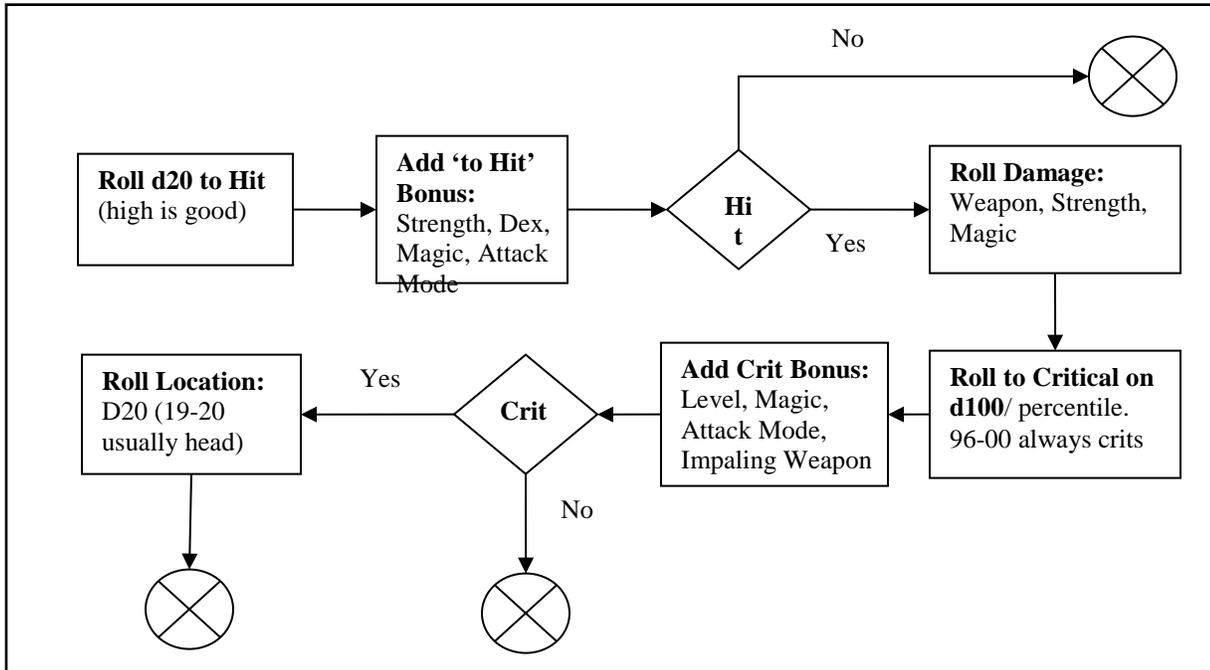


Key Rolls

Initiative:

- Roll a d10 (higher is better)
- Add (or subtract) Dexterity bonus, initiative bonus, level bonus
- If greater than 10, you get two attacks per melee. One at your total roll (e.g., 11) and the second attack at your roll minus 10 (e.g., 11-10=1)

Combat:



Saving Throw:

Saving throw rolls are made when an unfortunate event (fall, hostile magic, poison, exhaustion) occurs that the character needs to avoid or mitigate.

- Roll 4d6 LESS than an attribute (e.g., Dexterity, Strength, Resistance, Force). LOW rolls are good.
- Games Master will indicate which attribute the save is against and if a different number of dice is required.

e.g., Character is falling. To avoid damage and land safely, the character must roll less than the Agility score of 14 on 4d6. A roll of 15 is made, therefore the saving throw (save) fails and the character takes damage from the fall.

Taking Damage from a Hit:

1. If a character HAS EVASION POINTS, the damage points from a hit are first subtracted from the evasion points. If damage points remain, the rest is applied against hit points.
e.g., if a character has 7 evasion points and 6 hit point and takes 10 points of damage, 7 points of damage would go to evasion points (reducing them to 0) and three to hit points (reducing them to 3).

2. If a character has NO EVASION POINTS, the damage goes against hit points
If a character is hit by a CRITICAL or surprised, damage is applied against hit points even if evasion points are present.