

FAVOR OF THE GODS - MANEUVERS

NAME	CONDITIONS	ACTION	EFFECT	AP	CATEGORY
Bar the Way	Dexterity 2, intuition 1	Quick	Make an ability check against a target within reach of your melee weapon. If you succeed, prevent the target's movement action.	2	Combat
Continued Momentum	Assault 4, athletics 2, dexterity 2	Boost	If you deal damage with your attack, you gain 2 haste counters.	2	Combat
Dazzling Blaze	Dexterity 1, intuition 2	Quick	Make an ability check against a target within melee reach of your torch. If you succeed, the target gains 1 blind counter.	2	Combat
Deflect Projectile	Defend 4, dexterity 4, Lightning Reflexes	Boost	You are able to actively defend against a ranged weapon attack as if you were carrying a shield.	1	Combat
Disrupting Kick	Assault 3, Rough Strike	Quick	Make an ability check against an adjacent target. If you succeed, put 1 daze counter on the target and move the target up to 1 field away from yourself.	2	Combat
Dodge	Dexterity 2	Boost	You gain 1d6 advantage to your active defense . After that defense, move up to 1 field.	1	Combat
Dual Strike	Dexterity 2	Boost	If you are wielding a one-handed melee weapon and a one-handed quick melee weapon, you gain the advantage of both weapons to your melee attack. You may apply item aspects of both weapons.	2	Combat
Elusive Strike	Deception 1, dexterity 1	Boost	You gain 1d6 advantage to your melee attack against a target carrying a shield.	1	Combat
Feint	Deception 4, dexterity 2, Elusive Strike	Boost	Your target cannot use an active defense against your melee attack.	3	Combat
Frenzy	Assault 2 or shooting 2	Boost	If you deal damage with your attack, you gain 1d6 rush counters.	1	Combat
Onslaught	Athletics 4, assault 2	Boost	If you have moved at least 5 fields toward your target this turn, you gain your movement to your melee or throwing attack.	1	Combat
Quick Draw	Dexterity 2	Quick	Choose one: -Switch your weapons and/or shield. -Reload a ranged weapon.	1	Combat
Rapid Strike	Dexterity 2	Quick	Perform an attack with a quick weapon with 1d6 disadvantage.	2	Combat
Staggering Blow	Athletics 4, assault 2	Boost	If your melee attack deals damage, your target gains 1 daze counter.	3	Combat
Torch Sweep	Assault 2, dexterity 1	Boost	If you deal damage with your melee attack with a burning torch, the target gains 1d6 fire counters.	2	Combat
Calculated Shot	Reasoning 2	Boost	You gain your reasoning modifier to your attack with a triggered weapon.	2	Combat Aspect
Destructive Strike	Craft 2	Boost	You gain your craft modifier to your attack with a cleaving weapon.	2	Combat Aspect
Devastating Strike	Toughness 2	Boost	You gain your toughness modifier to your attack with a shattering weapon.	2	Combat Aspect
Devious Strike	Stealth 2	Boost	You gain your stealth modifier to your attack with an inconspicuous melee weapon.	2	Combat Aspect
Elegant Strike	Charm 2	Boost	You gain your charm modifier to your attack with a prestigious weapon.	2	Combat Aspect
Instinctive Shot	Intuition 2	Boost	You gain your intuition modifier to your attack with a short range weapon.	2	Combat Aspect
Keen Shot	Awareness 2	Boost	You gain your awareness modifier to your attack with a long range weapon.	2	Combat Aspect
Menacing Strike	Intimidation 2	Boost	You gain your intimidation modifier to your attack with an intimidating weapon.	2	Combat Aspect
Precise Strike	Nature 2	Boost	You gain your nature modifier to your attack with an armor-piercing weapon.	2	Combat Aspect
Resolute Defense	Willpower 2	Boost	You gain your willpower modifier to your active defense if you are wielding a parry weapon.	2	Combat Aspect
Rough Strike	Athletics 2	Boost	You gain your athletics modifier to your unarmed attack.	2	Combat Aspect
Swift Strike	Dexterity 2	Boost	You gain your dexterity modifier to your attack with a long weapon.	2	Combat Aspect
Trick Strike	Deception 2	Boost	You gain your deception modifier to your attack with an unpredictable weapon.	2	Combat Aspect

