

<p style="text-align: center;">BLOCK</p> <p style="text-align: center;">Reduce incoming Attack by 2</p> <p style="text-align: center;">+1 if you have a Defence Bonus</p>	<p style="text-align: center;">BLOCK</p> <p style="text-align: center;">Reduce incoming Attack by 2</p> <p style="text-align: center;">+1 if you have a Defence Bonus</p>	<p style="text-align: center;">DODGE</p> <p style="text-align: center;">Reduce incoming Attack by 3</p> <p style="text-align: center;">MUST MOVE ONE SPOT (if you can't move because of blockage then Dodge is ineffective)</p>
<p style="text-align: center;">DODGE</p> <p style="text-align: center;">Reduce incoming Attack by 3</p> <p style="text-align: center;">MUST MOVE ONE SPOT (if you can't move because of blockage then Dodge is ineffective)</p>	<p style="text-align: center;">BASIC ATTACK</p> <p style="text-align: center;">1 Hit if unarmed</p> <p style="text-align: center;">1 Hit if throwing weapon</p> <p style="text-align: center;">2 hits if armed with weapon</p> <p style="text-align: center;">2 hits if throwing bonus weapon</p> <p style="text-align: center;">3 Hits if Weapon Bonus</p>	<p style="text-align: center;">BASIC ATTACK</p> <p style="text-align: center;">1 Hit if unarmed</p> <p style="text-align: center;">1 Hit if throwing weapon</p> <p style="text-align: center;">2 hits if armed with weapon</p> <p style="text-align: center;">2 hits if throwing bonus weapon</p> <p style="text-align: center;">3 Hits if Weapon Bonus</p>
<p style="text-align: center;">BASIC ATTACK</p> <p style="text-align: center;">1 Hit if unarmed</p> <p style="text-align: center;">1 Hit if throwing weapon</p> <p style="text-align: center;">2 hits if armed with weapon</p> <p style="text-align: center;">2 hits if throwing bonus weapon</p> <p style="text-align: center;">3 Hits if Weapon Bonus</p>	<p style="text-align: center;">BASIC ATTACK</p> <p style="text-align: center;">1 Hit if unarmed</p> <p style="text-align: center;">1 Hit if throwing weapon</p> <p style="text-align: center;">2 hits if armed with weapon</p> <p style="text-align: center;">2 hits if throwing bonus weapon</p> <p style="text-align: center;">3 Hits if Weapon Bonus</p>	<p style="text-align: center;">BASIC ATTACK</p> <p style="text-align: center;">1 Hit if unarmed</p> <p style="text-align: center;">1 Hit if throwing weapon</p> <p style="text-align: center;">2 hits if armed with weapon</p> <p style="text-align: center;">2 hits if throwing bonus weapon</p> <p style="text-align: center;">3 Hits if Weapon Bonus</p>

DASH

Add 3
movement
spots

DASH

Add 3
movement
spots

DASH

Add 3
movement
spots

ALL OUT ATTACK

2 Hits if unarmed

1 Hit if throwing weapon

3 hits if armed with
weapon

2 hits if throwing bonus
weapon

4 Hits if Weapon Bonus

AND TAKE ONE HIT
YOURSELF

STALWART DEFENCE

Reduce
incoming
Attack by 3

+1 if you have a Defence
Bonus

RUN AWAY

Reduce
incoming
Attack by 4
***MUST MOVE THREE SPOTS
– NO NEARER TO ENEMY***
(if you can't move because of
blockage then Dodge is
ineffective).
Against Thrown Weapon no
defence.

CONCENTRATE YOUR CHI

RECOVERY

May not move

Can recover One Hit

[Or Defence 1]

CONCENTRATE YOUR CHI

RECOVERY

May not move

Can recover One Hit

[Or Defence 1]

CONCENTRATE YOUR CHI

RECOVERY

May not move

Can recover One Hit

[Or Defence 1]