

COMBAT

Building a Dice Pool for Melee Attacks

Attack Dice Pool: Skill + Weapon Mod
Melee Attack Bonus: STR x 1.5

Building a Dice Pool for Ranged Attacks

Attack Dice Pool: Skill + Weapon Mod
Ranged Attack Bonus: DEX x 1.5

Building a Dice Pool for Spellcraft Attacks

Attack Bonus = POW x 1.5
Attack Dice Pool = Skill + Misc

Building a Dice Pool for Psionics Attacks

Psionic Attack Bonus = POW + 1/2 INT
Attack Dice Pool = Skill + Misc

Rolling for Initiative

Initiative Dice Pool = DEX / 2 , (rounded down.) + 3D6

Actions in Combat

Actions = Attack, Bonus Action, Cast, Grapple, Hide, Knockback, Ready, Shield Bash, Surprise, Trip.
Move = Dash, Disengage, Move, Retreat
Reaction = Brace, Dodge, Help, Opportunity, Parry
Free Action = Verbal Commands, Hand Signals, Using a Small Item, Taunting an enemy.

Saving Throws

Death Saves

Easy Saves = 2 Successes
Moderate Saves = 4 Successes
Difficult Saves = 6 Successes
Deadly Saves = 10 Successes

Death Save Dice = One 6 Sided Die.
Success = 4, 5 or 6. 3 Success Survives!
Failure = 1,2 or 3. 3 Failures, your character dies

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