



holo_world

Player's Handbook

A player's guide to the holo_world™ RPG, a modified version of the homebrew made by Gio.



Holo_world is the creation of Vaccaria (@Omi_Vacc), based on the works of The Gio Speaks.



Hololive® is owned by COVER Corporation, as well as their characters.

All characters appearing in this work are fictitious. Any resemblance to real persons, living or dead, is purely coincidental.

Author's Notes:

This work wouldn't have been made without the help of Dusty, who had created the initial homebrew. This work tries to reflect the rather bizarre nature of that system and change it in such a way that most of the kinks involved in it would be removed for some rather interesting gameplay.

While the rules itself is an absolute, the GM has the final say to it. In fact, what may be conveyed in these rules is the standard that the GM can oppose entirely to create a rather flexible system; what these set of 'rules' should provide. A proper example is boss fights, that can change inherently in order to provide an engaging system overall.

Another thing to note that while this system inherently tries itself to be, quote and quote and said to be the *phrase most fighting gamers hate*, 'dumbed down', but that is not the case. What it tries to do is convey it for beginners to understand quickly while still, inherently, a system that has to be mastered. **That as a whole is what a flexible system also intends to provide.**

This homebrew can be used through various means; either by text (ie. Discord messaging, etc.) or just simply talking to each other (ie. offline gathering). Another whole point to the system trying its best to be flexible for all, but for the sake of those who are viewers, then doing a campaign through talking is better than doing it through messaging.

And another note, **magic here is different.** Have fun!

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Common Sense Rule

*Just because you think doesn't mean you **SHOULD**.* This RPG is very, very similar to real life (*maybe*), and thinking you have full reign over everything is just stupid. Let's be thoughtful to ourselves and others so that **WE DON'T DERAIL EVERYTHING, OKAY?**

Note: We're here for a fun time, not a strategic time

The Player Character

Creating a Player Character is simple. Ask the GM and he'll provide. An interview will be done in order to create the player character.

Attributes

It won't be an RPG without attributes. While there are three main attributes that dictate most of the remaining attributes in the game, we'll have to specify what these attributes are.

ACT

ACT is one of the three main attributes of the game. This dictates physical actions, but not investigation (It is WIT-related). Primarily, you use ACT to attack with Physical skills or dodge/block with no/special techniques.

WIT

WIT is one of the three main attributes of the game. This dictates mental actions, as well as magical spells. However, it does not include persuasion (as it is EGO-related). Certain attacks require you to block it with WIT (eg. illusions)

EGO

EGO is one of the three main attributes of the game. This dictates actions that concern social interactions or persuasion. EGO can also be used in combat to deal specific effects to an opponent. EGO is used against EGO-related rolls (eg. persuasion, waking up).

Raw EGO rolls include Hesitation, Intimidation, Attracted (Forced) and Provoked.

HP

It ain't an RPG without HP. HP dictates the total life of the player. If a player's HP

reaches 0, the player faints, but does not die (in some circumstances). To get the initial HP of a character, a character must roll his initial ACT and WIT (ie. dACT and dWIT). If the roll is below half, the player can reroll for it.

MP

The life-blood of magic spells, MP is used for spells or other skills that requires it. Base MP is gained from halving current WIT (not counting general modifiers), before adding up MP modifiers from items, traits or specs.

Speed (SPD)

Speed, or abbreviated as SPD, is the attribute used to specify which turn the player will start at. However, it is actually a rollable attribute, and with each wave start (*refer to Combat*) SPD has to be rolled again. It is gained by adding ACT and WIT first before dividing it by four, and then adding it with modifiers. However, it is not a dSpeed + Speed Modifier, rather it is d(Speed + Speed Modifier).

Movement.

Movement is usually stuck at 6 tiles (or 6 meters). There are some attributes that allow you to add more movement.

Specs

Specs (or Specifics) are special 'traits' that are gained, compared to the 'untouchable' Traits. Specs usually refer to 'classifications' (like being a mage, a master at cooking, etc.). Specs can be interchanged.

Proficiencies

If there's something to know, then never be afraid to do. Proficiencies are specs that can be upgraded the more you do something (eg. *slashing people, using EGO*). There are four levels to which you can raise a proficiency: **Beginner, Adept, Professional and Master**. However, do be mindful that getting proficiencies is already hard, so be careful!

