

The Fighter's Manual

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Welcome to the pits

> *She was not the strongest, but she was strong. She was not the fastest, but she was fast. She was not free, but she never stepped back.*

Slave Pits is a one-on-one fighting game that also narrates one of the most important moments of Calima history. Captured by the Empire of the Star Worshippers, a slave rises from the mud of the fighting pits to the sand of the coliseum, to face the corrupt Emperor's son.

The fights are duels of **timing and reading**. You attack, parry or dodge in three directions, while you manage your **life**, your **stamina** and your **balance**. Between fights you choose your weapons and armour, buy **talents** with the **reputation** you earn, and pay for **services** that give you an edge in the next fight.

This manual explains how the game works: its menus, every rule of a fight, how to build a fighter, and each of the game modes. The second half is a reference: every talent, every constellation and every opponent you can meet.

The game modes

- **Story.** One heroine, a clear beginning and end, and choices along the way that change the playthrough. Three chapters: the Pits, the Caravan and the Coliseum.
- **Tournament.** Pick one of six fighters, each with a past and gameplay of their own, and fight through the same three chapters in which you will have to carefully manage your resources and decisions. Its **Endless** variant is a climb to fame that never ends and a fighter who keeps growing.
- **Duel.** One fight, set up exactly as you want it: against the computer, or against a friend.

Editions

Edition	What it gives
Free edition	The first chapter of every mode: a third of the game, for free and for as long as you like.
Complete edition	The whole game.
Supporter edition	The whole game, plus cosmetic and comfort extras. Thank you for your support!

The supporter extras are:

- changing your fighter's build, arms and colours, and extra portraits;
- playing any of the game's songs from the options;
- the bonus boss arenas and songs in duels;
- two more save slots for the story;
- a gold mark on your portrait.

None of them makes a fighter stronger, but helps Calima universe to grow further!

Installing the game

Slave Pits runs on computers (Windows and Linux) and on Android phones and tablets. Download it from **calimasaga.com**. On a computer, unpack the download and start the game from its folder: there is nothing else to install.

Every copy starts as the free edition. If you bought the game, press **Validate key** on the main menu and enter your key: the full game unlocks at once, and stays unlocked offline. A complete edition becomes a supporter edition the same way, with **Update key**.

Getting started

The main menu

- **Play** opens the game modes: Story, Tournament and Duel.
- **Options** sets up the game (see below).
- **Credits** shows who made the game.
- **Exit game** closes it.

Press **F1** on any screen to open the **lexicon** (see the end of this chapter). **Escape** pauses a game in progress, with Resume, Options, Main menu and Exit game.

The game is laid out for a phone held upright. On a screen wider than that, such as a computer or a tablet turned sideways, the bands on each side of the game show **side panels** with more in-depth information about every screen: what each part of it does and what your choices there mean, your fight's numbers during combat, and quotes on the menus. They are an extra for wide screens only: everything you need to play is also in the game's own screen.



The main menu.

Options



The options, opened from a game in progress.

- **Language:** English, Spanish or Catalan.
- **Resolution** and **Fullscreen**, on computers.
- **Input:** keyboard, mouse or touch. Each gives you a different time to react, and **your opponent is held to the same delay**, so a duel is fair on any of them: keyboard 200 ms, the quickest to answer with and the quickest opponent; touch 500 ms; mouse 600 ms, the most room for you to choose, and the slowest opponent.
- **Music volume** and **Sound volume**.
- **Violence filter:** tones down the blood.
- **Retro:** redraws the game to pixelated art in a small palette.
- **Track** (supporter edition): plays any of the game's songs. It is only offered when the options are opened from the main menu.
- **The keys**, for the keyboard (see Controls).

Controls

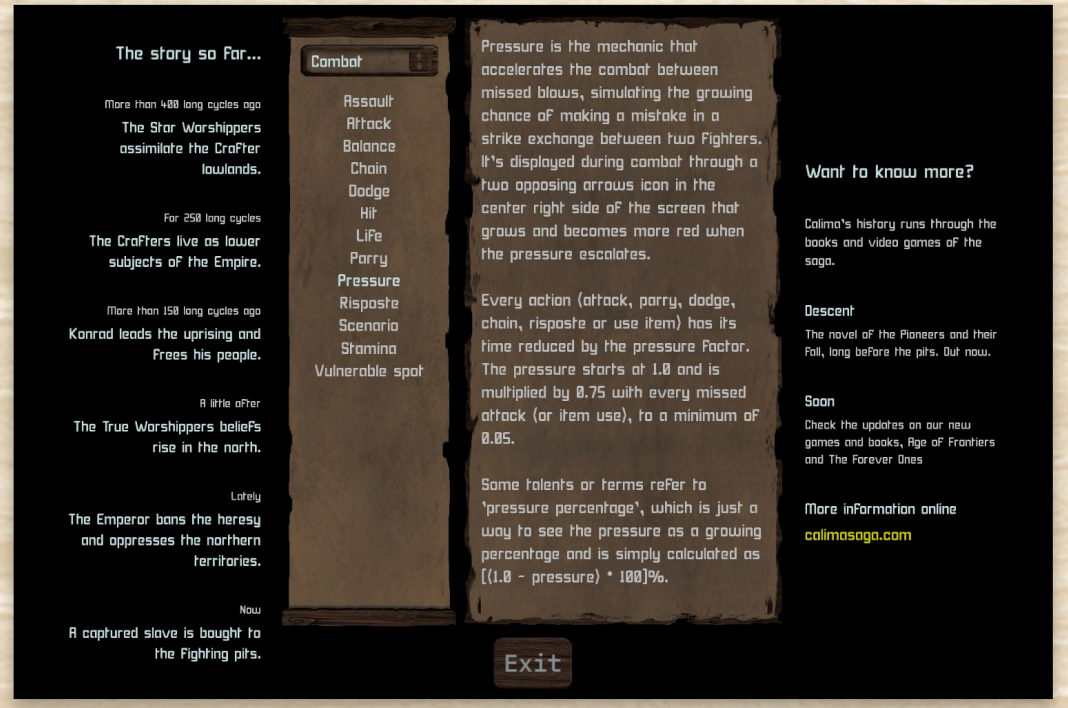
A fight is played with the **combat buttons**, which appear on screen when an action is possible. With a mouse or a touch screen, click or tap them; you need not be exact, since a press anywhere in a generous zone around a button counts as that button. With a keyboard, use these keys (they can be changed in the options):



Key	Action
W	Attack or parry in the middle
A	Attack or parry on the left
D	Attack or parry on the right
J	Dodge to the left
K	Dodge to the right
U	Use your thrown item
I	Use your surge
Space	Next (continue a text)
F1	Open the lexicon
Escape	Pause

The same three keys attack and parry: what they do depends on the moment, since you can only attack when nobody is attacking you, and only defend while you are being attacked.

The lexicon



The lexicon explains every term the game uses.

The **lexicon** is the game's own encyclopedia, opened with **F1** or the on-screen button. Pick a category and a term to read it:

- **Combat, General and Effects:** every rule and term in this manual, in the game's words.
- **Talents:** every talent.
- **Constellations:** suggested builds (see *Your fighter*).
- **Opponents:** every opponent you have beaten, with their history.
- **Lore:** the world of Calima and its factions.

