**📜 1v1 Combat Rating Guidelines (Three Kingdoms Era)**

This is a historical martial ability assessment for 1v1 dueling, grounded in realism — not reputation or legend.

### **Instructions for you:**

You are a historically grounded Three Kingdoms combat analyst. Using the full 1v1 tiered Combat Rating guidelines below, evaluate [Insert Warrior Name] *realistic* 1v1 martial capabilities, rating them from **1 to 10** in each listed trait. Focus only on grounded, era-realistic martial skill — no fantasy, no supernatural feats, no over-glorification. Justify each score briefly. Be realistic and internally consistent — but allow high scores when clear evidence supports them. If a trait is exceptional in the source material, do not downplay it. Avoid narrative bias — but do not dilute standout strengths for the sake of balance. Durability, temperament, and other traits tied to reputation or famous incidents may warrant bold scores.

These ratings will be used in a duel-based combat simulator. **Accuracy, restraint, and historical plausibility are essential. However, restraint should not override clarity — if the warrior’s strengths are vivid and consistent across sources, let them shine with confidence.**

If a warrior is historically known for physical gifts, bold battlefield feats, or elite martial showings — do not shy away from scoring standout traits higher.

Stay realistic, but allow exceptional traits to breathe if the evidence clearly supports them.

This is especially true for figures described with vivid accounts of duels, feats under pressure, or dominant physical displays.

### **✅ Evaluation Criteria:**

* Focus on **realism** and **era-specific combat dynamics** (not dramatization or narrative flair).
* Reference **historical texts** (e.g., *Sanguozhi*) and grounded elements from *Romance of the Three Kingdoms*.
* Be consistent with **tier definitions** provided.
* Ensure trait logic is consistent (e.g., elite offense should typically align with strong weapon proficiency and physical strength unless an outlier is justified).

### **🚫 Important Rules:**

* **Do NOT compare warriors** to others directly. Rate each stat in isolation.
* If information is sparse: use cautious extrapolation based on rank, class, or context.

#### **🧍 Civilians Clause:**

If the subject is a **civilian, noblewoman, eunuch, scholar, or court official** with no record of battlefield experience, most physical/martial traits should realistically fall between **1.0–2.5** — unless strongly justified by context (e.g., military family, implied training).

Do **NOT** speculate on martial skill using:

* Symbolism
* Fictionalized elegance
* Vague cultural assumptions (e.g., “all nobles trained with swords”)

Only rate **above 2.5** when formal training or battlefield utility is clearly implied.

## **🔍 Structured Breakdown:**

**🔍 Notable Fights (Contextual Background):**

List known duels, engagements, or martial feats from historical or grounded literary sources. Do NOT include myths, legends, or supernatural embellishments.

### **Offensive Power (1–10)**

Definition: The warrior’s raw striking power with traditional weapons (e.g., spears, swords, halberds, bows). Focuses on their ability to deal damage in direct 1v1 combat.

**What to Look For**: Descriptions of their weapon’s effectiveness in battle (e.g., renowned for breaking shields, knocking back opponents). Feats that showcase overpowering attacks.

**Era-Specific Adjustments:**

* 1–2.5: Weak — Cannot inflict serious damage even if they land a hit. Struggles to break guards or penetrate armor.
* 3–4.5: Below Average — Can deal damage but lacks consistent force.
* 4.6–5.5: Average — Hits hard enough to injure or kill under normal circumstances. Comparable to a competent foot soldier.
* 5.6–6.9: Strong — Puts real pressure on opponents with solid physicality or technique.
* 7.0–8.5: Dangerous — A known offensive threat. Their strikes often decide fights.
* 8.6–10: Lethal / Exceptional — Massive power that overwhelms even skilled foes. Reserved for rare warriors with legendary strength or technique.

### **Defensive Skill (1–10)**

Definition: The warrior’s ability to deflect or evade strikes while using traditional armor (e.g., scale armor, bracers, helmets). Focuses on defensive reactions during 1v1 combat.

**What to Look For**: Historical records of dodging arrows, deflecting spear thrusts, or parrying sword strikes. Feats of avoiding hits in open combat.

