4, 6, 8 sided die go here	LAYER REFEREE		10, 12, 20 sided die go here			CO	CONDITIONS			
MOVEMENT	ACTIO			АТ	TACKS					
			has the melee MARK vs mar cost Re OFF-H attack make a (has to doesn' GRAPI 1 size I DISAR vs foe' if I SHOV Athlet DirectI	(w/melee): ked target (eaction AND (bonus w/light wea a 2nd attack be a differe t add positiv PLE: With a arger, Athle s Ath/Acro. arger, if E: Move foe ics check y away.	on next oppo on next oppo before next turn of action): If made ipon in one hand w/light mele in ent weapon). Off we modifier to do free hand, grapp etics vs foe's Ath em from foe's gr if item two-h smaller.	are as part of rtunity attack). Doesn't a melee , then can other hand -hand attack image roll. le foe up to //Acro. asp; attack roll anded. Foe has e, opposing where except				

0.5 | 1.0 | 1.5 | 2.0 | 2.5 | 3.0 | 3.5 | 4.0 | 4.5 | 5.0 | 5.5 | 6.0 | 6.5 | 7.0 | 7.5 | 8.0 | 8.5 | 9.0 | 9.5 | 10.0 | 10.6