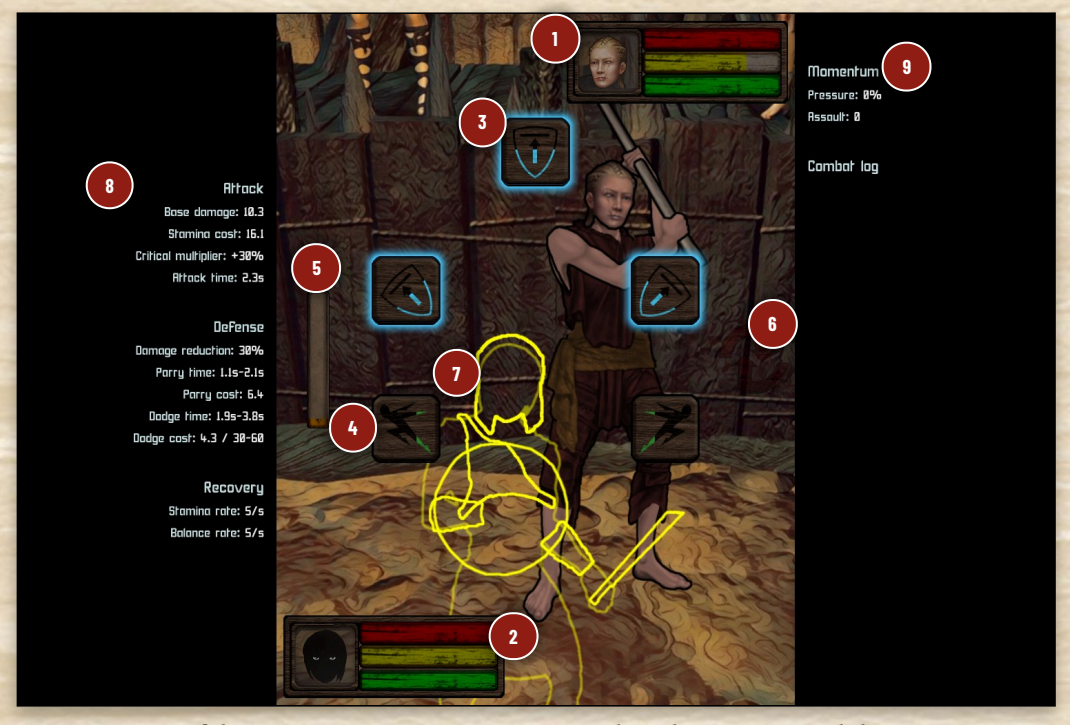
Info online

Slave Pits is one part of the **Calima Saga**, and its home is **calimasaga.com**:

- **The wiki** (calimasaga.com/wiki) holds everything in this manual and the lexicon, and more: talents, constellations, opponents, weapons and the history of Calima, to read away from the game.
- **The forum** (calimasaga.com/forum) is the place for questions, tactics, suggestions and **bug reports**. If something in a fight does not behave as this manual says, tell us there.
- **Downloads** (calimasaga.com/forum/downloads) has the latest version of the game.
- **The blog** brings the news: updates, new content and the rest of the saga's books and games.

The fight

The combat screen



A fight on a computer screen: your opponent attacks, and you can parry or dodge.

1. **Your opponent:** portrait, and the **life** (red), **stamina** (yellow) and **balance** (green) bars.
2. **You:** the same, for your own fighter.
3. **The parry buttons** (blue shields): left, middle and right.
4. **The dodge buttons** (green running figures): left and right.
5. **The surge bar** (orange). When it is full, the surge button appears.
6. **The pressure** icon. It grows and turns red as the pressure rises.
7. **Your fighter**, seen from behind as an outline, so you can see your opponent through it.
8. **Side panel** (computers only): your attack, defence and recovery numbers, live.
9. **Side panel:** the pressure and assault, and the **combat log**, which lists what each blow did and which talents it set off.

Your opponent stands in front of you, and every blow they throw can be read in their movement: the direction their weapon is moving is the direction of the attack. Reading that movement in time and managing smartly your resources is the whole art of the game.

Taking turns

When both fighters are idle (and at the start of a fight), the chance to attack passes back and forth between them. The attack buttons show for **1 second**, then the chance goes to the other fighter. When it is your turn, you may attack or let the chance pass.

The fighter who attacks swings; the other has a short window to defend. Then, depending on how it went, one of them may get to strike again at once (see *Chain and risposte*), or both go back to waiting.

Attack

Three red swords show where you can attack: **left, middle and right**. An attack costs the stamina of your weapon, raised by your armour (some talents lower it). If you do not have enough stamina, the button shakes and nothing happens.



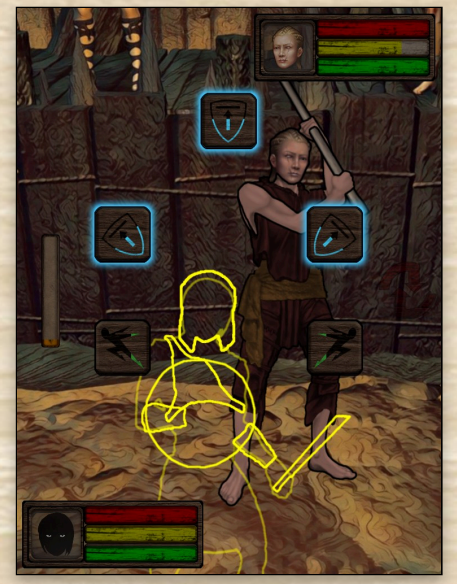
Your turn to attack. The violet border marks the vulnerable spot, here on the left.

Each attack takes its **attack time**, which depends on the weapon, your talents and the pressure. During it your opponent can parry or dodge.

If you carry a thrown item, the **use item** button appears with the attack buttons. After each use the item needs 60 seconds to be ready again, and the button shows the time left.

Parry and dodge

- **Parry** towards the **same** side the blow is moving. If your opponent's weapon swings to your left, parry left. A parry costs **6 stamina**, plus what your armour adds. A perfect parry stops the whole blow; the worst one still lets through half its damage.
- **Dodge** towards the **opposite** side. If the weapon swings to your left, dodge to the right. A blow in the middle can be dodged to either side. A dodge costs **4 stamina** and **60 balance**, and you cannot dodge without that much balance. A perfect dodge costs only half the balance.



You are being attacked: parry (blue) or dodge (green).

Some weapons leave more time to parry, others more time to dodge (see the weapons in *Your fighter*). A blow you do not answer, or answer on the wrong side, is a **hit**.

Timing: deviation and critical hits

Every combat button plays a short animation with a **shining centre**. The closer to that centre you press, the lower the action's **deviation**, and the better it works:

- an **attack** with less deviation leaves your opponent less time to defend, and gives you more time to chain if it hits. An attack with **no deviation at all is a critical hit**, which adds your weapon's critical multiplier to the damage;
- a **parry** with less deviation lets less damage through;
- a **dodge** with less deviation costs less balance;
- a better parry or dodge gives you more time for your risposte, and adds less to its stamina cost.

Pressing early is as bad as pressing late. Watching the centre for the best possible deviation is the most important factor for efficiency in fighting... after pressing the right button, of course!

Chain and risposte

- **Chain:** after you land a hit, the attack buttons appear again at once, and you may strike again. How long they stay depends on how good your hit was.

- **Risposte:** after you parry or dodge a blow, you may strike straight back. The worse your defence was, the more stamina the risposte costs: nothing extra after a perfect parry or dodge, up to 50% more after the worst one, on the same curve as the damage a parry lets through.

A chain or risposte you do not take is lost, and both fighters wait again.



A critical hit: the screen shakes and the camera closes in.

Pressure and assault

Pressure builds while nobody lands a blow, and makes everything faster: every action takes less time. It starts at 1.0 and is multiplied by 0.75 with every missed attack, down to 0.05. The game often shows it as a percentage: 0% at the start, close to 100% at the end of a long exchange. A hit takes away half the pressure, and the chained attack is made with the rest; after the chain it resets.

Assault is the number of strikes in a row from the same fighter. It favours the aggressor: every point shortens the other fighter's time to react by another 10%, up to 60% at six points. A hit, or a strike from the other side, resets it. It shows as small double arrows by the pressure icon: blue below it when it favours you, red above it when it favours your opponent.

The vulnerable spot

At every attack offered, one direction is marked with a **violet border**: the opponent's vulnerable spot. A hit there deals **15% more** base damage, and talents like Deadly Instinct and High Ground raise it further. It moves every time an attack is offered: at each exchange, at each chain or risposte, and whenever the chance to attack passes to the other fighter.

Life, stamina and balance

- **Life:** lose it all and you lose the fight. It never comes back during a fight; rest between fights brings some back.
- **Stamina:** spent by every attack, parry and dodge. It comes back at **5 points per second** while you are not attacking.
- **Balance:** spent by dodging. It also comes back at **5 points per second** while you are not attacking.

A standard fighter's bars hold 100 points each. Running out of stamina in the middle of an exchange is the most common way to lose a fight: it is not always the best tactic to attack as often as you can, or to use each chain and/or risposte opportunity...

Surge

Surge is the orange bar. It fills by **1 point every second** while your stamina recovers, and faster when you take damage. Some talents fill it in other ways (Pound, Rend, Encircle, Stand, Endure).

When the bar is full, the **surge button** appears (key **I**). By default, using it restores at once **25% of your stamina and 35% of your balance**. The surge talents (Gale, Sunder, Off-balance Grab, Impending Aggression and Bulwark) give it a different effect instead, used at the moment the talent names. The button's border takes the colour of the effect it would have right then.