Traits

Traits are given to the player once the GM has seen what traits are visible to the character after the interview. These traits cannot be changed at all.

Refer to Nationalities for Nation-related traits.

Nationalities

Instead of races, the players must choose a nationality (as a trait) for them to be represented as not just in-game, but also in RPing them. Each nationality has their own perks and weaknesses, and these are the following:

Nationalities	
Oceanian	<i>"To them, the sea and the sky is nothing more but their mere playground. They are born admirals, and none of them, NONE, are incapable of captaining a ship."</i> +3 ACT when seafaring/airfaring. -2 ACT when being a landlubber. +5 when doing water/air spells.
Lunarian	<i>"They revel in the light of the moon, despite not being night owls themselves."</i> +5 ACT when the moon has risen.
Aragoz	<i>"Natives of the commonwealth are bound to be technical engineers."</i> +3 ACT when using technological equipment. +3 WIT when understanding technological equipment.
Myuelia	<i>"They may be human, but don't ever THINK that they're weak. Years of warfare has led them to be as strong as ever. Male or female."</i> +3 ACT when doing any attack/defense based options.
Freelander	<i>"Free, like the wind."</i> +1 ACT. +1 WIT. +1 EGO. +2 HP. +2 MP. +2 MVM.
Clead	<i>"Those born here are temperate in terms of nature-based magic."</i> +3 WIT when doing Nature-based magic.
Drakian	<i>"If you want the sharpest eyes in the land, they are the best for it."</i> +4 ACT when using bows. +4 to WIT when investigating.
Rauthean	<i>"Thy lord is their wisdom."</i> +3 WIT when doing light-based magic. +3 ACT when defending against dark-based magic.
Khizduan	<i>"They are fiery and fierce, just like the desert winds at day. They are cold and welded, just like the harsh wind of nights to come."</i> +3 WIT when doing fire/wind-based magic. +3 ACT when defending against Fire/Wind magic.
Balehelmian	<i>"Masters of the alchemic arts make them the fiercest of... well, in magic at least."</i> +5 WIT when attempting Alchemy. +6 when identifying magical items.
Bosian	<i>"Magic is their birthright."</i> +3 WIT when doing magic. +5 MP.
Houndsman	<i>"Art is their fame. Mastery of anything cultural is their goal. Their tongues are famed for being the sharpest of them all."</i> +5 EGO.
Crowharfian	<i>"Zutris' believers are known to be well-endowed with dark powers, but not unholy ones."</i> +4 WIT when doing dark-magic. 4 Base Defense against Dark Magic.

Example of a Character Sheet:

HP 14/14

IP 0/9

RAGE [][][]

ACT 8

WIT 6

EGO 10

SPD 3.25 (32.5 ft)

TRAITS

- **Myuelia**

They may be human, but don't ever THINK that they're weak. Years of warfare has lead them to be as strong as ever. Male or female.

+3 ACT when doing any attack/defense based options.

SPECS

- **Blacksmith**

The forge made him strong.

+5 ACT when doing blacksmith-related work. +3 ACT when in the forge.

- **Tradesman**

The slick of a tongue is what you need in a place where money is the only way to thrive..

+5 EGO when negotiating.

SKILLS

- **Hard Stab**

If one stab isn't enough, you gotta twist it HARDER.

4 Base Damage. Becomes 8 Base Damage against undead when using the Silver Dagger.

- **Fortify**

Being a blacksmith has its perks.

Places an Anti-Undead buff on weapon/armor. Require silver ore.

- **Sharpen**

A blacksmith knows when to make a weapon deadlier.

Gives out a buff to a weapon.

EQUIPMENT

- **Silver Dagger**

A memento by his late father. The bane of all the undead.

2 Base Damage. Becomes 6 Base damage when hits an Undead.

- **Studded Leather Armor**

Leveling Up

The party levels up, not the individual players. This is a way for new players to immediately fill in the shoes of a leaving player, as well as for returning players to catch up.

