Combat Outline Keys



Combat die, attack roll



Combat die, defense roll



Combat die, as a resource



"Other" d20, non-pool



Disengaged



Onset Range



Melee Range



Grapple Range



Counterattack



Two attacks by the same combatant in one round



Attack with a small weapon



Attack of opportunity



Attack in anger



Attack skill



Weapon Reach bonus



Weapon Speed bonus



Armor bypass



Passive defense



Active defense



Shield def bonus



Weapon def bonus



Defense skill



Attacker's total score



Defender's total score



Attack misses



Hit for normal damage



Damage die



Hit for crit damage



Critical damage die



Character damage bonus



Damage reduction



Armor piercing



Bludgeon damage



Pierce damage



Chop damage



Slash damage



Take the most favorable value out of the options inside the parans

Separates options inside of parans





The highest value out of all dice rolled for attack





The highest value out of all dice rolled for active defense



The number of combat dice rolled for the attack

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