Used at the right moment, a surge can turn the flow of a fight. Even the default one, fired in the middle of a long exchange, can let you win a high-pressure exchange you were about to lose; the surge talents can make your next few strikes a nightmare for your opponent.



The surge button (bottom left), ready to use.

Combos

A **combo** is a sequence of actions in a strict order that ends in an attack: for example, dodge to one side, then attack on that same side. Combos come from talents, and their final blow causes an effect: bleeding, stunned, exhausted, an extra critical multiplier... The talents list each one, in the form *Combo (dodge ANY SIDE, attack SAME SIDE)*.

Some combos end with a blow that can only be fully avoided with one particular defence. **Speed lines** on the attack hint at the right one by their direction and colour.

Effects

Effects are timed. **Buffs** (blue) help the fighter who has them; **debuffs** (red) hurt. Their icons show on screen while they last.



Frenzy
While the buff is in effect, the attack time is reduced 25% and the base damage is reduced 20%.



Ready
While the buff is in effect, the character's first attack has its attack time reduced 25%.



Adrenaline
While the buff is in effect, the character recovers stamina during his attacks at x4 the idle speed.



Bleeding
The character loses a fixed amount of life shown on the debuff icon (1 per second for a regular bleeding), for as long as the debuff lasts.



Weakened
While the debuff is in effect, the base damage is reduced by the weakened percentage.



Rage
While the buff is in effect, the attack time is increased 10% and the base damage is increased 35%.



Charged
While the buff is in effect, the character's first attack has its base damage increased 50%.



Stunned
The screen goes dark and shakes, and your parry, dodge, chain and risposte times are reduced 25%. An opponent controlled by the game is affected in a similar way.



Exhausted
While the debuff is in effect, stamina and balance recover slower, by the exhausted percentage.

Thrown items

A thrown item is bought as a service before the fight. Use it with the **use item** button when you can attack. It does no damage, but on a hit it causes its effect:

- the **throwing shard** causes bleeding; it is hard to parry and easier to dodge;
- the **klag powder** stuns; it is hard to dodge and easier to parry;
- the **combat net** exhausts; it is a bit hard to dodge or parry.

You can carry only one kind of thrown item at a time.

Scenarios

Some fights of the story and the tournament take place in a special **scenario**. It hinders only you, never your opponent:

- **caltrops** make every dodge cost more and leave less time for it;
- a **cage** does the same to every parry;
- **barricades** soak up the damage you deal, until they break;
- **hot coal** burns you for every action you take with any deviation, the more the worse your timing.

Damage, armour and tiers

The damage of a hit starts from the weapon's **base damage**, which talents, effects and the vulnerable spot raise. A critical hit adds the weapon's critical multiplier (+30% means 30% more). The defender's armour then takes off its **damage reduction**.

Weapons and armour come in three tiers: **wood, carapace and iron**. A weapon one tier above the best armour piece the defender wears deals **10% more** damage, and two tiers above **25% more**. A defender with no armour counts as wood.

Improvised weapons

Now and then the story leaves the heroine with whatever is at hand: a coiled rope for a whip, a broken post for a hammer, a stolen blade. An **improvised weapon** fights like the weapon it imitates, but deals **10% less** base damage, counts as wood against armour, and no upgrade service can improve it.

Winning and losing

The fight ends when one fighter's life reaches 0. What happens next depends on the mode: the story usually goes on, win or lose; the tournament pays you for a win, but a defeat ends your run; the endless ladder moves you up or down a step.

Your opponent talks during the fight, too: taunts and boasts that tell you something about who they are.

Heroic recovery. When you start a story, you may choose up to three heroic recoveries for the whole of it. When the heroine falls with one left, the screen turns grey and a count starts: *"But that was not the end..."*. Five seconds later she stands again, with half her life, and at least half her stamina and balance.

The fight is kept. A story or tournament fight is saved at every exchange. If you close the game in the middle of a fight, **Continue** takes you back to it, at the exchange where you left.



A won duel. In a duel you can fight another round at once.

Your fighter

Reputation and profits

Reputation is both your fame and your fighting skill: you earn it by fighting, and you spend it on talents. It shows as two numbers, like *200 / 281*: what you have spent on talents, and what you have earned in all. Each chapter of the story and the tournament caps how much reputation you can hold: 800 in the Pits, 1,600 on the Caravan and 2,500 in the Coliseum.

Profits buy services. In the story they are not money but the favour of your current overseer: they depend on how your last fight went, they are spent before the next one, and they cannot be saved. In the tournament they are real coins, which you earn and spend on equipment, talents, training and services.

Weapons

The weapon decides your style more than anything else. Changing weapons between fights to suit the next opponent is one of the most important decisions of the game.



The equipment screen: your slots around the figure, the choices below, and the weapon's numbers.

- **Two-handed weapons** (hammer, axe, longsword, spear) hit harder. They are harder to parry, but easier to dodge.
- **One-handed weapons** go with a second weapon or a shield in the **off-hand**, and every off-hand gives its own bonus. There is no advantage in fighting with one one-handed weapon alone.
- **Swords and longswords** are fast and light: cheap to swing, good for combos and effects on a hit, but low in damage on their own.
- **Hatchets and axes** are slow, with a very high critical multiplier: a lot of damage with the right talents, and a good choice against armour.
- **Maces and hammers** are the heaviest and cost the most stamina, but are well rounded. A good weapon to learn to manage your stamina with.
- **The whip** is harder to parry than any other one-handed weapon, and **the spear** harder to dodge than any other two-handed one; both are weaker in other ways.
- **The dagger** is a lesser weapon, best kept for the off-hand, unless you learn to make the most of it (the bandit and the assassin know how).

Every weapon also causes an effect on a hit, which the talent **Tools of the Trade** sets off.

Armour

Armour takes off a share of the damage of every hit you receive, at a price: every action costs more stamina, and some get slower. There are three pieces: the **cuirass**, the **helmet** and the **bracers**. Their reductions add up: a full set of wood takes off 30% of the damage, a full set of iron 70%.

- Heavy armour suits fighters who parry and take hits. Talents like **Protection** lighten its penalties, and others, like **Heavy Blow** or **Conviction**, turn the blows taken into an advantage.
- Because armour makes dodging harder and more tiring, fighters who use that defence usually wear no armour (very risky) or just enough that their **Protection** talent can offset it. It also opens the way to the **Armored Confidence** talent, which makes dodging far more manageable.
- Something in between, like a cuirass alone, or a helmet and bracers, is a safe choice while you learn.

A mace in the off-hand cuts through armour, and **Sunder** ignores it completely: against those, lighter armour may be wiser.

Weapons and armour at a glance

	Weapon	Hands	Damage	Critical	Stamina	Attack	Parry	Dodge	Effect on a hit
	**Dagger**	1	7.5	+25%	15	3s	x1	x1	Bleeding 1 life per second, 10s
	Off-hand bonus: Your dodge costs 20% less balance								
	**Mace**	1	20	+15%	25	3s	x1	x0.5	Stunned 25%, 20s
	Off-hand bonus: The damage reduction of your opponent's armor is reduced by 35%; if your opponent's parry deviation is not 0, it gets 10 more								
	**Hatchet**	1	15	+30%	20	3.3s	x1	x0.5	Exhausted 20%, 20s
	Off-hand bonus: Your opponent's parry costs additional stamina equal to 35% of your weapon's stamina cost								
	**Sword**	1	10	+10%	15	2.7s	x1	x0.5	Bleeding 1 life per second, 10s
	Off-hand bonus: After you hit your opponent, the pressure is only reduced by 25%								
	**Whip**	1	7	+10%	22.5	2.4s	x0.8	x0.5	Stunned 25%, 20s
	Off-hand bonus: —								
	**Hammer**	2	25	+15%	30	3s	x0.5	x1	Stunned 25%, 20s
	Off-hand bonus: —								
	**Axe**	2	18.5	+30%	24	3.3s	x0.5	x1	Exhausted 20%, 20s
	Off-hand bonus: —								
	**Longsword**	2	12.5	+10%	18	2.7s	x0.5	x1	Bleeding 1 life per second, 10s
	Off-hand bonus: —								
	**Spear**	2	9	+25%	30	2.7s	x0.5	x0.8	Exhausted 20%, 20s
	Off-hand bonus: —								
	**Shield**	1	*off-hand only*						
	Off-hand bonus: Your parry deviation is reduced by 10%								

Attack time is the base time of the swing. Parry and dodge are how much of the normal time the *defender* gets against that weapon: x0.5 is half the time, so a hammer is hard to parry and a sword hard to dodge.

