

## Combat example (advanced)

Ben has journeyed to the mist-shrouded island of Cretaria in search of gold and glory. Whilst exploring one of the island's many ruined settlements, Ben finds himself in the path of an angry Minorian – a creature with the upper body of a man and the lower body of a bull. According to legend, these were once the proud inhabitants of the island, before an ancient curse transformed them into blood-thirsty beasts. The Minorian stamps its hooves, raising its black-bladed spear high into the air. Then, with a bestial roar, it throws itself into a full-on charge. Ben quickly draws his twin daggers, hoping that his skill and experience will be enough to defeat this fearsome opponent. It is time to fight!

	Speed	Brawn	Armour	Health
<b>Ben Nevis</b>	10	12	3	35

### Special abilities:

- ✧ Career abilities (assassin): first strike, deadly poisons
- ✧ Speed abilities: webbed
- ✧ Combat abilities: deep wound, piercing, sidestep
- ✧ Passive abilities: bleed, life spark, venom
- ✧ Modifier abilities: charm, critical strike, last laugh, heal

Backpack: gourd of healing (+6 health); pot of brawn (+2 brawn)

	Speed	Brawn	Armour	Health
<b>Minorian</b>	11	10	8	80

### Special abilities:

- ✧ Charge: The Minorian can roll 3 dice for speed in the first round of combat. He is immune to any abilities that reduce his speed dice for this first round.
- ✧ Trample: If the Minorian gets a [6] when rolling for his damage score, your hero is trampled under the beast's mighty hooves. This adds an extra 5 to the Minorian's damage score.

✧ Bleed: Once you take health damage from the Minorian, you must lose a further point of *health* at the end of each combat round.

## Combat walkthrough

As an assassin, Ben can use his *first strike* ability to roll 1 damage die before combat begins. He rolls a [2]. Not a great start, but it does automatically trigger his *bleed* and *venom* passive effects, which will start doing damage from the end of the first round (as per their description).

Ben health: 35 Minorian health: 78

### Combat round 1

**1. Attack speed:** Ben would normally use his *webbed* ability straight away to reduce his opponent's speed dice, but the Minorian has the charge attack, which makes him immune. The Minorian rolls three dice – [3], [2] and a [5] for a total attack speed of 21. Ben rolls a [3] and a [5] for a total attack speed of 18. The Minorian wins the combat round.

**2. Rolling for damage:** Ben uses his *sidestep* ability to avoid taking any damage this round.

**3. Applying damage:** Because Ben used *sidestep*, no combat damage is applied this round.

**4. Passive effects:** The Minorian loses 4 *health* from the *venom* and *bleed* effects that were already applied.

Ben health: 35 Minorian health: 74

### Combat round 2

**1. Attack speed:** Ben can now use his *webbed* ability. This reduces his opponent's speed dice by 1. He rolls a [3] and a [1] for a total attack speed of 14. The Minorian rolls a single die for attack speed and gets a [6] for a total attack speed of 17. Despite using *webbed*, Ben has lost the round.

**2. Rolling for damage:** The Minorian rolls a [6] for his damage score. This would also trigger his *trample* ability. Keen to avoid this, Ben uses *last laugh* to force his

opponent to re-roll dice. The Minorian rolls a [2], which is a lucky escape. The Minorian's final damage score is 12 and Ben has avoided the *trample*!

**3. Applying damage:** Ben deducts his *armour* score from the Minorian's damage score. Ben takes 9 damage.

**4. Passive effects:** The Minorian loses 4 *health* from Ben's *venom* and *bleed*. Ben loses 1 *health* from the Minorian's *bleed*.

Ben health: 25 Minorian health: 70

### Combat round 3

**1. Attack speed:** With no speed abilities to play, Ben rolls a [6] and a [3] for a total attack speed of 19. The Minorian rolls a [4] and a [1] for a total attack speed of 16. Ben has won the round.

**2. Rolling for damage:** Ben elects to use his *piercing* ability so that his damage will ignore his opponent's *armour*. He rolls a [5] for damage. He also glugs down his pot of *brawn* to boost this damage by 2. Ben's total damage score is 19

**3. Applying damage:** The Minorian takes the full 19 damage, because of *piercing*.

**4. Passive effects:** The Minorian loses 4 *health* from Ben's *venom* and *bleed*. Ben loses 1 *health* from the Minorian's *bleed*.

