ACTION SCENES and ACTIONS

In most scenes characters may take actions in any order or frequency, as the Game Master allows. In some situations, however, a Game Master may declare an **action scene** where there are certain restrictions.

Action scenes happen in discrete spans of time called rounds. Unless otherwise told by your GM, a round lasts about 10 seconds. For different types of action scene, a round may be longer or even shorter.

At the beginning of the action scene all characters (both player and NPC) roll a d10 and add their initiative (See: Attributes: Initiative); this will determine the order in which everyone will act during each round. The character or NPC with the highest total acts first, followed by the one with next highest total, and so on. Once the lowest initiative has acted, a new round begins.