

(SPD) MOVE.

Move up to your **Speed**. If available, you may interrupt your movement with your second Action, then resume your movement.

1+ ATTACK.

Choose a weapon you have equipped and a target within its range. Roll 1d12 and add your **Might (melee)** or **Precision (ranged)** score. If the result meets or exceeds the target's **Armor**, the attack succeeds, and deals Damage according to the weapon's properties.

-**CAREFUL ATTACK.** For every +2 **Stamina** spent, add +1 to the Attack roll's total.

-**POWER ATTACK.** For every +2 **Stamina** spent, add +1 to the Damage total.

-**LONGSHOT. (RANGED/THROW ONLY)** Double the weapon's listed range, but drop the Attack die two sizes. Stackable.

Careful and Power attacks cannot be combined on the same attack. Characters must choose to use a Careful or Power attack (and spend the **Stamina**) before they roll to hit.

0+/0+ CAST OR USE ABILITY.

Spend **Stamina** or **Mana** to use an ability or spell from one of your character's classes.

3+ DASH ACTION.

This Action combines **MOVE** and an **ATTACK** or **CAST/USE ABILITY**. You may move up to your **Speed**, then immediately take the other Action. Weapon or Spell Attack Rolls made with a **DASH ACTION** are done with 1d8, instead of 1d12. You must still pay all additional **Mana** and **Stamina** costs. The costs of the Attack/Ability/Spell used during a **DASH ACTION** cannot exceed your Character Level in **Mana** and **Stamina**.

- USE.

Activate an item, drink or administer a potion, or interact with an complex object or device. Simple interactions, like turning an unlocked doorknob or drawing an equipped weapon from its sheath, can usually be done for free without using an Action. The GM determines what meets this threshold.

- FIRST AID.

Attempt to heal yourself or another creature you can touch. Remove a number of points of Damage equal to **1/2 of your Knowledge score**. All removed points must be of the same Damage type.

First Aid cannot reduce the target's Damage in a single type below 5.

- HIDE.

Make a **Precision Check** to attempt to conceal yourself. Conscious creatures with a **Passive Detection** higher than your result automatically detect you. Hiding automatically ends when the hidden creature takes an overt action (such as an attack or a shout). The GM may call for additional Hide Checks whenever a character performs actions that might break their cover, such as picking a pocket, shoplifting, picking a lock, casting a spell, whispering, etc.

You cannot hide from creatures while in plain sight of them.

-**ATTACKING FROM STEALTH.** When a creature makes an Attack with a weapon or spell against a creature that cannot currently perceive it, they may add an additional +1d6 to the Attack Roll. If it hits, they may roll the damage twice, and apply the higher result. These effects only apply to the first attack made against the target that Turn, hit or miss.

- SEARCH.

Make a **Precision Check** to search for deliberately hidden creatures or objects, or signs of their passing.

1 SHOVE.

Make a contested **Might** roll against a creature you can touch. If you win, the target is pushed 5ft directly away from you. Creatures two or more sizes larger than you automatically win.

1 GRAPPLE.

Make a contested **Might** roll to Grapple a creature you can touch. If you win, its **Speed is reduced to 0**, and it moves with you. Your **Speed** is halved while grappling it, and neither of you may make ranged attacks or cast Somatic spells. You may release it at any time as a Free Action, and it takes an Action for the creature to repeat the Check. Creatures more than two sizes larger than you cannot be targeted.

- WAIT.

Delay an Action until later in the Round. You must specify the Action you intend to take, and the conditions or trigger you are waiting for (such as seeing an enemy, waiting until an ally has taken their turn, a carriage passes by, etc). You may only Wait once per Round.

- CHANNEL.

Channeling is a special Action that all player characters and spellcasting creatures can perform.

Channeling grants a creature an additional **+1/2 of its Mana Regeneration**, rounded down (minimum 1) in its next Recovery Step.

Additionally, a creature that is Channeling temporarily increases its **Mana Capacity** by **half of its Character Level**. This increase lasts until the end of the next turn after it stops Channeling.

If a creature moves for any reason after it begins Channeling, or takes an Affliction, the Channeling fails and it does not gain the additional

REFERENCE: REACTIONS

1+ OPPORTUNITY ATTACK.

When a hostile creature voluntarily moves away from your melee range, you may use your **Reaction** to make a melee weapon attack against it.

- RETREAT.

After taking Damage, you may use your **Reaction** to Retreat, moving up to half your **Speed** directly away from the damage-dealing source without incurring an Opportunity Attack from that source. You lose one Action on your next turn.

1+ COUNTERSPELL

(Characters must be able to cast spells to Counterspell). When another creature you can see casts a spell, you can attempt to counter it by spending any amount of your current **Mana** to oppose it. You decide how much **Mana** to spend before the GM reveals the power level of the spell.

-If the amount of countering **Mana** exceeds the casting **Mana** spent on the spell, the spell fails.

-If the Counter is less, the spell succeeds without issue.

-In the event of a tie, the caster and the counter-caster do a **Contested Willpower Challenge** to see which wins the contest.

In any event, both the **Mana** spent to cast the spell and to Counter it are consumed.

By default, only one creature may attempt to Counter a given spell at a time. Multiple creatures cannot pool **Mana** for a more powerful Counter, but they may each make individual attempts with their Reactions (proceeding in Initiative order).

TURN STRUCTURE

(CREATURES BEFORE YOU)

I ROUND

YOUR TURN

START OF TURN → RECOVERY STEP → ACTION 1 → ACTION 2 → END OF TURN

-Certain effects trigger

-**Stamina** Regeneration
-**Mana** Regeneration-Move
-Cast Spell
-Use Ability
-Interact
-Fight
-More...-Move
-Cast Spell
-Use Ability
-Interact
-Fight
-More...-Certain effects trigger
-Reduce "Round"
Conditions by 1

(CREATURES AFTER YOU)