# Combat

# Mysteries of the Yōkai 妖怪

~ 妖怪の謎 ~

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## What is Mysteries of the Yokai?

Mysteries of the Yokai is a tabletop Role Playing Game set in alternate version of ancient Japan. In this world, the supernatural is very real, including the Yokai; a name given to enigmatic spirits, monsters, elementals and mythical animals. Yokai range from kind guardian spirits to dangerous mythical creatures.

Humanity is not helpless against the malicious side of the supernatural. Those with secret knowledge and strong will can harness Magic for their own use. Dedicated Martial Artists channel the power of Ki; the energy of life and the universe. Skilled warriors master the arts of the blade and travel the land, helping those without the means to help themselves. Clever investigators pull back the curtains on the secrets of the otherworldly. And Japan's young new Emperor has plans of his own, including reforming the Bureau of Spiritual Affairs.

### Conflicts In Mysteries of the Yokai

There are uncountable sources of conflict in the world. From a massive war to a friendly game of Go, from the carefully worded negotiations of nobles to the drunken brawls of rowdy peasants, there never seems to be a shortage of people trying to achieve opposing goals.

Conflicts can be resolved in many different ways, depending on what the GM feels most benefits the game. Sometimes, it's not necessary to use game mechanics at all; if players create an interesting story that everyone feels is the best direction, don't risk mucking it up with dice. If an action with a small, but important impact on the story, is called into question, have the player make a Check. And when large story details need to be tracked in careful detail, use the Tide and Morale rules explained further in this section.

## Story Resolution, Trivial Difficulty, and Quick Resolution

In many cases, the GM can choose not to use the mechanics talked about below. If Checks or Combat would slow the game down, especially for something small or unlikely to fail, the GM should simply describe the result of a player character's actions, or state they happened as the player described them.

In general, you shouldn't require Checks to be rolled if there's little to no chance of failure, or if the character could repeat their actions until they succeed. You can also choose to count a Check as if it had automatically succeeded without a roll if it helps the story along or the GM and players think it's something fun, interesting or cool.

*Example: While Strength can be rolled to break down a door, you don't need to require a roll unless there's a pressing reason the character needs to get the door open right away. If the party has plenty of time, allow them to open the door with no check.*

*Example: A player playing an agile character who grew up as a traveling performer wants to leap in the air and perform a flip, landing on their feet, in order to impress a group of children. Unless there's some plot reason the GM knows about why the character's failure would impact the storyline (perhaps impressing the children is relevant later), the character should easily perform this action without requiring a check.*

*Example: While in combat, a mastermind character has been directing the rest of the party and setting up a plan to take down the villains' leader. The coup de grace calls for a simultaneous attack; this might normally require a Tactics Check. The GM feels that a failure would destroy the story the players have set up so far, and allows them to attack in Initiative Order without a check, but still has each player roll to attack and deal damage as normal to determine how effective the plan was.*

### Early Development Book

*This book is a small introduction to Mysteries of the Yokai, specifically focused on resolving combat and challenges. Additional books are available covering further topics, such as the background of the world and character creation.*

*All values and other content balance is currently in an early stage of development. We are actively looking for players thoughts on the various rules for resolving conflicts. Much more content will be in the full book than is provided here, but we're always happy to hear your thoughts on what would make the game better. Contact us at feedback@wardingcircle.com with your thoughts or suggestions on anything related to the game.*

## CHECKS

Checks have been touched on briefly in the Characters section of the rules. A Check is resolved by rolling 3D6, modifying the result by any appropriate game rules, and comparing the result to a specific number; either the Check of another character, or a Difficulty Number.

Checks are the basic method of determining if an action succeeds in the game. In general, Checks follow one of two methods; a Check against an opponent's roll if the character is opposed in some way by another character, or a Check against a Difficulty Number if there is no direct opposition by another character.

### Check Rolls

Checks are made by a character by rolling three six sided dice (3D6) and adding any relevant modifiers. There are many things that will modify Checks, including the common examples below

❖ *Attributes: The relevant Attribute is almost always added to Checks; Strength for physical actions that require bodily strength, Intelligence for Checks utilizing knowledge or logic, etc.*
❖ *Skills: Skills represent things a character is trained in, and most actions can be performed using the relevant Skill. This adds the Skill's Modifier, and the modifier of the Attribute associated with the Skill (see Character section).*
❖ *Situation: The situation the action is taking place in can modify the check, in favor or the character or against it. Trying to perform Medicine with plants you are unfamiliar with may lower your chance of success, while facing a tired or wounded opponent in combat may give you a positive Modifier to your Weapon skills.*

## Opposed Checks

When two (or more) characters want to accomplish opposed goals, each character makes an appropriate check, and the highest total roll (after all modifiers) wins.

