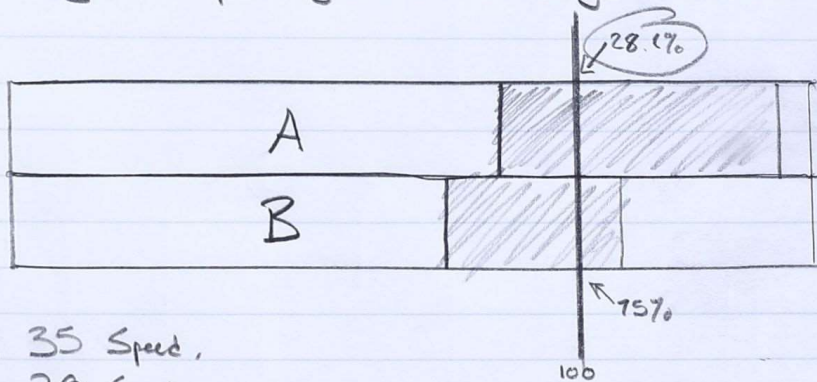


SPEED (STAT)

The rate of accumulation of the "charge bar".
Reach 100 charge to act.

Every "tick", every character's speed is added to their "charge bar".
If multiple characters reach 100 charge in the same tick, the character with the greatest percentage over 100 charge acts first.

A visual:



Character A has 35 Speed.
Character B has 20 Speed.

A began this turn with 90 charge.
B began this turn with 85 charge.

$$90 + 35 = 125$$

$$-100$$

$$25 \div 35 = 71.4\%$$

$$85 + 20 = 105$$

$$-100$$

$$5 \div 20 = 25\%$$

Since character A has a higher percentage of their tick over the limit, they would have acted first in time on that turn.