AttackPacket calls:

Attack event

* Martial Arts p 1,2
* Ki-Empowered Strikes

Attack roll event

* Cover
* Conditions
* Archery Fighting Style
* Protection Fighting Style

Attack result event

* Critical hits
* Improved Critical
* Superior Critical

Attack damage roll event

* Dueling Fighting Style
* Two-Weapon Fighting Fighting Style
* Most maneuvers
* Stunning Strike

Attack damage result event

* Great Weapon Fighting Fighting Style
* Deflect Missiles

Ability check roll event

* Remarkable Athlete p1

Ability check result event

* Remarkable Athlete p2

Saving throw roll event

Saving throw result event

* Indomitable
* Diamond Soul
* Evasion p1

Take Damage event

* Slow Fall
* Evasion p2

Use Action event

* Extra Attack
* Commander’s Strike
* Martial Arts p3
* Flurry of Blows

Move event

Start turn event

* Survivor

End turn event

Short rest event

Long rest event

Conditional amount - adds an amount based on a boolean function

* Defense Fighting Style
* Unarmored Defense
* Unarmored Movement

Queries

Possible actions