

ACTION PRIMER

Each round the character may perform one **standard action**. Standard actions are defined by how long they take to perform: **instant**, **short**, or **long**. A character may also perform one *move* action and one *counter* action as **free actions**. Other free actions are allowed on a case by case basis.

When multiple characters act at once, **initiative** ranks who acts first and is equal to **1D10 + Intuition (by Environment)**. Characters act from highest initiative to lowest.

Some actions require **power pool** or power well to perform. **Power pool** recovers at the end of each encounter. **Power well** recovers at the end of each day. Once per round, a character may expend one power well to instantly restore two power pool.

If an action's outcome is not automatic, then you make a **test**. Using a **d10**, you want to get as close to the **target number as possible** without going over. This target number is four plus your **effective skill level**, but it can also be adjusted by the **bonuses and penalties**. Unless otherwise stated, all bonuses and penalties adjust the target number.

If 1D10 <= 4 + Skill, then SUCCESS!

If you succeed, then you get a number of successes equal to the number on the die. **Successes** and **Karma** are spent to tailor the effect.

Successes: Each effect has a success cost. Normally, you can only choose one option from those listed for an action, but there are two exceptions. If an effect's cost is preceded by a plus sign, then it modifies another effect and can only be purchased after a base effect. If an effect's cost is listed as "repeatable", then you can purchase it multiple times. You cannot bank successes: If you don't spend them, then they are lost.

- **Variable successes:** Each action presents special effects that can be adjusted, such as clues gained, damage dealt, or duration of effect; these will be described by the action. Here are common uses for various actions.
 - **1 success, repeatable:** Each success spent reduces the successes of the countered action by one.
 - **1 success, repeatable:** Heal or cause one point of damage.
 - **1 success, then +2 successes, repeatable:** The character gets one piece of information.
 - **+1 success, repeatable:** The difficulty to later go against the action is increased by one.
 - **1 success, then +2 successes, repeatable:** The target is moved one space. **+3 successes, repeatable:** The character restores one pool or well used by the action.
- **+4 successes:** The character gains one bonus standard action. An action contributing successes must be a standard action. This may only be performed once per round.

Karma: You may spend karma or karma boosts at any point during the action, but not after the resolution is finalized. Karma may be spent exactly as successes, and karma may be freely combined with successes to purchase effects. Karma can also be spent for the following additional effects.

- **1 Karma, repeatable:** Increase or decrease the target number by one.
- **1 Karma, repeatable:** The character reduces the amount of incoming damage by his Scale.
- **2 Karma, repeatable:** Re-roll the results of an action by or against the character.
- **3 Karma:** The character cancels his action. Instead of having taken the action he took no action.

Alternate Result: If you fail a test, you can ask the Game Master for an alternate result. This will give you either two successes or a new option, but it will always cost you. The cost should be roughly equivalent to the failed result.

Characters may *counter* actions. Each success on a *counter* removes one success from the action, and if all successes are removed, then the action has no affect on the character. Where each action lists the skill used to **counter** it, a character can also always use the same skill the actor used to perform the action to counter it.

If you **cooperate** on an action, then the character taking the lead gets a +1 bonus for every two untrained assistants or one trained assistant. The maximum bonus is equal to the highest effective skill level of all participants.

Some actions have a special effect on **target number**. This takes effect if the die roll is equal to the target number.

If a character is granted a **re-roll**, then roll the die again and use the new result instead of the first one.

Actions have four standard classifications for range: **self** (centered on the character), **reach** (within the character's physical reach), **sight** (within line of sight of the character), and **earshot** (within which others can hear the character based on how loud he is). Sight and earshot actions suffer a penalty the further away the target is.

Concealment obscures perception while **cover** blocks physical passage. Partial cover or concealment imposes a -2 penalty if the action is counterable with Acrobatics (Tumbling) or Stealth (by Environment). Full concealment increases this penalty to -5. Partial cover also grants a +5 Armor Factor bonus against areas effects that don't circumvent it. Full cover completely protects a target.

Means	Short (no penalty)	Medium (-2 penalty)	Long (-5 penalty)	Extreme (-10 penalty)
Sight	up to 20m	from 20m to 100m	from 101m to 500m	more than 500m
Quiet Sound	up to 1m	from 1m to 2m	from 2m to 5m	more than 5m
Normal Sound	up to 5m	from 5m to 10m	from 10m to 20m	more than 20m
Loud Sound	up to 20m	from 20m to 50m	from 50m to 100m	more than 100m
Booming Sound	up to 100m	from 100m to 200m	from 200m to 500m	more than 500m