*Example: Two characters want to arm-wrestle. Each character rolls 3D6 and adds their Athletics Modifier, along with whichever Attribute (Strength or Endurance) each character Associated with the skill.*

*Example: 3 Investigators are challenged by a mischievous Yokai to a Riddle contest. The Yokai has Lore: Riddles, so rolls 3D6 and adds the Modifiers for Lore and Intelligence (associated attribute). Character 1 has no relevant skills, so rolls 3D6 and adds Intelligence to represent their attempt to make something up on the spot. Character 2 actually has Lore: Puzzles, so the GM counts this as similar enough, and allows them to use the Skill with a -1 situational bonus. The character rolls (3D6) + (Lore Puzzles Modifier -1) + Intelligence. The last character has the Tactics skill and asks the GM if they can phrase a difficult military scenario as a puzzle. The GM allows the player to make the roll, but without any modifiers; the Yokai may consider it a riddle but is unlikely to be impressed with it. Character rolls 3D6 with no modifiers. If the Yokai gets the highest roll, the players have lost the challenge, but if any of the player characters roll highest, the party has won the challenge.*

## Checks Against a Difficulty Number

When there is no direct opponent, players will roll against a specific Difficulty Value set by the GM, determined by the situation. Remembering the process of a temple ritual is relatively easy for someone with Lore: Ceremony or Lore: Religion that has studied the faith, but more difficult for a character attempting to use Etiquette to remember seeing the ritual performed once, long ago. Climbing up the side of a building is much easier when it's not dark outside, raining and the character has taken an arrow to the knee.

## Combat Rules

When the GM wants to track a conflict in a more structured way, they can use the rules for a full Combat. Combat breaks the game down into segments of time, allows the characters to take actions, and tracks the damage inflicted by the players and their enemies.

Combat Summary (these steps are fully explained in the following section)

- ❖ Setup: GM determines starting initiative, where players and enemies are, etc.
- ❖ Rounds: Combat is divided into turns, during which characters get Turns, in order of Initiative.
  - ❖ Turns: Characters can make attacks and take other actions during their turn.
  - ❖ Actions: Actions are used to make or defend against attacks, move around the battlefield, change the conditions of battle, assist allies, etc.
  - ❖ Damage: When damage is inflicted by one side, it pushes the Tide Bar in the direction of the side that was damaged. When the Tide Bar is pushed far enough, it 'breaks', and Morale Damage is inflicted against that side.
- ❖ End of Round: After all characters are finished taking turns, the Round ends. The Tide Bar breaks if it is pushed against one side, then a new Round begins.

### Situational Modifiers

Situational Modifiers are applied to checks for anything outside of the abilities and equipment of the characters involved. The weather, careful planning, even magic that changes fate itself can provide situational modifiers. Some Abilities will give these bonuses, but most of the time they are applied by the Game Master based on the current aspects of the story.

In general, the GM should give a +1 for momentary advantages, tricks a character pulls to surprise an opponent, and similar situations. Carefully set plans before a battle may allow a character to gain a +1 or +2 on several actions throughout the battle, but not every action the character takes; award them relevant to the plans and actions the characters took in previous scenes. +3 or greater Situational Modifiers are rare, they should represent story defining moments.

## TIME IN COMBAT – ROUNDS AND TURNS

Combat is divided into Rounds. A Round is divided into Turns. Each character gets a Turn, in order determined by Initiative. Characters can continue taking Turns in order until all characters are done, ending the Round. A new round then begins, with a new Initiative order, allowing characters to act again. Combat continues in Rounds until one side has no characters remaining in Combat (due to being forced out by Morale damage).

### Initiative

During the first Round of a combat, Initiative Order is set by the GM, based on the actions leading up to the conflict. If one side is surprised, they are likely to act last. If some characters are being more aggressive than others, they will often be placed early in the Initiative order.

In the second and later Rounds, Initiative Order is determined at the start of the Round. The GM notes the order of characters based on their remaining Focus Points (see Focus Points, below), highest to lowest (ie: characters with the most remaining Focus Points get to go first). When there are ties with the number of remaining FP, the GM should organize the tied characters so that both sides are not grouped. If a player and enemy character are both tied, and they follow three enemy characters, the player character should act before the enemy they are tied with. When characters on the same side are tied for Initiative, they can choose who goes first, and this choice can change as the Round goes on.

A round ends when no one else wants to take actions or has any focus points. As long as a character wants to keep acting and has FP, they can keep taking turns, even if other characters pass for the rest of this turn.

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### Rounds

A Round is a group of Turns, in order determined by Initiative. The character with the highest Initiative acts first, followed by the next highest, until each character has had a Turn. Then the highest Initiative characters acts again, followed by the next character, until all characters do not want to act again for this Round.

### Turn

During a character's turn, they may take actions (see the rules for actions, below). In general, a character can take one 'Full' action, and as many 'Simple' actions as they want during their turn. During any other character's turn, a character may only take Simple Actions.
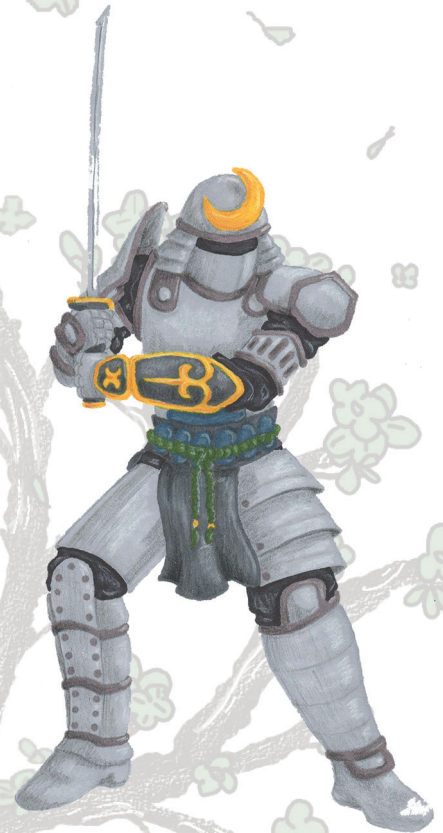
## FOCUS POINTS

Focus Points are an abstraction of both time and effort. Characters gain Focus Points at the beginning of a Round and through some special actions. Most actions a character takes in Combat cost Focus Points to perform. A normal attack or defense may take 1 Focus Point, while actions that require longer, or more intense effort, take more.

