To-Hit

1. **Roll 2d10 (If both dice are 1s or 2s, auto-miss)**
   1. If either roll is ≥ Crit#, then roll 1d10 and add to total
2. **Add to-Hit Modifiers**
3. **If modified roll > Target's Evade, then Hit!**
   1. Roll – Evade = RO
4. **Roll Damage**
5. **Add in to-Damage Modifiers**
6. Add Extra Damage, RO/ED (round down)
7. If RO > Target's Critical Threshold, then Critical Strike!
8. Critical Severity = RO - CT

When Hit

1. **Damage Received – Absorb**
2. **Apply to Current Hit Points**
3. **If Hit Points go 0 or under, roll KO Check**
   1. **Based on Longevity, roll d%**
   2. **If passed, then nothing**
   3. **If failed, then Knocked Out**
4. **If Hit Points ≤ Death #, then dead**
5. Critical Threshold only modified by armor that has that kind of Absorb

Resistance Check (ResCheck)

1. 3 Kinds of Resistances
2. Roll 2d10
3. If both dice are 1s or 2s, auto fail
   1. If roll a 10, roll that die again and add
4. If Roll > Resistance Score, then success
   1. Calculate RO
   2. Roll – Resistance Score = RO
   3. Some ResChecks have more effects for higher RO.

Skill Check

1. **Skills (and Attribute Checks) in this format:**
   1. **X +Y (as in 1 +2)**
   2. **X is number of d6s you roll**
   3. **Y is what you add to the roll**
2. **Roll d6s**
   1. Roll any 6s again and add to total
   2. A roll of 1 is a Botch for 1-die Skills
   3. For higher Rank Skills, need multiple 1s to Botch
3. **Add bonus**
4. **Calculate total**
5. **Storyteller determines type of Skill Check**
6. **Active Checks are a "yes" or "no" answer.**
   1. **Story Sets a Target Number**
   2. **If Check > Target Number = Success**
7. **Passive Checks don't have a Target Number**
   1. **Rolled Check determines quality of action**

The Round

1. **Roll 1d10 + Initiative Score**
   1. **Initiative score reduced by Armor**
2. **Each Round has 30 "Marks"**
3. **When your Mark comes up, then take action**
4. 4 Kinds of Actions
5. Full Action takes 15 Marks, only 1 kind of that Action per Round
6. Half Action takes up 10 Marks
7. Quarter Action takes up 5 Marks
8. Free Action, as much as you want
9. Characters can Delay, divide Initiative by half.

Movement

1. **Simple Action**
2. **Move up to your Land Speed score each Round.**
3. **Each Land Speed point is 1 "Unit"**
   1. **1 Unit is 1 hex on the grid**
   2. **1 Hex is 2 yards**
4. Each Unit moved takes up 1 Mark
5. May not be able to move whole allotment if you run out of Initiative
6. **Land Speed reduced by Armor**

Progression

1. **Use Skills, gain a "Pip" in that Skill.**
2. **Survive a Combat, and use a Master Style, Gain a Pip in that (those) Mastery Style.**
3. **Both Skills and Mastery Styles have a set amount of Pips needed to gain a Rank**
4. **When you have enough, raise the Skill or Mastery Style to the next Rank**
   1. Skills and Mastery Styles might require training and time.
   2. Intermediate Skills (1+2 to 1+3) no not require time or training.