

LCARS 40084

06-301971

MAJOR ACTION

ASSIST

06-211934

09-202009

02-221978

05-152003

You Assist a character with a task roll during their turn.

If they have not yet acted, take this action on your turn, and Assist when they take their turn.

You describe how your character is assisting the task's leader. If the GM agrees, then each assistant rolls 1d20, using their own target number and their own focus (if any).

The assistants' dice can generate critical success and complications as usual. The leader may accept one assistant at no cost, however, each additional assistant costs 1 Momentum or adds 1 Threat.

If they attempt a task before your turn, you may choose to Assist them immediately, but you give up your turn later in the round to do so.

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MAJOR ACTION ATTACK

06-211934

You Attack an enemy or other viable target and attempt to injure them.

STEP 1: Choose Weapon and Target.

Then choose if you intend to inflict a Stun or Deadly Injury. If you choose Deadly Injury, add 1 Threat.

09-202009

STEP 2: Attempt Attack.

◀ **MELEE:**

Daring + Security (Difficulty 1).

◀ **RANGED:**

Control + Security (Difficulty 2).

If target has cover, check is opposed by target's **Control + Security**.

02-221978

05-152003

STEP 3: Resolve Attack.

If successful, you inflict an injury equal to the severity rating of the weapon. The target may avoid an injury by taking Stress equal to severity. If opposed and attacker failed, spend 2 Momentum/Threat to *Counterattack*.

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MAJOR ACTION

CREATE TRAIT

06-211934

You attempt to create a circumstance that may benefit to your current situation.

09-202009

This is a task with a Difficulty of 2, using an **attribute + department** and **focus** based on what you are doing. If successful, you create, change, or remove an existing trait, or increase or decrease the Potency of an existing trait.

02-221978

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06-301971

MAJOR ACTION DIRECT

06-211934

09-202009

02-221978

05-152003

You direct another character to do something.

This may only be attempted by one character on each side in a position of authority (the highest-ranking person, or a nominated leader).

Spend 1 Momentum and select one ally who can hear you. They may immediately attempt a single action. If this is the character's second major action for the turn, do not increase the difficulty by +1 (see Momentum Spends). Additionally, you provide them with an Assist using **Control + Command**.

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MAJOR ACTION

FIRST AID

06-211934

You attempt to revive a Defeated character within Reach.

09-202009

Attempt a **Daring + Medicine task** with a Difficulty of 2. If successful, the character is no longer Defeated, though they may still have an Injury.

02-221978

Alternately, you may tend to an Injury on another character within Reach. Attempt a **Daring + Medicine task** with a Difficulty equal to the Injury's severity. If successful, one Injury is treated (see Recovery and Healing, page 292).

05-152003

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MAJOR ACTION GUARD

06-211934

09-202009

02-221978

05-152003

You defend yourself, preparing for an attack.

This is an **Insight + Security task** with a Difficulty of 0. Success increases the Difficulty of any attacks against you by 1 until the start of your next turn. You can confer the benefits of this task to an ally within Reach instead of yourself—this increases the Difficulty of this task by 1, and the benefit lasts until the start of your ally's next turn.

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MAJOR ACTION

OTHER TASKS

06-211934

Perform a task at the discretion of the gamemaster.

09-202009

Circumstances or objectives may dictate a task, and dangerous situations may require overcoming an extended task or completing a challenge.

02-221978

05-152003

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06-301971

MAJOR ACTION PASS

06-211934

09-202009

02-221978

05-152003

You choose not to attempt a task.

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06-301971

MAJOR ACTION READY

06-211934

09-202009

02-221978

05-152003

You choose another major action to take as a reaction to something else.

When the trigger event occurs, you temporarily interrupt the current character's turn to resolve your readied major action, then play proceeds as normal. If the triggering event does not occur before your next turn, the action is lost.

You can still perform minor actions during your turn as normal.

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06-301971

MAJOR ACTION SPRINT

06-211934

09-202009

02-221978

05-152003

You run forward, trying to cross the area quickly.

You move two zones, to any point within Long range. If there is difficult or hazardous terrain, you may attempt a **Fitness + Conn task** with Difficulty 0 as part of this action, to generate Momentum to cross the terrain as part of this action.

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LCARS 400845

06-301971

MINOR ACTION

AIM

06-211934

09-202009

02-221978

05-152003

You take your time to carefully line up an attack.

When you make an Attack this turn, you may re-roll a single d20 on the task roll.

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LCARS 400845

MINOR ACTION

06-301971

DRAW ITEM

06-211934

You pick up an item within Reach or draw an item you are carrying.

09-202009

If using the item doesn't require a task to use, you can use it immediately as part of this minor action.

02-221978

05-152003

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LCARS 400845

MINOR ACTION

06-301971

INTERACT

06-211934

You Interact with an object in the environment, such as opening a door by pressing the control panel or issuing a simple voice command to a computer.

09-202009

Complex interactions may require a major action and a task roll instead.

02-221978

05-152003

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LCARS 400845

06-301971

MINOR ACTION

MOVEMENT

06-211934

You move up to one zone, to any point within Medium range.

09-202009

You cannot take this minor action in the same turn as a Movement major action. If there are any enemies within Reach of you, you cannot perform this action.

02-221978

05-152003

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LCARS 400845

06-301971

MINOR ACTION

PREPARE

06-211934

09-202009

02-221978

05-152003

You prepare for or set up a task.

Some items require this minor action before they can be used, and some major actions require this minor action before they can be attempted. Sometimes items will grant special benefits if this action is used before performing a task.

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LCARS 400845

MINOR ACTION

06-301971

STAND/DROP PRONE

06-211934

You drop to the ground, making yourself a smaller target, or stand up from being prone.

09-202009

You cannot Stand and Drop Prone in the same turn.

02-221978

05-152003

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