Combat Trials

A single combat trial is resolved by a Combat Contest score. Three ability checks are made to calculate this score. These checks are added together with the character’s crowd favor (only if positive. Stat explained below) to get a final Combat Contest Score.

Combat Contest Score = Athletics Check + Dexterity Check + Wisdom Check + Crowd Favor

Each contestant in the fight calculates their Combat Contest score. The higher number wins. In the case of a tie, intelligence checks are made until a winner is found. NOTE: Only positive Crowd Favor scores are added to the Combat Contest Score.

Levels of Fighting

There are several levels of combat trials. The lower contests have less competition, less risk, but less reward. The higher level of combat you compete in the heavier the competition, the higher risk, and the higher reward. Higher levels of competition may run the risk of outright death.

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| **Arena** | **Description** | **Prerequisites** | **Risks** | **Rewards** |
| Pit | Pit fighting is the lowest form of combat trial. These contests are frequented by the poorest of the city and often have extremely low competition. There is not a whole lot to gain from these contests, but the risks are low. Contests are stopped by KO or TKO.  Twice per week. | None | 10% chance for a complication. Roll a 1d8   1. You are accused of cheating. Whether allegation is true or not, your reputation is tarnished. 2. You accidentally deliver a near-fatal wound to a foe. 3. A low level crime boss approaches you and offers to pay you to intentionally lose a few matches. 4. A feud is started with your opponent. 5. 5-8 nothing happens. | Each Wins: 50g |
| Tournament | Tournament fighting is a very popular combat trial. These contests are frequented by the low and middle class and often draw large crowds. Tournament combat does involve weaponry, but there are rarely any deaths. Contest are stopped when one of the contestants yields. Tournaments have 8 contestants, so you must win three combat trials to get first place.  Once per week. | 40g | 10% chance for a complication. Roll a 1d8   1. A rival fighter swears to take revenge on you. 2. A crime boss approaches you and offers to pay you to intentionally lose your next match. 3. You defeat a local champion, drawing the crowd’s ire. 4. You defeat a noble’s servant, drawing the wrath of the noble’s house. 5. You are accused of cheating. Whether allegation is true or not, your reputation is tarnished. 6. You accidentally deliver a near-fatal wound to a foe. 7. A new fighter in town feuds with you, calling you out in public and demanding a match. 8. Nothing happens. | 1st place: 300g  10% chance for a bonus reward. Roll a 1d8   1. A noble approaches you and offers to sponsor you for a local colosseum fight. 2. A local blacksmith asks you to wield their weapon. 3. A local armor smith asks you to don his armor. 4. You defeated a hated champion. The crowd adores you for this. 5. 5-8 Nothing happens. |
| District Colosseums | Local colosseums are usually the first real exposure a serious fighter gets. Along with the glory comes the risk, though. This is the first arena a contender may see death. Due to the high quality of these matches, one cannot simply walk in to a ring and fight.  Once per week. | 1. Some level of fame or notoriety. (10+ or 10- Crowd favor) 2. A sponsor. | 10% chance for a complication. Roll 1d8   1. A rival fighter or a loved one swears to take revenge on you. 2. A well-known crime boss approaches you and offers to pay you to intentionally lose your next match. 3. You defeat a local champion, drawing the crowd’s ire. 4. You defeat a noble’s champion, drawing the wrath of the noble’s house. 5. You a framed for cheating. 6. You delivery a fatal blow to your opponent. 7. A local champion calls you out and demands a match. 8. Organizers see an opportunity to make money. They set you up with faulty equipment for your next match.   5% chance for a major complication. Roll 1d8   1. You die from a wound suffered during combat. 2. Seeing your skill in battle, a noble does not want you fighting their champion next. You are framed for a major crime and the court is stacked against you. 3. Slavers notice your skill in battle. You are captured and shipped off to Free Harbor. 4. 4-8 nothing happens. | Each Win: 150g  10% chance for a bonus reward. Roll a 1d8   1. A noble approaches you and offers to sponsor you for a grand colosseum fight. 2. A local blacksmith asks you to wield their weapon. 3. A local armor smith asks you to don his armor. 4. You defeated a hated champion. The crowd adores you for this. 5. You are invited to a high-end local party as the Guest of Honor. 6. You are invited to train at a local barracks for free. 7. You are asked to train local fighters at a barracks for a large purse. 8. A mysterious person offers to help you with your complication. |
| Grand Colosseum | The Grand Colosseum is the highest tier of combat. These massive arenas are only found in major cities, if at all. The level of competition is like no other and there is a high risk of death. Losers rarely make it out with their lives.  Once per week. | * Three major sponsors. * Well known (35+ or 35- crowd favor) * Grand Colosseum Master Approval. | Losers run the risk of instant death. Add 50 to crowd score, divide by 100. This is your chance for crowd mercy.  10% chance for a complication. Roll 1d8   1. A rival fighter or a loved one swears to take revenge on you. 2. A well-known crime boss approaches you and offers to pay you to intentionally lose your next match. 3. You defeat a local champion, drawing the crowd’s ire. 4. You defeat a noble’s champion, drawing the wrath of the noble’s house. 5. You a framed for cheating. 6. You delivery a fatal blow to your opponent. 7. A local champion calls you out and demands a match. 8. Organizers see an opportunity to make money. They set you up with faulty equipment for your next match.   5% chance for a major complication. Roll 1d8   1. You die from a wound suffered during combat. 2. You die from a wound suffered during combat. 3. You are corrupted by the fame of battle. You turn to lawful evil. 4. Seeing your skill in battle, a noble does not want you fighting their champion next. You are framed for a major crime and the court is stacked against you. 5. Slavers notice your skill in battle. You are captured and shipped off to Free Harbor. 6. The crowd turns on you. If you had a positive crowd favor, multiply by -1. 7. Major political influence gets you banned from the colosseum for unknown reasons. Your sponsors are murdered and your Grand Colosseum Master approval is rescinded. 8. An unknown person puts the highest bounty on your head. | Each Win: 1000g  10% chance for a bonus reward. Roll a 1d8   1. A noble approaches you and offers to sponsor you for a grand colosseum fight. 2. A major blacksmith asks you to wield their weapon. 3. A major armor smith asks you to don his armor. 4. You defeated a hated champion. The crowd adores you for this. 5. You are invited to a high-end major party as the Guest of Honor. 6. You are invited to train at a local barracks for free. 7. You are asked to train local fighters at a barracks for a large purse. 8. A mysterious person offers to help you with your complication.   5% chance for a major reward.   1. The crowd adores you. Automatic +50 crowd favor. 2. A high noble awards you his family weapon. 3. A member of the royal family approaches you for an opportunity. 4. A powerful noble’s daughter falls in love with you. |