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Melee Expertise	Assault 3, athletics 1	Boost	You gain 1d6 advantage to your attack with a melee weapon.	2	Combat Expertise
Melee Weapon Mastery	Assault 5, athletics 3, dexterity 1, One-handed Expertise or Two-handed Expertise	Boost	Choose a melee weapon when learning this maneuver. You gain 1d6 advantage to your melee attack with the chosen weapon.	2	Combat Expertise
One-handed Expertise	Throwing Expertise or Melee Expertise or Ranged Expertise	Boost	You gain 1d6 advantage to your attack with a one-handed melee weapon.	2	Combat Expertise
Ranged Expertise	Shooting 3, awareness 1	Boost	You gain 1d6 advantage to your attack with a ranged weapon.	2	Combat Expertise
Ranged Weapon Mastery	Shooting 5, awareness 3, intuition 1, One-handed Expertise or Two-handed Expertise	Boost	Choose a ranged weapon when learning this maneuver. You gain 1d6 advantage to your ranged attack with the chosen weapon.	2	Combat Expertise
Throwing Expertise	Assault 3, dexterity 1	Boost	You gain 1d6 advantage to your attack with a throwing weapon.	2	Combat Expertise
Throwing Weapon Mastery	Assault 5, dexterity 3, intuition 1, One-handed Expertise	Boost	Choose a throwing weapon when learning this maneuver. You gain 1d6 advantage to your throwing attack with the chosen weapon.	2	Combat Expertise
Two-handed Expertise	Throwing Expertise or Melee Expertise or Ranged Expertise	Boost	You gain 1d6 advantage to your attack with a two-handed weapon.	2	Combat Expertise
Impenetrable Defense	Defend 7, toughness 5, willpower 3, Stalwart Defense	Boost	You gain 1d6 advantage to your defense with a heavy shield .	2	Combat Shield
Shield Bash	Defend 2, athletics 1	Quick	If you are using a shield, make a defend check (without your shield's bonus) against an adjacent target. If you succeed, choose one: - Prevent a quick action of the target. - Put 1 daze counter on the target.	2	Combat Shield
Shield Wall	Defend 2, dexterity 1	Quick	An adjacent target gains 1d6 advantage to all defense checks and is able to defend against ranged weapons this turn.	1	Combat Shield
Stalwart Defense	Defend 5, toughness 3, willpower 1, Stout Defense	Boost	You gain 1d6 advantage to your defense with a medium or heavy shield .	2	Combat Shield
Stout Defense	Defend 3, toughness 1	Boost	You gain 1d6 advantage to your defense with a shield .	2	Combat Shield
Close Observation	Awareness 2, Watchful	Regular	Make an awareness check against a target. If you succeed, you become aware of its resistances and weaknesses, if it has any.	2	Mental
Facts of Engineering	Scholar	Boost	You gain 1d6 advantage to your reasoning check when trying to remember a fact about mechanisms, crafting techniques or architecture, or when trying to comprehend mechanisms such as traps and locks.	1	Mental
Facts of History	Scholar	Boost	You gain 1d6 advantage to your reasoning check when trying to remember a fact about history, politics or trade, or pose as nobility.	1	Mental
Facts of Life	Scholar	Boost	You gain 1d6 advantage to your nature check when trying to remember a fact about plants, mushrooms, animals and their attributes, behavior or anatomy.	1	Mental
Facts of Mysticism	Scholar	Boost	You gain 1d6 advantage to your reasoning check when trying to remember a fact about mysticism, religion or a supernatural phenomenon, or when trying to identify unnatural creatures.	1	Mental
Iron Will	Willpower 2	Boost	You gain 1d6 advantage to your willpower check when trying to avoid taking stress.	1	Mental
Focused Invocation	Conduit, Iron Will, Mindful	Quick	Invoke a favor (you still have to pay its cost). You lose 1d6 focus.	2	Mysticism
Mystic Ascension	Mystic Master	Boost	When invoking a favor, you gain 1d6 levitation counters.	2	Mysticism
Mystic Augmentation	Mystic Adept	Boost	When invoking a favor, choose one: - You gain 1d6 rush counters. - You gain 1d6 surge counters.	1	Mysticism
Mystic Momentum	Conduit, Mystic Novice	Boost	When invoking a favor, you gain 2 haste counters.	2	Mysticism
Mystic Protection	Mystic Adept	Boost	When invoking a favor, choose one: - You gain 1d6 shield counters. - You gain 1d6 ward counters.	1	Mysticism

