

Anticipate

Influence

Attempt to predict the actions of a target. Roll either **Knowledge + Tactics** or **Charisma + Tactics** against engaged, close or near target. If target is not sapient, roll with disadvantage.

On a success the target must choose one of the following:

- Mark one unit of stamina (Taxing).
- Declare its next action, taking two units stamina if it chooses a different action.
- Reveal one of its weaknesses.

🔁 **(Repeatable)** Remove one option if more than one is available.

Feint

Influence

Attempt to perform a maneuver designed to distract or mislead a target.

Roll either **Agility + Deception** or **Charisma + Deception** against engaged target. Roll with advantage if you succeeded on Defend against target during previous round.

On a success the target must choose one of the following:

- Mark one unit of stamina (Taxing).
- Fall prone or drop an item (only if it is holding one).
- Grant advantage to the next Combat attack made against it this round.

🔁 **(Repeatable)** Remove one options if more than one is available.

Intimidate

Influence

Attempt to frighten or threaten a target. Roll either **Strength + Coercion** or **Charisma + Coercion** against engaged, close or near target. Roll with advantage if target thinks its weaker. Roll with disadvantage if target believes its in control.

On a success the target must choose one of the following:

- Mark one unit of stamina (Taxing).
- Use a movement action this round to stand frozen in place and cannot target you with a Combat action.
- Use a movement action this round to move as far as possible from you.

🔁 **(Repeatable)** Remove one options if more than one is available.

Parley

Influence

Roll either **Willpower + Empathy** or **Charisma + Empathy** against engaged, close or near target. Roll with advantage if you apply one "Success" effect to yourself. Roll with disadvantage if you or your perceived allies attacked target or their allies during previous round.

On a success the target must choose one of the following:

- Mark one unit of stamina (Taxing).
- Use the Recover action this round instead of what they intended.
- Drop or sheathe a weapon or grant advantage to the next action made against it for the remainder of the round.

🔁 **(Repeatable)** Remove one options if

Taunt

Influence

Roll either **Finesse + Mockery** or **Charisma + Mockery** against engaged, close or near target. Roll with advantage if you use Movement action to dance in place or make insulting gestures, taking two units of stress if you fail to perform the movement action. If you were hit by an attack during the previous round, then make this roll with disadvantage.

On a success the target must choose one of the following:

- Mark one unit of stamina (Taxing).
- Move as close to you as possible. If already engaged, grant advantage to next action performed against target for remainder of round.
- Use a combat action to target you with an attack this round.

Reposition

Movement

Take an action to reposition yourself on the battlefield. Roll **Agility + Mobility** and gain a number of Movement Points equal to 1 plus the result.

🔁 **(Repeatable)** Gain one additional Movement Point.

🔁🔁 Clear one stamina point.

Take Cover

Movement

Take an action to crouch behind an area of adequate protective cover. For the remainder of the round, you have advantage on Defend (Dodge) rolls made against attacks originating from the other side of the cover. Taking Cover ends when you either move or perform a Combat action.

Disengage

Movement

You are attempting to escape from an opponent who is engaged with you and you are not restrained or grappled.

Roll **Agility + Reflex** or **Finesse + Reflex** against the target's Defend (Dodge). This action can be used when you are engaged with multiple opponents, using the Cooperation rules for the targets.

On a success you are no longer engaged with the opponent.

On a failure mark one unit of stamina.

🔁🔁 Clear one existing stamina point.

Hide

Movement

If you are not engaged and attempting to:

- blend in with your physical surroundings, roll **Wisdom + Stealth**
- dash out of sight before you are spotted, roll **Agility + Stealth**
- avoid losing your nerve while hiding, roll **Willpower + Stealth**
- blend in with a crowd or remaining inconspicuous, roll **Charisma + Stealth**

Your skill roll is made against the opponents **Knowledge + Awareness**.

On a success you are hidden from creatures who failed to detect you. If they were unaware of your presence, they continue to be unaware.

🔁🔁 Clear one existing stamina point.

Escape

Interaction

You are attempting to escape a grapple or restraints.
Roll **Strength + Unarmed** or **Finesse + Unarmed** against the target's **Defend (Guard)**.

On a success you are no longer restrained or grappled.

On a failure mark one unit of stamina.

☉☉ Clear one existing stamina point.

Recover

Interaction

Restriction: You cannot use this action if you are breathless, suffocating or grappled.

Roll **Willpower + Endurance** and clear a number of stamina units up to the result.
Roll with advantage if you are behind cover or hidden from any threats or dangers.
Roll with disadvantage if you are engaged with a threat or in immediate danger.

Strike

Combat

Requirement: You are wielding a melee weapon.

Range: Engaged.

Choose to either:

- **Harry**
Roll either **Agility + Weapon's Skill**.
On a success the target takes two units of stamina.
On a failure the target takes one unit of stamina.
- **Clash**
Roll either **Strength + Weapon's Skill**.
On a success the target takes damage according to your weapon's damage rating.

