

first, and the lower rolls take their turns last. In the case of a tie, the person with the highest Wit goes first. If it is still a tie, then leave it to the Hunter's preference. If the GM or Party does not prefer this system, then organize **Danger Time** into teams, where one team will go first, and then the other Team. The GM will have to decide who goes first based on the situation, but other methods can be put in place to help determine it (such as the party's combined Wits or based on who initiates the situation).

In **Danger Time**, time is measured in **Rounds**. A **Round** consists of one full turn order, and lasts roughly ten seconds in-game. All **Tasks** completed during the **Round** will fall into that ten-second timeframe. This framework is meant to help organize the flow of time in high-stakes scenarios where the moment-to-moment matters. Be sure your GM is clear about if the Party is in **Danger Time** or not.

Once **Danger Time** begins and the order is set, then it's time to start taking **Actions**. Each participant in **Danger Time** has a few **Action** types they can take per turn:

- **MAIN ACTIONS** - This is the primary Action type, which can be used on Moves, Tasks, Attacks, and almost anything in the Game. If there is nothing that states within a Move or Ability what type of Action it is, assume it's a **Main Action**. You get one **Main Action** on your turn that cannot be exchanged for any other Action type (aside from Movement).
- **QUICK ACTIONS** - This is the secondary Action type. It can also be Moves, Tasks, Attacks, or other abilities, but only if they are explicitly stated to be a **Quick Action**. You get one **Quick Action** on your turn that cannot be exchanged for any other Action type (Aside from Free Actions).
- **FREE ACTIONS** - This covers any kind of Action that does not fall under one of the other Categories. They are mostly used for Actions that are mundane or do not require special skills or maneuvers, such as opening and closing doors, picking something up or dropping it, or even saying something quickly to a teammate. You can perform as many Free Actions you want in a turn, but you can perform a specific action as a **Free Action** only once per turn. For example, to open a door and then close it again after Attacking would require a **Quick Action**.

- **MOVEMENTS** - This does not fall under any of the three other categories within Danger Time. On your turn, you can move a considerable distance in combat; refer to your GM if it's unclear whether a Movement is possible. For Groups that want more standardized movement, one can use a Grid map or set a Movement Speed of roughly 40 ft (based on the 3 Ranges for the Ranged Attacks of 20 ft, 40 ft, and 60 ft). You get one Movement on your turn and are allowed to perform Actions in the middle of your Movement, as well as expend a **Main Action** to perform a second Movement.
- **REACTIONS** - This final type of Action, and the most conditional. This is a type of Action that is used during someone else's turn, allowing you to interrupt or perform a Task literally "in reaction" to another Action. This can be Attacking Back someone who strikes you, performing a Move that attempts to dodge an Attack, and so on. Each **Reaction** typically has a prerequisite for use, and each Hunter only gets one **Reaction** per Round (NOT per enemy turn) by default. A Hunter will be unable to use a **Reaction** if they are occupied with an ongoing Task, but usually will be able to stop what they're doing (interrupting that attempt at the Task) to perform a **Reaction**.

STRENGTH

MELEE ATTACK - When performing this **Task** you attempt to deal **Harm** to an opponent using your **Weapon**. Every **Weapon** has a die associated with its **Harm**, which you roll on successful attacks. Additionally, you can use this **Move** as a **Reaction** against any **Move** that attempts to **Harm** you, this is known as an **Attack Back**. **Attack Backs** cannot receive the benefits of a **superior success**, they are limited to **success**. The target must be in range for this **Move** or **Attack Backs** to work.

**You cannot gain Mastery in this Task*

When you roll a **Melee Attack**, depending on your result you will....

- **8 - 10**: Roll Weapon/Move Damage.
- **11 - 12**: Roll Weapon/Move Damage + 1 Harm.
- **13+**: Roll Weapon/Move Damage + 1 Harm, and get 1 extra benefit from the list below:
 - +1 additional Harm
 - Make the opponent Target you
 - Move the opponent somewhere
 - Reduce their Attack Back by 2 Harm

GUARD - When performing this **Task** you attempt to protect yourself or a teammate. This **Move** is a **Reaction**. If you're protecting a teammate, you must have unobstructed access to them within range. This **Move** operates differently based on if you are performing it for yourself or using it to protect an ally Hunter.

When you roll to **Guard**, depending on your result you will gain....

- **8 - 10:** +1 Harm Reduction.
- **11 - 12:** +1 Harm Reduction and gain Resistance to the Attack Guarded.
- **Miss:** Fail to protect the Target and get -1 Forward.

