## Defensive Options

When you are attacked you can choose one of the options below.

### Dodge

Roll your Agility + Acrobatics to produce your defensive total (don't forget to include any penalties for worn armor). If you are mounted, roll an Agility + Riding, or if your mount is targeted its Agility + you're Riding. On foot, a successful dodge allows you to move one 5-foot zone, but if you do not have an unoccupied zone to move into you halve your total. If you are targeted by multiple attacks in the same turn, you only move one 5-foot zone, and only after resolving all attacks.

### Parry

Roll your Agility + an equipped item's Parry value to produce your defensive total. You cannot Parry ranged attacks except with a shield.

### Block

If you have a shield equipped, you can forfeit your turn to use your shield's Block value (instead of its Parry value) for all further defenses this round. You can also ignore the Cumulative Attacker Penalty (pg. 131) while you are blocking. You can only do this if you have not yet taken an action this round (except for the Wait action).

### Riposte

If you have a weapon equipped with a higher Reach than the weapon you are being attacked with, you can forfeit your turn to make an immediate attack with it against your attacker. That attack can be any Melee combat action (including a Lunging attack in order to get higher Reach). After resolving your attack, resolve theirs as usual (if they are still able). You can only do this if you have not yet taken an action this round (except for the Wait action).

# Universal Combat Actions

**Run**
Instead of worrying about anything else you push yourself and all out sprint. Increase your speed by 3 for this turn.

**Step**
You coordinate with an adjacent ally and swap places with them. You can only use this on a willing character.

**Wait**
Skip your turn and see how things play out. This allows you to take your turn at any later time as long as it doesn't interrupt another character's turn.

**Prepare**
Declare a specific action. If you do that action next round add +3 to any required roll. You cannot use this action outside of turn order or for casting spells.

**Defend**
You prepare to avoid any oncoming attacks. Next round, you get a +3 to all defensive rolls.

**Interact**
This action is used to interact with anything in your environment, like opening a door or operating a lever. Or you can take an object from your inventory and use it, like drinking a potion, or activating and throwing a gadget.

**Equip**
Choose any weapons or items in your inventory and equip them, storing or dropping anything you had equipped.

**Toss**
Throw an object up to 15-feet. If passing it to another character, you and that character must roll an Agility of 3 or more. You can take it out of your inventory if needed.

## Mount

You climb on or off a mount. If may take this as a free action if you roll Agility + Riding of 4. If you fail, you are grounded.

## Stand

If you are grounded your speed is reduced to 1, and you get -3 to all defensive rolls and combat actions. You lose the Grounded condition when you take this action.

## Help

You help a grounded adjacent ally to their feet. If you roll a Strength of 3 or more, they lose the Grounded condition.

## Trip

When a character tries to move from an adjacent space, into another adjacent space, you can take this action if you have not gone yet this round (except for the Wait action). Roll an Agility + Acrobatics and compare your total to your target's Agility + Acrobatics or Strength + Acrobatics. If you surpass it, they are grounded.

## Tackle

You dive into someone's space, grounding yourself. Roll Strength + Fighting against the target's Strength + Fighting or Agility + Acrobatics. If you get the higher result, they are grounded and grappled. Grappled characters cannot move or take any action on their turn except trying to escape the grapple by rolling a Strength + Fighting against yours. If they fail 3 times in a row, they are knocked unconscious. You can end the grapple at any time. On your turn while maintaining a grapple, you can only make an unarmed attack against them or roll a Strength + Fighting against them to take an equipped or easily removed worn item. But if you fail or miss, they break free.

## Melee Combat Actions

**Attack**
Declare a target within range. Roll Agility + Fighting (or relevant exotic weapon skill). Compare your total to your target's defensive roll. If you surpass it, you deal your weapon's damage to them.

**Lunging Attack**
Subtract 2 from your attack total in order to increase your weapon's Reach by 2 for this attack.

**Power Attack**
Subtract 3 from your attack total in order to deal one extra damage on a successful hit. If you are using a d8 or higher Heft weapon, the attack must be dodged. If you are unarmed you can push the target back 5-feet.

**Disarming Attack**
Subtract 3 from your attack total in order to disarm a held item from the target instead of doing damage. It drops at their feet and must be re-equipped. But if it's the item that they parried with you may send it flying up to 15-feet away.

