Defender Dodge Phase – Roll between 1-20, if less than equal to agility, then next attack is dodged. Attacker can use cunning to negate the dodge.

Attacker Attack Phase – Roll between 0-attack, if greater than stability, then roll between 1-impacted: if result is 1, then attack rounds down to stability. Defender can use cunning to negate the attack.

Stability Reduction Phase – After attack, reduce stability by one. If both player’s stability have been reduced to 0, start a counter at 4. Every time an attack cycle completes, reduce the counter by 1. Once the counter reaches 0 then both players are exhausted and the fight ends.

Defender Hit Phase – If defender’s shield is greater than 0, then subtract shield by attack from attack phase. If shield becomes less than or equal to 0, then the shield is broken – no hit point damage is taken (unless technique otherwise states). If shield was already broken, the subtract the defender’s hit points from the attack from attack phase. If hit points becomes less than or equal to 0, then the defender dies.

Players can only use techniques the number of times equal to their technique – and they can only be used in the situations mentioned. Furthermore, they can only use the technique if the remaining amount equals or exceeds level requirement. The opposing player can use a cunning to negate the technique. Players only have a maximum cunning as their cunning level. Cunning cannot be used to negate cunning.

NPC Intelligence: NPC always use technique when they are able, unless stated otherwise. NPC always use cunning at first opportunity – except for dodging. They only apply cunning to dodging if they can either break shield or kill opponent this turn (accounting for stability).