Actions

| **Phase** |  | **Action** | **Description** |
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| Traps | Traps | Forage for Trap | And adventurer can analyze chamber to determine if a trap is present with an **AWARENESS/FORAGING** task. Finding a trap provides **-2DIFF** for all adventurers when avoiding effects. |
| Traps | Disarm Trap | Trap can be disarmed with a **REASONING/GEARWORKING** task. A trap can be armed with the same task. |
| Traps | Escape from Trap | If a PC is stuck in a trap, can make **FITNESS/ATHLETICS** check to escape. |
| Traps | Trigger w/ Animal | Each animal entering automatically triggers trap and avoids its damage with a successful **FITNESS/ATHLETICS** task check. |
| Combat | Attack | Ranged Attack | Shooting at target that made/received a close combat attack: **+1DIFF**, shooting at flying target: **+2DIFF**, Shooting from adjacent chamber: **+2DIFF** |
| Combat | Close Combat Attack | |  |  | | --- | --- | | Attacker’s Weapon | Pursuit | | None | Brawling | | Axe | Axefighting | | Knife, Dagger | Knifefighting | | Sword | Swordfighting | | Staves, Clubs, and others | Melee |  |  |  | | --- | --- | | Target’s Pursuit | Against | | Brawling | Brawling  Knifefighting | | Axefighting | Any | | Knifefighting | Brawling  Knifefighting | | Swordfighting | Any | | Melee | Any | |
| Combat | Cast Spell from Memory | Spellcasting rating of >=1. **REASONING/SPELLCASTING** task is performed. DC for creatures or other chars = ***3 + reasoning + spellcasting.***  If failed, then roll 1d6, if > caster’s reasoning, caster takes one damage. |
| Combat | Cast Spell from Scroll | Anyone can cast from primed scrolls, but for regular scrolls must have spellcasting and literacy >= 1. Casting is same as memory except ***LITERACY***is used in place of spellcasting. Failures do nothing |
| Combat | Steed Attack | PC performs a close combat attack on his steed. -2DIFF. Use lowest pursuit between **RIDING** and the relevant pursuit (**SWORDGFIGHTING**, **BRAWLING**, etc). |
| Combat | Steed Trample | Can only be applied to *normal* and *smaller* size enemies. Requires **FITNESS/RIDING** task. DC = 3+target’s **FITNESS/ATHLETICS.** After action PC/steed are behind enemy. |
| Combat | Animal | Animal Attack | Close combat for animal. |
| Combat | Animal Interference | Animals that harass are always fir targets of enemy attack of the target. All tasks made by target suffer a +2DIFF. |
| Combat | Animal Call | PC commands animal to return to his side. If animal suffered an injury or did damage, then a **REASONING/DOMESTICATING** task is required. A failure means that the animal attacks the same target again. Unless the target is dead/incapacitated. |
| Combat | Animal Fetch | PC commands animal to fetch item. |
| Combat | Tame | PC’s can tame animals & creatures. Requires a **REASONING/DOMESTICATING** with a DC=attitude of creature (see Tame table). Cannot tame creatures with a **REASONING** > 0. |
| Combat | Long Actions | Aim | Up to 2 consecutive turns can be spent aiming a ranged weapon. Each turn gives a **-1DIFF** to the attack. Bonus is lost if hit by an attack. |
| Combat | Sneak | Perform an **AWARENESS/STEALTH** check against a DC = 3 + **HIGHEST AWARENESS OF ENEMIES.** See sneak table. |
| Combat | Deferral | Defer | PC waits for someone else to act. Cannot perform entrench, evade, escape, or aim after deferring. |
| Combat | Block | After deferring their action PC may block a single attack made against him. His **BATTLEWEAR** rating is added to the DC of the attack. |
