Pit Fighting

A single pit fight is resolved by a Pit Fighting Contest score. Three ability checks are made to calculate this score. These checks are added together with the character’s crowd favor (explained below) to get a final Pit Fighting Contest Score.

Pit Fighting Contest Score = Athletics Check + Dexterity Check + Wisdom Check + Crowd Favor

Each contestant in the fight calculates their Pit Fighting Contest score. The higher number wins. In the case of a tie, intelligence checks are made until a winner is found.

Levels of Fighting

There are several levels of fighting contests. The lower contests have less competition, less risk, but less reward. The higher level of fighting 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. | 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. | 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. | 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: 200g  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 weapon shop asks you to use their product. 3. A local armor smith asks you to don his armor. |
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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 |