

Second Dawn Dynamic Action System 1.1

The Dynamic Action System is designed to provide additional game context by allowing players to choose their own activities in a set of defined actions in order to compliment the primary story arcs of the game. In Second Dawn, the primary story arcs revolve around the various orders and organizations and how they support the characters as they do battle with foes and make world altering choices as the caravan wends its way across the world. This is of course a simple view, but illustrates that there is a tremendous amount of story happening, and often that story has to move to fast.

So that's exactly where the DAS comes in, it give players choice about what they want to do with their time when they are in between adventures. The DAS allows players two primary vectors of entertainment, Information via Social Actions, and Personalized Combat encounters via Adventure Actions

Each of these two types of actions has very carefully considered attributes that are designed to meet the needs of inquisitive, interested, dedicated, or even bored characters. All actions serve a specific purpose, or they would not exist. DAS marshals can help guide players to the right action based on what they are looking to achieve. Please learn what action is appropriate before you sign up or fill out a form.

Sign Up, Fill out Form in Detail, Be on Time, Have Fun

Players my Author one action, and may go on a total of three actions per event (including the one they Author). DAS Presignup actions for the event are released on Friday night, and most shifts release more Dynamic signups as they come available during the course of the event. Players are encouraged to check back for more open slots. DAS actions are designed for 3 to 6 players, you may bring more, but the content will not scale. There are enough Actions available for players to go on 3 Actions if they use their time wisely and are flexible.

Authors MUST fill out a DAS form and place this in the Form Bin. Authors MUST fill out all relevant details so the action can proceed on time.

Information – Social Actions

For social actions, authors should make sure to list the target of the action, in specifics, so that the action can be prepared before the players arrive. If Author forgets to list the item to be attuned, the NPC subject of insight, the rumor subject of gather information, the race or class lost arts subject of medium, or the orison or aspect to be exalted, there is no guarantee the action will go off as planned.

Social actions involve roleplay with marshals and other players appropriate to the action. It should be noted that social actions can involve partial success or utter failure as a result of poor preparation, choices, or roleplay. Medium, Insight, and Attunement in particular can be quite dangerous for the unprepared. It's best to bring other skilled characters to make success more likely. See the Level of

difficulty section for further details. Social actions reward with information or lost arts appropriate to the action

Adventure Actions

For adventure actions, Authors pick from the 5 choices Assault, Covert, Explore, Gather, and Recon, but they have three choices to associate that action. They can leave it open and pick a locale in the area. They can associate the action to the Estate of one of the players earning Build Units for that Estate. Or they can associate the action with a Faction, raising the world influence of that Faction.

Ultimately adventure actions provide a type of combat as chosen by the players. For the most part difficulty is not particularly high, though poor performance could result in failure and death. All Adventure actions pay in Loot. Depending on association choice the action may also provide Build Units or advance a Faction in the world.

Level of Difficulty

Difficulty is particularly important for Social Actions. Bringing other characters skilled in your action is the only way to deal with more difficult actions, and you may need to bring others to protect you should things go unexpectedly. Invoking great powers, casting your vision across the world, and hosting ancient spirits are exactly the kinds of things your mother warned you about. You will need protection at some point. Experience is the best guide for difficulty. The Marshal is not required to explain how difficult what you are about to try is, but failure is an excellent teacher. See the Skill Section to learn what skills affect what actions.

Difficulty	Average Character Estimate
Simple	One or few people required
Normal	Two or Three people required
Difficult	Three or More required
Extremely Hard	Many people are needed
Impossible	Cannot be done

General Skills

Every action has an in game skill associated with the action. Players can use up to three ranks in a general skill, and players with more of those skills will naturally be better at certain actions. Don't bring an Attuner with only one rank in Attunement to try to ID a powerful tainted item. Note that no matter

what, players can only make use of 3 ranks of each general skill, even if they have some combination above that. This promotes diversity and the need to bring more people to succeed on actions.