TRAVERSE - When performing this **Task**, you attempt to cross some sort of obstacle or difficult terrain. This **Move** is a **Quick Action**. This does not include **Tasks** of jumping or falling. This can also be used to help carry or pull heavy objects over a long distance.

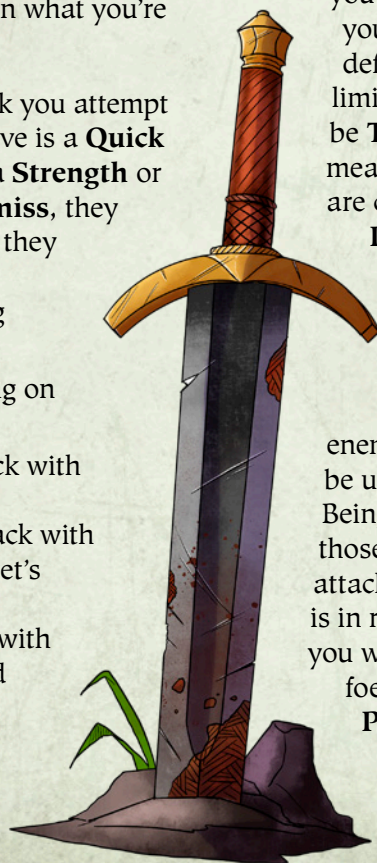
When you roll to **Traverse**, depending on your result....

- **8 - 10:** You succeed in your task but slower than you would like (in **Danger Time** this may skip a turn).
- **11 - 12:** You succeed in your task in an efficient manner.
- **Miss:** You become stuck, or fumble, suffering appropriate consequences based on what you're doing.

SHOVE - When performing this **Task** you attempt to push or shove a creature. This **Move** is a **Quick Action**. Force the target to perform a **Strength** or **Agility Task** (targets choice). On a **miss**, they will be **Prone**, on a **partial success** they will be **Staggered**. Regardless of the target's roll you will get the following benefits.

When you roll to **Shove**, depending on your result you will....

- **8 - 10:** Perform an Unarmed Attack with the Forceful Tag.
- **11 - 12:** Perform an Unarmed Attack with the Forceful Tag, and -2 to the target's Saving Throw.
- **13+:** Perform an Unarmed Attack with +1 Harm and the Forceful Tag, and -4 to the target's Saving Throw.
- **Miss:** You bounce off or miss the enemy and Stagger yourself.



AGILITY

RANGED ATTACK - When performing this **Task**, you attempt to deal damage to an opponent using your Weapon or Ability. Every Weapon has a die associated with its **Harm**, which you roll on successful attacks. Additionally, you can use this **Move** as a **Reaction** against any **Move** that attempts to **Harm** you, this is known as an **Attack Back**. **Attack Backs** cannot receive the benefits of a **superior success**, they are limited to **success**. The target must be in range for this **Move** or **Attack Backs** to work.

**You cannot gain Mastery in this Task*

When you roll to perform a **Ranged Attack**, depending on the result you will....

- **8 - 10:** roll Weapon/Move Damage.
- **11 - 12:** roll Weapon/Move Damage + 1 Harm.
- **13+:** roll Weapon/Move Damage + 1 Harm, and get 1 extra benefit from the list below:
 - +1 additional Harm
 - Make the opponent target you
 - Ignore 2 Armor on a target
 - +1 Evasion against their Attack Back

POSITION - When performing this **Task**, you attempt to adjust your **Position** in relation to the enemy. A Hunter is either **In Position**, **Out of Position**, or **Targeted** in **Danger Time**. When

you are **Targeted** the enemies are facing you and are likely to attack you. This is a default state of the game, and there are no limits to how many Hunters or enemies may be **Targeted** at a time. **Out of Position** means you are out of attacking range and are considered safe, but unable to attack. **In**

Position means your location puts you at an advantage against an enemy, such as a flank or their blind spot. Typically, you can only be **In Position** against one enemy at a time, but there are exceptions, such as when a group of enemies is clumped together. This can also be used as a **Task** to hide from lines of sight. Being **In Position** gives you +1 Forward against those enemies and -1 Forward if they attempt to attack back. It is important to note that **Position** is in relation to specific targets. It is likely that you will find yourself **In Position** against one foe while also being **Targeted** and **Out of Position** for others on the battlefield.

**Many Aspects of Positioning will be at GM discretion: make sure they are clear about*