# Rolls

## Contested rolls

Contested rolls are used when two players or major NPCs are opposing each other. In a contested roll, both characters roll 2d6 plus their skill as normal, and the two values are compared to each other instead of a target number.

In the case of a tie, each side suffers a condition, and neither achieves their goal. If one character’s score is higher than the other, that character wins the roll and achieves their goals, but the losing side may elect to suffer a condition, and become the winning side. If they do, the original winning side may elect to suffer their own condition, and become the winning side once again. The winning side gets their goal.

If both sides end up taking conditions, they each make the same roll for condition damage (unless it’s a strike, see below), but roll separately. For instance, in a footrace on a track on a clear day, where the worst condition is “sprained ankle,” both sides would roll a d3, but they would each make their own d3 rolls. On the other hand, a footrace through a cursed forest at night, where conditions like “fell off a ledge into a thornbush” and “got roughed up by evil spirits” aren’t uncommon, both sides might make a d3+3 roll for their condition. Each side would roll d3+3, but their exact results might differ.

For example, Meredith the Wise has gotten into a debate in the town forum with Lord Erabaster about whether to let refugees of the famine to the west into the city. They each roll 2d6 plus their Persuasion skill and modifiers. Meredith gets a 12, and Lord Erabaster gets a 10. Since Meredith rolled higher, she’s the current winner of the argument. Lord Erebaster, not wanting to be bested (and especially not in a public forum), elects to suffer a condition. He delivers an impassioned rebuttal about the need to keep everyone in town safe and about the danger that a large mass of strangers can pose, and the GM announces that he will suffer a d3 “angry” condition. The GM rolls a 2, and notes that Lord Erebaster has an “angry” condition with value 2.

Meredith’s player now has a choice. She can also take a d3 condition and win the argument, or elect to play defensively and lose, but leave unscathed. Meredith knows that not letting the refugees into the city will doom them to exposure and starvation, so she elects to take the condition. She rolls a d3 (since that’s what Erebaster rolled), and gets a 3. The GM announces that she has a “frustrated” condition with value 3, and she wins the roll. The people of the forum vote to let the refugees in.

# Hits, weapons, and armor

## Non-physical hits

Not all hits represent armed combat. A vicious quip in a particularly nasty argument might be resolved as a hit, using 2 + (target’s Willpower) for the target’s Armor, 1d3 + (1/2 attacker’s Willpower) for the glancing damage roll, and 1d6 + (1/2 attacker’s Willpower) for the solid damage roll. These hits always apply to the mental resilience pool.

# Duels and Brawls

Ikaros doesn't have a true combat system, and that's intentional. Each roll and story beat should always be in service of advancing the story and engaging with players' goals. If the players are robbing the villa of a corrupt high priestess in order to prevent her from performing an evil ritual, and they get interrupted by armed guards, do the players draw steel with the goal of inflicting d3+2 damage, or with the goal of fighting their way out with the reagents they stole?

Armed conflict using the Fighting and Shooting skills is handled like any other skill roll, with damage calculation being the only major difference. If a player wants to subdue a nameless guard, or destroy a rampaging minotaur skeleton, they can achieve that in a single roll, regardless of their damage or the size of their for's resilience pools.

For climactic story points, where characters are making an impassioned plea before the royal courts, or dueling the person who killed their parents, or shooting and scavenging their way out of the most dangerous game, a single roll doesn't always feel emotionally satisfying. For these kinds of titanic struggles and vicious back-and-forths, a Duel is more appropriate.

## Duels

Duels are basically Bloody Versus from BW, but made more generic to include non-physical duels, and also made a bit simpler to keep things moving. There are two actions you can take in a Duel: engage or avoid.

Each Duel is made up of exchanges, and Duels operate on many different time frames, depending on the type of duel and the fiction that it invokes. The seconds timeframe, the shortest one, comes with some additional restraints.