Shoot

Combat

Requirement: You are wielding a ranged weapon.

Range: See weapon's range attribute.

Roll **Finesse + Accuracy** for non-mechanical weapons or **Wisdom + Accuracy** for mechanical weapons, against a target within the weapon's range.
Roll with disadvantage if you performed a movement action this round or you are engaged.

Throw

Combat

Requirement: You are wielding a thrown weapon.

Range: See weapon's range attribute or Close for non-thrown weapons.

Roll **Strength + Accuracy** or **Finesse + Accuracy** against a target within the weapon's range.
Roll with disadvantage if you are throwing a non-thrown melee weapon or you are engaged.

☉ **Embedded.** On a success the thrown weapon becomes embedded or attached to the target and does not fall to the ground.

Brawl

Combat

Requirement: You are not using a weapon.

Range: Engaged.

Choose to either:

- **Jab**
Roll either **Strength + Unarmed** or **Agility + Unarmed** against a target you are engaged with.
On a success The target takes one unit of stamina. If you rolled with strength and the target is tiring, it takes an injury with a severity of **1 - Minor Injury**.
- **Wrestle**
Roll either **Strength + Unarmed** or **Finesse + Unarmed** with disadvantage unless you make clever use of the environment or target's weaknesses (at the GM discretion).

Focus

Triggered

Trigger: You are targeted by an action with the Influence trait.

Roll **Willpower + Discipline** against the influence's difficulty.

Resist

Triggered

Trigger: You are targeted by a toxin.

Roll **Constitution + Fortitude** against the toxin's difficulty.

Hold Breath

Triggered

Trigger: You are required or choose to hold your breath.

You begin to hold your breath, gaining the **Breathless +1** trait.

Brace

Triggered

Trigger: You fall from a height greater than you.

Roll **Agility + Mobility** and reduce the fall damage dice face values by a number equal to the result, to a minimum of one (1) per dice. You may choose to divide this damage reduction across multiple dice, as long as the combined reduction does not exceed the result of this skill roll.

☉ **Wind Resistance (Repeatable)**

Remove one fall damage dice if it has a result value of three (3) or lower.

☉☉ **On Your Feet** When you land you do not take the Prone trait.

☉☉☉ **Skilled Falling** Reduce the dice type of the fall damage dice by one size (eg d8 -> d6) down to a minimum of d4.

Defend

Triggered

Trigger: You are being targeted by an attack.

Choose to either:

- **Dodge**
Roll **Agility + Reflex** against the attack's difficulty.
On a success you are not hit by the attack.
- **Guard**
Roll **Strength + Endurance** against the attack's difficulty.
On a success you are not hit by the attack. If the triggering attack is a melee attack, then the attacker marks one unit of stamina.

Into a Frenzy

Influence, Taxing, Berserker

Mark a unit of stamina and roll **Willpower + Discipline**.

Increase your temporary vitality by an amount equal to the result of the roll. This temporary vitality lasts until you either lose the Frenzied trait or you perform this action again. After making this skill roll, you gain the Frenzied trait.

You may choose to make this roll with advantage, if you do your Frenzy dice are d4s. You may choose to make this roll with disadvantage, if you do your Frenzy dice are d8s.

☉ **Deep Frenzy (Repeatable)** Add one temporary d4 Frenzy dice to your Frenzy Dice pool, if this temporary dice is not consumed by the end of the round it is lost.

☉☉ **Intimidating Presence (instant)**

Charge In

Movement, Taxing, Paragon

If you are not engaged, make a running charge towards a target, in an attempt to knock them off their feet. The target may either be in the same zone as you or an adjacent zone that you have the ability to Step into.

Mark a unit of stamina and roll **Willpower + Discipline** against a target's Defend skill roll. You move to and become engaged with the target. If your target was in an adjacent zone, make the skill roll with advantage

On a success the target is prone on the ground.

☉ **Forceful Impact** On a success, you impact with such force that the target takes an injury with a severity of 1 - minor Injury.

☉☉ **Caught Off-guard:** On a success, you may perform a Strike action against the

Deflecting Strike

Triggered, Scoundrel

Trigger: A projectile (or thrown weapon) passes through your current zone and you are not engaged.

You can perform the Throw action as an instant, using the projectile as the target for your action. If your skill roll exceeds the skill roll of the projectile then your thrown weapon deflects the projectile, causing it to miss its target.

☉☉☉ **Redirect Projectile** Force the projectile to target an adversary of your choosing who is either in your zone or the zone of the original target.

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Influence

Roll either **Agility + Deception** or **Charisma + Deception** xxxxxxxxxxxx

On a success the target must choose one of the following:

- Mark one unit of stamina (Taxing).
- Fall prone or drop an item (only if it is holding one).
- Grant advantage to the next Combat attack made against it this round.

☉ **(Repeatable)** Remove one options if more than one is available.