

Actions List

action	option	attribute	skills	item	TN or opposed rolls
a. enter a building	lockpick (door)	dexterity	lockpick	n/a	TN= to # of locks
	lockpick (window)	dexterity	lockpick	n/a	TN= to # of locks-1
	break door	attack	strength	crowbar	TN= to #of locks
	smash window	attack	strength	crowbar	TN= to # of locks-1
	climb through window	dexterity	climbing	n/a	TN= to # of locks-1
b. perception (in a building)	n/a	intelligence	perception	talisman	variable TN
c. turn on light switch	n/a	intelligence	search	flashlight	TN = 1P
d. heal another player	n/a	medical	first aid	med-kit	variable TN
e. cast a spell	various spells	intelligence	occult knowledge	magic component	TN= TN # of spell
f. encounter	persuade an ally	persuasion	bargain, bluff, bribe, flirt or threaten	money	TN= Ally TN
	stuck with a nuisance	n/a	n/a	n/a	n/a
	avoid NPC	initiative (dexterity)	sneak	n/a	TN= opponent Initiative
	flee/retreat	Speed	n/a	n/a	TN= Speed or Initiative
	locate item	intelligence	search	flashlight	TN= TN of item
	outside obstacle (within LOS)	n/a	n/a	n/a	n/a
	outside obstacle (on or adjacent)	check disk	check disk	check disk	TN= specified TN
	ranged attack	attack	rmw, rhw	range weapon	TN= Defense TN
g. security encounter	disarm device	intelligence	disarm	n/a	TN= Security TN
	security guard	persuasion	bargain, bluff, bribe, flirt or threaten (or combat)	money	TN= Security TN
	property owner	persuasion	bargain, bluff, bribe, flirt or threaten (or combat)	money	TN= Security TN
	guard dog	persuasion	animal handling (or combat)	n/a	TN= Security TN
h. combat (adversary encounter)	combat: initiative	initiative (dexterity)	n/a	n/a	TN= opponent Initiative
	flee/retreat	Speed	n/a	n/a	TN= Speed or Initiative
	combat: attack	attack	h-t-h, martial arts, two-fisted, rhw, rmw	weapon or tool	TN= Defense TN
	combat: defend 1	defense (health)	n/a	n/a	TN= Attack TN
	combat: defend 2	dexterity	dodge	n/a	TN= Attack TN
i. obtain item/ally from another player	wrestle for item	attack	strength	n/a	attack + strength
	steal ally away	persuasion	bargain, beg, bluff, distraction, flirt or threaten	money (both)	persuasion + same skill
j. discard a nuisance	n/a	n/a	n/a	duct tape	n/a
k. give, receive, drop or pick-up an item	n/a	n/a	n/a	n/a	n/a
l. drop an ally	n/a	n/a	n/a	n/a	n/a
m. invite another PC into a building	n/a	n/a	n/a	n/a	n/a
n. Scenario Specific Ation	review set-up guidelines	?	?	?	?