When the party levels up, each and every player is given 3 points to be distributed to the attributes (ACT, WIT, EGO and HP) and a passive +2 HP. If the player allocates it towards HP, that 1 point becomes 2 HP, giving you a max of 8 HP per level up.

Experience granted depends. In combat, the EXP overall is the amount of enemies present. If an enemy flees, a total of 1 EXP is decreased from the total (and it depends). Negotiating will not net EXP. Not doing anything will not net EXP. As for bosses, the EXP given depends as well.

Skills

Types of Skills

Magic	Magic Skills are learned through passing knowledge, reading magical words (with conditions met) or simply being able to 'copy magic' (which requires the Magical Genius trait). These spells follow the traditional cooldowns, with some exceptions to be involved. They are also one of the few skills that can multicast with only two penalties; huge magic consumption and the vulnerability of a cooldown.
Physical	Physical Skills are learned through a lengthy process (refer to <i>Learning Skills</i>), or taught by someone (if conditions are met). Some Physical Skills, at times, become a Minor Action rather than Major, and can also be as good as passive movement skills (though it is more leaning towards traits than anything). These skills follow the traditional cooldowns, with some exceptions to be involved.
Special	Special Skills can be Magical, Physical or both... or none at all. Special Skills are different in which the method to gain them is more harder than the ones previously detailed. Special Skills, also, can be unique to that character only. Special Skills are the only skills that do not follow traditional cooldowns, with an example being Magic Install.

Learning Skills

Learning skills can be through knowledge given or self-taught. Knowledge ones are easier to obtain but hard to find due to the expansive world, but self-taught ones are easier to do but hard to gain. Self-taught ones require you to use a **Flashy Major Action** and a prerequisite of a **critical roll**.

If you signify that what you are doing is making a skill, then the GM will consider it first before letting the player character have it.

Using Skills

Using a skill in combat means to give up your Major Action. You can still move. You must first declare that you are going to use a skill. Proficiencies will add to the skill's power. The damage of the skill is calculated as General Modifiers + Specific Modifiers + the Max Attribute Roll of your Action for that skill.














For example: Survivalist gives +2 ACT, with Swordsmanship giving +2 ACT when using swords. You use ACT when using a sword. Let us say you roll a 10 (d10) and get a natural max, giving you 10 + 2 (from Survivalist) + 2 (from Swordsmanship) = 14.










Cooldowns

A **critical roll** does not give a cooldown. A **Normal roll** lets the skill cooldown for 1 turn. A **Fumble** lets the skill cooldown for 2 turns. There are exceptions to this rule.

Status Afflictions

RPGs, obviously, have status afflictions. This TRPG is no exception. There are Status severities, so make sure to read this properly. Remember, **you must do specific actions instructed in said status affliction descriptions to remove it!**

 Attracted	Will follow the demand of the caster. There are two levels for the Attracted: Forced, Adamant and Fiercely Devout. Forced can be removed with either a simple EGO or ACT action against the Attracted, but cannot be removed through traditional means, but Adamant is stricter in conditions, as a simple EGO or ACT action against it is useless, but traditional means (like debuff spells) are allowed but must be critted. Fiercely Devout cannot be removed through any means.
 Bleeding	Receive 25% of the Bleed Roll's damage at the start of your turn. Bleed damage will only be inflicted by the strongest Bleed Roll. (use Minor Action to stop bleeding with cloth or pressure, wait two turns). Debuff removing magic cannot remove it anymore, and must be healed through potions/bandages/healing magic. Can be stacked.
 Blind	ACT die should roll higher than half to be successful. The afflicted cannot perform Counter Attacks, and has an ACT and WIT penalty. (wait 1 turn)
 Burning	Deals 4 damage on your next turn if you fail to put it out. Scales by 4 with each turn that passes if your character remains Burning. (roll ACT higher than half of the Burn Roll to put it out as a Major Action). Cannot be stacked.
 Confused	An attack will land an enemy or friend dealing half its damage. Use t!choose among Roll Skip Do Something Else before performing a Defensive, Major, or Minor Action. When attacking, use t!choose to choose among Friends and Allies, and then which among them will be hit. Expires after 1 turn or if the Confused tries to regain their composure with a WIT roll higher than the confusion roll. Counter attacks cannot be performed when Confused.
 Cursed	All dice reduced to d4 (visit a cleric or use Holy Water).
 Disabled	Cannot perform actions. (wait 2 turns or roll Critical ACT)
 Frozen	Cannot perform any actions, Movements, Counters, but gain +15 to Physical Resist. Take 1/3 of the freezing roll's damage per turn. (Roll a Critical ACT Major Action to break free on your turn, or get hit by a Critical Hit from the enemy).
 Hesitant	Offensive ACT rolls halved against afflicter. Roll above or equal to half the afflicter's EGO roll to break as a Minor Action.
 Intimidated	Block/Dodge/M-Block/M-Dodge rolls halved against afflicter. Roll above or equal to half the afflicter's EGO roll to break as a Minor Action or wait 1 turn.
 Paralyzed	Cannot do anything, but receive half damage. Also, receive full heal rolls. (Skip 1 turn, get Poisoned, or have a friend use ParaCure)
 Petrified	Cannot do anything. +8 Pure Physical Damage.
 Poisoned	The afflicted takes 25% more damage at Lv1 after the envenoming strike and can be envenomed again: 50% more damage at Lv2, 75% more damage

