

## Taking an Action

### Steps for Taking an Action (In or out of Combat)

#### 1. Declare Intent & Approach

State what you want to achieve.

#### 2. Describe how your Stand will accomplish it through an action rating.

If it's a group action, select a leader and agree on an action rating. Participants who fail their rolls cause 1 Stress for the leader.

#### 3. GM Sets Position & Effect

The GM describes the Position (risk level) and Effect (potential impact) based on the situation.

##### **Situation Levels:**

Controlled: You act from advantage; Minimal risk if you fail.

Risky: Standard circumstances; Moderate consequences if you fail.

Desperate: High stakes; Severe consequences if you fail.

##### **Effect Levels:**

Great: Exceptional impact or significant progress.

Standard: Expected impact or progress.

Limited: Reduced impact or partial progress.

#### 4. Roll & Resolve the Outcome

Roll dice equal to your Action Rating (e.g., Skirmish, Finesse) + 1d per assisting player.

Interpret the results:

1-3: Failure; the severity depends on the Position.

4-5: Mixed success; your action succeeds, but with consequences.

6: Full success; no significant drawbacks.

6,6: Critical success; increases Effect (e.g., Limited → Standard).

The GM narrates the results, explaining what happens based on the roll, including any consequences, benefits, or progress.