----

DISARM
 The fighter uses their melee weapon, and through fancy and clever moves, manages to disarm their opponent. The type of card used determines the effectiveness of the maneuver.

Card	Effect
Number	Weapon falls to the ground in front of them.
Face	Weapon is thrown 1 zone away.
Ace	Weapon is thrown 1 zone away, and is broken.

FURIOUS STRIKE
 This allows the fighter to use more than one spade card (except an ace) on a melee attack, and on a successful attack add up the total damage value of the cards played, and inflict that on their target. For example, if the fighter uses two number cards, the target would receive 2 points of damage, one per each number card. If the fighter used one number card and one face card, the target would receive 3 points of damage; one for the number card, and two for the face card. There is no limit on how many cards a fighter can use in a furious strike, as long as the player is left with at least a single card in their hand.

PARRY
 When a parry maneuver is executed, the fighter will not attack on that combat turn, but will add the parry cards value to all their defense plays throughout the combat round. A parry maneuver must be declared at the beginning of the combat round, or at the latest on the fighter player's turn, and never after that.

PUSH
 This allows the fighter to push their opponent in any direction they desire, using their strength and skill with weapons. Not that this is only possible to perform with a melee weapon. The type of card used determines the degree of success of the *push* maneuver.

Card	Effect
Number	Target pushed 1 zone away.
Face	Target pushed 1 zone away, knocked prone.
Ace	Target pushed 1 zone away, knocked unconscious.

Character Sketch

Appearance Notes

Weapons	AB	Range	Notes

Armor

Gear & Equipment

Wealth

Notes