

PANDEMONIUM COMBAT SHEET

STEP 1: INFLATE COMBAT

Enter your opponent's COMBAT ZONE. Announce the the COMBAT PHRASE ("Bite Me, Farboy!"). If your opponent has any special ability which allows them to exit combat, they must use it at this time. For a Big Combat (combats with more than two characters) all characters must divide into two sides; the Attackers and the Defenders.

STEP 2: CALCULATE SCORES

Each character involved in the combat must decide what weapons they will be using, who they will be using them against, and what the intended result will be. Declare your decisions to your opponent(s). Attackers go first. If any of the characters have magical protections or immunities against the weapons being used against them, they must declare them at this time. Opponents are allowed to change the items used in their attacks in response to this declaration. Calculate your individual combat score NOW.

Current Brawn Total
(Use the number of points currently available in your Brawn Pool.)

Weapon Skill Bonus
(Decide and declare what skill you will be using in this combat. Add together the skill scores to get your bonus.)

Combat Discipline Bonus
(Decide and declare what disciplines you will be using in this combat. Add together the discipline scores to get your bonus.)

Special Bonuses

Points from Psyche Pool
(If you have the discipline "Augment Brawn with Psyche" you may use points from your Psyche Pool to add to your Combat Total.)

Magical Weapon Bonus
(If you have any magical weapons that you are using in the combat you may add the item's score to your Combat Total.)

Spell Augmentation Bonus
(If you have any active spell which add to your points in combat you may add the spell's score to you Combat Total.)

COMBAT TOTAL (Add together the numbers from the above boxes to get your Individual Combat Total.)

TEAM COMBAT TOTAL
(For a Big Combat add together the Combat Totals of all the participants on your team to get your Team's Total.)

STEP 3: BIDDING CONTEST

For a Big Combat the Attackers and Defenders must each assign a single character to be the bidder for the entire group. The Attacker begins the bidding by bidding a number between 1 and their Combat Total. The Defender responds with a number between the Attacker's bid and their Combat Total. Bidding continues until one of the combatants runs out of points. (There are no ties. Every bid must be greater than the previous bid.) Whichever side could bid the highest becomes the Winner.

FINAL BID (Record the final bid by the Winner here.)

STEP 4: RESULT

The Winner decides what they want to do to the Loser. Choose one of the four possible results of combat for each of the characters on the Loser's team. The Four Possible Results of Combat are: Kill (The Loser is dead.), Incapacitate (The Loser is unconscious), Subdue (The Loser is restrained.), Avoid (The Loser must go away from you for 5 minutes.) Before combat is finished you must subtract the amount of Brawn you spent in the Combat Bidding from your Brawn Pool. For Big Combats use the formula below.

Final Bid

-

=

Team
Damage

÷

Number of participants
on team.

=

Brawn Damage for each
character on your team.