A List Of Typical Dice Rolling Actions

Dice Action

Target Numbers
Skill Rolls
Saving Throw
Combat Rolls

Target Numbers

A target number (TN) is a number that measures the difficulty of a feat action in the game. Easier feat actions will usually have a lower target number, and a more challenging feat action will have a much higher target number.

A target number can be a feat action like; skill checks (Searching a room, spotting a hidden target or object, picking a lock, etc.), saving throw (save vs poison, save vs magic, save vs smashing a door down, etc.) Evasion; (The attacker must roll higher than the target's evasion score to hit the target for damage.)

Target Numbers

Routine – 10	*Easy – 15*	*Simple – 20*
Average – 25	*Moderate – 30*	*Complex – 35*
Difficult – 40	*Unlikely – 45*	*Impossible - 50*

Skills Rolls

Attribute + Attribute + Training Bonus + Level + Misc. Bonuses = Skill's Feat Score
- Melee is Strength + Dexterity + Training + Level + Misc. *ie; STR 8 + DEX 6 + Training is 4 + level 2 + Misc 2 = 22*
- Range is Dexterity + Accuracy + Training + Level + Misc.
- Knowledge is Intellect + Resolve + Training + Level + Misc.
- Social is Social + Demeanor + Training + Level + Misc.

Example - Let's say a thief has a picklock skill of 20 and the lock has difficulty TN of 30. This means that the thief must roll 2d10 plus his skill of 20 with a final result of 31 or higher to succeed in picking the lock.

Saving Throws

Attribute + 2d10
- Strength Save is Strength + 2d10 vs Saving Target Number
- Endurance Save is Endurance + 2d10 vs Saving Target Number
- Resolve Save is Resolve + 2d10 vs Saving Target Number

Example – Latoria the priest has an END-Save of 8 and the attacking poison has a difficulty TN of 20. This means that the thief must roll 2d10 plus her End-Save of 8 with a final result of 21 or higher to successfully avoid the effects of the poison.

Attribute vs. Attribute +2d10
- Strength vs. Strength + 2d10
- Resolve vs. Resolve + 2d10

Example – We have warrior 1 with a strength 8 and warrior 2 with a strength of 10. Both warriors are attempting a feat of strength by arm wrestling. Each warrior will roll 2d10 and add their Strength value; the first warrior will roll 2d10+8 and the second warrior will roll 2d10+10. The warrior with the highest value wins the match.

Combat Rolls

- Initiative is Reaction + 2d10 (The higher initiative acts first)
- Melee + 2d10 vs. Evasion
- Range + 2d10 vs. Evasion

Example – Quiness the Aenwyn spots a goblin charging her and decided to put it down with an arrow. Quiness has and Range to hit feat chance with her bow of 25 and the charging goblin has an evasion defense of 37. Quiness would have to roll 2d10+25 with a final result of a 38 or greater to hit the goblin.