

Missile Attack

Movement: 10'

INTV
3

Missile (re)Load

Movement: 10'

INTV
4

Block Missile

Requires: Shield

Movement: 50%
OR
Attack: 50%

INTV
5

Moving Manoeuvre

eg.
Climbing,
Stalking,
Acrobatics,
Performing a static
manoeuvre while riding or
while swimming.

Movement: 50%

INTV
6

Melee Attack

May shift equipment
at -30 OB per item.

Movement: 10'

INTV
7

Movement

May shift equipment
at -10' per item.

May run:

To run make a MM roll, and
look up the result on the
Moving Manoeuvre table.
The character moves up to
their base movement plus
the percentage of their
base movement given by the
result from the table.

Movement: 100%

INTV
8

Static Manoeuvre

eg.
Tracking,
Hiding,
Picking a Lock,
Disarming a Trap,
Reading Runes,
Using an Unfamiliar Item.

Movement: None

INTV
9

Opportunity Action

Play this instead
of taking your
declared action
this round.

Remove this at any time to
either;

- 1) Take the action in the
current INTV phase
(remember simultaneous
actions are resolved in
MM order) or to
- 2) Cancel the action

INTV
-

Cancel Action

Play this any time before
taking your declared
action. Change it to a new
action from this limited
list with the listed
restrictions:

INTV New Action
6 Moving Manoeuvre:-30
7 Melee Attack :50%
8 Base Movement :50%
9 Static Manoeuvre:-30

Actions of an INTV that
has already passed may
not be taken.

INTV
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Prepare a Spell

Declare the spell which you are preparing.

Movement: 10'

INTV
1

Cast a Spell

Rounds prepared:
0 = -30 modifier
1 = -15 modifier
2 = ±0 modifier
3 = +10 modifier
4 = +20 modifier

PP cost = spell lvl

Movement: 20'

INTV
2

Concentrate

(C) spells only. If this action is not taken the spell may be cancelled, check the spells description. Suffering hits requires an orientation test or the spell ceases.

Becoming stunned or KOD also ceases the spell

Movement: 10'

INTV
2

A Key to Spellcasting

| Abbr | RR? | Skill Used |
|-----------------------|-----|-------------|
| E Elemental | N | none |
| BE Ball Elemental | N | Base Spells |
| DE Directed Elemental | N | Dir Spells |
| F Force | Y | Base Spells |
| P Passive | Y* | Base Spells |
| U Utility | Y | Base Spells |
| I Informational | N | none |

* If aware of the spell

Abbr Description

RF Risk Factor

R Radius

- Effect lasts only an instant

* Instant spell, preparation modifiers have no effect

c Concentration spell

P The effects are permanent

Abbr Duration

- Only for an instant

C As long as the caster concentrates

P For an indefinite time

var Consult the spell description

Moving and Attacking

Movement: 50%
AND
Attack: 50%

INTV
6

Moving and Attacking

Movement: 50%
AND
Attack: 50%

INTV
6

Melee Parry

Add up to you OB to your DB against one foe's melee attack. At the end of this INTV phase, make an attack with the remaining OB.

If stunned or using a 2H weapon you may not use more than 50% OB for parrying.

Movement: 10'

INTV
7

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INTV
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INTV
7

ACTION

ACTION

ACTION

ACTION

ACTION

ACTION

ACTION

ACTION

ACTION