

COMBAT RESULTS TABLE

COMBAT RATIO

RANDOM NUMBER	COMBAT RATIO													
	-11 or Greater	-10/-9	-8/-7	-6/-5	-4/-3	-2/-1	0/0	+1/+2	+3/+4	+5/+6	+7/+8	+9/+10	+11 or Greater	
1	E -0	E -0	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	1
	H K	H K	H -8	H -6	H -6	H -5	H -5	H -5	H -4	H -4	H -4	H -3	H -3	
2	E -0	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	2
	H K	H -8	H -7	H -6	H -5	H -5	H -4	H -4	H -3	H -3	H -3	H -3	H -2	
3	E -0	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	3
	H -8	H -7	H -6	H -5	H -5	H -4	H -4	H -3	H -3	H -3	H -2	H -2	H -2	
4	E -0	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	4
	H -8	H -7	H -6	H -5	H -4	H -4	H -3	H -3	H -2	H -2	H -2	H -2	H -2	
5	E -1	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	5
	H -7	H -6	H -5	H -4	H -4	H -3	H -2	H -2	H -2	H -2	H -2	H -2	H -1	
6	E -2	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	6
	H -6	H -6	H -5	H -4	H -3	H -2	H -2	H -2	H -2	H -1	H -1	H -1	H -1	
7	E -3	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	7
	H -5	H -5	H -4	H -3	H -2	H -2	H -1	H -1	H -1	H -0	H -0	H -0	H -0	
8	E -4	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	8
	H -4	H -4	H -3	H -2	H -1	H -1	H -0	H -0	H -0	H -0	H -0	H -0	H -0	
9	E -5	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	E K	9
	H -3	H -3	H -2	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	
0	E -6	E -7	E -8	E -9	E -10	E -11	E -12	E -14	E -16	E -18	E K	E K	E K	0
	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	H -0	

E=Enemy

H=Hero

K=Automatically Killed

HOW TO RESOLVE A BASIC COMBAT

The Kai Lord's COMBAT SKILL and ENDURANCE scores are listed on their Action Chart. The Narrator has the enemy's COMBAT SKILL and ENDURANCE points. The Player's aim as a Kai Lord is to defeat the enemy by reducing its ENDURANCE points to 0, while losing as few ENDURANCE points as possible.

You can find more detail from page 22 onwards of the *Book of Kai Wisdom*.

The sequence for a Combat Exchange is as follows:

STEP 1: CALCULATE KAI LORD'S COMBAT SKILL

Add any applicable modifiers to the Kai Lord's current COMBAT SKILL total.

STEP 2: DETERMINE COMBAT RATIO

The Narrator subtracts the COMBAT SKILL of the enemy from the Kai Lord's total. This is the Combat Ratio. Combat Ratio is always determined by subtracting the adversary's CS from the Kai Lord's CS.

STEP 3: PICK A RANDOM NUMBER

The Player picks a random number.

STEP 4: CHECK COMBAT RESULTS TABLE

The Narrator then consults the Combat Results Table (see reverse).

The Narrator finds the number that matches the Combat Ratio along the top and cross references it with the random number that the Player has picked down the side.

The corresponding entry shows the number of ENDURANCE points lost by both the Kai Lord and their enemy.

The 'E' entries represent points lost by the Enemy; the 'H' entries represent points lost by the Hero.

STEP 5: RECORD ENDURANCE LOSS

The Player records the changes in ENDURANCE points to their character on their Action Chart. The Narrator records the ENDURANCE loss for the enemy.

STEP 6: CHECK IF COMBAT IS OVER

If neither combatant has been reduced to 0 ENDURANCE and neither combatant is Evading, return to Step 1.

This process of Combat Exchanges continues until one side tries to Evade or the ENDURANCE points of either the enemy or your character is reduced to 0, in which case they are declared dead.

If a Player's character is dead, their adventure is over.

If the enemy is dead, the character proceeds but their ENDURANCE points remain reduced until they have the chance to heal.