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| Timeframe | Exchange duration | Examples | Restrictions |
| Immediate | Seconds | A swordfight, a chase through a building, an arm wrestling contest, an argument | Items on the belt may be used between exchanges, but items on the body can only be used after a successful avoid. Crossbows may not be used two exchanges in a row. |
| Short | Minutes | A contest, a chase through a town or countryside, a skirmish, a debate |  |
|  | Hours | A battle, a naval chase, tracking foes over a small distance, a marathon, a council debate |  |
|  | Days | Tracking foes over a great distance, a military operation, a minor political campaign |  |
| Medium | Weeks | A small military campaign, a local political campaign, a feud between public figures, finding someone who was in the public eye recently | Ignore personal conditions other than Desperation when making rolls. |
|  | Months | A large military campaign, a regional political campaign, a feud between public figures, finding someone who was in the public eye a while ago | Ignore personal conditions other than Desperation when making rolls. |
| Long | Years | A war, political factions vying for long term dominance, finding someone who has spent a long time laying low | Ignore personal conditions other than Desperation when making rolls. |
| etc | etc | etc | etc |

## Exchanges

Each Duel is broken up into exchanges. Deciding how long an exchange takes is the first part of starting a new duel. For each exchange, both combatants secretly choose whether they will engage or avoid. Engaging represents extending yourself to try to achieve your goals. Avoiding represents pulling back a bit to focus on defending yourself.

It can sometimes be hard to know what counts as an engage versus what counts as an avoid. A good general question is, “could this action alone win the duel for me?” If the answer is yes, it’s an engage. If the answer is no, it’s an avoid. For example, in a Duel that represents a chase, an Athletics roll to outlast the people chasing you, or a Noticing roll to find a place you can hide, would both represent engaging, since each one on its own could fully end the chase. Taking actions to slow down your pursuers, such as using Athletics to knock over a produce stand as you run through the farmer’s market, would only delay your pursuers temporarily, but can be useful to prevent immediate capture. Actions such as those are represented as avoiding.

Each side secretly chooses whether to engage or avoid, and then both sides reveal their choice at the same time:

## Both sides engage

Each combatant makes a normal roll of the skill they’re using for engaging against their opponent’s defense score (7 + defensive skill). Then, compare their results:

### One side hits, one side misses

The combatant that hit deals damage, and gains the upper hand.

### Both sides hit

Both sides deal damage. Neither side gains or loses the upper hand.

### Both sides miss

Neither side deals damage, and neither side gains or loses the upper hand.

### Gaining the upper hand

Gaining the upper hand puts you on the cusp of victory, and forces your opponent to change their tack or risk defeat. If a combatant gains the upper hand while they already had it, they strike a decisive blow and win the duel. Only one combatant at a time can have the upper hand, and when one combatant gains it, any other combatants who had it lose it.

## One side engages, one side avoids

The avoiding combatant rolls their avoiding skill (such as Athletics to keep your distance in a combat Duel) against their opponent’s counter-avoidance score (7 + skill, which in this example would also be Athletics). The engaging combatant rolls their combat skill against the higher of the avoider’s avoid roll or defense score (7 + defensive skill).

If a combatant with the upper hand chooses to avoid, they automatically lose the upper hand at the beginning of the exchange.

### Engager hits, avoider fails

The engager deals damage. If they already had the upper hand they also win the Duel. If they did not already have the upper hand they gain it.

### Engager misses, avoider succeeds

Both sides lose the upper hand. If the engager did not start the exchange with the upper hand, the avoider may choose to end the duel by fleeing, which could lead into opposed rolls or even a chase Duel, if the attacker continues pursuing.

### Both sides succeed

Both sides lose the upper hand. The engaging combatant deals damage to the avoiding combatant, and neither side gets the upper hand.

### Both sides miss

The avoider loses the upper hand, if they had it. The engager keeps it, if they had it. Neither side deals damage.

## Both sides avoid

Both combatants circle each other warily. They may agree to come to a draw, or one (or both) of them could flee, or they could keep circling and move onto the next exchange.

# Brawls

<tdb, but basically multiple simultaneous duels where you do two exchanges at a time and keep cycling between them>