## TAKING ACTIONS

During combat, players will be able to take actions that affect the flow of battle. Actions such as weapon or magic attacks are used during a player's turn (see the section on Turns, later in this section), while defensive actions can be used in response to actions taken by other characters. Each action has a type, and will explain how to use it in it's rules text.

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### Focus Points

All Characters have a stat called **Focus Refresh**. For new Characters, this starts at a value of 3. This can be increased with some Abilities, and may change based on story factors during play.

At the beginning of a new Combat, all characters start with a number of Focus Points equal to twice their Focus Refresh stat.

At the start of a new Round of Combat, the GM determines Initiative Order based on remaining Focus Points.
Then, each Character receives a number of Focus Points equal to their Focus Refresh Stat.

Normally, characters may never have more Focus Points than four times their Focus Refresh stat, unless a game effect specifically says otherwise.

**Max Focus Points =
4 * Focus Refresh stat**

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### Focus Refresh

The **Focus Refresh** stat for characters begins with a value of **3**.

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### Types of Actions

**Attack:** An Attack Action allows you to make a contested Check against one or more enemy characters. If you succeed at this check, you inflict damage (indicated by the attack's rules) to the enemy side. Most attacks are also Full actions, so they can only be performed during a character's turn.

**Defense:** Defense actions are taken when you are targeted by enemy Attack actions, and determine what check you make in the opposed Check. Defense actions are almost always Simple actions, so that they can be used during enemy turns, to respond to attacks.

**Full:** A Full action can only be used during your turn. These actions represent things that take a noticeable amount of time or effort. Full Actions have additional rules in regards to Focus Points (see the section on Focus Points).

**Simple:** A Simple Action can be used at any time during combat, even when it is not the player's turn. In addition, Simple Actions can be performed multiple times with no penalties or modifiers.

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Actions can be a combination of types. For example, Weapon Skills provide the character with a Full, Attack Action that lets them attack an opponent, and also a Simple, Defense action to defend themselves.

## COMBAT – PLAYERS AND ENEMIES

In combat, there are two groupings of characters. All of the characters controlled by the players, as well as any NPCs that are allies, make up the Player side of a battle, while all characters working against the players make up the Enemy side of battle.

Combat abstracts out the exact location and specific health of characters, focusing on tracking the footing of each side in battle. When one side takes actions that benefit it or hamper the other side, they push the tide of battle against their opponents. This is tracked by the Tide Bar and Tide Marker, which moves back and forth as each character takes actions.
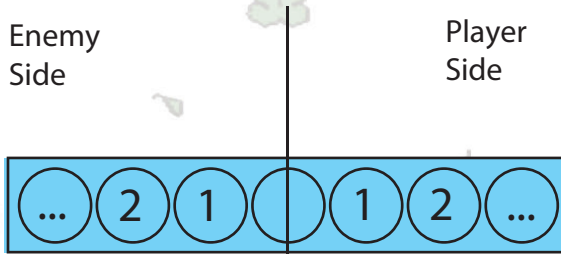


*(The Tide Bar begins at '0', in the center. Place a marker on the center of the Tide Bar, and move it when actions are taken).*
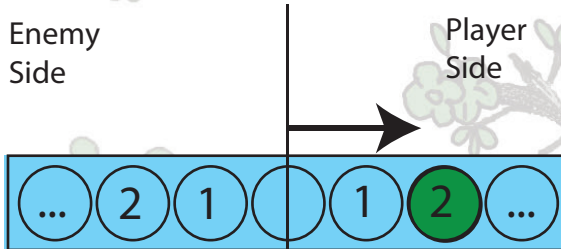


*(If damage is inflicted against the Players, move the Tide Marker towards the Player side by a number of spaces equal to the damage)*
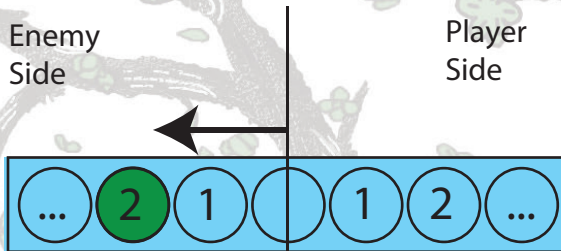


*(Similarly, when damage is inflicted against the Enemies, move the marker towards their side.)*

## COMBAT USING TIDE AND MORALE

Many actions, including any Attack type actions, include a damage result if they are successful. When these action checks succeed, they move the Tide marker by the appropriate number of spaces. Some actions, including Defense type actions, can be used to protect a character's side from damage, and other effects (such as Armor) can reduce the damage of successful attacks.