	at Lv3, and 100% more damage at Lv4. (Cured by ToxiCure, Paralysis, or wait 2 turns)
 Provoked	Player focuses on the provoker. Can defend against other attackers, but can only use basic attacks on the provoker. Must attack the provoker during turn. (wait 1 turn)
 Rooted	Cannot use movement for 1 turn. (wait 1 turn or roll above 4 with ACT to break free of your root)
 Rabies	Cannot drink potions. Must be cured immediately before 2 turns.
 Silenced	Cannot use magical spells. (wait 1 turn)
 Sleeping	Skip 2 turns. Automatically awoken on damage, turns into Provoked if the roll was a fumble. (friends have to roll EGO and score a 3 or higher to successfully awaken you)
 Stunned	Can only perform Minor Action and Movement, reduces target's SPD by half. (roll WIT, score half or above half of the stun roll to shake stun off). Once stun is staved off, stun resistance added.
 Spooked	You've seen a ghost or just in general, got spooked! Can be stacked if Player gets spooked again, or when Player scores a fumble when trying to EGO roll out of Spooked. All stacks can be shaken off if a player scores a critical EGO roll while out of combat. Will turn into Cursed if a player hits Spooked Lv3.
 Unfazed	Only appears after a raw EGO attempt. Will be immune to all raw EGO rolls (Intimidation, Hesitation, Attracted and Provoked) for a turn.
 Washed	The afflicted's strongest die will be deducted by half of the caster's roll. Expires after 1 turn or after using something that can remove it (eg. Mini Port-A-Dryer).

Inspiration System

If you do/say something impressive that happens to amuse me (the GM), you gain an Inspiration Point! These points allow re-rolls if you get a bad roll during your turn. As long as I have given you Inspiration, you may ask me OOC if you can do a re-roll.

But why stop there? If you guys think that an enemy or boss (*or even characters controlled by me*) did/said something that instantly impresses, amuses, or even outright terrifies you (*for bosses, at least*), you may tell me to give that entity a point of Inspiration. I will only reward them with one point at a time, though, so even though many of you recommend an Inspiration reward for that character or enemy, I will only reward them once.

Using Inspiration Points during battle can only be done once per turn. Inspiration Points have a maximum capacity of 6 points. You can use as many as you like during battle, but you can only use them once per turn. However, out of battle, you can continuously use these.

There are, however, circumstances where you are not allowed to use the Inspiration System. These include the following:

- TP Rolls

May we all write well!

Second Wind

For the cost of three Inspiration Points, revive with full health just as the last player in the party faints.

Weapons and Armor

When you're adventuring, wearing armor and using weapons are always a must. Not just because it grants you the chance of surviving a nick of a blade due to a fumble or rather a deadly blow due to a fumble, but it's one of the main essentials as you go further to the world.

Why there are no Light and Heavy Armor classifications

They suck. Period. Besides, you can just say that this shit is heavy or so by adding in a speed debuff. One of the main features of this homebrew is the ability to do anything, but with a few restrictions that does not involve what your character wears or so... unless you got cursed or something.

