

When creating a Martial, gain access to the following action.

ENTER STANCE

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You have access to the Enter Stance influence action.

ACTION	Enter Stance	TYPE	Influence
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**REQUIREMENT**

You are not prone, grappled or vulnerable. You are either unarmed or wielding a weapon with the **MARTIAL** trait.

Immediately enter into one of your known Stances. The effects of your chosen stance end when:

- you become prone, grappled or vulnerable
- you enter into another stance
- you choose to end your stance (which can be done anytime as a free action)
- you wield a weapon without the **MARTIAL** trait

**WAY OF STRENGTH**

This stance ends after you end a round in which you did not attack or sustain an injury.

STANCE NAME: \_\_\_\_\_

**TECHNIQUES**

- When you Strike or Brawl, you can mark 2 Stamina to gain advantage on the action.
- If you choose to fail a **Defend** action, you may clear one unit of stamina and gain advantage on the next Combat action against that creature until the end of the next round.
- When you deal an injury from a Combat action, it cannot be reduced below `1 - Superficial`.
- You do not mark the one Stamina from the **Defend (Guard)** action.
- When you perform the **Fortify** action, you may clear one unit of Stamina.
- When you would be knocked prone, you may mark 1 unit of stress instead.

WAY OF STRENGTH

**WAY OF AGILITY**

This stance ends after you end a round in which you did not perform a Step or you suffer an injury from a combat action.

STANCE NAME: \_\_\_\_\_

**TECHNIQUES**

- You do not mark the one Stamina from the **Defend (Dodge)** action.
- You may perform a second Step each round, as part of different actions.
- You have advantage on the Disengage action.
- You have advantage on the **Recover** action.
- When you deal an injury with a Combat action, you may choose to force the target to mark that amount of Stamina instead of taking an injury. When you do, the target has disadvantage on its next Combat action until the end of the next round.
- You may choose to perform two Brawl actions per round of an encounter; the usual multi-action penalties still apply.

WAY OF AGILITY

**FLAVOR TEXT**

This section will contain flavor text about the archetype.

**← JUST STARTING OUT**

This section will contain instructions and help text for your chosen archetype.

There will generally be a block of text for each of the items on the reverse side of this page.

**← LEVELING UP**

This section will contain instructions and help text for your chosen archetype.

There will generally be a block of text for each of the items on the reverse side of this page.



**MARTIAL**  
Starting Archetype

*Character:* \_\_\_\_\_

*Player:* \_\_\_\_\_