While individual characters take actions, the overall outcome of the battle is determined by the Morale of each side. The Tide bar tracks progress of each side; when players take actions they shift the Tide against the opponents. If the Tide bar is pushed far enough against one side, the bar **breaks** and Morale damage is inflicted on that side. Combat tracks the Morale of each side until all of the participants on one side have been pushed beyond their Morale Threshold and are forced to leave the battle. These mechanics are explained in detail on the following pages.

### The Combat Tracker

Included at the end of this chapter is a Combat Tracker sheet. In order to make the Tide Bar easier to see on the table and give GMs more spaces to choose from when they set the length of the Tide bar to in each encounter, the Tide Bar has been broken up into two sections with the center between them.
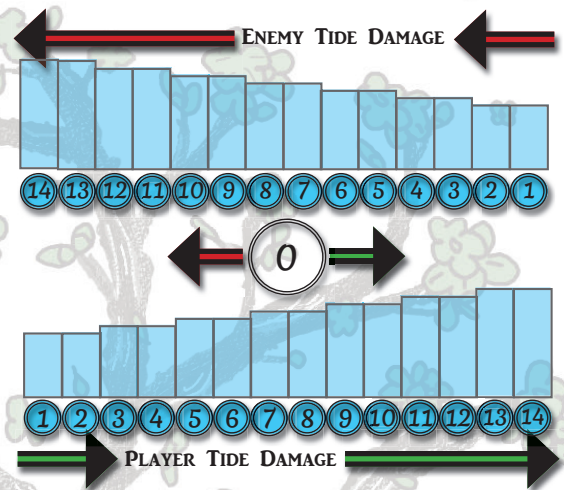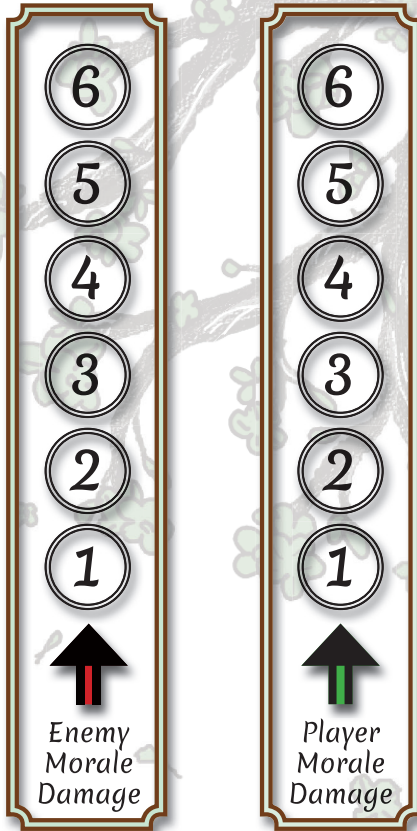


*(The Tide Bar from the Combat Tracker.*
*Start the Marker at '0'/the center, and move it back and forth along the player or enemy sides as if they were connected.)*

## Tide Breaks and Morale Damage

Each time the Tide Bar breaks (is pushed to the number set for the combat), one point of Morale Damage is inflicted on the side it was pushed against. Move the marker for that side's Morale Damage up by one. Then reset the Tide Marker to '0'.

*Note: Unlike the Tide bar, Morale is not shared across both sides. When the Characters inflict Morale damage on the opposing side, they do not get to modify their own Morale tracker.*



*Morale Bars for Enemy and Player sides, from the Combat Tracker.*
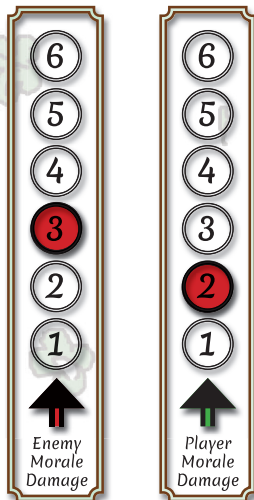


*Morale Bars after the players have inflicted a total of 3 Morale Damage to the enemy, and the enemy has inflicted a total of 2 damage to the players.*

## DAMAGE

When an attack successfully hits a target, it inflicts damage. Attack Actions will list the Tide damage they inflict. Attacks not using specific actions will inflict 1 Tide damage. Damage is also increased by Margin of Success.

*Tiberius is using a simple wooden walking stick, which only does 1 damage. His attack has the listed damage "As weapon + Skill Modifier". Tiberius inflicts a total of 4 damage, 1 for his walking stick and 3 for his Weapons - Simple modifier.*

## Margin of Success

When an attack succeeds, it does an additional damage for every 3 full points by which the attacker's Check was higher than the defenders.

> **Margin of Success**
>
> *Every full 3 points by which an Attack Check is higher than the Defense check causes the attack to inflict +1 damage.*

## Armor

Damage can be reduced by armor. There are many kinds of armor in the game, not just worn equipment. While a sturdy set of clothes might reduce Physical damage, a disciplined brain could reduce Mind damage, and a warding tag could reduce Soul damage.

Armor is listed in the following way:
**Armor - Body: X, Mind: Y, Soul: Z**
with X, Y, and Z being the values by which that armor reduces that kind of damage.

