

Ker Nethalas: Combat Flowchart

SETUP (SURPRISE & INITIATIVE)

Attempt Surprise (Optional)
Perform an opposed check:
PC Stealth vs. Enemy Mind.

Surprise Success
If PC wins, gain Initiative
automatically and +20 bonus
to first attack check.

Surprise Failure
If fails, PC suffers -20 penalty
to Perception check for
subsequent Initiative roll.

Standard Initiative Check
Resolve an opposed check: PC Perception vs.
Enemy Mind to determine who acts first.

THE COMBAT ROUND

Standard Action (1 per round)
The core of a turn, used for
attacking, using abilities, swapping
weapons, or attempting to flee.

Free Action (1 per round)
Small acts like speaking,
dropping an item, or using a
belt item.

Reactions (Unlimited)
Responses to triggers; each
Reaction after the first suffers
cumulative -20 penalty until next
round.

RESOLVING A PHYSICAL ATTACK

The Opposed Combat Check
Roll D100: Attacker's Weapon Skill vs. Defender's Combat Skill or Dodge.

Critical Success & Fumbles: Doubles below skill = Critical Success;
Doubles above skill = Fumble (roll on Fumbles table).

Attacker Win
Strike is successful;
proceed to calculate
damage.

Defender Win
Attack fended off;
defender must roll on
Defensive Move table
for bonus effect.

Double Failure
Both sides fail; defender
automatically suffers 1
point of unavoidable
damage.

RESOLVING A MAGICAL ATTACK

Spell Manifestation
Magical attacks from enemies do not require an
attack roll; effect manifests automatically.

Defensive Resistance Check
Target must pass a Spellward or Magic
Resistance check to avoid or diminish
spell's effects.

HIT LOCATIONS & DAMAGE

DETERMINE HIT LOCATION
Roll D20 on target's anatomy table.
Striking a Weak Spot (starred) doubles damage.

THE DAMAGE POOL
Roll all applicable dice (weapon + abilities +
bonuses) and select only the SINGLE HIGHEST
RESULT to apply as damage.

DAMAGE MITIGATION
Damage reduces Toughness, then Health.
Armor in Hit Location reduces incoming damage
after roll.

END OF COMBAT

Immediate Recovery
PC recovers D4 Toughness
immediately after the fight
is over.

Armor Integrity Check
Roll for Armor Integrity to
determine if gear was damaged
or requires repair at camp.