

SAMPLE COMBAT

You are on **Level 1: Catacombs of the Sun Pyramid** and decide to move across four white grid spaces. As you do so, you roll 1d6—as required each time you move on the map. The result of your die roll is a “4”. This means you will have to fight the “intimidating foe” for Level 1 as noted in the **RANDOM ENEMY LIST**. This corresponds to the **Spotted Jaguar**, whose enemy profile is **15 VITALITY**, **7 AGILITY**, and **1d6+2 DAMAGE**.

For this sample illustration of combat, **your player has 30 VITALITY POINTS**. You can choose from one of fifteen *kendama* maneuvers for both attack and defense. Here is an illustration of how such a battle might proceed round by round:

1. ROUND ONE

- a. **PLAYER ATTACK:** You successfully perform the *kendama* “Slice” maneuver (#3), which means you can roll 1d6+2 to determine damage inflicted on the Spotted Jaguar. The result of your roll is a 3. After adding the +2 modifier for this particular *kendama* maneuver, the total damage inflicted on the Spotted Jaguar for this round is 5. Now the Spotted Jaguar has 10 VITALITY POINTS remaining ($15 - 5 = 10$).
- b. **ENEMY ATTACK:** You roll 2d6 on behalf of the Spotted Jaguar to determine if its attack on you is successful or not: the dice add up to 7. Since 7 is equal to or lesser than the Spotted Jaguar’s AGILITY of 7, this is a successful attack. You then simulate the damage inflicted on you by the Spotted Jaguar (i.e., 1d6+2) by rolling 1d6 and adding +2. The result of the roll is 4. After adding the +2 modifier for the Spotted Jaguar, the total damage that will be inflicted on you if you cannot defend against this attack is 6 ($4 + 2 = 6$).
- c. **PLAYER DEFENSE:** You now get an opportunity to deflect or lessen the impact of the Spotted Jaguar’s attack by performing a defensive *kendama* maneuver of your choice. You successfully perform the “Stab” maneuver (#2), which allows you to deduct -1d6+1 from a successful enemy attack. You roll one die and the result is 2. After adding the +1 modifier of this particular *kendama* maneuver, the total damage you have managed to deflect is 3 pts. The end result is that you lose 3 VITALITY POINTS ($6 \text{ damage} - 3 \text{ defense} = 3 \text{ damage}$). You now have 27 VITALITY POINTS remaining. This round of combat is over.
 - i. If you failed to perform any *kendama* maneuver in defense, then you would have received the full blow of 6 damage pts.

2. ROUND TWO

- a. **PLAYER ATTACK:** You take a chance and fail to perform the more difficult *kendama* “Clobber” maneuver (#10)—which at 3d6+4 damage almost certainly would have likely killed your foe—and the Spotted Jaguar takes no damage. It still has 10 VITALITY POINTS remaining.
- b. **ENEMY ATTACK:** You roll 2d6 on behalf of the Spotted Jaguar to determine if its attack on you is successful or not: the dice add up to 9. Since 9 exceeds the Spotted Jaguar’s AGILITY of 7, this is an unsuccessful attack. You take no damage. This round of combat is over.

3. ROUND THREE

- a. **PLAYER ATTACK:** You successfully perform the *kendama* “Punish” maneuver (#7), doling out $2d6+4$ damage to the Spotted Jaguar. You roll $2d6$ and the result is 5 ($2+3$). After adding the +4 modifier for this particular *kendama* maneuver, the total damage inflicted on the Spotted Jaguar is 9 ($5+4 = 9$). It now has 1 VITALITY POINT remaining ($10-9 = 1$).
- b. **ENEMY ATTACK:** You roll $2d6$ on behalf of the Spotted Jaguar to determine if its attack on you is successful or not: the dice add up to 4. Since 4 is equal to or lesser than the Spotted Jaguar’s AGILITY of 7, this is a successful attack. You then simulate the damage inflicted on you by the Spotted Jaguar (i.e., $1d6+2$) by rolling $1d6$ and adding +2. The result of the roll is 6. After adding the +2 modifier for the Spotted Jaguar, the total damage that will be inflicted on you if you cannot defend against this attack is 8 ($6+2 = 8$).
- c. **PLAYER DEFENSE:** You attempt to deflect the impact of the Spotted Jaguar’s attack by performing the defensive *kendama* “Slice” maneuver (#3). Your attempt fails and you bear the full brunt of the Spotted Jaguar’s attack, which means you lose 8 VITALITY POINTS. You now have 19 VITALITY POINTS remaining ($27-8 = 19$). This round of combat is over.

4. ROUND FOUR

- a. **PLAYER ATTACK:** You successfully perform the *kendama* “Jab” maneuver (#1), doling out $1d6$ damage to the Spotted Jaguar. You roll $1d6$ and the result is 3 (there are no modifiers for this particular *kendama* maneuver). Since the Spotted Jaguar only had 1 VITALITY POINT remaining, this attack reduces that number to 0 and kills it. You have survived this encounter and may add one “flayed skin of a deadly enemy” to your Character Sheet. You may now move again on the map grid and roll $1d6$ to see whether or not you have encountered another random enemy. If you reach a **STORYLINE** entry this turn, however, you do not need to roll the die and can read the corresponding entry for that grid square.