

IAIJUTSU DUELS (三三三)

Assessment role
Raises can be made to learn one opponent's stats per raise or reduce what your opponent learns by one stat. Available stats are: Assessment skill rank (normally Iaijutsu), Agility, Awareness, Reflexes, Current Wound penalty, Remaining Void Points, Void.

The duel starts
Each duellist adopts their stance

Each duellist rolls **Awareness/Iaijutsu (Assessment)** against TN5.

Does either duellist declare the other the victor?

The duel ends

Each duellist selects their opponent's 'Choice' from Agility, Reflexes or Void

Calculate the Focus Pool of each combatant. This is equal to Choice plus bonuses from techniques and mastery abilities

If the winner nominates their opponent, they gain 1pt of Honour

Winner of the Awareness/Iaijutsu roll decides who goes first. That person becomes the 'Active Combatant'

TNtBH of each opponent is reset to 5 bonuses that state they apply in duels. No amour bonuses

Active Combatant	F/S?	TN
		5
		10
		15
		20
		25
		30
		35
		40
		45
		50
		55
		60
		65

Combatant declares Focus or Strike

Focus

Strike

The Active Combatant makes a **Choice/Iaijutsu (focus)** roll against the Opponent's TN. Reduce the AC's Focus Pool by 1

Did the roll exceed the TN?

Active Combatant must call Strike

The TN of both combatants increases by 5

The Opponent becomes the Active Combatant and vice versa

Is the AC's Focus Pool >0?

Does the AC spend a VP to increase Focus Pool by 1?

The Active Combatant calls Focus or Strike

Focus

Strike

Focus roll
May reduce Focus Pool by 1 to get a +5 on this roll. A VP may also be spent normally

Strike roll
Only Called Shots and Extra damage manoeuvres allowed. Free raises may be used to add +5 to roll

The Opponent rolls **Reflexes/Iaijutsu (Strike)** vs. the opponent's TN + Armour. +1 free raise for every focus made.

The Active Combatant gets to take their Reflexes/Iaijutsu strike using the same TN

Did the Strike hit?

Roll damage as normal. However, in duels to first blood minimum damage should be rolled to avoid honour loss

Did the Strike hit?

The duel is a draw

Roll damage as normal. However, in duels to first blood minimum damage should be rolled to avoid honour loss

Is this a duel to the death?

Is this a duel to the death?

The Duellist who struck their opponent has won the duel

The Active Combatant rolls **Reflexes/Iaijutsu (Strike)** vs. the Opponent's TN + Armour

Both combatants can spend any remaining Void Points to do damage. 1 VP = 1k1 damage

The duel becomes a skirmish

	Duellist A	Duellist B
Name		
Choice		
Focus Pool		