Chart #16
Offense

Most will not start out with a bonus Offense to strike a creature.
A bonus Offense will increase your chance to strike a foe.

Example:
Your foe has a 12 defense, and so you need a 12 or higher roll to successfully strike it.
You roll an 11, which would normally be a miss. But you have a +1 Offense, and so you add +1 to your roll, making it a 12 (a successful hit!).

Note:
Certain abilities, enchanted items, spells, etc. will increase your character's Offense, making it easier to strike.

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