***Tactics***

Roll at the beginning of the combat vs DL 10

If you succeed, you get 1 tactics point. You gain an additional point for every 2 more you make the roll by.

You can spend TP as the combat goes on:

* Learn the CV of a foe (1 tp)
* Learn the detailed stats of a foe (2 tp)
* Learn specific weaknesses of a foe or their objective (3 tp)
* Identify the leader in a group of foes (2 tp)
* Give an ally a +1 to attack or defense for a round (1 tp)
* Give an ally the initiative (3 tp)

***Swim***

Roll at the beginning of any round in which you must act/fight underwater (DL 10)

|  |  |
| --- | --- |
| Result | Action |
| Missed | * Fight at -3 to hit, defense and damage * Cannot cast * Can move 1”/round |
| Made by 0-1 | * Fight at -3 to hit, defense and damage * Can cast at -3 * Can move up to ½ move |
| Made by 2-3 | * Fight normally * Cast normally * Can make up to ½ move |
| Made by 4+ | * Fight, cast and move normally |