| Combat | Counter | During deferred action a PC can counter a spell made against him or his party. If made against the PC, the DC = 3 + **REASONING** + (2\***SPELLCASTING**). If made against party, use party member’s spellcasting rating |
| Combat | Defense | Evade | PC’s **ATHLETICS** rating is added to DC for ranged attack against him. |
| Combat | Escape | PC can exit the chamber through the entrance they came in |
| Combat | Entrench | When PC is attacked in close combat the PC’s **BATTLEWEAR** rating is added to the DC of the attack. This covers all close combat attacks made against the PC. |
| Combat |  | Parley | Requires a **REASONING/BARTERING** task**.** DC=(see parley table). Cannot perform with creatures having a **REASONING** < 1. |
| Combat |  | Switch Position | 2 PC’s that can act one after the other may switch ranges. (i.e. one moves to farthest while the other moves to closest). |
| Combat |  | Skulk | PC takes cover. Can only do if there are enough obstructions. Consult Skulk table.   * Partial Cover: +1DIFF to hit * Heavy Cover: +2DIFF to hit * Full Cover: cannot be attacked. |
| Combat |  | Loot | PC conducts a task of **FITNESS/PILFERING** to loot from an enemy. Must first sneak up behind the enemy. If fail the PC is at close range and the enemy may attack. |
| Anytime |  | Open Lock | Pick lock = **AWARENESS/LOCKBREAKING** task. -or- **FITNESS** task. Consult lock table |
| Anytime | Forage | Forage for Secret Door | Secret doors can be found by successfully completing an **AWARENESS/FORAGING** task. Takes 1d6 turns. |
| Anytime | Forage for Loot | Can search for hidden loot with an **AWARENESS/FORAGING** task. Takes 1d6 turns. |
| Anytime | Forage for Vegetation | Takes 1d6 turns. Requires a **AWARENESS/FORAGING** task. |
| Anytime | Forage for Overgrown Patch | Same rule as for foraging for secret doors. |
| Anytime | Analyze | Analyze Vegetation | Must have **HERBALISM** >= 1. Successful task = **REASONING/HERBALISM.** Can add additional difficulty based on rarity of vegetation. |
| Anytime | Analyze potion/poison | Must have **ALCHEMY** >= 1. Successful task = **REASONING/ALCHEMY.** DC = poison’s compound rating or 6 + potion’s grade. Takes 1d6 to complete. |
| Anytime | Analyze Poison (Herb) | Must have **HERBALISM** >= 1. Successful task = **REASONING/ HERBALISM.** DC = poison’s compound rating. Takes 2d6 to complete. |
| Anytime | Analyze Elixir | Must have **HERBALISM** >= 1. Successful task = **REASONING/ HERBALISM.** DC = elixer’s compound rating. Takes 1d6 to complete. |
| Anytime | Appraise Commodity | **REASONING/BARTERING** task. For magic items use **REASONING/SPELLCASTING**. Success = revealed market value of item. |
| Anytime |  | Cut Vegetation | Must be analyzed first. Takes one turn to gather vegetation. |
| Anytime |  | Cut Patch | Takes 1d6 to cut overgrown patch down to traverse. Time can be cut in half by performing a **FITNESS** task + appropriate pursuit for item used to clear. |
| Anytime |  | Read Inscription | **REASONING LITERACY** needed to read foreign language, illustrative drawings, and magical formulas. |
| Anytime |  | Drink Potion |  |
| Anytime | Craft | Create Antidote | Must have **ALCHEMY** >= 1. Successful task = **REASONING/ALCHEMY.** DC = poison’s compound rating Takes 1d6 to complete. |
| Anytime | Create Antidote (Herb) | Must have **HERBALISM** >= 1. Successful task = **REASONING/HERBALISM.** DC = poison’s compound rating Takes 2d6 + 6 to complete. |
| Anytime |  | Guard Chamber | PC commands animal to guard a chamber. **REASONING/DOMESTICATING** task is performed. If failed, animal comes to PC’s side, otherwise attacks intruders. |