*Example 1: A martial arts Gi has the following profile*
*Armor - Body: 1, Mind: 1, Soul: 0*
*So it reduces all Body and Mind damage by one point.*

*Example 2: The Ability 'Waterfall Training' has the following profile*
*Armor - Body: 1, Mind: 1, Soul: 1*
*So it reduces all damage types by 1*

## Minimum Damage

Any successful attack check always inflicts a minimum of 1 point of Tide damage. This is after all modifiers, including armor. This means that even attacks rolling 3D6 with no specific attack action or listed damage can inflict Tide damage, though it may be very hard to succeed on the check against defenders using defense actions.

> **Minimum Damage**
>
> *Any successful attack always inflicts at least 1 Tide damage.*

## The Effects of Morale Damage

As Morale damage is inflicted, it becomes harder for

a side to stay in the fight. Like some other mechanics, Morale is an abstraction of the state of the battle, not just the literal morale of the individual participants. Morale is a measure of how able a side is to fight; physically, mentally and spiritually. A noble Samurai may well be able to continue to endure the physical attacks of their enemies, but if the rest of their army is being slaughtered, they will call for retreat to preserve the lives of those less able to continue. A clever mastermind may not normally risk their own neck in combat, but if they are seeing a genius plot to its completion, they may well stay longer than they otherwise would.

### Morale Threshold

All characters have a stat called Morale Threshold. This starts with a value of 3 for player characters, and will be set for NPCs by the Game Master. Morale Threshold can permanently be increased by some abilities, and can be temporarily raised or lowered by the effects of the story or game mechanics.

At the start of a Round, if the Morale tracker of the character's side is equal to that characters Morale Threshold, that character does not receive any Focus Points. This represents the character being at the limits of their ability to stay in battle, but not quite out of the fight yet.

At the end of a Round, if the Morale Bar has been pushed farther than a character's Morale Threshold, that character is forced out of combat. They are removed from the battlefield, and may not take any more actions, though they may return to the battle using the Rally rules, below.

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**Morale Threshold**

*Characters begin with a Morale Threshold of 3.*

*If the Morale Tracker on the character's side is equal to their Threshold, they do not gain Focus Points as the start of the Round.*

*If the Morale Tracker has been pushed farther than the character's Threshold, that character must leave combat at the end of the Round.*

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The exact reason why a player character leaves a battle is usually up to the player, as long as the GM feels the reasoning makes sense to the story.

*Example: Koeda, the Yokai-kin, is part of a tribe that protects a local forest. Koeda is ambushed by a group of marauding oni. Outnumbering Koeda, the oni inflict 4 Morale damage to Koeda's side. Koeda's player decides that the combat ends with a battered Koeda slipping into the tree-line, evading the Oni but being too hurt to continue fighting. The GM feels this is appropriate, since it forces Koeda out of the battle, and it makes sense for him to be able to escape the Oni on his home turf. If Koeda's player had suggested that the combat ended with reinforcements arriving, the GM would likely deny the suggestion, since it would go against the results of the battle (Koeda losing).*

### Rally

Being forced out of battle isn't the end for brave heroes. Given time and a chance of situation, characters can return to battle when things are more favorable.

All characters have a Rally value. For player characters, this starts at 4, and can be modified by Abilities and game conditions. At the start of a Round, if the opposing side's Morale has been pushed equal to or higher than your Rally value, you may re-enter the combat that turn. Your character starts in the Far zone. If a character has returned to battle through Rally, they are not forced to leave Combat at the end of the turn for the remainder of the battle, even if their own Morale has been pushed beyond their Morale Threshold.

*Example: Hikaru has a Morale Threshold of 3, and a Rally of 4. After 4 rounds of combat, both sides have inflicted 3 Morale to each other. At the end of the round4 , Hikaru must leave combat. During the fifth round of combat, the other player characters inflict an additional Morale Damage to the enemies, pushing it to 4. At the start of the sixth turn, Hikaru can return to the combat, and will not have to leave anymore, even though her side has taken 3 Morale damage.*

### Temporary Modifiers to Morale Values

GMs should feel free to apply modifiers to Morale Threshold and Rally values based on the actions of the players and NPCs. These modifiers usually happen before the combat begins; for example if one side is overwhelmed it may all suffer a penalty to Threshold and Rally to represent their hesitance to fight. Similarly, if a character has a very personal stake in a fight, their Threshold and/or Rally may be increased.

Note that having a lower Rally value is better, as this lets your character return with less damage inflicted upon the enemy. Whenever a game effect stats that it "increases your Rally value", you actually lower the Rally number. Therefor, if your Rally is 4, and the GM increases your Rally by 1 for a fight, you would be able to enter at 3, instead of 4. Similarly, if your Rally value is penalized or 'reduced' by an effect, the number required to return becomes higher.

## DISTANCE IN COMBAT

Mysteries of the Yokai abstracts distance in combat into zones. These zones represent not only actual position in combat, but also measures things like aggression and influence. The battlefield is divided into both player and enemy sides, and each side has a 'Close', 'Medium and 'Far' zone.

Close Zone: A character in the 'close' zone is close to the action; they are exposing themselves to danger in order to have the maximum chance of affecting the battle. In physical combats, melee fighters would want to be in the close zone. In a debate, a character with an assertive position who is actively engaging in conversation would be in the Close zone.

