

Offensive Section

This is how well you are versed in combat.

When you attack another, you will roll 1-D100 and add the following to that roll:

Your current Dexterity

Any misc. adjustments you might have

This will be your offensive attack-roll. Your opponent will have to roll higher than your offensive attack-roll in order to evade your attack. See: "Defensive Section" for details on this ruling (it is the next ruling in this book).

Note

For explanations on combat, and how this is done, look up and read all the sections on combat in the C section of the Basic Rules Book.

Especially read up on: "Combat, Step by step procedure"