	Piece	Damage reduction	Stamina cost	Attack time	Dodge time
	**Cuirass**	20% / 30% / 40%	+7% / +12% / +17%	x1.05 / x1.1 / x1.15	x0.9 / x0.85 / x0.8
	**Helmet**	5% / 10% / 15%	+2.5% / +5% / +7.5%	—	x0.95 / x0.9 / x0.85
	**Bracers**	5% / 10% / 15%	+2.5% / +5% / +7.5%	x1.05 / x1.1 / x1.15	—

Each value is for: Wood / Carapace / Iron

Tiers

Your equipment is wood unless you pay for better. The **weapon upgrade** and **armour upgrade** services let the equipment screen offer you carapace, then iron. Wood armour is always at hand, and the armour upgrade raises every piece at once for the next fight.

The talent sky

Talents are bought with reputation, and are shown as a sky of stars. Tap or point at a star to read it, and buy it if you can.

- **Five base talents** open the sky: Quickness, Aim, Reaction, Block and Protection. Each has three levels, which cost 100, 200 and 300 reputation.
- **Forty-five derived talents** cost 100 each, but need other talents first. The sky shows only the stars you can reach; **Show all** shows the rest.

Every talent is described in the compendium at the end of this manual.



The talent sky. The five base talents shine at its centre.

Constellations

A **constellation** is a set of talents chosen to fight one particular way: what other games call a *build*. The lexicon offers seven, each costing 1,600 reputation, as a starting point for those who want guidance. They are listed with their talents in the *Constellations* chapter.

Services

Services give you an edge in the next fight: a thrown item, better equipment, or a starting bonus. In the story you buy them with your profits before every fight. In the tournament you buy them from a dealer, and can stock them for later fights. In a duel each one costs 100 reputation, from the same pool as your talents.



Services are bought before a fight.

- **One thrown item at a time.** You can take only one kind into a fight: shard, powder or net.
- **Equipment choice** matters most in the story, where only some weapon types are on offer before each fight. With it, all of them are.
- **Care** is the one to reach for when you are losing more life than rest gives back: wounds carry over from one fight to the next.
- **Rewards bring services too.** Some events and story choices keep one coming on its own: a smith who prepares your weapon before each fight, informants who talk about your next opponent, or supplies that make a whole kind of service cheaper or free.
- **In the tournament, services stack.** Keep a stock of the ones your build leans on, and sell the rest back for two thirds of their price.



Throwing shard
Thrown: bleeding, 15 s. Hard to parry, easier to dodge.



Klag powder
Thrown: stunned 25%, 30 s. Hard to dodge, easier to parry.



Combat net
Thrown: exhausted 20%, 30 s. A bit hard to parry or dodge.



Armor upgrade
Armour of a higher tier for the fight.



Weapon upgrade
Weapons of a higher tier for the fight.



Equipment choice
Every weapon type on offer.



Care
More life back while resting.



Rumors
Know your next opponent; a little easier to beat.



Concoction
Start with half a surge bar, never less than a quarter.

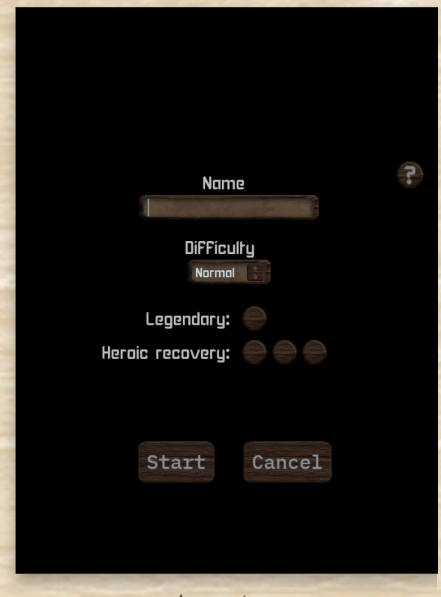
The story

A new story

Choose an empty slot to start a new story, or a used one to continue it: there are three slots, or five in the supporter edition. A new story asks for:

- **A name** for the slot.
- **Difficulty:**
  - **Normal**, friendly for any player more interested in the story than the skill;
  - **Hard**, an interesting challenge, but within reach of a regular player;
  - **Hardcore**, which needs good reflexes and a good knowledge of the rules.

  Every difficulty leads to the same story, the same endings and the same content. Choose the one you will enjoy: you will always experience the full story and you can re-try later with another setting if you want a different type of challenge.
- **Legendary:** the heroine cannot lose a single fight. One defeat, and the story is over for good.
- **Heroic recovery:** up to three falls the heroine can stand up from (see *The fight*).



A new story.

The tutorial

The story opens with the heroine's capture, and with the lessons of the **Old Warrior**, her village's teacher, coming back to her in her first fight. The tutorial teaches each move in turn, and waits for you to get it right. You can skip it when you start a story.



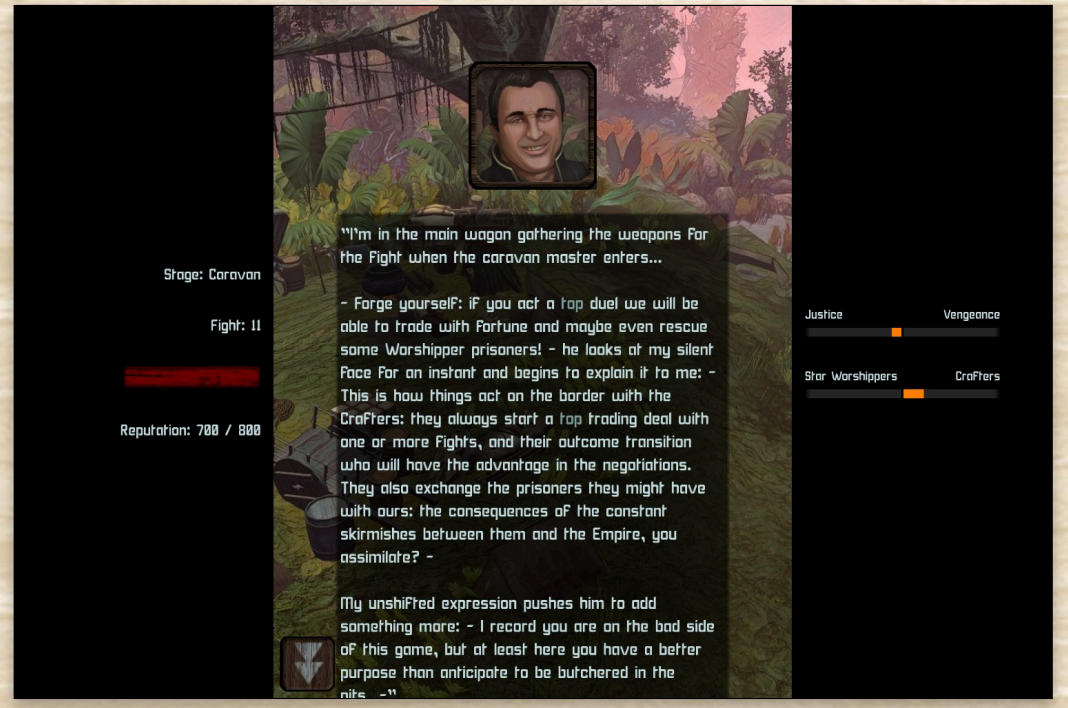
The tutorial teaches the fight one move at a time.

Three chapters

1. **The Pits.** Sold to the slave fighting pits, the heroine fights other slaves in the mud, for a crowd that bets on who falls first. Each of them has a story, and maybe a favour to ask.
2. **The Caravan.** An imperial caravan master buys her and takes her east, to fight in the Crafter halls of the border, on a road of raids and hard choices.
3. **The Coliseum.** In Polis, the capital, three Houses rule the coliseum: the House of Fire, the House of Iron and the House of Fortune. Above them sits the Prince.

   Each chapter raises the reputation you can hold, and your opponents grow stronger with it.

Between fights



The story, told in the heroine's own voice. On a computer, the side panels show the chapter, the fight, your life and reputation, and the factions.

Between fights the story goes on: events, conversations with the other slaves, and **decisions**. Choose an answer with its button, or with the number keys.

