

attacker	defender	what this means
individual	individual	you may spend MP, SP, or FP to get an additional damage die per point spent.
individual	group	costs an additional SP, MP, or FP for each target beyond the first.
group	individual	multiply the damage by the number of attackers.
group	group	multiply the damage by the number of attackers and divide it among the defend

all rolls should only be rolled once. Multiply where necessary

only one FP per roll by any player for any reason.

spend a maximum of 3 MP a magic attacks

spend a maximum of 2 SP on a physical attack if you have a 2H or are DW'ing

spend a maximum of 1 sp on a physical attack if you have a single 1H weapon.

when an individual's armor is hit by a group attack apply armor damage and stamina damage once for eac

ers.

:h attacker.