

Actions

The skill check:

Many times in a game a character may wish to attempt an action where success is not certain failure is not guaranteed, or there may be times where a character's degree of success or failure matters; in these situations the GM may call for a skill check.

Important terms for a skill check:

- Primary attribute - the primary attribute most relevant to the action being taken.
- Primary skill - the base skill most relevant to the action being taken.
- Relevant secondary skills - the one, or more, secondary skills used in the action.
- Die pool - dice rolled when making a skill check.
- Bonus Dice - extra d6s added to the skill check.
- Penalty Dice - a penalty die is a d6 added to the skill check that after the dice are rolled removes the die with the highest result from the die pool.

Steps for making a skill check:

- Declare the action the character intends to take
- Determine if action requires a skill check
- Determine primary attribute, primary skill, and relevant secondary skill(s)
- Build die pool
 - add primary attribute's score d4s
 - add ranks in primary skill d8s
 - add ranks in all relevant secondary skills d6s
- Add bonus and penalty dice to the die pool
- Roll all dice in the die pool
- For each penalty die one at a time remove the die with the highest score from the die pool
- From the remaining dice select the x highest where x is the character's primary attribute score; the total of these selected dice plus any bonuses and penalties is the skill check's result
- Compare the result to the action's difficulty, for every 3 points by which the result exceeded the difficulty the action gains a success

Combat and round based play:

Sometimes characters find themselves in stressful, potentially life or death, situations where the timing of each action becomes more important; at these times the game transitions from

the normal player/GM narrative into round based play. In round based play characters declare and resolve their actions on their turns which happen in initiative order. Once all characters have acted the GM describes the updated scene; if the reason for round based play continues to be present recheck everyones initiative and begin another round.

Turns during round based combat:

Each character on their turn may take actions to move, attack, etc. All actions they may take have a cost in stamina, defense, or both as well as a turn requirement; a character may not declare multiple actions with a turn requirement of one or greater during their turn. An action's turn requirement is simply how many turns a character must take in order to perform that action, an action with a turn requirement of zero may only be taken once per turn unless detailed otherwise in the actions description.

Action options by type:

Actions are detailed with a name followed by it's stamina cost in parentheses and a description.

Move actions:

The first move action a character takes each round has a turn requirement of zero, subsequent move actions have a turn requirement of one.

- Walk(0) - move half your base movement in meters. rounded up.
- Dash(1) - move your base movement in meters.
- Sprint(2) - make a personal movement skill check with primary attribute body and sprint and run as relevant secondary skills. Move one meter per success rolled + 1 meter per rank in the sprint secondary skill. Any other skill checks you make this phase gains 2 penalty dice.

Melee Actions:

Unless stated otherwise, melee actions have a turn requirement of one that can be reduced to zero at the cost of a penalty die added to this skill check and two penalty dice added to all other skill checks this turn.

- Bash(2) - using a bash, strike, or hammer attack make a melee attack designed to send the target to the ground. The attack's skill check gains a penalty die. If the attack hits compare its damage, before reductions, to the target's defense, if the damage fails to exceed the target's melee defense but is greater than their defense the target must move back one meter, if the damage exceeds the target's melee defense they are knocked to their knees, if it exceeds it by 5 or more the target is knocked prone.

- Basic attack(1) - make an attack with the character's body or readied melee weapon. A melee attack skill check use reflexes as its primary attribute with relevant secondary skill determined the weapon.
- Disarm(2) - make a basic attack with one penalty die added; they gain a defense bonus against this attack equal to the number of ranks they have in the secondary skill for the targeted weapon plus their ranks in the disarm secondary skill. If the skill check succeeds the weapon is at their feet, for each additional success on this attack the weapon may be moved one meter in a direction of the attacker's choice. If this attack is made with an open hand and fails the attacker suffers damage to the arm used to make the attack as if they were struck by the weapon they attempted to disarm, if the skill check succeed with at least one additional success the attacker may ready the disarmed weapon.
- Distracting attack(2) - make a basic attack with one penalty die added to the skill check; if the skill check fails by less than 5 the target loses one additional point of success, if the skill check succeeds the target loses additional defense equal to the attacker's ranks in the distracting attack secondary skill plus one for each additional success.
- Flurry of blows(2) - make a basic attack with one bonus die plus one per rank in the flurry of blows secondary skill; if the skill check succeeds resolve it as a single attack with no additional successes.
- Lunge(2) - make a normal melee skill check; double the character's, not the weapon's, reach for this attack. Lose any parry bonus for one round.
- Off hand attack(1) - make a basic attack with one penalty die added to the skill check using the character's off hand. This attack's turn requirement is 0. Lose the weapon's parry bonus for one round. Limit one off hand attack per turn.
- Power attack(2) - make a basic attack with one penalty die added to the skill check; the attack deals additional damage equal to the number of ranks the character has in the power attack secondary skill plus one for each additional success rolled.
- Quick attack(2) - make a basic attack with a turn requirement of 0. Limit one quick attack per turn..
- Ready Weapon(0) - a weapon not currently readied but within easy reach, and uncontested, becomes readied by the character.
- Reckless attack(2) - choose to gain between one and three bonus dice to this attack's skill check, suffer a penalty to defense equal to twice the number of bonus dice you gained; this penalty is reduced by one, to a minimum of one, per rank you have in the reckless attack secondary skill.
- Trip(2) - this attack can only be made with a long or hooked weapon or with the attacker's leg. The target gets a situational bonus to their defense equal to the sum of their ranks in personal movement and agility, as well as footwork and balance secondary skills. If the attack succeeds the target is knocked prone. If the attack was made with a weapon and fails by at least 5, ten if the weapon is wielded two handed, the weapon is dropped at the target's feet; if the attack was made with the character's leg and fails by 5 or more the attacker loses 3 defense, if it failed by 10 or more the attacker becomes prone.

