

## RANDOM NUMBER TABLE

1	3	9	3	2	7	5	0	2	5
5	6	2	5	1	3	8	4	3	5
7	6	7	8	1	4	3	1	5	4
4	0	8	7	3	0	8	7	2	5
7	4	0	0	9	6	2	0	8	1
1	6	7	9	6	9	0	3	3	9
8	9	2	8	1	3	4	9	7	1
6	3	0	7	5	0	5	4	6	6
7	2	1	4	2	9	6	4	2	6
0	9	6	4	8	2	8	5	8	3

## COMBAT RULES SUMMARY

1. Add your COMBAT SKILL to any extra points given to you by your Weapons, Backpack Items, Special Items, or Kai Disciplines.
2. Subtract the COMBAT SKILL of your enemy from this total. The result = Combat Ratio.
3. Pick a number from the *Random Number Table*.
4. Turn to the Combat Results Table.
5. Find your Combat Ratio along the top of the chart and cross-reference it to the random number you have picked. (E indicates loss of ENDURANCE points to enemy. PC indicates the Player Character's loss of ENDURANCE)
6. Continue the combat from Stage 3 until one character is dead. This is when ENDURANCE points of either character drop to 0.

## TO EVADE COMBAT

1. You may only do this when the text of the adventure offers you the opportunity.
2. You undertake one round of combat in the usual way. All ENDURANCE points lost by the enemy are ignored; only the Player Character (PC) loses ENDURANCE points.
3. If the book offers the chance of taking evasive action in place of combat, it can be taken in the first round or any subsequent round unless specifically stated otherwise.