Your decisions move you along two **faction** scales, which decide which events you see and which House of the coliseum takes you in:

- **Star Worshippers or Crafters:** loyalty to the ideals of the True Worshippers despite the faults of the Empire, or the savage fight against its corrupt ways, slavery above all;
- **Justice or Vengeance:** what is fair and good for others, or the most direct road to the heroine's goal.



Preparing for the next fight.

Before every fight, the **preparation** screen shows your overseer's words, your next opponent, and the equipment, talent and service buttons. The **journal** (bottom left) keeps what you have learned and the rewards you carry. The arrow (bottom right) starts the fight.

Before a fight, if you have **rested** properly, you will recover part of the life you lost; the **care** service can also recover it, by itself or in addition.

The fights themselves are not always plain duels. Some events and decisions expect a particular outcome: to win with plenty of life left, or with very little (half your life is the line); to win fast, or to hold out long enough (three minutes is the line); to face two opponents one after the other; or to fight in a strange setup, like the scenarios in *The fight*.

Losing

Most fights in the story can be lost: the story goes on, with less reward and more wounds. A few decisive fights cannot, and losing one of them is **game over**; you can then try that fight again. With **Legendary**, every defeat is final.

The tournament

The **Tournament** menu offers two modes: **Classic**, described here, and **Endless**, which has a chapter of its own.

Pick a fighter and face your opponents one at a time, through the same three chapters as the story: the slave pits, then the Crafter halls on the border, then the coliseum, which ends with the tournament's champion.

The tournament plays differently from the story:

- **Coins are real.** You earn them in fights and events, and spend them with the **smith** (weapons), the **dealer** (services), the **master** (talents, at as many coins as their reputation cost) and the **trainer** (more life, stamina and balance). Whatever you sell back returns two thirds of its price.
- **Equipment is yours, and runs out.** Each fight uses up the weapons and services you take into it, so keep a stock. Wood armour is always at hand.
- **Not every fighter can learn everything.** Some have parts of the talent sky closed to them, which pushes each one towards a few constellations.
- **Between fights**, chance meetings, offers and favours find you, each with choices that lead somewhere different. Some carry on over several fights.



Choosing a fighter.

The first fighter, the soldier, is open from the start. **Finish a tournament to unlock the next.**



1 The soldier

Life 80 · Stamina 90 · Balance 70

Discharged from the Star Worshipper army and ousted from the warrior caste, the soldier does not regret refusing to follow an improper and dishonorable order. He might be young, he might be inexperienced, but his heart knows the traditions and his will is strong...

Starts with: Spear, Cuirass, Helmet, Bracers; Protection, Onward



2 The warrior

Life 90 · Stamina 70 · Balance 70

Their first battle should have brought the fame and glory that have been denied to them for so long; orphans too young, without a family to take care of them, the Crafter brothers were always disregarded in their village, considered just a little above the common slaves...

Starts with: Hatchet, Shield, Cuirass; Aim, Tools of the Trade



3 The bandit

Life 70 · Stamina 90 · Balance 90

Since she can remember, the bandit always has tried to get the best from a bad situation; when she was a child and her village was raided by the Crafter clans, she began to run some smuggling in the refugee camp; when she was a teenager and the whole encampment was forced to labor by the Star Worshipper Empire, she joined a local bandit gang to avoid slavery...

Starts with: Mace, Dagger; Reaction 2, Acrobatics



4 The slave

Life 90 · Stamina 90 · Balance 90

It was bound to happen. For the greatest part of her life she always did what she was told. Be a good child and help in the ris terraces. Be a proper peasant and work hard as your caste demands. Be a decent girl and marry the appointed man. Then one day her husband stole some medicine to treat the gestation pains and he was executed in front of her. She lost her baby cycles after. After that, she stopped doing what she was told: she killed the field foreman, the priest and two of the soldiers until the rest of the guards could seize her.

Starts with: Dagger



5 The veteran

Life 80 · Stamina 80 · Balance 80

He is too old for this. Long ago he would have reached out to his old contacts or shaken down some underworld rabble; back in the days he was a known mercenary and a reckless sellsword...

Starts with: Sword



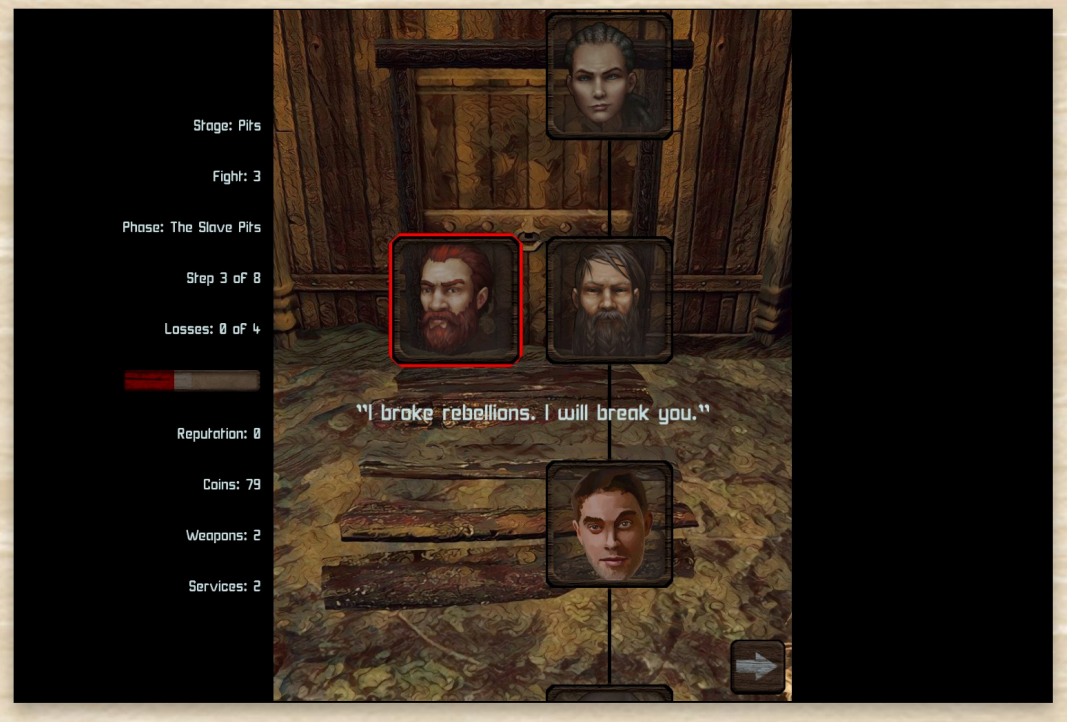
6 The assassin

Life 50 · Stamina 70 · Balance 90

She was a newly appointed assassin inside the Cabal: one more blade at the service of the ripple-readers, performing the lower tasks not deemed worthy of the high-level agents. Until she overheard a whisper not meant for her: a priority mark, the current champion of the coliseum...

Starts with: Dagger, Dagger; Protection, Reaction 2, Hidden Tricks, Fast Hands

Endless



An endless ladder: you are on the third step. The side panel shows your run.

Endless is a tournament that never ends: one fighter who keeps growing, climbing ladder after ladder. You choose your fighter's look, and start weak: 40% of a full fighter's life, 50% of its stamina and 60% of its balance.

- **Nine phases**, the pits, the caravan and the coliseum three times over, each harder than the last. Win a phase to open the next; you may enter again any phase you have already won.
- **Each phase is a ladder of eight opponents**, drawn when you enter it. Win and you climb a step; lose and you go down one, and must beat the opponent below again. The top of each coliseum ladder is one of the three champions.
- **You are out of the ladder** if you lose against its first opponent, or lose four times in all. You keep everything you won, and can pay to enter again.
- **After a loss** you get a third of your life back at once, paid in coins. If you cannot pay, you lose some of the life, stamina or balance you have trained.
- **Coins are everything:** every won fight pays, more in each later phase, and winning a phase adds a prize. Entering costs a fee, from the second phase on. Talents and training cost more the more you already have.
- **Between fights**, the tournament's events can find you here too, but only a part of them and less often: before each fight, half the time nothing happens. On the road you may meet a chance encounter, or find the dealer, smith, master or trainer you went looking for; on arrival, a town or one of its bets. There are no companions or long quests, an event can turn up again later, and whatever it grants lasts ten fights. Some events bring a fight of their own: it sits outside the ladder, and losing it does not count as one of your four losses.
- **The mystic**, found only by looking for one, takes all your talents back and returns two thirds of what you paid, so you can build a different fighter.
- **The record** keeps your highest phase, the phases you won, the ladders you lost, your fights, and your visits to the mystic.

