

Worldbuilding Through Combat

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Questions to Consider:

Class and Status

- Who learns to fight?
- What are the barriers to learning?
- Does combat or available training differ based on class and status?
- Is combat prestigious?
- Can you work your way up through society fighting?

Economics

- How expensive are tools and weapons?
- If certain weapons are out of reach, what alternatives do people use?
- How expensive is armor?
- Is armor provided, or are fighters considered expendable?
- How much time can people afford to dedicate to training?
- Are people paid to fight?
 - Is it enough money to survive on? Or advance with?
 - If not, why are people doing it?

Education

- How many people know how to fight?
- How common is this kind of education?
- Who trains them?
- Why are they trained?
- How often is training?
- How often are skills refreshed?
- How long has the style been taught?
- Is it something that is graduated from?
- Do different status/classes receive different kinds of training?

Location (Geography and Climate)

- Does the combat style make sense with the terrain and the surrounding environment of where it originated?
- What is available to use for weaponry and armor?

Technology

- What level of technology exists in the world?
- How is it used in the area?
- How does it apply to weapons?
- How does it apply to armor or defense?
- Does Magic exist?
 - How does it affect non-magical combat?
 - How does the lethality of magic compare?

Values and Taboos

- Where does combat fit in the culture's values and taboos?
- How is personal safety valued?
- How is safety of the whole valued?
- What values or taboos does the combat style teach?
- How do the laws reflect the values or taboos?
- Is it used for entertainment?

Renfri vs Geralt fight scene breakdown

<https://www.youtube.com/watch?v=fqIUWWg6aYo>