Actions

The actions that can be performed within Mutagen. These can be divided into three main categories - Encounter, Exploration, Downtime.

Actions have traits such as physical, mental, audible etc

## General

**Move:** Encounter, 1s, Physical, Move

**Take Aim:** Encounter, 2s, Vision

**Hunker Down** Encounter, 2s, Physical

**Strike** Encounter, 2s, Attack, varies

**Trip** Encounter, 2s, Physical, Attack, Maneuver

**Disarm** Encounter, 2s, Physical, Attack, Maneuver

**Raise Shield** Encounter, 2s, Physical

**Interact** Encounter, varies, Physical

## Skills

### Athletics

**Leap** Encounter, Explore, 1s, Physical, Move

**High Jump** Encounter, Explore, 1s, Physical, Move

**Running Jump** Encounter, Explore, 1s, Physical, Move

**Grapple** Encounter, 2s, Physical, Maneuver, Contest

**Toss** Encounter, Explore, 2s, Physical, Vision

### Intimidation

**Scare** Encounter, Explore, Social, Mental, 2s, Audible, Contest

**Coerce** Explore, Social, Mental, Audible, Contest

### Force

**Manipulate** Encounter, Explore, 2s, Physical

**Heave** Encounter, Explore, 2s, Physical

**Escape** Encounter, 2s, Contest, Physicals

**Grapple** Encounter, 2s, Physical, Contest, Maneuver

**Shove** Encounter, 2s, Physical, Contest, Maneuver

### Acrobatics

**Balance** Explore, Physical

**Escape** Encounter, 2s, Physical, Contest

**Perform** Explore, Social, Physical

### Precision

**Steal**

**Stitch**

### Stealth

Sneak

Hide

### Endurance

Hike

### Resistance

### Tech

Hack

Program

Encrypt

### Science

Identify

Concoct

Recall

### Investigation

Search

Find Traps

Connect the Dots

### Perception

Observe

Keep Watch

### Insight

Sense Motive

### Deception

Lie

Feint

Impersonate

### Streetwise

Locate Person/Location/Object

Spread Rumour

Sell Item

### Diplomacy

Haggle

Persuade

Make Impression