

Maneuver Overview

Sword and Shield					
Offensive			Defensive		
	Lvl.	Cost		Lvl.	Cost
Bind and Strike			Block		
Cut			Parry (without shield)		
Simultaneous Block/Strike			Parry (with shield)	1	
Trust			Counter (without shield)	2	
Feint-and-Thrust	3	var	Counter (with shield)	3	
Disarm	4	1	Rota	3	2
Feint-and-Cut	5	var	Disarm	4	3
Winding & Binding	7	2	Block Open and Strike	6	2
Twitching	8	2	Winding & Binding	7	2
Master Strike	15	6	Overrun	12	4
			Master Strike	15	6

Greatsword / Longsword					
Offensive			Defensive		
	Lvl.	Cost		Lvl.	Cost
Cut			Parry		
Thrust			Half-sword	(1)	
Half-sword		(1)	Counter	2	
Draw Cut	2		Grapple	3	2
Stop Short	3		Rota	3	2
Feint-and-Thrust	3	var	Disarm	4	1
Beat	4		Expulsion	5	2
Disarm	4	1	Winding & Binding	7	2
Murder Stroke	5	1	Overrun	12	3
Feint-and-Cut	5	var	Master Strike	15	5
Evasive Attack	6	1			
Winding & Binding	7	2			
Twitching	8	2			
Master Strike	15	5			

Doppelhander					
Offensive			Defensive		
	Lvl.	Cost		Lvl.	Cost
Thrust			Parry		
Half-sword		(1)	Half-sword	(1)	
Cut		1	Rota	3	2
Stop Short	3		Disarm	4	4
Feint-and-Thrust	3	var	Winding & Binding	7	3
Beat	4		Overrun	12	4
Disarm	4	1	Master Strike	15	4
Feint-and-Cut	5	var			
Winding & Binding	7	3			
Master Strike	15	4			

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Mass Weapon and Shield

Offensive		Lvl.	Cost	Defensive		Lvl.	Cost
Bind and Strike				Block			
Cut				Parry			1
Simultaneous Block/Strike				Rota		3	2
Hook			1	Disarm		4	3
Thrust			1	Block Open and Strike		6	2
Disarm		4	1	Overrun		12	4
Bash		4					
Twitching		8	2				

Cut and Thrust

Offensive		Lvl.	Cost	Defensive		Lvl.	Cost
Bind and Strike				Block (with bucklers)			
Cut				Parry			
Double Strike				Counter			2
Simultaneous Block/Strike				Grapple		3	2
Thrust				Rota		3	2
Toss				Disarm		4	3
Draw Cut		2		Expulsion		5	2
Stop Short		3		Quick Draw		6	2
Feint-and-Thrust		3	var	Winding & Binding		7	2
Beat		4		Master Strike		15	6
Disarm		4	1	Overrun		12	3
Feint-and-Cut		5	var				
Quick Draw		6	2				
Winding & Binding		7	2				
Twitching		8	2				
Master Strike		15	6				

Rapier

Offensive		Lvl.	Cost	Defensive		Lvl.	Cost
Bind and Strike				Block (with bucklers)			
Double Strike				Parry			
Simultaneous Block/Strike				Counter			3
Thrust				Grapple		3	2
Toss				Disarm		4	3
Stop Short		3		Expulsion		5	2
Feint-and-Thrust		3	1	Overrun		12	3
Beat		4		Master Strike		15	6
Disarm		4	1				
Feint-and-Cut		5	1				
Master Strike		15	6				

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A Case of Rapiers

Offensive	Lvl.	Cost	Defensive	Lvl.	Cost
Bind and Strike		1	Parry		
Double Strike		1	Disarm	4	3
Thrust			Expulsion	5	3
Simultaneous Block/Strike		1	Overrun	12	3
Feint-and-Thrust	3	1	Master Strike	15	6
Beat	4	1			
Disarm	4	1			
Feint-and-Cut	5	1			
Master Strike	15	6			

Dagger

Offensive	Lvl.	Cost	Defensive	Lvl.	Cost
Cut			Parry		
Thrust			Grapple	3	2
Punch		1	Disarm	4	4
Kick		2	Quick Draw	6	1
Grapple		2/4	Overrun	12	3
Draw Cut	2				
Disarm	4	2			
Quick Draw	6	1			

Pole-axe

Offensive	Lvl.	Cost	Defensive	Lvl.	Cost
Cut			Parry		
Hook		1	Counter		3
Thrust		1	Grapple	3	2
Beat	4	2	Rota	3	2
Twitching	8	2	Overrun	12	3

Pole-arms

Offensive	Lvl.	Cost	Defensive	Lvl.	Cost
Cut			Parry		
Thrust			Counter		4
Hook		1	Disarm	4	5
Stop Short	3				
Feint-and-Thrust	3	1			
Bash	4				
Beat	4				
Disarm	4	2			
Feint-and-Cut	5	1			

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Brawling

Offensive	Lvl.	Cost	Defensive	Lvl.	Cost
Punch			Parry		
Kick		1	Grapple	3	2
Grapple		2/4	Disarm	4	4
Disarm	4	2			

Wrestling

Offensive	Lvl.	Cost	Defensive	Lvl.	Cost
Punch		1	Grapple	3	1
Kick		2			
Grapple		1/3			

Lances

Offensive	Lvl.	Cost	Defensive	Lvl.	Cost
Simultaneous Block/Strike			Block		
Thrust		1			