

Defenses/Attacks

Weapon/Unarmed Defenses	If Ki, replace Block: Pre+Str Dodge: Int+Agi	Weapon/Unarmed Attacks
Block = str+prof+dL		Vs Block = str+prof
Dodge = agi+dL		Vs Dodge = agi+prof
Predict = reading(cha)+dL	If predicting non-creatures use Think (wis)	Vs Predict = acting(cha)+dL

At the start of the first round

Step 1

Roll for Initiative (Agility + Instinct + dLuck).

Step 2

Wait for your Ready Turn/Initiative Turn while planning your participation

Step 3

Participate during or after your Ready Turn/Initiative Turn

Step 4

At the end of the round, during the **Interlude** discuss with the other players on strategies, plans, and interact/roleplay with the DM if you need information, etc.

On subsequent Rounds repeat Step 2 to Step 4. Your Initiative (Turn) will be Agility + Instinct

Participating

Step 1: Check if you can participate

Is this turn **after/equal to your Initiative Turn**? Do you have **enough Stamina** to participate? (*The first time you participate in a round is free, subsequent participation cost 2 stamina*).

Step 2: Start your participation

If the answer was **YES to both**, subtract the corresponding stamina.

Step 3: Declare your two actions and take them

Announce which two actions you are going to take. **You cannot change your mind.**

Step 4: End your participation

After you finish your two actions, declare the end of your participation.

Basic Actions

Move

You move up to a distance equal to your Movement Speed. Alternatively you can take this action to stand up or fall prone.

Attack

You attack once with each weapon wielded. Free hands can make unarmed strikes.

Inventory (2)

You interact with up to 2 items from your inventory. (Wield weapons, use consumables, or tools.)

Techniques (3)

You perform up to 3 techniques (actives). Most techniques can only be used once per round, unless specified otherwise.

Other

Mostly skill checks, for example pushing off a boulder, grappling an enemy, solving a puzzle, persuading an enemy, etc.

Other actions exist but are more situational, specific, or conditional.

Breaking up your Actions

You can break up your movements, attacks, or techniques during your participation.

For example, if you have 3 movement speed and are dual wielding, you can move 2, attack an enemy, then move 1, and attack with your other weapon.

Using Stamina

Participating 2 Stamina.

Subsequent participation in the same round.

Improving Dodge/Block 1 Stamina.

Adding 1dLuck to the Defense Roll.

Improving Predict 2 Stamina.

Adding 1dLuck to the Defense Roll.

Performing Techniques X Stamina

Depends on the technique

Attacking

Through the Attack Action or Techniques, you will attack targets.

Step 1: Determine Requirements

Ammunition, Wielded Weapon, Free Hands

Step 2: Determine Target(s)

Your target(s) will then roll their Defense Rolls.

Step 3: Announce your Attack Scores

Announce your corresponding attack scores depending on your target's defense.

Step 4 Resolve the Attack

If you succeed the attack, announce your attack's damage.

Step 5: Narrate your attack

Or let the DM do it for you.

Defending

When you are targeted by an attack, you must declare your **defense** shortly after the attack is declared.

Otherwise your character will get hit.

Step 1: Choose your Defense

Choose between Dodge, Block, or Predict. Roll your Defense Roll, and **tell the DM your roll result.**

Step 2: Improve your Defense

If your initial Defense Roll failed, you can expend Stamina to add another dLuck to the roll. **Announce you are going to do this**

Step 3: Narrate your Defense

Or let the DM do it for you.

You can repeat Step 2 until you run out of stamina. Announce each time you do so.