Why there are no weapon restrictions

Same thing, altogether. Though, this new freedom has its... own downsides.

Weapon Freedom Downsides

While this new freedom of using weapons gives you the opportunity to create your own class standard, using weapons are a bit tricky now. Here they are:

- You can only equip two weapons, and you must waste an action just to change to another.
- You can dual-wield weapons, but there will be penalties based on what you dual wield... of course you can't dual wield a rifle and a knife! ...But how come you can dual wield a rifle? Now that's just confusing...
 - Using two weapons that are longer than 12 inches in one turn is considered a major action. Think about that. Well, let's just say you can't just easily dual-wield some swords, okay?
- Oh, and dual-wield guns is a turn ender. Don't bother, actually.

Damage Types

Damage is dealt by the following hierarchy:



Normal damage is basically just damage. Physical or magical. Piercing is where it gets interesting, as only piercing-stopping armor can stop piercing damage... but piercing-stopping armor can also stop normal damage. So what does pure do? Same thing, but it encompasses everything. Hell, normal armor... actually has disadvantages against pure damage. This means 25% damage received. However, if you do have pure armor, that means you can withstand 25% damage from normal attacks.

Of course, remember that there's just something for physical and magical. Or both. You really don't want to deal with both, actually.

Blacksmithing

Blacksmithing now requires the usage of time to create armor/weapons. It cannot be done instantly. And during Blacksmithing phases, one must roll ACT in order to prevent some... stuff happening. Blacksmithing is now a progression-based action.

As to how it works, this is how it goes:

- When blacksmithing, you enter a smithing phase where you require certain items to create something. You also need certain apparatus to create the item in general.
- One must roll ACT with specific modifiers (General Modifiers disabled) to see what will happen.
 - If the roll is a **fumble**, then a reparation phase will occur. This will also require materials (depending on your Spec Profession).
 - If the roll is **normal**, proceed as usual.
 - If the roll is **critical**, proceed twice as normal.

Cooking

As to what was seen during the sessions, people rely on cooking more so as a way to boost themselves for an important battle. This is based on the prompt to make it similar to Monster Hunter's food combination session to which it grants you a bonus or so. Now? Cooking will not give out said boosts, and instead is more of a survivalistic phase to be used on. However, boosts will only be given when certain alchemical ingredients are used, but 'Alchemical Cooking' itself is another Spec Profession and 'Normal Cooking' does not attribute to it.

With this, there are now penalties if a PC is not eating at all.

Rage

Players can now spend a new stat (Rage) to perform these powerful actions! To gain a Rage Point, you must first score a fumble (even through re-rolls). As you gain **3 Rage Points**, you can now do a Rage Action by combining any two of your three stats in one roll. **However, you cannot do a Rage Action just as you got a Rage Point (in your turn).**

Attempting to do Rage without 3 Rage Points can cause a penalty, and you cannot learn a new skill through Rage. You cannot get Rage outside of combat, or when defending during combat or when getting speed rolls.

Rage cannot be carried outside of combat, and will be immediately reduced to zero. Rage must be immediately used after getting it or a rage reduction penalty will occur (Rage will go back to 1).

e.g.

t!roll dACT(+BONUSES if any) dWIT(+BONUSES if any)

This of course depends on the context of your character's action.

e.g.

An attack while your character screams (ACT and EGO)

A spell performed like a Hadouken or something out of Avatar: Last Airbender (WIT and ACT)

Rolls

On the Topic of Rolling

Generally, this setup requires Tatsumaki or Rolz.org due to the attributes also being used to roll. Traditional dice is still applied, as long as it is as lawful as is. There's also the Modifiers, but you don't have Fudge Dices for that anyway. We don't do Fudges here.

Free Rolls

If you choose to re-roll your character's action and Tatsu provides you with the exact same value even after a re-roll, you may roll one more time for free.

Critical Rolls

(Refer to the Color Chart below for the degree of your roll)

Given that whenever you perform a roll, you will notice how there is a color beside the dice roll itself. Reaching the greens or even the true green means your character has scored a critical, the oranges and yellows are normal, and the red-oranges to true red means failure.



