

# COMBAT

Combat is a song of death and violence, with a rhyme and meter to which every combatant must dance. Approach it like the Dancer—each step taken with precision, skill, and instinct.

**Be Warned:** Lose the rhythm, and you may lose your life.

To learn to play, begin with ***The Basics of Combat*** on page 2; you can jump right into your first fight with that page, and even with no experience, you will have the competence to be effective. As you gain more confidence, move on to ***Learn to Fight*** on page 3 to learn more about the combat system and how you can utilize it to its full potential. When you're ready, move on to ***Defining Your Fighting Style*** on page XX to explore how you can personalize a unique fighting style for your character.

*Author's Note: The purpose of this document is to consolidate the full Combat system for Labyrinthian into a singular reference. This document should not be taken as the final, playable rule book in its formatting, as much of the content therein is not strictly a part of Combat, but is necessarily repeated here to provide context as part of a larger overall system. The **Appendix** section, beginning on page YY, will provide these contextual rules and content.*

## Table of Contents

- **The Basics of Combat – Pg. 2**
- **Learn to Fight – Pg. 3**
  - *Core Rules – Pg. XX*
  - *Combat Procedures*
    - *Bouts – Pg. XX*
    - *Skirmishes – Pg. XX*
    - *Battles – Pg. XX*
- **Defining Your Fighting Style – Pg. XX**
  - *Combat Styles and Techniques*
    - *Melee and Ranging – Pg. XX*
    - *Magic – Pg. XX*
    - *Mysticism – Pg. XX*
    - *Leadership – Pg. XX*
- **Appendix**
  - *The Basics of Labyrinthian – Pg. YY*
  - *Weapons, Armor, and Equipment – Pg. YY*
  - *Techniques by Skill – Pg. YY*
  - *Spells by Skill – Pg. YY*
  - *Abilities by Skill – Pg. YY*

# THE BASICS OF COMBAT

Ensure you are familiar with your **Character Sheet** and **The Core Mechanics**; see *The Basics of Labyrinthian*, page YY.

## Composure

Composure measures a character's ability to maintain focus. Your Composure is effected by incoming Damage, called out by your enemies. When you reach 0, having "lost your Composure", you are not dead. Instead, you simply lose the ability to React, and your Movement is penalized by half. You will, however, be vulnerable to Incapacitation and Killing Blows as well.

## Procedure of Combat - Bouts

Bouts are short fights, occurring within the timespan of the Adventure Turn. Whoever goes first, goes, then take turns.

- Initiating an Action:** Declare who/what you want to attack, and decide how you want to attack, either with a weapon or a spell. Roll 1d20, and add the relevant modifier: Strength for Weapons, Agility for Ranged weapons, Intelligence for Spells. Announce this total.
- Dealing Damage:** To make a *Basic Attack*, simply call out the value of the die alone; this basic damage is then applied to your target. If you have earned Skill Dice in the relevant Skills and a weapon or spell that grants them, you may roll them to deal additional damage, and generate Momentum.
- Defending Yourself:** If you are being attacked, listen for the *Action* total your attacker calls out. To Defend against it, check your Acuity; if it matches or beats their Action, you may React. Roll 1d20 for a basic Defense, and subtract the total from the incoming Damage. You may roll Skill Dice if you have Armor, Techniques, or Spells that grant them.
- Ending Fights:** When an opponent has lost their Composure, you may choose to either Incapacitate, Kill them, or to do nothing, though may continue to attack you. Optionally, you and your group may also Flee from the fight, or Surrender to your enemies.

## Procedure of Combat – Skirmishes and Battles

Skirmishes and Battles are larger fights that involve the same basic rules of Bouts, but also involve **Initiative**, a means of determining the order combatants fight in.

- The Combat Roll:** The Keeper will announce that everyone should roll for Combat when a Skirmish or Battle begins. Roll 2d20, and call out the total. Whoever at the table, including the Keeper, has the highest, takes the Initiative, and may begin their character's Turn. This roll also provides you Movement for the Round, and both dice act as pre-rolled Actions.
- Passing Initiative:** If you finish your turn, with no one Reacting against you, you may pass the Initiative to a combatant of your choice. If they do React against you, they take the Initiative from you.
- Pass Back:** If it is unclear who else may go, call out to your allies. If no one can go, the Initiative goes to your enemies to do with as they wish. If no one can go on their side either, the Round is over; roll 2d20 and start a new Round.
- Ending Combat:** Combat ends when one side has either fled, surrendered, been incapacitated, or killed.

## The Churn

The Churn, divided into strategic Positions, is the arena for combat scenarios.

- Within Positions:** Movement is arbitrary, at no cost, and all combatants within the same Position are considered within *Close Range*, and may interact with each other directly as part of their Actions, including during Reactions.
- Shifting Positions:** To move to an adjacent Position, spent 10pts of Movement. You may Move while Attacking or Defending.

## Momentum

Momentum is utilized in Combat to access additional capabilities. Each Crit with Skill Dice = 1 Momentum

- Press:** Reroll the die for additional damage/defense. Use Press to utilize Techniques and Spells, and to Exploit a Wound.
- Strike:** Choose a Hit Location, then inflict a Wound on your target. Your Damage type defines the Wound; subsequent uses increase the Wound by one die size.
- Brace:** Establish a Stance; retain your Momentum to empower abilities.
- Sunder:** Break a Stance. Re-roll the die for additional damage; they must roll their Stance dice. If your die exceeds theirs, they lose it.
- Hold Fast:** Withhold your Momentum. Use it as a bonus on a subsequent Action, or as a bonus to your next Combat Roll, rolling and distributing the dice to either Action. Any individual attack received removes one die you have withheld.
- Hesitate:** Withhold your Combat Roll, apply it as a bonus on your next Combat Roll. You will not lose this bonus if attacked, and you do not require Momentum to utilize it.

## Wounds and Lethality

Where Composure represents mental focus, physical damage is represented by Wounds.

- Infliction:** Wounds are inflicted through Momentum. Wounds begin as a d4, and effects should be tracked by the Wounded.
- Escalation:** Wounds escalate with subsequent applications by one die size, up to a maximum of d12.
- Lethality:** Player Characters that have received a d8 Wound or higher are in danger of being slain outright by their opponents. Your Enemies may be open to this lethality at any die size, and this will be announced as them being *Bloodied*. Players may increase their Lethality threshold by increasing their *Conditioning Skill*; every 10pts earned increases the die size by 1, to a max of 1d12.