SCOUTING PHASE SUMMARY

Actions during scouting phase

Movement

The party attempt to move from their current location to the place they want to go to.
The basic rule is the the party moves as a group.

Scout

Each PC examines the area around them.
The PCs check against their [sense]score.
If successful they discover what items or hidden traps exist in the area.

Brainstorm

The PCs share ideas about what to do.
The PCs check against their [intelligence]score.
If successful they gain some information.

Combat

The PCs join battle with any monster they encounter.
Switch to combat phase.
If undetected, they have the option of making a [surprise attack]or a [charge](p.53).

Magic

The PCs use their magical skills.
Reduce MP depending on the movement of the PCs If MP is not reduced, no action can take effect.
Proceed to [Use of magic](p.62).

Items

PCs draw out and use their items.
When using an item, proceed to [Use of items](p.62).

Dialogue

Communication between characters.
Players should decide what kind of content (inform,discuss, call for help) and how loud a voice they will use.

Other actions

If you can think of an action which seems possible for your character to achieve, but is other than those already listed, you may propose it to your GM.
Examples might include opening a treasure chest or a door, or picking up an item.
If the GM can't imagine how to determine the effect of the proposed action, the GM should straightforwardly explain that the action is not possible.

SCOUTING FLOWCHART

① Preliminary description
GM explains the situation to the PCs.

② Questions
Before deciding on an action, the players can ask the GM about anything they are unsure of.

③ Deciding actions
The players should notify the GM of their courses of action.

④ Judgement call/ dice roll
When success or failure are both possible, the GM makes a judgement call or a dice roll.

⑤ Outcome of actions
The GM explains the outcome of the players' actions.

REPEAT PROCESS

▼LEVEL OF DIFFICULTY TABLE

ADJUSTED ROLL	DIFFICULTY LEVEL
~ 5	A normal person will usually succeed.
6 ~ 9	50:50 chance for a regular person, easy for a pro.
10 ~ 13	Even a pro might fail.
14 ~ 17	50:50 chance for a pro. Manageable for a master
18 ~ 21	Tough even for a master
Don't roll	GM considers action impossible

Abnormal conditions p.76

TERRAIN OVERVIEW

GROUND
No effect.

DARKNESS
Pitch blackness.
Effect: Except for monsters, hit chance and defence value are at -3.

WATER
Water level comes up to the hip.
Effect: -1 to hit chance and defence value

VEGETATION
Waist high vegetation.
Effect: +2 to crouching and hiding

FLAMES
Wildfire.
Effect: Test against strength. An adjusted roll of less than 12 means 1 point of damage due to smoke inhalation and flames.

COMBAT PHASE SUMMARY

Actions during combat phase

Attack

Attack your opponent using weapons or other equipment.
In such cases, you use your <attack> skill.
Turn to [Attack Flowchart] on p.60.

Magic

Use <magic> skills.
Reduce MP by the correct amount.
If there are insufficient MP remaining, the magic will have no effect.Proceed to [Use of magic] (p.62).

Items

PCs draw out and use their items.
When using an item, proceed to [Use of items](p.62).

Advance-retreat

Movement between the[front rank]and [rear rank].
In the event that there is no one left in the front rank of a formation, the opponents automatically [push up](see p.58)and occupy the vacant space with their front rank. Please take note of this.

Scout

Each PC examines the area around them.
The PCs check against their [sense]score.
If successful they discover what items or hidden traps exist in the area.

Flight

An attempt to escape from a location.
All participants contest their [strength]. If the one attempting [escape]is successful, they break off from combat.
Move the character counters to a neighbouring area.

Dialogue

Communication between characters.
Players should decide what kind of content (inform, discuss, call for help) and how loud a voice they will use.

Other actions

If you can think of an action which seems possible for your character to achieve, but is other than those already listed, you may propose it to your GM.
To do nothing, or hold position (see p.59) is also a viable action.
If the GM can't imagine how to determine the effect of the proposed action, the GM should straightforwardly explain that the action is not possible.

COMBAT FLOWCHART

① Initiation of combat

Player or enemy decides to initiate (combat).

② Combat formation

Place the front and rear ranks of the opposing formations facing each other on the MAP.

③ Determine initiative

A representative player and the GM (on behalf of the enemy side) each roll 2D.
The winner gains the initiative for their side.

④ The beginning of the turn

Combat progresses by turns, each turn representing about 1 minute.

⑤ Side going first

The side going first freely decides in what order they will perform actions.

⑥ Side going last

Once the side going first have all completed their turn, the side going last decide freely the order of their actions.

⑦ End of the turn

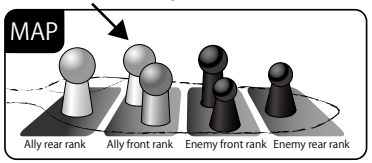
After all characters have completed their actions, the turn is over.

END OF COMBAT

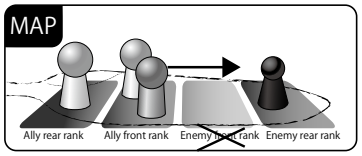
Gaining (Surprise) = automatically win the initiative
(Charge) = +2 to initiative
(Push up): If an opposing front rank ceases to exist, the winning front rank automatically pushes up to face the opposing rear rank

COMBAT FORMATION

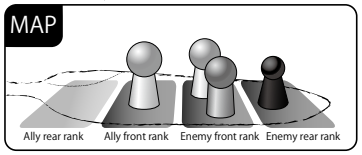
*Position according to formation



PUSHING UP



PUSH UP! (Does not require expending an action)



Blocking

When a character is about to absorb damage from an attack, any other character on their side may step in to take the damage in their place. This action is called [Blocking].
Any character who performs [Blocking] must forfeit their action for that turn. If you have already completed an action that turn, you forfeit your action for the following turn.