However, if one cannot use Tatsu, here are the following guidelines for Failure/Critical:

1 ~ 24%	→	Failure
25% ~ 75 %	→	Normal
76% ~ 100%	→	Critical

Travelling

Travelling is an essential part in TRPGs. The GM will specify if either the player can proceed through traditional means (5E travelling) or through Travel Points. If it is through traditional means, then the GM will give out a map for the group to see where they are currently in and must describe if they are to proceed. If it is through Travel Points, then the player must roll a d6 (depending on the situation) or the GM rolls a specific die (noteworthy examples are ships). These are also the times where RP is more commonplace, so don't be afraid to be in-character!

Treasure

The staple of adventuring, adventurers would want to see one when they do. While treasures can be found commonly by **investigating**, they can also be found when the players get a **critical roll** during travel. Do note that giving out treasures is still a **common sense thing**. Well, you think there are flying treasures in the sky?

Encounters

Another thing to note about RPGs are encounters. As travelling can be either traditional or through rolling, it can depend. If it's traditional, expect monsters to be already set in stone. If not, and through travelling, **getting a bad roll is just as good as getting one**. Refer to *Elite Encounters* when getting bad rolls.

Elite Encounters

There are times that you really, *really*, just hate the players in general. That or the dice decided to. Elite encounters only occur when you roll a **Nat 1** and then satisfying another roll **d4** that decides for **another Nat 1 roll**. If **Nat 1** is the roll, then there's no denying that an **Elite Encounter will occur**. Of course, these kinds of Elite Encounters are only allowed through **rolling travels... because the GM will be the one deciding if there would be one in a 5E travelling setup**.

Roaming Bosses

Roaming Bosses are different in that they do not require 'Elite Encounter' rolls... instead, they appear as a warning sign on a map. If they have a track on the player, chances are they will hunt you down

Combat

It's not a Tabletop RPG if it doesn't have combat! Combat is the heart and soul of an RPG, and be always prepared to fight!

Speed, Waves and Turns

In combat, there is a 'wave' and a 'turn'. A wave is the overall collective turns in that round (or we could just say its round) and that a wave is over when all 'turns' are suspended. In each start of a wave, the player **MUST** roll their Speed (dSpeed) in order for them to know when they will have their turn.

Prep Time

In this pre-battle phase, the players must choose a weapon of their liking to be used and be in position.

A player will roll a d4. If it's a **fumble**, then the players will be caught by surprise and the GM will shuffle them in the worst positions possible. They also get a **speed penalty** for it. If it's **normal**, then an encounter will just ensue and the players can get to move to whatever position they have to be in. **If it's critical...** who knows?

Player's Turn

When it is your turn, you can perform a Major Action, a Minor Action, and a Movement. Specific afflictions can affect how you perform an action, so be alert!

Major Action

- Any move that involves bonuses
- A big attack
- Performing a skill
- Casting a spell
- Shooting a gun
- Entering a Defensive Stance*
- And so on...

*Defensive Stance**

- Add +2 to your ACT for when you perform Defensive Actions
- Any Defensive Action with your added +2 automatically becomes a Counter Attack

Minor Action

- A small attack that doesn't involve bonuses
- A punch or kick
- Grabbing something
- Using an item
- Recovering Mana*
- And so on...

Recovering Mana

- Most spells come in the form of Incantations
- Each word in the Incantation consumes a certain amount of Mana
- If you are unsure of how much mana it consumes (if it doesn't say), ask the GM
- Incantations have to be said by the character **OR THEY WILL NOT COUNT**
- Spells have a 1d2 to inflict a status effect
- Debuff Spells, if being used on the enemy, can only be Dodged or Reflected.

- Player has to meditate as a minor action and will have a cooldown of 1~3 depending on the roll.
- The player can roll outside of combat without any WIT modifiers. They can only do so on every critical TP roll and every room that has yet to be scoured.

Movement

- Moving to a part of the battle arena specified by the GM, given by the distance allotted to the player and by the skill he has.
- Getting within melee range of an enemy.
- Gain distance from the enemy.
- **One can now sacrifice a Minor Action to move again. Cooldown of 1.**
- The Movement Action is available until one uses up all of his movement.
- And so on...

