

# Combat, Step by step procedure:

The following are the common steps to running a combat situation. Remember, this is only a generic guideline to setting up, executing, and finishing a simple battle sequence.

The G.M. must adjust these methods according to his or her own wisdom based on what is transpiring:

# Step by step creating an encounter for battle:

The following is a step by step set-up on how to create a creature, initiate and finish a battle.

Start on “The creature” and continue on down the list:

# The creature

In the Creatures Book, look up the creature encountered and read up on it first. You must know the creature in order to do an encounter.

# Defense and Offense

Notice its offense and defense bonus (this is *usually* the dexterity (offense) and coordination (defense) of the creature. Both “Defense” and “Offense” are just under the “Attack Descriptions” on every creature sheet.

When you roll for a creature to strike its foe, add its “offense” (usually its dexterity) to the % roll. The defender will then roll the % dice and add “defense” (usually coordination) to the % roll.

If the creature’s offensive roll equals higher than the defender’s roll, it will successfully strike its target.

If the defender’s roll equals higher than the creature’s offensive roll, it will successfully dodge or parry the attack (it is the defender’s choice on how the attack is evaded), but remember to look at the “Defensive Section” on P.2 of the character sheet (there are adjustments you will need to know about).

Some creatures will gain bonuses or penalties on their “Defense” and “Offense” due to their nature. If the offense and defense of a creature does not match its dexterity and coordination, this means it has been adjusted. This is normal.

# Creating the encounter:

Always have a tablet handy to keep notes on. You can always refer to the information on the creature sheet itself.

# Number encountered:

Roll to see how many creatures will be encountered. The number of creatures encountered are below the “Level” on P.1.

# Damage-points:

Roll for each encountered creature's damage-points; there may be more than one encountered.

The damage-points a creature has is located directly under the "Offense" of each creature.

# Description (understand the creature):

Read the “Description:” of the creature. This will give you what you need to know about the creature so you can run the encounter appropriately.

Notice that some creatures will have Modification-points to roll up, so that abilities and spells can be picked by the G.M. This is sometimes tedious, and so it is good to have encounters pre-rolled before gaming sessions are started. This will save you from idle time.



# Rolling for a creature's treasure:

Roll to see if a creature has treasure. The treasure checks are listed under "Damage-Points:".

It is good to pre-roll treasure items before gaming. This way you can have them ready, and time will be saved for the adventure.

An encountered creature may very well use its items, depending on its intelligence. This will be strictly up to the discretion of the game master. A character may wish to grab something a creature may have. That's why it's good to have all treasure pre-rolled.

# Creature's Intelligence:

Check creatures Intelligence. The smarter creatures are, the more cunning they will be.

Read: "Intelligence, Creatures", in the I section of the Basic Rules Book. Any intelligence over a 4+ is sentient, meaning a creature thinks and ponders things on its own (like a dragon, goblin, ogre, etc.).

This ruling will give you an idea if creatures would or would not use treasure items.

# Staging the encounter:

See: “Encounter Set-ups”, in the E section of the Basic Rules Book. This ruling will give you a basic, simple, idea of how a creature will react when encountered. You can use this chart, or choose your own setting.

# Initiative (who goes first?):

When two meet together in combat, roll initiative for each, adding coordination to both their rolls to see who will get the first turn to act. The highest roll always wins.

See: **“Initiative”** in the I section of the Basic Rules Book.

# Weapons used:

Each creature will have “Attack Descriptions”, found just under “Blood-points”.

If a creature or character has a specific weapon, see: "Weapons Book" for information on each specific weapon (i.e., number of attacks per turn, damage, etc.).