

AIM – aim a ranged weapon to get its ACC bonus

ALL-OUT ATTACK – bonus to hit, bonus to damage, extra attack, feint and attack,
OR increase reach by 1 ... but NO defense

ALL-OUT DEFENSE – defense bonus or two different defenses against single attack

ATTACK – attack unarmed or with a ready weapon

CHANGE POSTURE – standing, sitting, kneeling, crawling, prone, lying face up

CONCENTRATE – focus on a mental task

COMMITTED ATTACK – small bonus to hit or to damage ... but penalty to defense

DEFENSIVE ATTACK – small bonus to defense ... but damage penalty to hits

DO NOTHING – take no action

EVALUATE – study a foe prior to a melee attack for bonuses to attacks or feints

FEINT – fake an attack for bonuses to later attacks or penalties to foe's attacks

MOVE AND ATTACK – move and still attack at a penalty

MOVE – do nothing but move

READY – prepare a weapon or other item, reload a weapon, etc.

WAIT – hold your action until something specific happens

Deceptive Attack (B369): Target suffers a -1 to active defense for every -2 you take to your melee skill (min. of 10).

Telegraphic Attack (MA113): +4 to hit, but also +2 to target's active defenses.

Rapid Strike (B370): Make two attacks, *both* at -6, to replace *one* normal attack. Can target separate foes.

Feverish Defense* (B357): Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking).

Flurry of Blows* (B357): Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), OR...

Mighty Blow* (B357): Spend 1 FP to get the All-Out Attack damage bonus to an Attack without losing defenses.

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm/leg, no DR (B357).