

Name:

Volley 1	Actions: ○○○○○	Volley 2	Actions: ○○○○○	Volley 3	Actions: ○○○○○
Positioning:		Positioning:		Positioning:	
Actions:		Actions:		Actions:	

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Duel of Wits

Action

- 1 **Avoid the Topic**
reduces 4, 5, 6; counters 3, 7
- 2 **Dismiss**
*ends argument with +2D
or must hesitate*
- 3 **Feint**
reduces 5 (at x2D); counters 7
- 4 **Incite**
*vs. Will; success causes Steel
test; fail adds failure to opponent*
- 5 **Obfuscate**
*counters all but 3
vs. skill; success causes opponent
to lose action; over ob gives oppo-
nent +1 Ob next action; fail
gives opponent +1D next action*
- 6 **Point**
reduces 3, 4, 5
- 7 **Rebuttal**
*reduces 2, 6
split dice defense and attack*

Range and Cover

Positioning:

- 1 Speed Close
- 2 Stealthy Close
- 3 Steel Close
- 4 Speed Maintain
- 5 Perception Maintain
- 6 Speed Withdraw
- 7 Stealthy Withdraw
- 8 Steel Withdraw

Fight!

Positioning:

Close, Maintain, Withdraw

<u>Action</u>	<u>#</u>	<u>notes</u>
1 Acquire Target	1	
2 Aim	1	
3 Avoid ^D	1	<i>vs. all</i>
4 Beat & Bind	1	
5 Block ^D	1	<i>vs. 4,10,20</i>
6 Cast Spell	varies	
7 Change Stance	1	<i>agg/neu/def</i>
8 Charge/Tackle ^A	1	<i>must Close x2</i>
9 Counterstrike ^D	1	<i>vs. 10,13,17,20</i>
10 Disarm ^A	1	
11 Draw Bow	2*	<i>includes Acq.</i>
12 Feint	1	<i>vs. 5,9</i>
13 Great Strike ^A	1	<i>must Set first</i>
14 Lock	1	
15 Nock Arrow	3/16/32	
16 Physical Act	2	
17 Push	1	
18 Set	1	
19 Shoot	1	
20 Strike ^A	1	
21 Throw	1	

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21 Throw	1	