**Era-Specific Adjustments:**

* 1–2.4: Weak — Easily overwhelmed, lacks reliable defensive ability.
* 2.5–4.0: Below Average — Can occasionally parry or dodge but is vulnerable under pressure.
* 4.1–5.2: Average — Capable of defending against standard attacks, can hold their own in exchanges.
* 5.3–6.5: Skilled — Handles defense confidently, able to deflect or avoid most attacks.
* 6.6–7.5: Excellent — Rarely gets hit cleanly, known for elite defensive awareness.
* 7.6–10: Exceptional — Reserved for legendary-level defense.

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🗡️ Finishing Instinct (1–10)

Definition:

A warrior’s tendency, ability, and willingness to end a fight decisively—through lethal force, overwhelming aggression, or clean execution. This score reflects how likely a warrior is to go for the kill when the opportunity arises in 1v1 combat, and how capable they are of delivering that final blow.

While Offensive Power focuses on raw striking strength, Finishing Instinct measures mentality, kill-drive, and follow-through.

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What to Look For:

Evidence of decisive victories in duels or battles

Descriptions of a warrior’s ferocity, relentlessness, or ruthlessness

Historical or narrative accounts of warriors who execute, pursue, or capitalize on weakened opponents

Behavioral traits showing a tendency to take risks, press the advantage, or refuse mercy

A fighting style centered around ending the threat, not just controlling it

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How It Differs From Offensive Power:

Trait Offensive Power Finishing Instinct

Focus Damage potential of strikes Tendency and capability to end a fight decisively

Based On Technique, physicality, weapon force Temperament, killer instinct, tactical pressure

Expression In Combat Hits hard, breaks guards Ends fights when the window opens

Analogous To "Power behind the punch" "Willingness and skill to kill with the punch"

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Era-Specific Adjustments:

Warriors from chaotic or lawless periods may score higher due to brutal environments

Fighters in political or honor-bound roles may score lower, especially if there's evidence of restraint

Displayed mercy, passivity, or indecisiveness lowers this score, even in skilled combatants

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Scoring Tiers:

1.0–2.5: Passive / Non-Lethal

Avoids killing. Fights to delay, distract, or disable. Reluctant to strike fatal blows.

2.6–4.5: Cautious / Reserved

Can kill, but does so sparingly. Controlled, often prioritizes defense or restraint.

4.6–6.5: Balanced / Standard

Kills when necessary. Not overly aggressive, but finishes fights if the opportunity presents itself.

6.6–8.5: Aggressive / Lethal Threat

Proactively seeks kill windows. Pressures opponents into fatal mistakes. Dangerous closer.

8.6–10.0: Executioner / Finisher

Always fighting to end. Ruthless, relentless, and tactically brutal. No hesitation when the kill is possible.

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🧠 Evaluator’s Note:

When comparing two evenly matched warriors, Finishing Instinct often reveals who would prevail in a 1v1 fight. Higher FI implies not just technical ability—but the will to end it.

**Speed & Agility (1–10)**

Definition: How quickly and effectively the warrior can dodge, counterattack, and maneuver in close-quarters combat or battlefield skirmishes. This includes footwork, reaction speed, and battlefield repositioning — especially in chaotic conditions.

**Do not confuse general athleticism with actual combat agility.**

**What to Look For**: Descriptions of dodging strikes, avoiding ranged attacks, or effectively repositioning during real combat. Prioritize demonstrated battlefield agility over poetic descriptions of grace or speed.

**Tier Adjustments**:

* **1–2.4: Sluggish** — Slow to react. Struggles in close quarters. Easily flanked or cornered.
* **2.5–4.0: Below Average** — Can move but lacks combat fluidity or consistency. Vulnerable to faster fighters.
* **4.1–5.2: Average** — Moves well enough to keep up. Can dodge typical strikes and adjust positioning under pressure.
* **5.3–6.5: Agile** — Quick-footed with visible combat utility. Uses motion to create or evade openings.
* **6.6–7.5: Fast in Combat** — Consistently wins the footwork battle. Rarely cornered. Shows clear battlefield quickness.
* **7.6–8.5: Elite Speed** — Hard to hit. Known for reflexes and agility that frustrate opponents.
* **8.6–10: Inhuman Reflexes** — Almost untouchable. Reserved for legendary-level speed.

### **Durability & Pain Tolerance (1–10)**

Definition: The warrior’s ability to endure physical punishment in combat, especially under the harsh conditions of ancient warfare (e.g., armor chafing, long battles).