Ranged Actions:

Ranged actions have a turn requirement of one that can be reduced to zero by adding one penalty die to this skill check and two to other skill checks this turn.

- Aim(0) - select a target, your ranged attacks against that target are aimed, gaining 1 plus ranks in the aim secondary skill bonus dice, until you take any other action. Aim's turn requirement may not be reduced.
- Load weapon(varies) - refer to the weapon's description for details on loading requirements.
- Loose/shoot/fire(0) - make an attack with a readied, loaded, ranged weapon. this skill check use perception as its primary attribute with relevant secondary skill determined by the weapon.
- Ready weapon/ammo(0) - ready a ranged weapon or one plus ranks in reload pieces of ammunition.
- Throw(1) - make a ranged attack with a ready weapon or spell. Gain an additional bonus die for every two ranks in a melee combat secondary skill for this weapon.

Magic Actions:

Magic actions have a turn requirement of one and may only be taken by characters with an arcane trait. Magical skill checks use mind as a primary attribute.

- Cast Cantrip (1) - choose one cantrip the character knows, cast that cantrip. This action's turn requirement may be reduced to zero, doing so adds one penalty die to all other actions taken this turn; the caster may not take an additional magic action this turn.
- Cast spell(0) - choose one spell the character knows and choose either where to gate it or to cast it ungated. Make a skill check with the spell's relevant secondary skills and total the successes. If the number of successes rolled was at least as high as what was required for a gated spell resolve the spell at the gated level and suffer arcane dues equal to the number of successes needed, if the spell was cast ungated and achieved at least as many successes as its highest gated value the spell succeeds triggering the spell's successes in order up to the total successes rolled with any additional successes being randomized by the GM from amongst the spell's effects the caster then suffers arcane dues equal to the total successes rolled, finally if the skill check did not achieve the needed number of successes the caster suffers arcane dues equal to the total successes rolled and the spell fails.
- Gather arcane energy(0) - make a skill check with no relevant secondary skills but a bonus die for each magical aptitude secondary skill the character has ranks in. This check's successes are stored for future use; the GM secretly rolls a d6 adding that many successes to the amount stored. A character with stored arcane energy who takes an action with a turn requirement of one other than to gather or shape arcane energy will lose all stored successes and suffer arcane dues as if they had shaped an effect with them.
- Shape arcane energy(0) - a character with stored arcane energy shapes those successes

into an effect. Make a skill check with any relevant secondary skills whose powers will be used in the effect. For every success rolled one stored success may be added to a power in the crafted effect, stored successes not assigned in this way will be randomly assigned to already used powers by the GM; the character suffers arcane dues for the successes in the effect.

Recovery Actions:

Recovery actions have a turn requirement of one that may not be reduced.

- Defensive action(1) - a defense action can not be taken in the same turn as an attack. Make a skill check using reflexes or perception for the primary attribute, personal defense as the base skill, and regain composure as a relevant secondary skill. Base difficulty of the action is 10; success means the character recovers defense equal to their ranks in regain composure +1 for each additional success.
- Restoration action(0) - restoration can not be performed in a round where the character spends more stamina than they have ranks in the stamina secondary skill. Make a skill check using body for primary attribute, endurance for primary skill, and stamina for relevant secondary skill. The action's difficulty is 10; success lets the character recover an amount of stamina equal to their ranks in stamina +1 per additional success, the character may reduce the amount of stamina recovered by 3 to lose one stun.

Combat Modifiers:

Various conditions can affect a combat situation, changing the difficult to hit a target.

- Kneeling or prone - kneeling characters gain +2 ranged defense and -3 melee defense and lose 3 meters distance when making a movement action. Prone characters triple these effects.
- Behind cover - a +1 to +9 defense bonus against attacks made from the other side of the cover. Attacks missing due to this bonus damage the cover.
- Concealed - like cover, concealment grants a variable defense bonus based on completeness of it..
- Flanking - if a character has multiple opponents in melee range and at least one is outside their front arc they suffer a -1 penalty to their melee defense for each opponent contributing to the situation.
- Wind - depending on the strength and regularity of the wind, ranged attack skill checks receive up to 5 penalty dice, heavier or smaller projectiles should receive lesser penalties and massless ranged magical effects do not suffer ranged penalties from wind.
- Reach - against a character with greater reach than your melee attack's add one penalty die plus one for every five points by which their reach exceeds yours to the attack's skill check or grant your opponent a free strike against you. This penalty is incurred the first time you attack this target sense engaging or their last defensive action.

- Free attack - once per round when an opponent moves through a hex the character threatens the character may immediately make a basic attack against that opponent with zero turn requirement.