

Controller Archetype Bonus

Mark: They can give their allies Advantage against one creature they target.

Once Per Day: They can blind up to Five Creatures you can see within Fifty Feet of you. **Difficult Reflex Save.** On a failed save, **Disadvantage** on all Dice Pool Checks and automatically fail any **Reflex** Saving Throws for the next minute.

Attack Actions

Melee Attack

Dice Pool = Skill + Weapon Modifier + Misc

Melee Attack Bonus = STR x 1.5

Ranged Attack

Dice Pool = Weapon Modifier + Misc

Ranged Attack Bonus = DEX x 1.5

Spell Attack

Dice Pool = Skill + Misc

Spell Attack Bonus = POW x 1.5

Additional Actions

Surprise

There are times when you catch foes by surprise, when this occurs, you gain **Advantage** on your Initiative roll.

Hide

Characters can take the Hide action. You can make a Stealth skill checks at **Advantage**.

Ready

Characters can take a Ready action, allowing you to prepare an action in response to a predetermined trigger.

Grapple

You can attempt to grapple with another creature when you make a Successful Unarmed Strike. While grappled, the creature is only able to attack you. Attacks against this creature are at **Advantage**. They can escape if they succeed on a **Moderate Reflex Save**.

Knockback

You can attempt to knock back another character with your attack. On a success, the target is pushed back ten feet falling Prone until the start of your next turn.

Trip

You can attempt to trip a creature, knocking the creature Prone, on a Successful Unarmed Strike.

Shield Bash

If you are using a shield, you can use your shield to bash another creature, adding **+2 Dice** to the dice pool and knocking them prone on a successful attack.

Movement Actions

Dash

Characters can take a Dash action, allowing them to move twice their normal speed as a full round action.

Disengage

Characters can take a Disengage action, allowing them to withdraw from melee without provoking opportunity attacks.

Move

Characters can move up to thirty feet before or after taking an action. You can also split your movement, moving to an enemy, attacking, then use the rest of your movement to move away.

Retreat

Characters can take a Retreat action to disengage from combat and move away from enemies without provoking opportunity attacks.

Reactions

Brace

You brace yourself against incoming attacks. Until the start of your next turn, you have a **+4** bonus to your **Armor AC**. In addition, you have **Advantage** on your next **Saving Throw**.

Dodge

Characters can Dodge as a reaction used to evade an incoming attack. When you dodge, your enemies' attack roll will be at **Disadvantage**. You also gain an **Advantage** on any Reflex save you need to make against that attack.

Help

You can give another player the Help action. The player receiving help gains **Advantage** on the skill check they are trying to attempt.

Opportunity Attack

When an enemy passes within five feet of you in combat, you can make an opportunity attack against them. The attack is at **Disadvantage** unless you are trained in the Opportunity Attack skill.

Parry

Parry allows you to make one single melee attack in response to an enemy attack. If your attack result is higher than your enemies, they miss.

Initiative

Dice Pool = DEX / 2, (rounded down.) + three Dice

Armor AC of Common Materials

Cloth Paper Rope	1	Iron or Steel	8
Crystal Glass or Ice	3	Tungston Steel	10
Bone or Wood	4	Mithral	14
Polymer	5	Adamantine	18
Carbon Fiber	7	Diamond	20