

Toughness	-	All acts that require a physical feat of strength i.e punching, lifting or moving a heavy object	Skill Modifier						
Awareness	-	The ability to be aware of your surroundings	Skill Modifier		Moves Example				
Tenacity	-	Resisting damage and refusing to give up all comes down to your Tenacity score	Skill Modifier		Range	Threshold	Damage	Effects	
Charisma	-	The art of influencing and getting your own way...without violence	Skill Modifier		Either Touch, Long Range or Wide Range	Eg. 3+	Eg. 3 Hit points	Eg. Mushroom Tokens	
Magic	-	Your natural magic ability (only available for specific classes)	Skill Modifier						
Athletic	-	Running, jumping, climbing trees and everything inbetween	Skill Modifier						
Destiny	-	Sometimes things just go your way against all odds		You get a destiny dice for each destiny point per adventure this allows you an to reroll any dice roll once per action.					
Rule One		Each action must have one action dice roll and one reaction dice roll. This is regardless if it is against a creature, spell, physical object or action. for example player one wants to attack a monster the player rolls an attack, and the monsters rolls a defence dice. if the player reaches the dice roll threshold it counts as a hit, if the roll is under the threshold it is a miss. once a succesful hit is made it falls to the monsters results if the monster meets the threshold it is a save and no damage is taken if they do not the hit "goes through" and does damage to the monsters Life points.							
Rule Two		Reaching a threshold. Modifiers will affect the thresholds for actions, for example if a tenacity has a 3+ threshold this means if you roll a d6 and you get a 3 or above you have passed the threshold and the action is a success.							
Rule Three		In Combat each side for example the party and monsters take turns to "activate" these do not need to be taken in any specific order and the party can discuss who should take their turn. Once a plaer or monster has activated it cannot be activated again until the combat round has finished. a combat round is over when all combatents have taken their activation or skipped.							
Rule Four		Unless a ability or effect states otherwise during an activation you can move, attack or make an action							
Rule Five		All Adjudication and Arbitration is the respcnibility of the Game Master. Any action thresholds are made by the game master and can be changed for any reason the game master sees fit for example if a player wishes to make a jump across a ledge and fails a 3+ threshold the game master may say the threshold is now set at 4+ as the ledge has crumbled. Any preset stat cards are guides not law.							
Rule Six		All Dekroids have 15 health point, these can only be healed with an ability, event or at the end of a mission. If a player faints as a result of reaching 0 will be rescued by their Purl but will be unable to further take part in the mission. Rewards for completing a mission will be shared by all members regardless if they fainted or not.							