

# POCKET RULES

## Character Creation

Total attribute points: 15 (no attribute may be higher than 5 or lower than 1)

Skills: 2 general skills (+1), 2 specific skills (+3), 1 signature skill (+5)

Attacks: 6 points spread between precision, damage, and features

## Combat

Initiative: Highest Intelligence + Cunning goes first (if tie, highest roll goes first)

Movement: Cunning + Strength

Power: Higher of Strength or Intelligence

Attack Roll:  $d10 + \text{Luck} + \text{Base Precision} + \text{Skill}$

Resolve Roll:  $(d10 + 15 + \text{Bravery} + \text{Shield} + \text{Skill}) - \text{Cumulative damage taken}$

Damage:  $\text{Power} + \text{Base Damage} + \text{Skill} - \text{Damage Reduction of opponent}$

## Actions in Combat

You may move and attack (or attack, and then move).

If you make a ranged attack, you may only move half your movement value (rounded down).

You may apply a single skill bonus to your own or an ally's combat statistic each round.

Skills may be consumed for double benefit, but then cannot be used for the rest of the current combat.

Signature skills used in combat *must* be consumed, and thus yield a +10 bonus.

## Attack Results

Total attack roll of 5 or less: Complete miss

Total attack roll of 6 or higher, but less than resolve roll: Defender's resolve is lowered by attacker's damage

Total attack roll of 6 or higher and beats the resolve roll: Defender is taken down and resolve is lowered by the attacker's damage

A roll of a natural 1 always misses.

## Custom Attack Features

Feature	Cost	Description
Base Damage	X	+X to damage
Base Precision	X	+X to attack roll
Cannot Miss	1	Still must make attack rolls, but 'natural 1' is not an automatic miss
Cleave Effect	2	Hit an additional target adjacent to the primary target
Debuff	X	-X to specified combat statistic of target
Defensive	X	+X to resolve rolls until your next attack
Push Target	X	Push target X spaces
Ranged	3	Can hit anywhere on map
Reach	1	Attack an additional space away
Smart Targeting	1	Doesn't hurt allies/heal enemies
Splash Effect	3	3x3 Square, Line, or Cone pattern