

POLYHISTOR

Martial Pool

Starting Pool of ☐☐ = ____ Maximum = ____

Your Pool resets to “Starting #” during a short rest. If you spend a standard action on total defense, add ☐☐☐☐ to your current Pool.

At the start of each turn as a free action, you may switch to any of your elementary stances (see right). You can have any one elementary stance and up to one stance from another source active at a time.

Universal Pool Abilities

Ability / Cost	Effect (Free Actions)
<i>Additional Attack</i> ☐☐ (once per turn)	Stow & draw weapons after a basic attack; make another basic attack on new target(s).
<i>Area Attack</i> ☐☐ ☐☐	Make a single-target basic attack target a Burst 1 Area instead.
<i>Two Area Attacks</i> ☐☐ ☐☐ ☐☐ ☐☐ ☐☐	Combines above two options to make two area attacks (no overlap).
<i>Precision</i> X☐☐ (after spending action point this turn)	For every ☐☐ spent, roll and add its value to the result of an attack roll for a basic attack you just attempted.

Powers

Decipher Technique (Daily) – Utility 12

Standard Action. Choose an enemy you can see that either you have hit, or that has hit you. Your GM will inform you of its defenses, traits, and powers (generally, letting you see the statblock). Additionally, +☐☐☐☐ to Pool.

Masterstroke (Daily) – Attack 20

Standard Action. +(7 ☐☐) to Pool; these aren't counted toward your max, but they must be spent before the start of your next turn. Until then, you can use ☐☐ on effects from any stance. Make a basic attack.

Elementary Stances

Ability / Cost	Effect (Free Actions)
Alert	
<i>Warding Strike</i> ☐☐	<u>Reaction:</u> Spend to use a basic attack on foe that enters reach (or within 5 if using ranged weapon and no cover/conceal).
Brute	
<i>Bonus Damage</i> X☐☐	For each ☐☐ spent, roll and add as damage to a basic attack. +1 per ☐☐ if dual-wielding or two-handing.
<i>Forced Movement</i> ☐☐	Push/pull/slide 2 after hitting with a basic attack.
Close	
<i>Grab</i> ☐☐	Grab foe after hitting with a basic attack. No cost if you have a free hand.
<i>Minor Affliction</i> ☐☐	Apply a minor affliction ¹ to a grabbed foe you hit with a melee basic attack.
<i>Major Affliction</i> ☐☐ ☐☐	As above, but applies a major affliction ² .
Defensive	
<i>Guard</i> X☐☐	<u>Interrupt:</u> When you or an adjacent ally is hit, for each ☐☐ spent, roll and add value to target's defenses vs the attack. Add +2 to total if you wield a shield.
Evasive (not shifts – movement still provokes!)	
<i>Escape</i> ☐☐	<u>Reaction:</u> If an enemy ends its move with you in its reach, move your speed.
<i>Skirmish</i> ☐☐ (once per turn)	Move your speed after making a basic attack.

Note: *Skirmish* plus *Additional Attack* lets you move between attacks as part of same action. *Skirmish* plus *Area Attack* lets you melee attack each foe you move adjacent to.

1. *Minor Afflictions:* deafen or slow until end of your next turn. Alternatively, you may knock prone or disarm.
2. *Major Afflictions:* blind, daze, immobilize, or weaken until the end of your next turn.