

Empire of the Petal Throne Combat Reference Sheet

TABLE I: MEN ATTACKING MEN OR OTHER CREATURES

DEFENDER'S ARMOUR CLASS	DESCRIPTION	ATTACKER'S LEVEL AND 20-SIDED DIE SCORE NEEDED TO HIT (unadjusted for bonuses)				
		1-3	4-6	7-9	10-12	13-Up
1	Plate Armour and Shield of Iron / Steel	19	16	13	10	7
2	Plate Armour and Shield of Chlén-hide	18	15	12	9	6
3	Plate Armour	17	14	11	8	5
4	Chainmail and Shield	16	13	10	7	4
5	Chainmail	15	12	9	6	3
6	Leather Armour and Shield	14	11	8	5	2
7	Leather Armour	13	10	7	4	2
8	Shield Only	12	9	6	3	2
9	No Armour	11	8	5	2	1

LIKELIHOOD OF SPELLS WORKING

Level I:	60 percent chance that a spell does NOT work
Level II:	50 percent chance that a spell does NOT work
Level III:	40 percent chance that a spell does NOT work
Level IV:	30 percent chance that a spell does NOT work
Level V:	20 percent chance that a spell does NOT work
Level VI:	15 percent chance that a spell does NOT work
Level VII:	10 percent chance that a spell does NOT work
Level VIII:	5 percent chance that a spell does NOT work
Level IX, up	0 percent chance that a spell does NOT work

TABLE II: NONHUMANS, ANIMALS, ETC. ATTACKING MEN OR OTHER BEINGS

DEFENDER'S ARMOUR CLASS	20-SIDED DIE SCORE NEEDED TO HIT BY BEING'S HIT DICE LEVEL:							
	1 or less	1+1	2-3	4-5	6-7	8-9	10-11	12 and up
1	18	17	16	15	14	13	12	11
2	17	16	15	14	13	12	11	10
3	16	15	14	13	12	11	10	9
4	15	14	13	12	11	10	9	8
5	14	13	12	11	10	9	8	7
6	13	12	11	10	9	8	7	6
7	12	11	10	9	8	7	6	5
8	11	10	9	8	7	6	5	4
9	10	9	8	7	6	5	4	3

Turn = 10 Minutes

Combat Round = 1 Minute

Surprise: 1 or 2 on d6 indicates that the OTHER party is surprised (No surprise if both roll 1 or 2)

Initiative: High roll wins for side

Natural 20 = Double damage; if followed by 19 or 20 then target is instantly killed. Double only dice of damage – add the bonuses just once.

Missile Weapons:

Long range: UP one level on table.

Close Range: DOWN one level.

See 722, p.32 for weapon ranges.

Typical Weapon Damage = 1d6
Daggers and light missiles = 1d4
Battleaxes, flails, maces, pikes, halberds etc. = 1d6+1, require Strength of 80+
N'luss sword = 1d6+2, Strength 90+

Broadsword and dagger user: Two attacks per round, each -1 to hit.

Dying Blow: Combatants always get to strike during any combat round in which they are engaged. If slain before their turn they get to take an attack as their “dying blow.”

MORALE

DAMAGE DICE

ATTACKER'S LEVEL	NUMBER OF HIT DICE DEFENDER CAN TAKE:							
	1	1+1	2-3	4-5	6-7	8-9	10-11	12 and up
I	1	1	1	1	1	1	1	1
II	1	1	1	1	1	1	1	1
III	1	1	1	1	1	1	1	1
IV	2	1	1	1	1	1	1	1
V	2	2	1	1	1	1	1	1
VI	3	2	2	1	1	1	1	1
VII	3	3	2	2	1	1	1	1
VIII	4	3	3	2	2	1	1	1
IX	4	4	3	3	2	2	1	1
X	5	4	4	3	3	2	2	1

PERCENTAGE REMAINING	2d6 SCORE NEEDED TO FIGHT ACCORDING TO HIT DICE LEVEL:							
	1	1+1	2-3	4-5	6-7	8-9	10-11	12-up
30	8	7	6	5	4	3	2	1
25	9	8	7	6	5	4	3	2
20	10	9	8	7	6	5	4	3
10	11	10	9	8	7	6	5	4
5	12	11	10	9	8	7	6	5