


**DODGE**


Basic, Active Defence

No CHECK



Agility 3+, not encumbered

**Effect:** After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ■ to the action's dice pool  
**Special:** If you have Coordination trained, add an additional ■ to the action's dice pool


**PARRY**


Basic, Active Defence

No CHECK



Strength 3+, melee weapon equipped

**Effect:** After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ■ to the action's dice pool  
**Special:** If you have Weapon Skill trained, add an additional ■ to the action's dice pool


**BLOCK**


Basic, Active Defence

No CHECK



Toughness 3+, shield equipped

**Effect:** After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool  
**Special:** If you have Resilience trained, add an additional ■ to the action's dice pool


**MELEE STRIKE**




Basic

WEAPON SKILL (St) VS TARGET DEFENCE



Melee weapon, engaged with target

✦ You hit the target for normal damage  
 ✦✦✦ You hit the target for +2 damage  
 ✦✦ Perform a manoeuvre for free  
 ☠ Your target may disengage from you for free


**PERFORM A STUNT**


Basic

VARIES BASED ON STUNT ATTEMPTED

GM discretion

**Special:** Use this action to apply a skill in an unusual way, or to attempt a dramatic or story-driven activity not covered by a specific action card  
 ✦ Perform the action as intended  
 ✦✦✦ You perform the action incredibly well, and may perform a free manoeuvre  
 ✦ If the check relied on a physical characteristic, recover 1 fatigue. If the check relied on a mental characteristic, recover 1 stress  
 ☠ If the check relied on a physical characteristic, suffer 1 fatigue. If the check relied on a mental characteristic, suffer 1 stress


**RANGED SHOT**


Basic

BALLISTIC SKILL (Ag) VS TARGET DEFENCE



Ranged weapon, not engaged with an enemy

✦ You hit the target for normal damage  
 ✦✦✦ You hit the target for +2 damage  
 ✦✦ Perform a manoeuvre for free  
 ☠ One opponent within close range of you who is not engaged with an opponent may engage you


**ASSESS THE SITUATION**


Basic, Defence

INTUITION (Int)



None

**Special:** Add ♦ to this action's dice pool if you are engaged with an enemy  
 ✦ Recover 1 fatigue and 1 stress. Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you  
 ✦✦ Remove 1 recharge token from one of your cards  
 ☠ The GM may add 1 recharge token to one of your cards



## BASIC ACTION CARD REFERENCE

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**GUARDED POSITION**


Basic, Defence

DISCIPLINE (WF)

None

✦ Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you  
 ✦✦✦ Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you  
 ✦✦ An engaged ally may remove one recharge token from any of his currently recharging cards  
 ☠ Suffer 1 stress