

COMBAT

INVOKING COMBAT

When things come to blows—either the intent to harm or the willingness to harm to gain your goals—you may invoke the Combat Rulesheet.

Roll dice as normal: three traits, three dice.

In combat, you will use all the dice that you roll, not just the highest one. All combats proceed in rounds, and each round has three beats. In each beat, you'll present a die.

Remember: sparks are applied after dice are presented. If you want to use a reroll on that die that rolled a 2, you must present the 2 first, then reroll it. If you want to shift points between dice, you must present one of the dice first.

BEATS

On each beat, all combatants will select in secret and present one of their dice. The number on your die determines your current dominance: higher is better.

Starting with the lowest die presented (remember to reroll ties), combatants describe what they are doing. You may describe just about anything, but a few options are of particular note: Attacks, Disarms, and Disadvantages.

- † **Attacks** attempt to give your opponent a wound.
- † **Disarms** attempt to deprive your opponent of a tool.
- † **Disadvantages** attempt to put your opponent in a hard place.

ATTACKS & WOUNDS

When you Attack another character, you describe how you are hurting them. Don't skimp on details! How and where are you putting the hurt on them?

When you are attacked (and that attack is not countered), you gain a wound. You will check off a bubble in the Wounds box on your character sheet, and add the specific wound as a tool.

Wounds progress in severity: beaten, bloody, broken, and burst. The first wound you take makes you beaten; the second bloody, and so on. Check off the appropriate bubble when you take a wound.

If you already have four wounds and need to take another wound, you instead fall unconscious: helpless.

WOUND DISADVANTAGE

Whenever a new combat starts, your wounds give you an initial disadvantage. In the first round, turn down all your dice one step for the highest level of wound severity you have. If you've got a broken arm, you'll turn down all your dice by three.

WOUNDS AS TOOLS

Additionally, wounds are added to your sheet as tools. Use the severity of the wound and the description of the attack to determine what to write. If you were stabbed in the stomach and now you're bleeding, write down Wound: Shivved in Gut.

Wounds may be used as tools: they're great for garnering sympathy or proving your valor.

DISARMS & TOOLS

DISADVANTAGE

COUNTERS

FIRST AID

SURRENDER

COMBAT

DISARMING & ARMING

When you disarm another character, you deprive them of one of their tools. It falls to the ground and can be recovered by spending a beat (that doesn't get countered). If you want to kick it out of reach, that's another beat's action.

When you're disarmed, you can't roll a d8 for that tool. When you're armed, you can.

When you arm yourself, you grab a tool on the ground (the dropped sword), a tool from the location (swinging from tree branches), or a tool that another player has thrown to you (the axe they just pulled out of the tree).

DISADVANTAGE

When you disadvantage another character, you are putting them in a corner, intimidating them, or otherwise making it hard for them to continue the combat.

If you have been disadvantaged, when you next roll dice you turn all your dice down one step. If you've been disadvantaged twice, turn them all down two steps. This only occurs once: disadvantages are fleeting and only affect the next roll you make.

SURRENDER

Whenever you're facing consequences that you don't want to deal with, you can offer a surrender instead of trying to counter.

If you surrenders, you immediately drop out of combat, putting all your dice back into supply. You also avoid the result of whatever action you were being threatened with.

COUNTERS

If another character has taken action that you disapprove of (like shivving you in the gut), you can try to counter their action. If you succeed, you stop them from achieving that action: no wounds, no disarm, no disadvantage.

If your die is higher than their die for this beat, you can counter their action this beat.

If you have already acted, though, you must either substitute another die or activate a special in the hopes of beating their die. If you replace your current die, put it aside to use in an upcoming beat.

A counter is not an action; you still get to do your own thing for the beat.

Your opponent cannot activate further specials to modify their die after you have successfully countered their action. Keep moving forward!

FIRST AID

You may attempt first aid to bind up wounds after a combat with a normal contest. The GM usually rolls the location's Elements, and may also use the patient's wounds to roll d8s.

When you receive first aid, you erase the highest bubble in your wound box, but not the wound tool from your sheet. You are still wounded — still have that broken arm or bloody gash across your face — it just won't hamper you in the next combat.

However, a tended wound is easy to open up again. A failed roll involving physical exertion or getting wounded again will add that wound bubble right back to your sheet.