

How To Fight in KD&D: A Step-By-Step Guide for Each Melee Round

1. Is Anyone Surprised?

- Roll a d6; if you roll a 1 or a 2, you are usually surprised.
- If you're surprised, you can't do anything, and often, you're usually easier to hit.
- Being surprised doesn't last. You can fight during the next round.
- If you're not surprised, you can fight.

2. How Far Away is the Enemy?

- If they're close, you need to use melee weapons (like swords or daggers).
- If they're not too far away, you can charge them (or they can charge you) and use melee weapons; OR you can throw weapons like knives and daggers.
- If they're far away, you need long-range missile weapons (like bows or crossbows)

3. What Are You Going to Do?

- Fight? Run away? Try to talk? Your party has **1 minute** of real time to decide and make a plan.

4. How Will You Fight?

- Normally, with your regular number of attacks?
- "Full Attack?" It gives you extra attacks, but makes you easier to hit.
- "Full Defense?" You don't attack, but it's harder for enemies to hit you.
- Something else? Want to try to tackle an enemy? Hit a specific body part of theirs (like their head, if they're not wearing a helmet)? Disarm them without hurting them? Knock them out without killing them? Fight without weapons (if you don't have yours)?

5. Who Goes When?

- Roll initiative based on your weapon's speed; each weapon has a Speed Factor from 1 (fastest) to 10 (slowest). Faster weapons usually strike first; if you have a high Dexterity, you'll go even faster
- Spells go off based on Casting Time, and are not affected by Dexterity
- If you and your weapon are just as fast as your enemy and their weapon, the attacks happen at the same time.

6. Roll "To Hit"

- Roll a d20, add in your bonuses (for Strength/Dexterity, specializing, magic, etc.) and compare it to what you need to hit your opponent's Armor Class (the DM will tell you what their Armor Class is).
- If you equal or exceed the number you need, you hit. A natural "20" always hits (and is usually a Critical Hit—see below). If you don't equal or exceed the number, you miss. A natural "1" is always a miss.

7. Is it a Critical Hit?

- If you roll a natural "20," you score a Critical Hit UNLESS you need a "20" to hit anyway.
- Roll damage (see below), add in bonuses for Strength, specializing, magic, etc., and DOUBLE the total.

8. Roll Damage

- Roll the appropriate dice for your weapon. Most weapons do different damage depending on whether the enemy is Small-Medium (about human-sized or smaller) or Large (bigger than humans).
- Add on bonuses for Strength, specializing, magic, etc.

9. Does the Enemy Hit You?

- They roll "to hit" and do damage using the same process you do. If they hit you, you lose Hit Points.
- 0 Hit Points = your character is knocked out.
- -1 to -9 hit points = you're unconscious and dying, and will lose 1 Hit Point per turn until...
- -10 Hit Points = your character is dead.

When everyone has made their attacks, the melee round is over, and a new one starts