

## General Form

Applicable Skill + Related Attribute + Applicable Specialty + Applicable Bond + Equipment Bonuses + Positional Bonuses + Boon/Bane

VS

Applicable Defense Skill + Related Attribute + Applicable Specialty + Bond (if any apply) + Equipment Bonuses + Positional Bonuses + Boon/Bane

## Typical Melee Attack

Fight + Dex + Weapon Specialty + Bond + Weapon Fight Rating + Positional Bonuses + Boon/Bane

VS

Reflex + Dex + Deflection (Specialty of Reflex) + Bond + Armor Deflection + Positional Bonus + Boon/Bane

## Typical Ranged Attack

Shoot + Dex + Weapon Specialty + Bond + Weapon Shoot + Positional Bonuses + Boon/Bane

VS

Reflex + Dex + Dodge (Specialty of Reflex) + Bond + Armor Deflection + Positional Bonus + Boon/Bane

## Typical Damage Roll

Str + Weapon Damage + Positional Bonus\* + Boon/Bane

VS

Fort + Con + Armor Absorption + Positional Bonus\* + 1d20

\*Any such positional bonus used to cause damage or to prevent damage is "cashed in," and no longer applicable to further resolution rolls.

## Grimness Test

Grimness DR per Chart Above

VS

Will + Wis + Stability (Specialty of Will) + Stability from Equipment + Positional Bonus + Boon/Bane

## Dragon Fire Breath

To Hit Bonus with Attack (comprises equivalent Fight, Dex, and Weapon Shoot) + Positional Bonus + Boon/Bane

VS

Reflex + Dex + Evade (specialty of Reflex that works against AOE attacks) + Bond + Armor Fire Resistance + Positional Bonus + Boon/Bane

## Haggle With Vendor

Diplomacy + Cha + Bargain (Specialty of Diplomacy) + Bond + Bargain from Equipment + Boon/Bane

VS

Vendor Bargain Rating (comprises Diplomacy, Cha, and Bargain) + Boon/Bane

Note that vendors will not bargain with characters wearing magical equipment or using spells that they know gives the character any bonuses.

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