

Artesia: Adventures in the Known World Action Table

	Action:	Type	Combinable?	Step?	Notes:
Regular Actions	Abort	Special	No	No	You may abort to a specific defense if you are Waiting and have not taken an action.
	Aim	Full Phase	No	No	Each Full-Phase spent aiming add +1 to your attack roll, max of three phases.
	Draw	Phase	Yes	Yes	
	Get Up	Phase	Yes	Yes	While in combat, you must succeed at a DEX/Athletics DR 14 test at a -3 penalty.
	Move	Phase	Yes	No	(BODY + Athletics – ENC – Wounds) in feet. x 1/2 in Rough terrain, x 1/4 in Very Rough terrain.
	Mount (Dismount)	Full Phase	No	No	
	Other Action	Varies	Varies	Varies	
	Recover	Round	No	No	Remove one level of Fatigue Binding every round (four phases) up to your STAM rating.
	Reload	Phase	Yes	Yes	
	Run	Full Phase	No	No	(BODY + Athletics + Run – ENC – Wounds) x 2 in feet. Duration = MOVE + Run Specialty in minutes. Standard Defense roll.
	Sprint	Full Phase	No	No	(BODY + Athletics + Run – ENC – Wounds) x 3 in feet. Duration = MOVE + Run Specialty in phases. No Standard Defense roll.
	Use Gift	Phase	Yes	Yes	
Wait	Phase	No	No	Specify condition being waited for; then interrupt when condition met.	
Attack Actions	Standard Attack	Phase	Yes	Yes	d10 + DEX + Skill + Specialty (if any) +/- Modifiers
	Aimed Attack	Phase	No	No	d10 + PER + Skill + Specialty – Hit Location Aimed Blow penalty +/- Mods. Each point of Initiative that you delay add +1 to your Attack roll, to a max of your combat skill.
	Skilled Maneuver	Phase	Varies	Varies	d10 + TECH + Skill + Specialty +/- Mods. Includes Disarm, Trip, Grab, Aimed Grab, Throw, and Tackle.
	All-Out Attack	Full Phase	Yes, Move only	Yes	Attack at 1/2 Initiative. May be a Standard or Aimed Attack: adds STR to Damage roll.
	Knock Back	Phase	Yes	Yes	d10 + STR + Hand-to-Hand or Shield +/- Mods Knocks back Defender one step/5 points of success.
	Two-Weapon Attack	Phase	Yes, Regular only	Yes	d10 + DEX + Skill + Two-Weapon Fighting –2 +/- Mods Second attack at 1/2 Initiative and -4 Damage. No Specific Defense.
	Escape Attempt	Full-Phase	No	No	d10 + STR + Athletics or Hand-to-Hand + Contortionist +/- Mods Vs. d10 + STR + Athletics or Hand-to-Hand +/- Mods of Opponent.

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Defense Actions	Standard Defense	Special	Special	N/A	d10 + DEX + Evade +/- Modifiers Technically, not an action. You may always roll this as long as you have not chosen an action that prevents it being used.
	Weapon Parry	Phase	Yes	Yes	d10 + DEX + Skill + Specialty (if any) +/- Modifiers A Parry Roll of 10 points > the Attack Roll is a Critical Success: Defender scores a Riposte and may make a free Attack Roll against the Attacker's Standard Defense Roll.
	Block	Phase	Yes	Yes	d10 + STR + Skill + Specialty (if any) + Armor rating of blocking object +/- Modifiers An unsuccessful defense means you take damage as normal plus the blocking object loses 1 AP.
	Sidestep	Phase	Yes	Yes	d10 + PER + Evade + 3 +/- Modifiers You must move one Step left, right, or back as part of this defensive Action.
	Skilled Maneuver	Phase	Yes	Yes	d10 + TECH + Skill + Specialty +/- Mods. Includes Disarm, Trip, Grab, Aimed Grab, Throw, and Tackle.
	All-Out Dodge	Full-Phase	Yes, Move only	Yes	d10 + DEX + Evade + 3 +/- Mods Substitutes for all Standard Defense Rolls against all incoming attacks for entire phase.
Magic Actions	Cast	Phase	Yes	Yes	d10 + Appropriate Characteristic + Lore +/- Modifiers
	Perform Ritual	Round	No	No	d10 + Appropriate Characteristic + Lore +/- Modifiers
	Use Charm	Phase	Yes	Yes	d10 + Appropriate Characteristic + Lore +/- Modifiers
	Read Spell	Full Phase	No	No	d10 + Appropriate Characteristic + Lore +/- Modifiers
	Drink Potion	Full Phase	No	No	
	Other Magical Action	Varies	Varies	Varies	