Crowd Favor

Unless stated, new players start out with a zero Crowd Favor score in each region. Crowd Favor is unique to a region. For example, a player can have a Crowd Favor score of +4 in City1 and a Crowd Favor score of -2 in City2. If a player goes to a third city, it will be zero unless affected by some outside source.

After each fight, both contestant’s Crowd Favor score is adjust by a contest roll. To determine the adjustment, each contestant makes a Performance contest roll. The winner of the pit fight gets advantage on this contest. See below chart for adjustment resolutions.

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| Win the contest | Crowd Favor = Crowd Favor +2 |
| Lose the contest by five or less | Crowd Favor is unaffected |
| Lose the contest by six or more | Crowd Favor = Crowd Favor – 1 |
| Natural 20 | Crowd Favor = Crowd Favor + 1 |
| Natural 1 | Crowd Favor = Crowd Favor – 1 |

Crowd Favor has a range of 50 to -50. The ability modifier is: Score \*2 / 10. (ie +50 is +10, 0 is 0, -50 is -10)

Opponents:

1. Str: -4, Dex: -3, Wis: +1, CV: 3 (+0), Per: -1
2. Str: -3, Dex: -2, Wis: +1, CV: 6 (+0), Per: -3
3. Str: -1, Dex: -1, Wis: +2, CV: 3 (+0), Per: 0
4. Str: -2, Dex: +1, Wis: +2, CV: 6 (+0), Per: +2
5. Str: +1, Dex, -1, Wis: 0, CV: -7 (+0), Per: +2
6. Str: 0, Dex: +4, Wis: -2, CV: 6 (+0), Per: +1
7. Str: +4, Dex: 0, Wis: -2, CV: 6 (+0), Per: -4
8. Str: +4, Dex: +4, Wis: 0, CV: 0 (+0), Per: +1