

TYPE	ACTION*	PREREQUISITE	SKILL
-	Run <sup>fast</sup> or Crawl <sup>slow</sup>	No enemy at Arm's Length, Rough zone	Move
-	Use Item	Varies (open unlocked door is fast action)	Varies
Close	Draw Weapon	Weapon	–
Close	Swing Weapon	Heavy weapon, do it before a close attack	–
Close	Smearing poison	Poison and Weapon	–
Close	Punch/Kick/Bite	Unarmed	Melee
Close	Slash	Edged or Blunt weapon	Melee
Close	Stab	Pointed weapon	Melee
Close	Charge	At Near range (Charge talent)	Melee
Defense	Take Cover	Cover at Near, you are aimed	–
Defense	Get Up	You are prone	–
Defense	Parry	Shield or Parrying weapon	Melee
Defense	Dodge	None, you will be prone (or +2 on roll)	Move
Defense	Flee	No enemy at Arm's Length	Move
Defense	Retreat	Enemy at Arm's Length	Move
Magic	Cast Spell	Druid or a Sorcerer	–
Magic	Power Word	Druid or a Sorcerer	–
Maneuver	Feint	Enemy at Arm's Length	–
Maneuver	Break Free	You are Grappled	Melee
Maneuver	Disarm	Your target holds a weapon	Melee
Maneuver	Grapple	Unarmed	Melee
Maneuver	Grapple Attack	You've Grappled an opponent	Melee
Maneuver	Shove	Hook weapon or shield	Melee
Ranged	Aim	Ranged, Short distance or more	–
Ranged	Loading Dart	Crossbow	–
Ranged	Ready Weapon	Ranged weapon, except crossbow	–
Ranged	Shoot	Readied ranged weapon	Marksmanship
Social	Persuade	The opponent can hear you	Manipulation
Social	Taunt	The opponent can hear you	Performance

\*Actions in bold are SLOW actions

RANGE	DESCRIPTION	TYPICAL PLACE	FLEE <sup>o</sup>	SNEAK <sup>a</sup>	SHOOT
Arm's Length	Next to you	In close combat	–	–2	–3
Near	Up to 5 m, in the same level as you	Small room, cave tunnel [average vehicle]	–1	–1	–
Short	Up to 25 m, not in the same level as you	Dense forest, large hall [highway 4 lanes, rail car]	0	0	–1
Long	Up to 100 m, you can see their eyes	Forest, hills, city ruins [Olympic swimming pool]	1	1	–2
Distant	You can see them, hear their shouts	Plains, mountains, sea	–	–	–3 <sup>aim</sup>

(o)–1 in open zone, +1 in rough zone; (a)+2 if ambush; (aim)requires Aim