**Maiming Attack**
Subtract 3 from your attack total, and reduce its damage to one to aim at the target's arm or leg. If you choose leg, they reduce their Speed to 2, and roll a lower die of Agility while Dodging. If you choose arm, they roll a lower die of Agility while Attacking, Parrying and Blocking.

**Avoid Armor**
Subtract 4 from your attack total to find a chink in the target's armor and deal regular weapon damage ignoring their damage reduction. You can only make this attack with a bladed weapon.

### Critical Attack
Subtract 5 from your attack total to deal 2 extra damage on a successful hit. The defender uses their helmet's damage reduction for critical attacks instead of their armor's.

### Dual Attack
Subtract 2 from both attack totals to make two other Melee Combat Actions this turn. You may decide the order of attacks and can make one before and one after you move. But you must make one attack with each hand and halve the total of the one with your non-dominant hand (unless you are ambidextrous or using a shield or unarmed).

### Shield Bash
Make a regular attack that deals 1 non-lethal damage. Roll Strength against them, if you win, they are grounded. You can only make this attack with an equipped shield. The non-dominant hand penalty doesn't apply to shields.

### Throw Weapon
Roll Agility + Thrown Weapons to throw your weapon up to 15 feet. Subtract 3 from the roll unless the weapon has the Thrown tag. This attack disarms you and cannot do more than 3 damage regardless of weapon damage.

## Ranged Combat Actions

### Reload
If you have the relevant projectile in your inventory, you reload all equipped ranged weapon(s).

### Shoot
Declare a target within range. Roll Agility + Archery (or relevant exotic weapon skill). Ranged attacks can only be dodged or parried/blocked with shields. Compare your total to your target's defensive roll. If you surpass it, you deal your weapon's damage to them.

### Aim
Subtract 2 from the attack total to increase your weapon's range by 50% for the next attack. Or Subtract 4 to increase it by 100%. You can take this as a free action.

### Rapid Shot
Subtract 3 from your attack total to quickly shoot and take Reload as a free action this turn. You can only take this action is you are using a Short, Long, Recurve or Great Bow (not a crossbow or firearm).

### Maiming Shot
Subtract 3 from your attack total, and reduce its damage to one to aim at the target's arm or leg. If you choose leg, they reduce their Speed to 2, and roll a lower die of Agility while Dodging. If you choose arm, they roll a lower die of Agility while Attacking, Parrying and Blocking.

### Avoid Armor
Subtract 4 from your attack total to find a chink in the target's armor and deal regular weapon damage ignoring their damage reduction.

### Critical Shot
Subtract 5 from your attack total to deal two extra damage on successful hit. The defender uses their helmet's damage reduction for critical attacks instead of their armor's.

### Double Shot
In order to take this action, when you Reload, you must declare you are loading two projectiles instead of one. If you do, you can only use this action. Subtract 5 from your attack total to apply it to two different characters adjacent to each other, or the same character twice. This is two instances of damage for damage reduction purposes. You can only take this action if you are using a bow (not a crossbow or firearm).

# Conditions Index

A quick reference of conditions that you can be affected by.

**Grounded**
-3 to all combat actions and defenses. Your Speed is reduced to 1.
Lose by taking the Stand action or being Helped by an adjacent standing ally.

**Stunned**
Skip your next turn completely. Or, if it is your turn when you are stunned, end it immediately instead.
Lose by ending a turn while Stunned.

**Incapacitated**
You are Grounded (receiving all of that condition's penalties) and cannot stand on your own. You can move with an ally if they spend their action supporting you. At the end of each of your turns you must roll a Strength of 2 + the number of your turns you've ended with this condition. If you fail, you fall unconscious. If you fall unconscious, all magic you are maintaining ends.
Lose by regaining enough Health to be above 0. When you lose this condition, you can Stand, as a free action.

**Chilled**
You are shivering intensely. You roll a lower die of Agility (and therefore your Speed is reduced by 1).
Lose by ending your turn by a fire or in a warm environment (such as a cozy inn or summer day).

**Smoldering**
You take 1 fire damage at the end of each of your turns.
Lose by taking an Action putting yourself. If you were affected by Immolate or some chemical accelerate, you may be required to ground yourself as well (which you can do as a free action).