

Cut

6



**Expertise: Deft Fighting**  
One Action, Go Time, Flash.  
Melee  
-6 to Targets DEF

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Slice

12



**Expertise: Deft Fighting**  
One Action, Go Time, Flash.  
Melee  
-12 to Targets DEF

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Pierce

24



**Expertise: Deft Fighting**  
One Action, Go Time, Flash.  
Melee  
-18 to Targets DEF

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Getting Cagey

4



**Expertise: Deft Fighting**  
One Action, Warm Up, 5 Rounds.  
+6 Armor once per round.  
Activates 01-09 Armor as One Use.

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Parry and Poke

2



**Expertise: Deft Fighting**  
One Action, Reaction, Flash  
Add 1/2 ParryValue to Defense and perform  
one melee attack now. (2d6 + Weapon only)

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Going Faster

3



**Expertise: Deft Fighting**  
One Action, Warm Up, Flash  
+4 to Initiative

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Sidestep

3



**Expertise: Deft Fighting**  
One Action, Reaction, Flash  
+6 to Defense roll and stay in Melee.

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Evade

3



**Expertise: Deft Fighting**  
One Action, Reaction, Flash  
+4 to Dodge

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Getting Better

5



**Expertise: Deft Fighting**  
One Action, Cool Down, Flash.  
+24 to Toughness

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