Combined Attack

- Can only be done when turns are adjacent.
- Can use both Minors to deal damage... but at the cost of both turns. Both rolls will be added to each other.
- Cannot do Majors unless **Rage is 3 for both.**

Attacking/Using Multiple Targets with Magic

Attacking/using multiple targets with magic in one turn requires you to use your Major Action only. However, there are some spells that cannot do so, unless you have a specific word for it.

Disarming

- It is a minor action.
- No general modifiers will be used during this attempt, and the opponent will receive a +10 ACT Modifier in the process.
- When used as a counter, it becomes a Major Action and can use general modifiers in the process, but the opponent will still receive a +10 ACT Modifier.

Dual Wielding

- Separate rolls for a dual-wielded attack is now considered a **Major Action**.
- If one roll is used, it is a **Minor Action** but you can combine the base damage of the weapon as well.
- No, **dual-wielding shields** make no sense.
- And obviously **two-handed weapons** cannot be dual-wielded.

The Enemy's Turn

The enemy may do the same! However, you can perform Defensive Actions while under attack.

Defensive Actions

Action Save

For those feeling heroic, anyone can barge in to save someone from impending doom. Dodge and block applications still apply... but if you fail, you know what's going to happen for both of you. Minor action will be spent.

Blocking

- Adds +2 to your Physical Resist
- Can protect against certain spells
- Allows Counter Attack on a critical roll, but must be in a Defensive state. However, this does not consume Minor Actions.

Magic Block (M-Block)

- Can only be performed with a Wall Spell
- Costs Mana

Reflect

- Can only be performed with a Reflect Spell
- Costs Mana

Dodge

- Allows you to Counter Attack on a successful critical Dodge, with or without a Defensive Stance.
- After a successful critical Dodge, roll your Counter Attack as a Minor Action only (no bonuses unless specified)
- Successful critical Dodges allow for the character to reposition themselves.

Counter Attacks

- You can use a minor action as a counter attack move.
 - There are cases, however, that you can use spells or skills as Counter Attacks. These skills are known as **Counter Assaults**.
- Once you have replied that you want to counter, roll the corresponding die for you to use.
- Those who are being countered have the ability to defend it with rolls, but they have a penalty with them.
- Countering excessively will put you in a **Minor/Major Action debt**.
- **You can only counter when the situation/skill condition is considered to be able to counter an attack.**
- **No, you cannot counter attack with melee against ranged... but ranged can do so against melee.**

Opportunity/Overwatch

To provide a more distinct feel in combat, **Opportunity/Overwatch** is added.

The purpose of these two mechanics is to provide a unique advantage/disadvantage for melee/range opponent, and to shift the rhythm of battle.

Opportunity is the universal ability of a melee-equipped character to **enact an attacking action** against an advancing opponent. This doesn't apply **when the enemy is approaching**, but rather when the **enemy is running past you**. It also becomes available when an enemy is **retreating from your opportunity range** (that is if you approached the opponent and it is the opponent's move, to which he tries to escape you). This does not waste an **Action**. **Opportunity attacks cancel one's movement ENTIRELY.**

Overwatch is the universal ability of range-equipped characters to attack someone within their firing range. One must roll a **d6+3** in order to get their range. Other weapons have specific firing ranges. If an enemy comes close to your range, then an attack will occur. This does not waste an **Action**.

Melee Range

When one is within melee range, the character is unable to use ranged weapons (*unless specified that it can be used in close quarters*). **There are actions that one cannot do in this range.**

Weapon Range

If one uses a weapon outside of its range, there will be a variable penalty.

On the Subject of Team Battles

These battles are quite rare, and most of the time only occur in situations where:

- You are fighting mano-o-mano with a ship
- Getting chased by a cop car
- And many other extravagant things

In these battles, the group shares 2 or more actions (any action will do... and movement also counts), the same goes for the opposing team. Make those shots count!

Running

The sin is not in being outmatched, but in failing to recognize it. There will be times that running is generally better than trying to outmatch an otherworldly foe. Of course, this only occurs if circumstances commit. If trying to run away, then tell the GM that you will attempt and that the GM will roll a dice with sides determined on the number of members in the party vs opponents. Generally, running away is easier if you manage to whittle them down, and you net experience for the monsters you have slain.