

### 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.*