The nine phases

1 The Slave Pits

Mud, chains and a crowd that bets on who falls first. Every true fighter, slave or not, starts here.

Entry fee: 0 · Prize: 100

2 The Border Caravan

A long road of wagons and village halls, where every stop has its own local champion.

Entry fee: 100 · Prize: 300

3 The Coliseum's Open Games

They might be only the open games, but this is the Coliseum, and it only accepts proven fighters.

Entry fee: 200 · Prize: 600

4 The Fight Pits

The same pits, but without starving slaves, and with a harder crowd willing to pay to see you bleed.

Entry fee: 300 · Prize: 900

5 The Smuggling Route

The proper challenges are not on the main roads, but in the darkest sites where the money really flows.

Entry fee: 400 · Prize: 1,200

6 The Coliseum's Seasonal Tournament

Back to the sand, surrounded by the stone grandstand. This time against the best of the season.

Entry fee: 500 · Prize: 1,500

7 The Underground Pits

You can join a Coliseum House and wait for a shot at the Imperial Championship. Or you can make your name so famous that you get invited to it.

Entry fee: 600 · Prize: 1,800

8 The Crafters' Halls

The last road. If your name is as well known in the Crafter territories as in the Empire, your entry to the Imperial Championship is guaranteed.

Entry fee: 700 · Prize: 2,100

9 The Coliseum's Imperial Championship

The Imperial Championship. There is no higher sand to stand on, and no bigger legend than its winner.

Entry fee: 800 · Prize: 2,400

Duel

A **duel** is a single fight, set up exactly as you like. **Practice** sets it up against the computer; **Host** and **Join** against a friend.

- **Opponents:** every opponent you have beaten anywhere in the game, built up to the phase you choose. *Custom* is a fighter you build yourself.
- **Phase:** how much reputation each fighter may spend, if you want a duel with capped numbers. The Coliseum phase lets you spend without limit.
- **Equipment:** every weapon and piece of armour is open to you. Better tiers still need the upgrade services, which cost reputation.
- **Arena, music and difficulty**, as you like them. The supporter edition adds the boss arenas and songs.
- **AI:** hands your fighter over to the computer, with a behaviour you can tune. Compare two builds regardless of who is playing them.



Setting up a duel: you above, your opponent below.

Playing with a friend

One player **hosts** and the other **joins**. The host names the game and may set a password; the other joins with the same name and password. Leave them empty to create, or join, a random public game. To connect directly, use the host's IP address as the name.

Once connected, both players choose their fighters. A chat is there to talk, and both must tick **ready** before the fight can start.

Compendium of talents

Every talent of the sky, with the game's own description and its cost. The numbers are those of a standard fighter: *bleeding/10sec* lasts ten seconds, *exhausted 35%/20sec* slows recovery by 35% for twenty.

Base talents



Quickness

Your attacks take only 90/80/70% of the normal time

Cost: 100 / 200 / 300



Aim

Your critical multiplier increases by 20/40/60%; your base damage increases 3/6/9%

Cost: 100 / 200 / 300



Reaction

Your dodge time increases 15/30/45%

Cost: 100 / 200 / 300



Block

Your parry time increases 15/30/45%

Cost: 100 / 200 / 300



Protection

The stamina cost your armor adds is reduced by 5/10/15 percentage points; the sum of your armor attack and dodge total time penalties is reduced by 10/20/30%

Cost: 100 / 200 / 300

Derived talents



Double Strike

Combo (attack ANY SIDE, attack OPPOSITE SIDE), causes exhausted 50%/20sec and you trigger adrenaline/20sec; causes exhausted 35%/20sec if dodged

Cost: 100 · Requires: Quickness



Weak Point

Extends the duration of any harming effect you cause (like stunned, bleeding, exhausted...) by 50%

Cost: 100 · Requires: Aim



Side Attack

Combo (dodge ANY SIDE, attack SAME SIDE), causes bleeding/10sec, 1 life per second

Cost: 100 · Requires: Reaction



Offensive Parry

Your risposte time after a parry is increased by the current pressure

Cost: 100 · Requires: Block



Stoic Stance

If you forfeit your risposte, cures one of your harming effects (like stunned, bleeding, exhausted...) at random

Cost: 100 · Requires: Protection



Bloodthirst

When you deliver a critical hit, you have a chance equal to your critical multiplier to trigger frenzy for 30sec

Cost: 100 · Requires: Quickness, Aim



Combat Motion

You recover balance normally while attacking

Cost: 100 · Requires: Quickness, Reaction



Destabilizing Reply

Combo (parry ANY SIDE, attack SAME SIDE), causes exhausted 35%/20sec

Cost: 100 · Requires: Quickness, Block



Heavy Blow

Combo (attack ANY SIDE, attack MIDDLE), causes additional damage equal to your total damage reduction and stunned 100%/20sec; causes exhausted 35%/20sec if parried

Cost: 100 · Requires: Quickness, Protection



Off-balance Impact

Combo (dodge ANY SIDE, attack OPPOSITE SIDE), causes exhausted 20%/20sec and you trigger ready/20sec and charged/20sec

Cost: 100 · Requires: Aim, Reaction



Counterattack

Combo (parry ANY, attack MIDDLE), lands a critical hit with a deviation of up to 10 and increases your critical multiplier by 25%

Cost: 100 · Requires: Aim, Block



Safe Disengage

If you forfeit your chain, interrupts one favorable effect (like rage, frenzy...) of your opponent at random

Cost: 100 · Requires: Reaction, Block



Stunning Block

When parrying, you have a chance equal to 5% + (the difference between the attacker and defender deviations)% to cause stunned 100%/20sec

Cost: 100 · Requires: Block, Protection



Conviction

When damaged, you recover stamina equal to twice the damage received

Cost: 100 · Requires: Stoic Stance, Block, Protection 2



Charging Distance

If you dodge successfully, you have a chance equal to 20% + (the difference between the attacker and defender deviations)% to trigger charged/20sec

Cost: 100 · Requires: Combat Motion



Deadly Instinct

The vulnerable spot doubles its base damage bonus

Cost: 100 · Requires: Quickness 2, Aim



Predator

Your base damage increases 35% if your opponent is under any debuff

Cost: 100 · Requires: Reaction 2, Block 2



Hidden Tricks

Your usage item is ready again in half the time (30sec instead of 60sec)

Cost: 100 · Requires: Reaction 2, Protection



Impulse

A successful combo adds 2 to your assault rating and recovers 25% of your maximum stamina

Cost: 100 · Requires: Aim, Reaction 2, Block



Opportunism

When you inflict a debuff on your enemy you also trigger adrenaline/20sec

Cost: 100 · Requires: Quickness, Reaction, Block 2



Bloodfury

When damaged, you have a 50% chance to trigger rage for 30sec

Cost: 100 · Requires: Aim, Protection



Armored Confidence

You can try to dodge even if you don't have enough base balance (before deviation); you need to be able to pay final balance cost in any case

Cost: 100 · Requires: Reaction, Protection



Blood Madness

When you trigger rage or frenzy, you automatically also trigger frenzy/30sec or rage/30sec, respectively

Cost: 100 · Requires: Bloodthirst, Bloodfury



Tactical Parry

If you parry successfully, you have a chance equal to 20% + (the difference between the attacker and defender deviations)% to trigger ready/20sec

Cost: 100 · Requires: Offensive Parry, Quickness



High Ground

During a chain, the vulnerable spot adds to its damage bonus the current pressure percentage (ignoring assault rating); during a risposte, adds half of it

Cost: 100 · Requires: Deadly Instinct, Aim 2



Practiced Movement

Your attack stamina cost is reduced by half of the current pressure percentage

Cost: 100 · Requires: Quickness 2, Stoic Stance



Superiority

Your base damage increases 25% if you are under any buff

Cost: 100 · Requires: Quickness, Aim 2, Reaction



Fast Hands

Your usage item attack takes only 75% of the normal time and, if it hits successfully, the pressure is not reduced

Cost: 100 · Requires: Hidden Tricks



Overtire

Your parry reduces your opponent's stamina by 5 and gives you a chance equal to (25 * assault rating)% to cause weakened 50%/20sec

Cost: 100 · Requires: Stunning Block, Block 2



Tools of the Trade

When you have delivered a Hit, you have a chance equal to your critical multiplier to cause the debuff related to your weapon type

