

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
Ben Nevis	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
Minorian	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.