Medium Zone: This zone is for characters who are still actively attacking enemies, but from a more careful position. In a physical combat, archers tend to stay in the Medium zone. In an investigation, a character that was analyzing the data collected by the investigators on the scene would be in the Medium zone.

Far Zone: Characters in the far zone are at the edge of battle. They are the most safe from harm, but also much less likely to be able to hurt the enemy. A character in the far zone may be helping friends from out of the reach of enemy attacks, or perhaps taking a very defensive stance in a political negotiation.

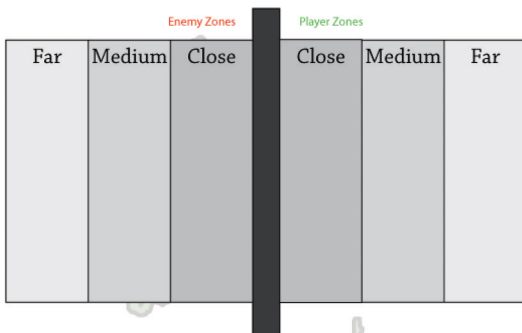### The Effect of Distance on Attacks

Weapons have a range stat, and most Abilities that provide Attack Actions have a range value as well. When a player makes an attack, they count the zones between their character and the target, including the target's zone, but not including the zone the character is in.
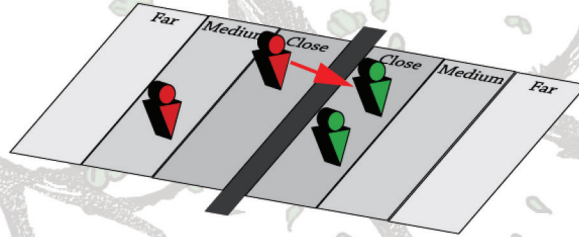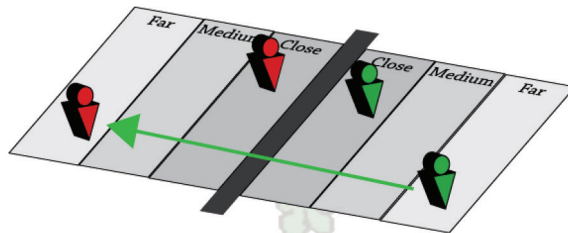


*Example: Distance of 1*
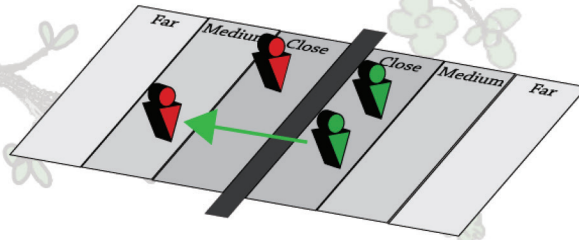


*Example: Distance of 2*



*Zones in Combat*

Characters are always within one of the zones for their side; Close, Medium or Far. A player can never be an enemy zone and vice versa.



*Example: Distance of 5*

If a character can reach the target with the range of their attack, there is no modifier, make the attack as normal.

But what about using attacks farther than their range? Afterall, even a melee attacker could push deep into enemy lines to attack a hiding archer or commander. Because the rules abstract out position, Close simply means being near the enemy, it doesn't necessarily represent standing next to an actual battle line. In the same way, being in the Far zone only means you are keeping away from the battle and being defensive, not that you are exactly 3 specific units of distance from the closest enemies.

If a character wants to attack a target beyond their attack's range, they can, but will have to deal with the difficulties imposed by the rest of the enemy force taking a more aggressive position. If a character makes an attack against a target farther than the range of their attack, they must pay additional Focus Points to represent this.

It costs an additional FP for each zone crossed between the attacker and defender, and an additional FP for each enemy character in any of those (not counting the target). In this way, it can be very costly to attack characters who are in defensive positions. This means characters in the Far Zone are less likely to be attacked (since it would cost the enemy many FP), but it also makes it harder for players to attack distant enemies without ranged weapons.
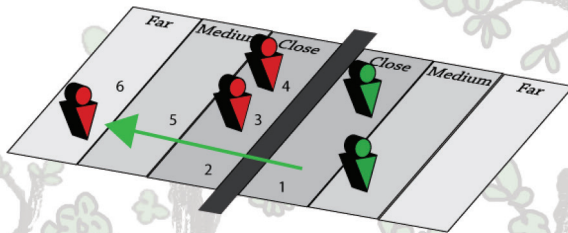
## Moving In Combat

A character can move to other player zones as a simple action, but only during their turn.



> ### Changing Zones
>
> It costs 1 Focus Point per zone to change a character's location. Characters can only change Zones during their Turn.
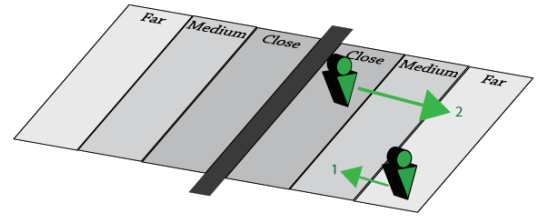


*(Moving costs 1 Focus Point per zone, regardless of direction)*



*Example: The player in the Medium Zone is attacking an enemy in the Far Zone, out of their attack's range. They must pay a total of 6 additional Focus Points. 1 for the Close Zone, a second for the enemy Close Zone, 2 more for the enemy characters in that zone, a fifth for the Medium Zone, and a sixth for the enemy Far Zone. The target itself doesn't increase the cost.*

# Ki

Ki is a broad term that covers energy that makes up all of the world. Ki can be found in nature itself, in the focused training of martial artists, in the magic of geomancy, even in the careful brush strokes of a master of calligraphy.