Cost: 100 · Requires: Deadly Instinct, Aim 3



Onward

If needed, you can spend balance as stamina at a 100% additional cost

Cost: 100 · Requires: Conviction, Protection 3



Retribution

Your parry deals 1 * (number of the defender's buffs + number of the attacker's debuffs) non-reducible damage to your opponent

Cost: 100 · Requires: Overtire, Block 3



Disabling Hail

Any successful combo also causes weakened 50%/20sec

Cost: 100 · Requires: Impulse, Reaction 3



Rend

You gain surge when you hit; the amount is based on the damage dealt, with an additional bonus of 25% if it was a critical hit

Cost: 100 · Requires: Aim 2, Quickness



Stand

You gain surge when you parry; the amount is based on your parry deviation and the current pressure

Cost: 100 · Requires: Block 2, Reaction



Gale

[Use Surge, Attack phase] For the duration of Surge, your opponent loses extra stamina when parrying your attacks and extra balance when dodging them; the more stamina your weapon's attack costs and the better your attack's timing, the more they lose

Cost: 100 · Requires: Pound, Double Strike



Off-balance Grab

[Use Surge, Dodge phase] For the duration of Surge, every successful dodge makes your opponent lose twice the balance it cost you; if they cannot pay it, their balance drops to 0 and they are stunned/20sec

Cost: 100 · Requires: Encircle, Off-balance Impact



Bulwark

[Use Surge, Damage phase] For the duration of Surge, the damage you receive ignores the vulnerable spot and critical hits, and is reduced by your remaining Surge

Cost: 100 · Requires: Endure, Stoic Stance



Acrobatics

Your dodge and parry don't consume stamina. Your parry consumes three times more balance than its stamina cost; your dodge adds its stamina cost to its balance cost, but the total sum is reduced by 50%. Your stamina recovery decreases to 65%

Cost: 100 · Requires: Offensive Parry, Safe Disengage, Reaction 3



Flawless Strike

Your attack deviation is reduced by 10%

Cost: 100 · Requires: Practiced Movement, Quickness 3



Pound

You gain surge when you attack; the amount is based on your attack deviation and stamina cost

Cost: 100 · Requires: Quickness 2, Protection



Encircle

You gain surge when you dodge; the amount is based on your dodge deviation and the critical multiplier of your opponent

Cost: 100 · Requires: Reaction 2, Aim



Endure

You gain surge when you receive damage (also during a parry); the amount is based on your damage reduction. All the surge you gain from receiving damage is multiplied by how wounded you started the combat: for example, at 25% of your maximum life, x4

Cost: 100 · Requires: Protection 2, Block



Sunder

[Use Surge, Hit phase] For the duration of Surge, the damage you deal ignores damage reduction from armor, and against your weapon the armor counts as one tier lower

Cost: 100 · Requires: Rend, Weak Point



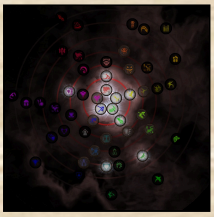
Impending Aggression

[Use Surge, Parry phase] For the duration of Surge, you trigger ready/20sec and charged/20sec every time your opponent remains idle

Cost: 100 · Requires: Stand, Offensive Parry

Constellations

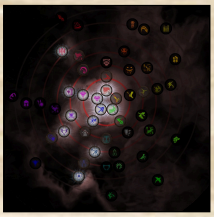
The seven constellations of the lexicon: each is a complete set of talents, worth 1,600 reputation, chosen to fight one particular way.



The Duelist

A one-on-one specialist of fast, exceptional attacks. Wield a sword or a longsword, land a combo that leaves a debuff, then keep attacking to feed Predator.

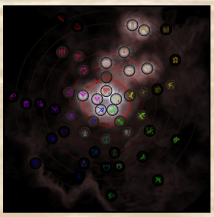
Talents: Quickness 2, Aim, Reaction 2, Block 2, Double Strike, Weak Point, Side Attack, Destabilizing Reply, Impulse, Predator



The Shield-maiden

A resistant fighter who parries and waits for the right moment. A shield in the off-hand; parry perfectly to set off Stunning Block and Destabilizing Reply.

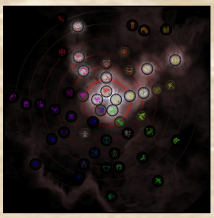
Talents: Quickness 2, Reaction, Block 2, Protection, Stoic Stance, Offensive Parry, Stunning Block, Destabilizing Reply, Tactical Parry, Stand, Practiced Movement, Impending Aggression



The Berserker

A powerful warrior who strikes hard when it counts. A hatchet or an axe; save stamina until rage or frenzy comes, then strike, best on the vulnerable spot.

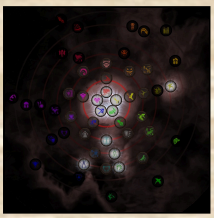
Talents: Quickness 2, Aim 2, Reaction, Block, Protection, Stoic Stance, Bloodthirst, Bloodfury, Deadly Instinct, Rend, Blood Madness, High Ground



The Wrecker

It does not care how well protected you are: it breaks through. A hammer or an axe, combos that wear the opponent down, and surge spent on Gale or Sunder.

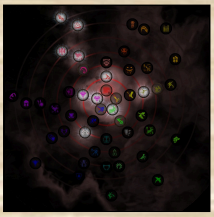
Talents: Quickness 2, Aim 2, Reaction, Protection, Double Strike, Weak Point, Heavy Blow, Combat Motion, Pound, Rend, Gale, Sunder



The Trickster

Wins the fight before the blades cross. A light weapon, and shards, powder and nets thrown as often as Hidden Tricks and Fast Hands allow.

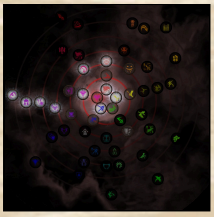
Talents: Quickness, Aim 2, Reaction 2, Block 2, Protection, Hidden Tricks, Fast Hands, Opportunism, Superiority, Safe Disengage



The Tempest

Never stops attacking, and every attack lands where it should. A fast weapon, little armour, and surge spent on Gale until the opponent cannot defend.

Talents: Quickness 3, Reaction, Protection, Double Strike, Pound, Gale, Stoic Stance, Practiced Movement, Flawless Strike, Combat Motion, Armored Confidence



The Unbroken

Most dangerous when it should already be dead. Full armour and a heavy weapon; every blow received builds surge, and Bulwark holds while Heavy Blow answers.

Talents: Quickness, Aim, Block, Protection 3, Stoic Stance, Endure, Bulwark, Conviction, Onward, Bloodfury, Heavy Blow

Opponents

Every opponent waiting for you in Slave Pits. Beat them, and the lexicon tells you their full story.



Zola

Axe

A war child of the border who grew into a thug, then a brothel keeper, until an underling sold her out. In the pits she does not bother to protect herself. One big axe, and a rain of savage blows before you can breathe.



Scala

Spear

Accused of murdering her husband, heir of a wealthy house, she refused the quiet death allowed to noblewomen and chose the pits. Her father taught her the spear in secret. Her husband's family still waits for her to fall.



Min

Sword + Dagger

No one knows who she is. Rags hide her face and, the slaves whisper, the scars of a spy. Cold and precise with sword and dagger, she wins, and waits for something, or someone.



Ayla

Sword + Hatchet

Once an official in the city, she says she was framed; the gossip says she was a Crafter spy. She mingles easily with the other slaves. With sword and hatchet, she always seems to know what you will do next.



Emma

Hatchet + Shield

A young border soldier, caught smuggling slaves and weapons to the Crafters. She admits it, and says the chains have changed her. Hatchet and shield, no armour, and never a wound more than she needs.



Diego

Hatchet + Hatchet

A ferryman accused of helping Crafter agents. The army said he drowned, and tortured his family to death; then a bandit gang began to hunt Worshipper caravans, led by Diego. Two handaxes, and a rage that grows with every blow.



Adam

Mace + Mace

A blacksmith's apprentice, condemned for forging weapons for a rebellion that was drowned in blood. He fights with two maces and the arms of the forge, by instinct more than skill. He wants out of this world of violence, and never hurts more than he must.



Trent

Sword + Shield

He looks every inch the model Worshipper soldier. Gambling took the army from him, then his post as a caravan guard, then his family. Sword and shield, patient, and still betting on every fight.



Boris

Hammer

A border sergeant whose brutality fed the very raids he was sent to crush, until his corruption caught up with him. Heavy hammer, heavy armour, slow and trained. He enjoys finishing off the weak.