Ben health: 24 Minorian health: 47

### Combat round 4

**1. Attack speed:** With no speed abilities to play, Ben rolls a [2] and a [4] for a total attack speed of 16. The Minorian rolls a [5] and a [4] for a total attack speed of 20. Ben uses his *charm* ability to re-roll his [2] result. He gets a [3], which is still not enough to win. The Minorian has won the round.

**2. Rolling for damage:** The Minorian rolls a [3] giving him a final damage score of 13.

**3. Applying damage:** Ben deducts his *armour* score from the Minorian's damage score. Ben takes 10 damage.

**4. Passive effects:** The Minorian loses 4 *health* from Ben's *venom* and *bleed*. Ben loses 1 *health* from the Minorian's *bleed*.

Ben health: 13 Minorian health: 43

Because Ben is now low on *health*, he decides to use his gourd of healing, restoring 6 *health*. Not satisfied this is enough, he also uses his *heal* ability to restore an extra 4 *health*.

Ben health: 23 Minorian health: 43

### Combat round 5

**1. Attack speed:** With no speed abilities to play, Ben rolls a [6] and a [5] for a total attack speed of 21. The Minorian rolls a [2] and a [6] for a total attack speed of 19. Ben has won the round.

**2. Rolling for damage:** Ben elects to use his *deep wound* ability, to roll an extra damage die. He rolls a [1] and a [5]. Not happy with this result, Ben uses his *critical strike* modifier ability to change both results to a [6]. His final damage score is 24. Also, because he now rolled a double he can use his *life spark* ability to heal 4 *health*.

**3. Applying damage:** The Minorian deducts his *armour* score from Ben's damage score. The Minorian takes 16 damage.

**4. Passive effects:** The Minorian loses 4 *health* from Ben's *venom* and *bleed*. Ben loses 1 *health* from the Minorian's *bleed*.

Ben health: 26 Minorian health: 23

### Combat round 6

**1. Attack speed:** With no speed abilities to play, Ben rolls a [2] and a [2] for a total attack speed of 14. Again, because Ben rolled a double, he can heal 4 *health* from his life spark ability. The Minorian rolls a [5] and a [4] for a total attack speed of 20. The Minorian has won the round.

**2. Rolling for damage:** The Minorian rolls a [6] for his damage score. This triggers his *trample* ability for an extra 5 damage. Ben cannot avoid this as he has no re-roll abilities left – so the Minorian's final damage score is 21.

**3. Applying damage:** Ben deducts his *armour* score from the Minorian's damage score. Ben takes 18 damage.

**4. Passive effects:** The Minorian loses 4 *health* from Ben's *venom* and *bleed*. Ben loses 1 *health* from the Minorian's *bleed*.

Ben health: 11 Minorian health: 19

### Combat round 7

**1. Attack speed:** With no speed abilities to play, Ben rolls a [4] and a [6] for a total attack speed of 20. The Minorian rolls a [1] and a [4] for a total attack speed of 16. Ben has won the round.

**2. Rolling for damage:** With no combat abilities to play, Ben rolls a [1] for a final damage score of 13.

**3. Applying damage:** The Minorian deducts his *armour* score from Ben's damage score. The Minorian takes 5 damage.

**4. Passive effects:** The Minorian loses 4 *health* from Ben's *venom* and *bleed*. Ben loses 1 *health* from the Minorian's *bleed*.

Ben health: 10 Minorian health: 10

### Combat round 8

**1. Attack speed:** With no speed abilities to play, Ben rolls a [3] and a [5] for a total attack speed of 18. The Minorian rolls a [2] and a [2] for a total attack speed of 15. Ben has won the round.

**2. Rolling for damage:** With no combat abilities to play, Ben rolls a [2] for a final damage score of 14.

**3. Applying damage:** The Minorian deducts his *armour* score from Ben's damage score. The Minorian takes 6 damage – putting him on only 4 *health*.

**4. Passive effects:** The Minorian loses 4 *health* from Ben's *venom* and *bleed*. Ben loses 1 *health* from the Minorian's *bleed*.

Ben health: 9 Minorian health: 0

The Minorian is finally defeated and Ben is the victor! Ben restores his *health* to 35 and continues his adventure.