**What to Look For**: Accounts of surviving wounds, continuing fights despite injury, or being able to fight through the pain. If a warrior is recorded as withstanding extreme injury or performing while gravely wounded, that durability should be scored boldly — even if the rest of the profile is modest.

**Era-Specific Adjustments:**

* 1.0–2.4: Fragile — Can’t take much punishment. Likely to fold under sustained attacks or pain.
* 2.5–4.0: Below Average — Can endure a few hits, but wears down quickly under pressure.
* 4.1–5.5: Average — Endures pain and injury at a normal level. Can push through some damage.
* 5.6–6.9: Tough — Withstands a lot of punishment, keeps fighting when others fade.
* 7.0–8.5: Resilient — Rarely deterred by pain. Keeps going despite wounds or exhaustion.
* 8.6–10: Extreme Durability — Legendary toughness. Can fight through near-fatal conditions.

### **Weapon Proficiency (1–10)**

Definition: The warrior’s skill and fluency with traditional weapons (e.g., spears, swords, bows, halberds). Measures control, precision, and effectiveness in 1v1 combat.

**What to Look For**: Known ability to disarm opponents, strike vital areas, or use multiple weapons effectively in combat.

**Era-Specific Adjustments:**

* 1.0–2.4: Untrained — Lacks technique. Mishandles or underutilizes weapons.
* 2.5–4.0: Basic — Understands how to use a weapon but is clumsy or limited under pressure.
* 4.1–5.5: Competent — Can fight reliably with their weapon, but not refined or sharp in form.
* 5.6–6.9: Skilled — Comfortable and fluid. Makes strategic use of weapon mechanics.
* 7.0–8.5: Masterful — Displays superior technique and battlefield weapon control.
* 8.6–10: Elite — Weapon savant. Master of multiple forms, creative under pressure.

### **Stamina / Endurance (1–10)**

Definition: The warrior’s ability to maintain energy during long battles or extended engagements, a vital skill in ancient warfare where battles could drag on for hours.

**What to Look For**: Records of long campaigns, surviving in extended battles without noticeable fatigue, or fighting multiple foes in succession.

**Era-Specific Adjustments:**

* 1.0–2.4: Poor — Tires quickly. Unsustainable in prolonged fights or physically demanding conditions.
* 2.5–4.0: Below Average — Can keep up for short bursts, but fades under pressure.
* 4.1–5.5: Average — Can maintain a fight for a standard duration without dropping performance.
* 5.6–6.9: Good — Withstands exhaustion, fights hard over long engagements.
* 7.0–8.4: Exceptional — Sustains combat output well past normal thresholds.
* 8.5–10: Unyielding — Tireless, seemingly limitless stamina in battle.

### **Combat Intelligence (1–10)**

Definition: The warrior’s ability to read the battlefield, react to their opponent’s strategy, and exploit openings or weaknesses. Focuses on mental awareness during a fight.

**What to Look For**: Descriptions of quick adjustments in battle, feints, or exploiting opponent weaknesses in 1v1 duels. Do not confuse strategic brilliance in war or politics with real-time duel adaptability. Only reward battlefield intelligence demonstrated during direct personal combat.

**Era-Specific Adjustments:**

* 1.0–2.4: Dull — Struggles to react or think clearly under pressure. Easy to trick or bait.
* 2.5–4.0: Basic — Follows orders and patterns but limited creativity or adjustment.
* 4.1–5.5: Average — Shows awareness of surroundings and can adapt in obvious ways.
* 5.6–6.9: Tactical — Quick to read opponents, shift tactics, and exploit weaknesses.
* 7.0–8.4: Combat Strategist — Exceptional judgment in the flow of battle. Thinks several moves ahead.
* 8.5–10: Genius — Nearly preternatural ability to control chaos, manipulate tempo, and outwit.

### **Physical Statline (1–10)**

Definition: The warrior’s natural physical build, including size, strength, and reach, all of which contribute to combat effectiveness in a personal duel.

**What to Look For**: Height, muscle mass, or reach being described as a distinct advantage in battle.

**Era-Specific Adjustments:**

* 1.0–2.4: Frail — Small frame, short reach, poor leverage in combat.
* 2.5–4.0: Light — May be nimble, but lacks physical intimidation or presence.
* 4.1–5.5: Balanced — Average size and frame; not a liability nor a clear advantage.
* 5.6–6.9: Strong Frame — Tall, broad, long limbs, capable of using size well.
* 7.0–8.4: Powerhouse — Physically imposing, large build, notable leverage or range.
* 8.5–10: Juggernaut — Rare stature or mass; dominates space by size alone.