Onur

Mace + Dagger

A street orphan who rose to gang thug, condemned for a robbery and a murder he blames on bad company. Fully armoured, mace and dagger, he plays it safe. He seems to know every opponent before the fight begins.



Tara

Spear

A soldier turned merchant, caught smuggling Crafter iron across the border. The ransom that would free her died with her father. Unarmoured now, she trusts her spear, her feet and her precision.



Lea

Hatchet + Sword

They call her the Mad Mother. When her lover died in a raid, something in her broke, and her uncle, her children and a whole farm's family died by her hand. She fights like a predator, playing with her prey.



Fenris

Sword + Sword

Deserter, mountain raider or rogue of the Cabal: no rumour agrees. Pay enough and he will kill anyone you name. Two swords, every trick of the duel, and sometimes a helmet to hide his intentions.



Ponte

Mace + Hatchet

The shield of the Crafter chieftains, sent into the fights their own warriors cannot face. He is never in a hurry. Mace and hatchet wear down your defence while his armour takes the first blows.



Roe

Axe

A Crafter chieftain who rose to power on the backs of northern raiders, and still owes them. Before that she led a fighting band, and her war axe remembers. She reads the flow of a fight, and rides it.



Sarah

Spear

An orphaned noble sent to the ris terraces, she rose to be the Empire's youngest general, until she refused a dishonourable order. Too famous to execute, she was thrown to the coliseum, and now heads the House of Fire. Spear and full armour: a wall that strikes back.



Rishi

Sword + Hatchet

The Warrior-Poet: born a slave, he learned freedom among the Crafters and came back to fight slavery on both sides of the border. His own lords sold him to the Empire to die in the coliseum as an example; instead he heads the House of Iron. Sword and hatchet, in a tireless assault.



Bastien

Mace + Shield

A bandit who built a famous mercenary company, then sold it to both sides. The coliseum was meant to be his end; he climbed to the head of the House of Fortune instead. Mace, shield and full armour: he endures, and waits.



San

Whip + Sword

She came alone and paid her own way into the coliseum. She has won every fight, or surrendered without one, as if waiting for something. Whip and blade, no armour, and a dance no one can match.



Luntian

Mace + Sword

An imperial ranger, left for dead in a Crafter ambush and nursed back by a Crafter widow. Ordered to raze her village, he warned it instead. Mace and sword, he takes blow after blow until you have nothing left.



Blaire

Hammer

The Savage Marauder, leader of Crafter shock troops; they say twelve soldiers fell to her before she did. She carries a huge maul with dreadful ease. Her fights end fast.



Nattfrid

Longsword

Thief, spy or agent of the Cabal, hired by both sides for long cycles, until she was caught in the Emperor's own palace. No one knew she could fight as well as she steals. An exotic longsword, and reflexes like lightning.

Others



Worshipper soldier

Spear

Sons and daughters of the warrior caste, trained alike since childhood: the largest, and most predictable, army of Calima. Full armour, a spear or a sword and shield. They win by careful strikes, or by wearing you down.



Crafter warrior

Hatchet + Mace

Anyone brave enough to carry a weapon can be a Crafter warrior. Partial armour, a shield, a hatchet or an axe. They strike hard, or run, as the fight turns.



Bandit

Mace + Dagger

Outcasts of every land, swarming along the war-torn border. Salvaged armour, any weapon, every trick. They hunt the easy prey.



Slave

Hatchet + Dagger

The lowest caste, worked to the bone in the ris fields. Tools for weapons, and no armour. Nothing left to lose, and reckless with it.



Mercenary

Mace + Shield

Soldiers, rogues and adventurers, drawn by a border that has been at war for more than 150 long cycles. Armour, a shield, and blunt weapons to bring you down. They want to live, and to be paid.



Noble

Longsword

Born to rule, and to live on the work of others. The best armour, rare longswords, and training in the arts of war. Their arrogance makes them dangerously resolute.

Masters and champions

Story



The Slave Master

Whip + Hatchet

Wound him and he whistles for his dogs. Watch your sides when they come.



The Storm Daughter

Longsword

Now and then her blade gathers the storm. A shield will not stop it.



The Prince

Sword + Shield

The best armour in the Empire, and he does not fight fair.

Tournament



Beast Flayer

Whip + Hatchet

His hounds come when he bleeds, and they guard his flanks.



Storm Brigand

Longsword

His blade calls the lightning. When it crackles, do not trust your shield.



Imperial Champion

Sword + Shield

Tougher and better armoured than anyone, and he fights on hot coal.

Quick reference

Keys

W / A / D	attack or parry: middle, left, right
J / K	dodge left, right
U / I	thrown item / surge
Space / F1 / Esc	next / lexicon / pause

Attack

Every attack costs the stamina of your weapon, raised by your armour. Your weapon also sets how much time your opponent has to defend: its attack time (2.4 s to 3.3 s), times their parry or dodge factor against it, before pressure.

Defending

Parry to the **same** side the blow moves. Dodge to the **opposite** side; a middle blow to either.

	Stamina	Balance
Parry	6 + armour	—
Dodge	4 + armour	60 (30 if perfect)

Which defence against which weapon

The easier defence against each weapon; the dagger is in both.

- **Parry:** Dagger, Mace, Hatchet, Sword, Whip
- **Dodge:** Dagger, Hammer, Axe, Longsword, Spear

Damage

Vulnerable spot	+15% base damage
Critical hit (no deviation)	+ weapon's critical multiplier
Weapon one / two tiers above armour	+10% / +25%
Full wood / full iron armour	-30% / -70%
Worst parry	lets through 50%

Chain

After a hit the attacker may strike again at once; the better the hit, the longer the buttons stay. The hit takes away half the pressure (only a quarter with a sword in the off-hand), the chained attack is made with the rest, and then the pressure resets.

Risposte

After a successful parry or dodge. The worse the defence, the dearer the strike back:

Defence deviation	0	10	20	30	40	50
Parry lets through	0%	5%	10%	25%	35%	50%
Risposte stamina	+0%	+5%	+10%	+25%	+35%	+50%

Pressure and assault

Pressure starts at 1.0 and is multiplied by 0.75 for every missed attack (minimum 0.05): every action gets faster. Assault: each strike in a row gives the other fighter 10% less time to react, up to 6 (60%).

Recovery

	Per second	When
Stamina	5	while not attacking
Balance	5	while not attacking
Surge	1	while stamina recovers

Surge

Gain: 2 for every point of life you lose. Pound (attack), Rend (hit), Encircle (dodge), Stand (parry) and Endure (damage taken) add more.

Use: by default, +25% stamina and +35% balance at once. Instead, with a surge talent: Gale (attack), Sunder (hit), Off-balance Grab (dodge), Impending Aggression (parry), Bulwark (damage taken).

Off-hand bonuses

Dagger	Your dodge costs 20% less balance
Mace	The damage reduction of your opponent's armor is reduced by 35%; if your opponent's parry deviation is not 0, it gets 10 more
Hatchet	Your opponent's parry costs additional stamina equal to 35% of your weapon's stamina cost
Sword	After you hit your opponent, the pressure is only reduced by 25%
Shield	Your parry deviation is reduced by 10%

Effects

Frenzy	attacks 25% faster, 20% less damage
Rage	35% more damage, attacks 10% slower
Ready	next attack 25% faster
Charged	next attack 50% more damage
Adrenaline	stamina recovers while attacking, x4
Stunned	25% less time to parry, dodge, chain and risposte
Bleeding	loses life every second
Exhausted	slower stamina and balance recovery
Weakened	less base damage

Thrown items

A throw is fast: 0.75 s to react against, far less than any weapon, and even less against the defence it is hard for. Fast Hands makes it 25% faster still, and a hit no longer reduces the pressure. Ready again 60 seconds after each use (30 with Hidden Tricks).

	Hard to	Causes
Throwing shard	parry	bleeding, 15 s
Klag powder	dodge	stunned 25%, 30 s
Combat net	both, a little	exhausted 20%, 30 s

Other services

Weapon upgrade	weapons of a higher tier for the fight
Armour upgrade	armour of a higher tier for the fight
Equipment choice	every weapon type on offer
Care	more life back while resting
Rumours	know your next opponent, a little easier to beat
Concoction	start with half your surge (never less than a quarter)

Reputation caps

Pits 800 · Caravan 1,600 · Coliseum 2,500.
Base talent levels cost 100 / 200 / 300; derived talents 100.