Faction Skills

Each Order, Orison, and Organization has its own skill that EC often uses during normal game play for various means. These faction skills come into play in the DAS on Adventure Actions that are associated with a faction. For example An Assault action to help the Templars by a group of players. We can see that Assault uses the skill Tactics, and the action will likely involve this skill. In addition, players who have the Templar skill – Restoration may add this to their Tactics skill for this encounter. IE two Templars on this encounter, one with 1 Tactic and 1 Restoration, the other with 3 Tactic and 2 Restoration would, for this very specific Templar Assault adventure would have 2 and 5 skill respectively during the action. This is the ONLY way to go above 3 on skills for an encounter. This is here to make sure that members of factions are good at helping their faction, regardless of the adventure type.

Actions

Information and Knowledge – Social Actions	
Attunement	Learn story related information (if it exists) about items and well locations
Exalt	Learn basic (tier 1 and 2) Orison and Aspect (primal and celestial) lost arts. Perhaps receive orison or aspect story hints
Gather Information	Learn more about rumors or very recent events to pick up hints about story at the current game
Insight	Learn information (Seeing) about beings or events related to the large world story arcs
Medium	Learn information (Seeing) about beings or events related to the large world story arcs
Send a Message	Send an official written piece of information to an NPC that the player knows

Adventure and Faction support via Adventure Actions	
Assault	Kick in the door of your foes and take the fight to them. No questions, just fight.
Covert	Break into or out of someplace without letting anyone know you are there. Using violence in the right way at the right time to accomplish your objective
Explore	Have a combat adventure with physical challenges like jumping, balance beam, or webs
Gather	Venture into a dangerous place and hold off your enemies while to concentrate on a task to find wealth, or open a chest. You have to work as a team to succeed.
Recon	Try to avoid detection and combat while you attempt to stealthily learn about your enemies. Avoid detection at all costs or you will fail.
Unique - Found an Estate	Gather your close friends and carve out a place in the world for your group

General Skills

General Skills	Action Modified	Explanation
Attunement	Attunement	Temporarily meld one's psyche with objects, wells, or elements in order to learn more about them. Extremely dangerous for anything more than short times, and may take a toll on the psyche and the item or location
Cartography	Explore	Read and understand maps. Knowledge of navigation and orientation in all types of environments
Crafting	Craft	Create and Modify Items of all types
Insight	Insight	Cast your vision and awareness far to gain access to information. Information will be of a broad nature and the process does contain risk.
Medium	Medium	Communicate with Racial ancestor spirits and lesser representatives of Orisons to gain knowledge through a host. Can be risky both to the medium, and in the form of the presence hosted
Prospect	Gather	Identify sources of wealth and valuables. Identify the best ways to extract and obtain these things
Rumormonger	Gather Information	Gather information to and from a wide range of current events and rumors.
Scouting	Reconnaissance	Tracking, military assessment, situational information acquisition, and observation of others
Stealth	Covert	Familiarity with techniques like subterfuge, concealment, assassination, and spying
Tactics	Assault	Unit and formation tactics, understanding of martial and direct actions on a small scale

Organization Skills

Organization Skills	Action Modified	Explanation
Restoration	Templar associated actions	Deep understanding of the order of the world, and how to rectify things that are out of balance. Correcting corruptions found in the world, holding to virtues and oaths.
Strategy	Iron Legion associated actions	Large and encompassing military planning, and world-scale war efforts, both in execution and logistics to support these operations
Venture	Caravel associated actions	The ability to architect and understand complex trade and business transactions, treasure hunting, wealth expeditions, and advanced appraisal.
Lorefind	Lorekeeper associated actions	Familiarity with all forms of information storage, archival, and retrieval.

Orison Skill

General Skills	Action Modified	Explanation
Orisonology	Orison associated actions	Knowledge of orison beliefs, habits, and ceremonies. Understanding of how to appease the Orisons, and how to Exalt them. Occasionally may provide information about future events directly related to the Orisons.

Order Skills

General Skills	Action Modified	Explanation
Consecrate	Convocation associated actions	The ability to identify, ward, or remove the taint of the abyssal from the natural world
Wayfind	Wayfarer associated actions	The ability to understand the complex relationships and paths of the fugue, navigation of places beyond the normal world
Innovation	Runemaster associated actions	The ability to create new and never before seen works of both ingenuity and powerful design using Runes or Arcanism devices.
Obfuscate	[Redacted] associated actions	Mastery of tradecraft and the ability to plan and execute complex operations from the shadows including advanced espionage and concealment