

COMBAT STYLE WIDGETS

CHAIN Each style requires the successful performance of the previous style



begins chain



chains off of



chains off of



chains off of



POSITION These widgets describe the position you must take in relation to your target



behind target



in front of target



beside target

OPENERS These widgets describe an action that must happen immediately before using the style



block target



evade target



parry target

RESULTS These widgets describe things which may happen to the target after using the style



taunt target



turn away/detaunt
target