

Encounter set-ups

When a character, or company of characters, has an encounter roll on the following chart to see how the two parties have run-in to each other, and what the encounter's reaction is:

See: [“Record Sheet”](#) in the R section of this book.

See the following chart for basic encounter set-ups:

01-60:

Normal encounter, roll initiative and place enemy at G.M.'s discretion.

61-80:

Encounter wishes to communicate with hostile intentions. The communication which will be given will be threats and a lot of show. This means the encounter could be frightened of the company, or it could be a legit boast before an all out brawl begins.

81-90:

Encounter wishes to bargain and/or trade items secretly. Creatures will try to get the best deal they can. Only creatures that have an intelligence to understand what trading and bargaining is will bargain in any way, shape, or form. Otherwise treat this as a roll of 01-70.

91-95:

Encounter surprises company. Encounter will gain +30 to strike any member in the company for the first turn. Then the battle will commence as normal, rolling initiatives. See: "Surprise Attacks", in the Basic Rules Book.

96-00:

Company surprises encounter. Company will gain a +30 to strike any creature in the encounter for the first turn. Then the battle will commence as normal, rolling initiatives. See: "Surprise Attacks", in the S section of this book.