

QUICK REFERENCE SHEET: ACTIONS AND STUNTS

BASIC TASK FORMULA: 3D6 + ABILITY SCORE + FOCUS BONUS (+2) VS. TARGET NUMBER

ACTIONS

You can take a major action and a minor action, or two minor actions on your turn.

MAJOR ACTIONS

MELEE ATTACK: You attack an enemy within 2 yards in hand-to-hand combat.

RANGED ATTACK: You attack an enemy by firing or throwing a missile weapon.

RUN: You travel up to double your Speed in yards. You must be in a standing position to do this.

DEFEND: You gain a +2 bonus to your Defense until the beginning of your next turn.

HEAL: You provide first aid to an injured ally. You must be within 2 yards of them and have bandages ready (per the ready action). Make a **TN 11**

CUNNING (HEALING) test. If successful, your ally gains Health equal to your Cunning plus your dragon die result; that ally can't benefit from another heal action until he takes more damage.

MINOR ACTIONS

READY: You unsheathe a weapon, pull out a tool, or otherwise get ready to use some stowed item on your person. As part of this action, you can also put away something you already had in hand.

MOVE: You travel up to your Speed in yards. If you limit your travel to half your Speed you can also fall prone, stand up, or mount or dismount a horse or vehicle.

AIM: You carefully plan your next strike. If your next action is a melee attack or ranged attack (even on your next turn), you gain a +1 bonus on that attack roll.

ACTIVATE: This action is used with certain powers or items whose descriptions say something like, "Use an activate action to..."

STANDARD STUNTS

When you roll doubles on a successful attack roll, you generate stunt points (SP) equal to the dragon die and can spend them to perform stunts.

SP Cost	STUNT
1+	SKIRMISH: You can move yourself or the target of your attack 2 yards in any direction for each 1 SP you spend.
1	RAPID RELOAD: You can immediately reload a missile weapon.
2	KNOCK PRONE: You knock your enemy prone. Any character making a melee attack against a prone foe gains +1 bonus on the attack roll.
2	DEFENSIVE STANCE: Your attack sets you up for defense. You gain a +2 bonus to Defense until the beginning of your next turn.
2	DISARM: You attempt to disarm the target with your melee attack. You and your opponent must make an opposed attack roll. These attack rolls do not generate stunt points. If you win the test, you knock your enemy's weapon 1d6 + Strength yards away in a direction you nominate.
2	MIGHTY BLOW: You inflict an extra 1d6 damage on your attack.
2	PIERCE ARMOR: You find a chink in your enemy's armor. His armor rating is halved (rounded down) vs. this attack.
3	LIGHTNING ATTACK: You can make a second attack against the same enemy or a different one within range and sight. You must have a loaded missile weapon to make a ranged attack. If you roll doubles on this attack roll, you do not get any more stunt points.
4	DUAL STRIKE: Your attack is so strong it affects two targets. First, pick a secondary target. He must be adjacent to you if you are using a melee weapon or within 6 yards of your primary target if you are using a missile weapon. Apply the test result of your original attack roll to the secondary target (in other words, you only make one attack roll and apply it to both opponents). If you hit the secondary target, inflict your normal damage on him.
4	SEIZE THE INITIATIVE: Your attack changes the tempo of the battle. You move to the top of the initiative order. This means you may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.

STANDARD SPELL STUNTS

When you roll doubles on a successful casting roll, you generate stunt points (SP) equal to the dragon die and can spend them to perform spell stunts.

SP Cost	SPELL STUNT
1-3	PUISSANT CASTING: Increase the Spellpower of your spell by 1 per stunt point spent, to a maximum of 3.
2	SKILLFUL CASTING: Reduce the mana cost of the spell by 1. This can reduce the mana cost to 0.
2	MIGHTY SPELL: If the spell does damage, one target of the spell of your choice takes an extra 1d6 damage.
3	MANA SHIELD: You use the residual mana of the spell casting to set up a temporary protective shield. You gain a +2 bonus to Defense until the beginning of your next turn.
4	FAST CASTING: After you resolve this spell, you can immediately cast another spell. The second spell must have a casting time of a major action or a minor action. If you roll doubles on this casting roll, you do not get any more stunt points.
4	IMPOSING SPELL: The effect of the spell is much more dramatic than usual. Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful WILLPOWER (COURAGE) test . The target number (TN) is 10 + your Magic ability. Those who fail must take a move or defend action instead.