Determine Encounter

Roll encounter on *page 119-121*
Add Overseer Influence to creature
Apply any Growing Darkness buffs
Apply Level Adaptation

Initiative → Initiative Check [d100]

Surprise → Attempt to Surprise [d100]

Attempt to Surprise [d100]

Stealth check vs. Enemy Awareness
Use lowest follower Stealth
Use highest enemy Awareness
-10 Stealth per follower
+10 Stealth if Quick weapon
Success: **+20** to first attack
Fail: **-10** perception in initiative roll

Fail → Initiative Check [d100]

Success → Next Turn

Initiative Check [d100]

Perception check vs. Enemy Awareness
-10 per follower
Winner gets the first turn
Critical Fail: Opponent **+20** to 1st attack

Next Turn

Resolve any start of turn events
Attacker takes conditional damage (*Bleeding, Burning, Poison*, etc.)

Each combatant on a side gets a *turn*. Afterwards, swap attackers and defenders for next *round*.

PC's Turn → Resolve Check [d100]

Creature Turn → Creature Action [d6]

Resolve Check [d100]

If any creatures are frightening/horrifying:
Resolve check
Failure (Frightening): Lose 1 Sanity
Failure (Horrifying): Lose 2 Sanity
Roll *once* per round (whichever's worse)

Creature Action [d6]

Roll **d6** on the creature sheet
to determine attack action
Roll to determine target if multiple

Take Actions

Take 1 Free Action and/or 1 Standard Action
Standard Actions: Attack, Mastery ability, Flee, Use item, Swap weapons, Set down lamp, etc.
Free Actions: Mastery ability, Use/swap to belt item, Cease concentration, Drop item, Speak, etc.

Flee → Flee [d100]

Attack → Combat Check [d100]

Flee [d100]

Dodge check
Success: Backtrack to last room
Creatures fully heal when you camp

Combat Check [d100]

Each side makes a combat skill check:
+10 for Attacker
+Weapon Traits *(page 189)*
+Weapon Speed *(page 190)*
+Parry Bonus (e.g. shield, *page 193*)
+30 against prone opponent
-10 per disabled limb
-30 if targeting specific body part
-30 if dual wielding
-Reaction Penalty for defender

Magic attacks require no attack check
Defenders use Magic Resistance against Magic

Combat Outcome

ATK✔✔	Critical, unless DEF✔✔ > ATK, then Miss/DM
ATK✔ > DEF✔	Hit
ATK✔ < DEF✔	Miss/DM
ATK✔ & DEF✘	Hit
ATK✔ & DEF✘✘	Critical hit
ATK✔ & DEF✔✔	Miss/DM
ATK✘ & DEF✘	If attacker *skill* **+10** > defender *skill:* Hit Else: Miss/DM
ATK✘ & DEF✘✘	Hit
ATK✘ & (DEF✔ or DEF✔✔)	Miss/DM
ATK✘✘ & (DEF✔ or DEF✔✔)	Fumble and DM
ATK✘✘ & DEF✘	Fumble
ATK✘✘ & DEF✘✘	Nothing

ATK and **DEF** are rolls. ✔ is success. ✘ is failure. ✔✔/✘✘ are doubles
Roll **DM** (Defensive Moves) on *page 67* and Fumbles on *page 73*
Creatures DM/Fumble tables are in *VC2 pages 16-17*
Optionally: Sacrifice weapon/shield to fully negate a Critical Hit

Hit → Hit Location [d20]

Miss → End of Combat

Hit Location [d20]

Roll hit location *(page 69)*
Hitting weak spot is
a Critical Hit

Damage	
1:	0
2-4:	1
5-7:	2
8-9:	3
10+:	4

Determine Damage

Roll **d6** on Damage Table (**d4** unarmed)
Roll **double** for Critical Hits
+2 if Dual Wielding
+1 Slashing vs. unarmored body part
+1 Piercing if opponent hasn't had turn
Any modifiers apply to lowest die
Dice each deal damage individually

Damage Reduction/Modifiers

Apply Armor and any damage reduction
Bludgeoning damage ignores 1 Armor
Penetrating X trait ignores X Armor
Check damage type for Vulnerable (**2x**), Resistant (**0.5x**), Immune, or Restored

Resolve Damage

Apply damage to Toughness
After Toughness is 0, apply it to Health
If a limb was *targeted*, mark it disabled
Make defense checks for magic attacks

Reaction Penalty

Mark **-20** penalty *(cumulative)* to any physical/weapon skill that Defender used for rest of *round*

End of Turn

Resolve any end of turn events

Next Turn → Next Round?

Combat Ends → End of Combat

End of Combat

Integrity check used armor:
1-2: Drop down to next die
After d4: Armor is destroyed

Recover **d4** Toughness
Gain **+50xp**
Check for spoils
Companions are fully healed
Update personal goals

If Overseer defeated:
Recover **1d4** Sanity
Gain another **+150xp**

Next Round?

Clear **-20** Reaction skill penalties if end of *round*