

Combat, Physical:

To strike a foe with a weapon, **roll the % dice and add your dexterity.**

The defender must then roll the % dice and add his or her coordination.

If your total is greater than your defender's roll, you have successfully hit.

Notes:

1

If you and your defender roll the same number, do the attack and defense rolls over.

2

01-09% dice-roll will ALWAYS indicate a miss unless otherwise, specifically, stated in the rules.