

REACTION RATE FOR ATTACKS OF OPPORTUNITY

In this edition, Attacks of Opportunities are no longer automatically gained. They are gained through a character's ability to react to an opportunity and their speed of reaction. Reaction Speed is measured in 1d20 and starts at 1 out of 20 chances to react to an opportunity. Every two levels, a character gains 5% chance to react to an opportunity, which means they gain 1 point per 2 levels. At level 2, they gain 10% chances to react to an opportunity. Meaning, they need a 1 or a 2 out of a 1d20 to react. At level 7, they need a 1, 2, 3, or a 4 to react or simply 1-4 roll out of a 1d20 dice.

The reaction speed is further enhanced by a player's Dexterity and Intelligence. The modifiers for each attribute add to a character's reaction speed. So if a character has a dexterity of 16, and an Intelligence of 12 and the character is Level 7, their reaction speed becomes 1-8 chances of a 1d20 (1-4 base chance + Dex [+3 Modifier] + Int [+1 Modifier] = 1-8 base chance.

REACTION SPEED TABLE FOR OPPORTUNITIES

| LEVEL | CHANCE |
|-------|--------|
| 1-2 | 1-1 |
| 3-4 | 1-2 |
| 5-6 | 1-3 |
| 7-8 | 1-4 |
| 9-10 | 1-5 |
| 11-12 | 1-6 |
| 13-14 | 1-7 |
| 15-16 | 1-8 |
| 17-18 | 1-9 |
| 19-20 | 1-10 |

Dexterity + Intelligence + 1/2 Level