### **Grappling / Fist-Fighting (1–10)**

Definition: The warrior’s unarmed combat ability, including grappling, throws, locks, or close-range control. This is key in close-quarter battle.

**What to Look For**: Notable moments where the warrior overpowered or threw opponents in grappling situations, or used unarmed combat to dominate.

**Era-Specific Adjustments:**

* 1.0–1.9: Helpless — No practical experience or capability in grappling/unarmed fighting.
* 2.0–3.4: Basic — Can scuffle or resist but lacks technique or form.
* 3.5–5.0: Functional — Holds their own in close quarters, can break free or secure basic holds.
* 5.1–6.4: Skilled — Likely trained, dangerous in clinches, throws, and counters.
* 6.5–7.9: Grappler — Routinely dominates close-quarters encounters.
* 8.0–10: Submission Specialist — Nearly unbeatable in unarmed/grappling exchanges.

### **Temperament / Mental Fortitude (1–10)**

Definition: The warrior’s ability to remain calm under extreme pressure—maintaining focus in the midst of chaos and danger.

**What to Look For**: Descriptions of remaining calm in chaos, not being shaken during battle, or leading others under duress. If a warrior is renowned for staying composed under extreme injury, chaos, or loss, it’s appropriate to score this trait boldly — even if their overall skill is average.

**Era-Specific Adjustments:**

* 1.0–2.9: Shaky — Cracks under pressure, emotional or erratic when threatened.
* 3.0–4.9: Inconsistent — Flashes of grit, but often reactive or overwhelmed.
* 5.0–6.2: Solid — Handles fear and intensity with average poise.
* 6.3–7.4: Resilient — Keeps composure and fights through adversity.
* 7.5–8.6: Unshakable — Mentally locked-in, rarely fazed even in dire situations.
* 8.7–10: Ice-Cold Killer — Emotionally impenetrable. Unwavering presence in battle.

### **Tactical Versatility (1–10)**

Definition: The warrior’s ability to adapt during combat. Can they switch tactics, fight differently, or adjust their style based on the enemy’s actions?

**What to Look For**: Moments where the warrior changed their approach mid-fight, outsmarted their opponent by adjusting their style, or faced multiple enemies using different tactics.

**Era-Specific Adjustments:**

* 1.0–2.4: Rigid — One-dimensional; collapses when Plan A fails.
* 2.5–4.0: Limited — Has a few tricks but struggles to shift rhythm.
* 4.1–5.5: Flexible — Can mix things up when needed.
* 5.6–6.9: Adaptive — Comfortably alternates styles or tempo.
* 7.0–8.4: Shapeshifter — Can completely reframe the fight if needed.
* 8.5–10: Unreadable — A chaotic puzzle; opponents never know what’s coming.

### **Exploitable Weaknesses (Qualitative Only)**

Definition: Any physical, psychological, or strategic vulnerabilities that can be exploited by an opponent.

**What to Look For**: Known fears, weaknesses in armor, or psychological vulnerabilities (e.g., anger, pride). This trait is not scored numerically — but include any clear vulnerabilities that could realistically affect 1v1 combat performance.

**🧠 How to Apply These Guidelines:**

* **Avoid Trait Overlap:** Ensure each category captures a distinct aspect of martial ability — but recognize that some warriors have exceptional traits that stand out from the rest of their profile.
* **Cross-Check Internal Logic:** If someone has elite agility, their stamina or physical build should reasonably support it.
* **Prioritize Realism:** Always imagine actual, plausible 1v1 melee — not cinematic duels.
* **Maintain Statline Consistency:** High scores in one area (e.g., weapon proficiency) should not contradict others (e.g., offense, physical strength) unless clearly justified.

### **🔄 Final Review:**

Before finalizing your evaluation, re-read all scores. Ask:

* Do the traits make sense together?
* Is there internal harmony between physical stats and combat application?
* Is anyone being sneakily overrated due to fame or legend?
* Have any standout traits been cautiously underrepresented despite strong supporting evidence?
* Do not assume greatness by title, fame, or legacy — each stat must earn its score through evidence.