Ki is a resource used to pay for many Actions and Abilities. Unlike Focus Points, which are generated at the start of a Round and used up, a player can use as much Ki as they wish. However, using excessive Ki can be harmful to the body, and if a character uses too much, they can suffer penalties, or even be removed from Combat, just as if they had reached their Morale Threshold.

## Ki Pool

Whenever a character spends Ki, that amount is added to the character's Ki Pool. The Ki Pool represents the energy the character has exerted, manipulated, or channeled.

## Ki Limit

There is a limit to the amount of Ki that any living being can interact with at a time before they start to be negatively affected. The base Ki Limit is 3 for every 100 total Potential the character has. The stronger a character is, the more base Ki they can handle naturally.

*Example, a character that began a campaign with 400 Potential, and has earned 73 additional Potential, would have a Ki Limit of 12 (regardless of how much Potential has actually been spent). If that character earns 27 more Potential, they would have reached 500 total, and would have a Ki Limit of 15.*

> ### Ki Pool
>
> When your character uses any ability with a Ki cost, add that amount of Ki to your Ki Pool.
>
> ### Ki Limit
> A character's base Ki Limit is 3 per 100 total Potential of the character.

## Other Modifiers to Ki Limit

Some abilities may raise or lower a character's Ki Limit. Those that give a character more exposure to the supernatural often raise Ki Limit. Abilities that represent a constant use of Ki, such as inner focus or martial arts training, can reduce Ki Limit (these abilities usually don't make a character less attuned to Ki, but rather represent the fact that some of the character's Ki Limit is always tied up in their use).

## Exceeding Ki Limit

A character can use Ki related actions and abilities as much as they like. As long as the total Ki in the character's Ki Pool is less than or equal to their limit, that character is fine.

If the character exceeds their Ki Limit, but not more than double that amount, they will struggle from the stress this use of power puts on them. For every point of Ki in a character's Ki Pool above their Ki Limit, they suffer a -1 to all checks that character makes.

*Example: Hideki has a Ki Limit of 11, and current has 13 Ki in his Ki Pool. He will suffer -2 to any checks he makes.*

> ### Exceeding Ki Limit
>
> A character that exceeds their Ki Limit suffers a -1 Penalty to all Checks for each point of Ki in their Pool above their limit.
>
> A character that fills their Ki Pool with more than twice their Ki Limit is forced to leave Combat.

If a character ever exceeds twice their Ki Limit in their Ki Pool, the strain becomes too much, and the character is removed from Combat, in the same was as if the Morale Damage tracker had been pushed beyond their Threshold. In this case, the character is usually not able to return to battle through Rally, they are simply too exhausted to continue, though the GM may make exceptions when they feel the situation warrants it. After combat, the character will need to rest, and will make all checks with no bonuses (straight 3D6 rolls only) until they have had time to recover. The exact time is determined by the GM, but usually takes at least a night of rest, or a full day of non-strenuous activity.

### Ki Release

The strain of using Ki naturally goes away over time. In most cases, it's as simple as the character taking time to breath and clear their focus. When a character has pushed themselves beyond their Limit, however, it becomes more difficult to return to normal.

> ### Ki Release
> At the end of every round, a character removes Ki from their Ki Pool automatically.
> - A character that has not exceeded their Limit removed D6 Ki from their Pool.
> - A character that has exceeded their Limit removes a single point of Ki from their Pool.

# Combat Summary

## Checks

Checks are resolved by rolling 3D6 and adding any appropriate modifiers.

➢ Opposed Checks: Both characters roll, highest roll succeeds at the check, reroll ties.
➢ Difficulty Number: The check succeeds if it is equal to or higher than the Difficulty Number.

Attribute Checks: Roll 3D6 and add the modifier for the appropriate attribute. Skill Checks: Roll 3D6 and add the modifier for the appropriate skill, as well as the attribute you have associated with that skill.

## Focus Points

A Character receives Focus Points equal to their Focus Refresh Stat at the start of each Round.

Actions usually cost 1 or more Focus Points. Characters can continue taking Actions as long as they have Focus Points to pay the cost.

A character can never have more Focus Points than 4 times their Focus Refresh.

## Ki

When you use an ability that costs Ki, add that amount of Ki to your Ki Pool.

If you have more Ki in your Ki Pool than your Ki Limit, you take a -1 penalty to all Checks for each point over your limit. If your Pool ever exceeds twice your limit, you must leave the battle and cannot Rally.

At the end of the turn, you automatically remove D6 Ki from your Pool if you at or below your limit, or 1 Ki if you are above your limit.

## Morale

Each time the Tide Bar breaks against a side, that side takes 1 Morale Damage. Move the Morale Marker up by one point.

