

Attack

Attack independent 0

Defend versus

Feint independent 0

Manner versus

subtract margin of success
from opponent's disposition

Defend

Attack versus

Defend independent 3

Feint no action

Manner versus

add margin of success
to disposition

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Defend

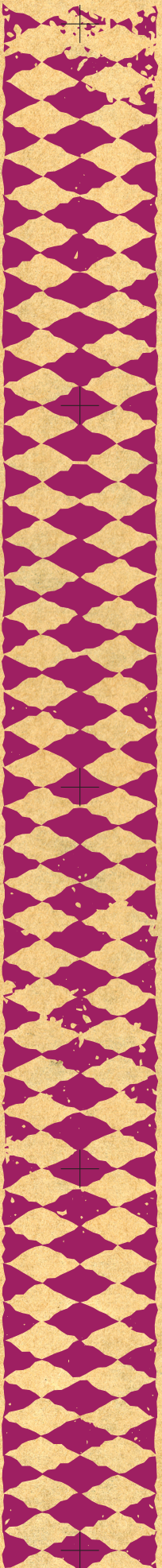
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1s: -1D to oppo next action
2s: +2D to your next action
3s: disarm opponent

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