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Mystic Rejuvenation	Mystic Adept	Boost	When invoking a favor, choose one: - You gain 1d6 recovery counters. - You gain 1d6 rest counters.	2	Mysticism
Mystic Reverberation	Mystic Master	Boost	When invoking a favor, apply its effect an additional time. You may choose different targets for the copy. You lose 1d6 focus.	3	Mysticism
Revelation	Willpower 5, Mystic Adept	Boost	Gain an additional answer when finishing your ritual.	2	Mysticism
Acrobatic Feat	Athletics 2, dexterity 2	Boost	Choose one: - You gain 1d6 advantage to your athletics check when performing an acrobatic feat. Until end of turn, your fall damage is reduced by 2d6. - Ignore up to hip high obstacles in your way when running.	1	Physical
Clean Ascent	Athletics 2	Boost	You gain 1d6 advantage to your athletics check when climbing.	1	Physical
Clever Construction	Craft 1, reasoning 1	Boost	You gain 1d6 advantage to your craft check when creating or repairing a device, mechanism or simple structure. If you are successful, you gain 1 drive counter.	1	Physical
Lightning Reflexes	Intuition 2	Boost	You gain 1d6 advantage to your ability check to evade a trap. If you were not aware of the trap and you successfully evaded it, you gain 1 drive counter.	1	Physical
Precise Manipulation	Dexterity 2	Boost	You gain 1d6 advantage to your dexterity check when picking a lock or otherwise manipulating a mechanism. If you are successful, you gain 1 drive counter.	1	Physical
Silent Approach	Stealth 2	Boost	You gain 1d6 advantage to your stealth check when trying to move undetected.	2	Physical
Smooth Descent	Toughness 2, Swimmer	Boost	Choose one: - You gain 1d6 to your athletics check when swimming. - You gain 1d6 advantage to your toughness check when you start holding your breath.	1	Physical
Read Character	Intuition 2	Boost	You gain 1d6 advantage to your intuition check when trying to figure out someone's intentions.	2	Social
Words of Compassion	Intuition 2	Boost	You gain 1d6 advantage to your social ability check when appealing to a target's compassion or mercy. If you are successful, you gain 1 drive counter.	2	Social
Words of Courage	Charm 4, willpower 2	Regular	Make a charm check. Then, choose one: - Distribute that many rush counters among other allies within earshot. - Distribute that many surge counters among other allies within earshot.	2	Social
Words of Flattery	Charm 2	Boost	You gain 1d6 advantage to your social ability check when appealing to a target's vanity or complimenting them. If you are successful, you gain 1 drive counter.	2	Social
Words of Honor	Charm 1, intimidation 1	Boost	You gain 1d6 advantage to your social ability check when appealing to a target's sense of duty and honor. If you are successful, you gain 1 drive counter.	2	Social
Words of Mockery	Intimidation 2	Regular	Make an intimidation check against a target. If you succeed, the target will see you as its primary target.	1	Social
Words of Reason	Reasoning 2	Boost	You gain 1d6 advantage to your social ability check when appealing to a target's sanity or reason. If you are successful, you gain 1 drive counter.	2	Social
Words of Righteousness	Willpower 2	Boost	You gain 1d6 advantage to your social ability check when appealing to a target's religious beliefs or moral convictions. If you are successful, you gain 1 drive counter.	2	Social
Adaptive Awareness	Awareness 2	Boost	Choose one: - You gain 1d6 advantage to your awareness check for seeing in dim light or fog. - You negate disadvantage to your combat ability check due to dim light conditions.	1	Survival
Animal Handling	Charm 1, nature 1	Boost	You gain 1d6 advantage to your charm check against an animal.	1	Survival
Bold Trailblazing	Willpower 2, athletics 1, dexterity 1	Boost	You gain 1d6 advantage to your ability check on your first try to traverse a dangerous terrain feature if you are the first of your allies to do so. If you are successful, you gain 1 drive counter.	1	Survival

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Nimble Escape	Dexterity 2	Boost	You gain 1d6 advantage to your ability check when trying to remove bindings or fit through tight spaces. If you successfully escape from danger this way, you gain 1 drive counter.	1	Survival
Skilled Trap-Making	Craft 2	Boost	You gain 1d6 advantage to your craft check to construct a trap. If the trap deals damage, it is increased by 1d6. If the trap is triggered by the intended prey, you gain 1 drive counter.	2	Survival
Tracking Instincts	Nature 2, intuition 1	Boost	You gain 1d6 advantage to your nature check when following tracks.	1	Survival
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