If the Morale Damage inflicted on a character's side is higher than that character's Morale Threshold, that character must leave combat at the end of a Round.

If a character has been forced out, but the opposing side's Morale Damage is equal to or higher than their Rally stat, that character can re-enter combat and is not forced out of combat at the end of a Round.

## Rounds and Turns

Combat is divided into Rounds. During a Round, each character gets a Turn in Initiative Order. A Round continues until no Character wants to take another turn.
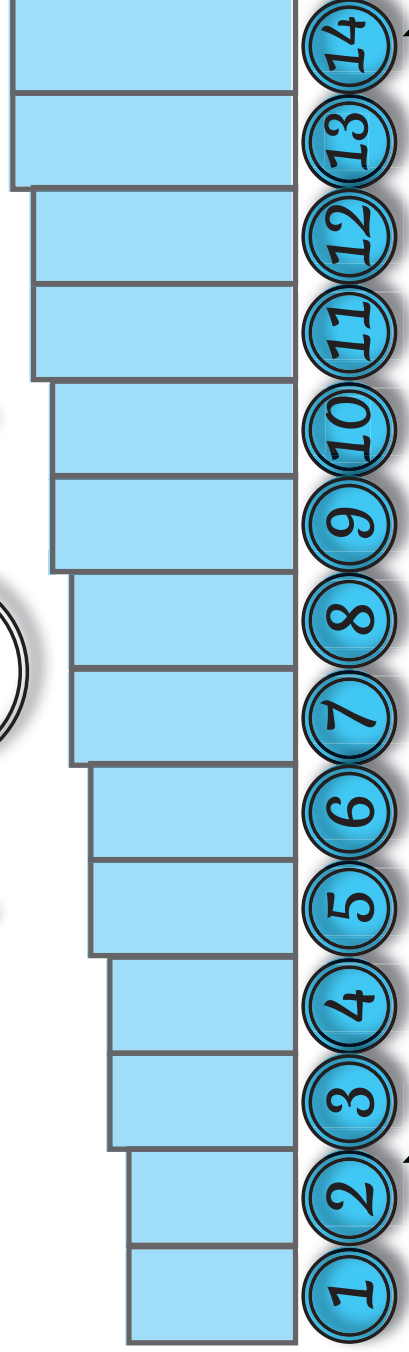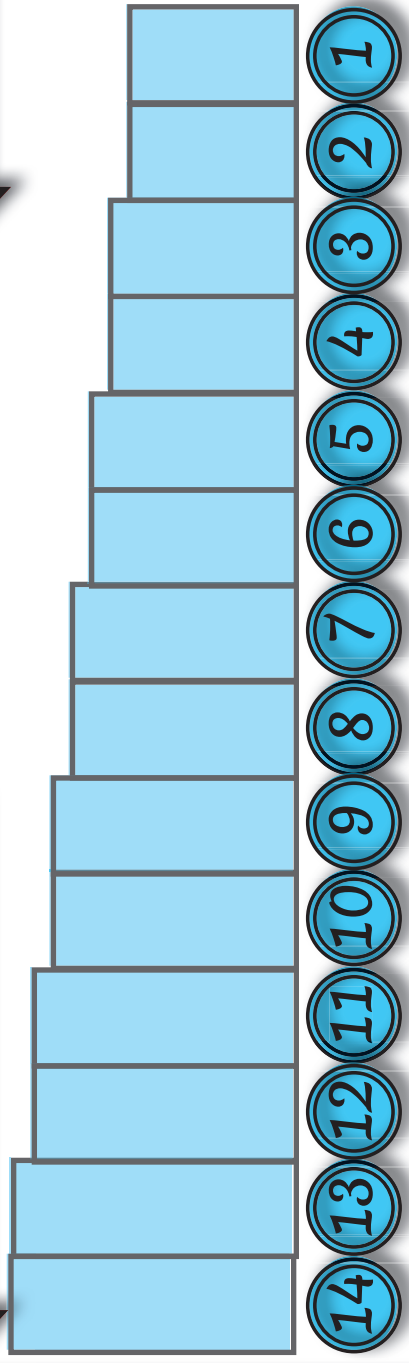
## Tide

As characters take actions in combat, they push the tide bar against the opposing side. On a successful attack, move the Tide Marker towards the side of the target character a number of spaces equal to the damage inflicted.

When the Tide Marker reaches a value set by the GM for that battle, it breaks; inflict 1 point of Morale Damage on that side, then reset the Tide Marker to '0' at the center of the Tide Bar.

At the end of a Round, if the Tide Marker is not at '0', it automatically breaks and inflicts damage against the side it is pushed against, as if it had reached the set value, then resets to 0.

## Enemy Tide Damage

(When the Enemies take Tide Damage, move the marker in this direction. If the marker is pushed past the limit set for the Encounter, the Tide Bar breaks and the Enemies take 1 Morale Damage.)

Tide track (left): 1 2 3 4 5 6 7 8 9 10 11 12 13 14

0

## Player Tide Damage

(When the Players take Tide Damage, move the marker in this direction. If the marker is pushed past the limit set for the Encounter, the Tide Bar breaks and the Players take 1 Morale Damage.)

Tide track (right): 14 13 12 11 10 9 8 7 6 5 4 3 2 1