

TIME BONUS TABLE	
TIME TAKEN	BONUS ASSIGNED
1 Combat Round	+1 Dice
6 Combat Rounds	+2 Dice
3 Minutes	+3 Dice
18 Minutes	+4 Dice
2 Hours	+5 Dice
12 Hours	+6 Dice
3 Days	+7 Dice
18 Days	+8 Dice

SUCCESSSES	SUCCESS LEVEL
1 success	Partial (x0.5)
2 or 3 successes	Adequate (x1)
4 or 5 successes	Good (x2)
6 or 7 successes	Excellent (x3)
8 or 9 successes	Astounding (x4)
10 or 11 successes	Incredible (x5)
12+ successes	Legendary (x6)

STANDARD WEAPON RATINGS TABLE	
WEAPON TYPE/SIZE	DAMAGE LEVELS
OPEN HANDED or NATURAL WEAPONRY	
Slight Jánah (Str 1-3)	1 to 3 levels
Solid Jánah (Str 4-6)	4 to 6 levels
Strong Jánah (Str 7-9)	7 to 9 levels
Mighty Jánah (Str 10-12)	10 to 12 levels
MELEE WEAPONS	
Small	1 to 3 levels
Medium	4 to 6 levels
Large	7 to 9 levels
Great	10 to 12 levels
MISSILE or THROWN WEAPONS	
Small (Short Range)	1 to 4 levels
Medium (Middle Range)	5 to 8 levels
Large (Long Range)	9 to 12 levels
Seige Weapons (Long Range)	5 through 30 levels
FIREARMS and ARTILLERY	
Pistols (Short Range)	5 levels
Rifles (Middle Range)	10 levels
Cannon (Long and Extreme Range)	20 levels

MANEUVER LOCATION TABLE						Basic Martial Arts/Firearms/Suthra Use
HIT LOCALE	SUBDUE		DAMAGE TYPE SUBDUE /FATAL		FATAL	
	ADJ. #	MANEUVER EFFECT	ADJ. #	MANEUVER EFFECT	ADJ. #	MANEUVER EFFECT
HEAD	-1	Bind / Grab	-2	Cover Hold / Lock	-3	Stun
NECK	-1	Bind / Grab	-2	Cover Hold / Lock	-3	Stun
SPINE	-1	Bind / Grab	-2	Cover Hold / Lock	-3	Stun
SHOULDER	0	Escape	0	Escape	-1	Disarm
ELBOW	-1	Disarm, Bind / Grab; Throw	-2	Disable; Hold / Lock Lame (wing)	-3	Disable and Stun Broken (joint)
ARM	0	Escape	0	Escape	-1	Bind / Grab
HAND	0	Escape	-1	Disarm	-2	Disable
TORSO	0	Escape	0	Escape	-1	Broken (rib)
ABDOMEN	0	Escape	-1	Nausea	-2	Nausea Cover
GROIN	-1	Nausea	-2	Nausea Cover	-3	Nausea Stun
HIP	0	Escape	0	Escape	-1	Lame (hip)
KNEE	-1	Lame (knee); Bind / Grab; Throw / Sweep	-2	Disable Hold / Lock	-3	Stun Broken (joint)
LEG	0	Escape	0	Escape	-1	Lame (leg)
FOOT	0	Escape	-1	Lame (foot); Bind / Grab Throw / Sweep	-2	Disable Hold / Lock
HEAD VITALS	-3	Disable and Stun Broken (feature)	-4	Full Knockout	-5	Lost Feature
TORSO VITALS	-3	Stun and Broken (rib)	-4	Stun, Broken (rib) and Nausea	-5	Internal Damage
ARM VITALS	-3	Disable and Stun Broken (joint)	-4	Disable and Stun Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable and Stun Broken (bone)	-5	Severed Leg / Foot

Escape - Targeted area struck for only 1 Damage Level to bring an end to Bind / Grab or Hold / Lock effects, or a Cover (once you have won Initiative).

Bind / Grab - No damage caused. Targeted area (and/or weapon immobile and controlled toll Escape or release. Hold / Lock may then be attempted to the same target area at an ADJ# of 0.

Throw / Sweep - Full damage. Target falls (potential attacker's Martial Skill Ranking # of feet away). Target must use a Combat Action to rise, unless they have made a successful Acrobatics Roll that Round. If thrown far enough, they must use a Combat Action or their free Half Move to close.

Disarm - Half damage caused, plus weapon is forced or knocked from target's grasp. Must use a Combat Action to retrieve or draw new one.

Nausea - Full damage. Target acts at a negative # on dice rolls for a certain # of Rounds, both equal to the ADJ# for the attack.

Lame - Full damage. Target gets no more free Half Moves for the entire combat, target must use an extra Combat Action to move affected area till healed.

Cover - No damage caused. Target held at point of weapon. Potential instant damage (weapon damage plus Cover successes with standard multipliers applying) till target wins Initiative and performs a successful Escape.

Disable - Full damage. If lim targeted, loss of limb use (half Movement only if limb is used for locomotion). Target must make a Vigor Roll at minus 2. Failure allows only half Action Dice, success means only a minus 2. Physical actions outside combat suffer a minus 1 till healed.

Hold / Lock - Full damage. Targeted area immobile plus attacker's Strength in damage caused per Round till Escape or release.

Stun - Full damage. Any successes that get through target's defenses negates equal number of Combat Actions. This can carry throughout the following Rounds

Broken - Full damage. A joint or bone has been broken in the target area. Target suffers loss of limb use (half Movement is limb used for locomotion). Target must make Vigor Roll at minus 4; success allows half Action Dice: failure allows no offensive actions, only half Action Dice, and causes 1D6 Stun. Physical actions outside of combat suffer a minus 3 to rolls toll successful medical treatment.

Full Knockout - Full damage. Target unconscious for 1-6 minutes.

Lost Feature - Full damage. A targeted feature on the head,beck or face is permanently harmed in some way.

Internal Damage - Full damage. Target begins bleeding internally at the rate per Round equal to the number of successes that penetrated the target's defense until healed or dead.

Severed - Full damage. Targeted limb violently seperates from body. Target begins bleeding externally at the rate per Round equal to the number of successes that penetrated the Target's defense, till healed or dead.



PLAYER'S NAME

DM

CHARACTER'S NAME

Jez'Re-ál

TOTAL Cost: 239

STATISTICS

LINEAGE: Demon

HOUSE: Val'sorethsin

NATIONALITY: Nareshi

PROFESSION: Battle Magus

SOCIAL STANDING: High

JENU (Zoic): Large Bat

AGE: 25/300

HEIGHT: 5'4"

WEIGHT: 126

SEX: M/F

TATTOOS / BRANDINGS / DISTINGUISHING MARKS: An amber Sigil

with silver powder over a carved over sigil

HABITUAL MANNERISMS: Feminine, seductive, Lusty, Confident.

COMMON ATTIRE: As Jasher

HOUSE DRESS: As Jasher

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CHARACTERISTICS

6	STRENGTH:	3	(Max.)
6	VIGOR:	3	(Max.)
10	AGILITY:	5	(Max.)
4	DEXTERITY:	2	(Max.)
26	ESSENCE:	13	(Max.)
6	PERCEPTION:	6	(Max.)
8	WIT:	8	(Max.)
8	WILL:	8	(Max.)
9	PRESENCE:	9	(Max.)

ANIMAL ABILITIES

COST	NAME (LINK)	RANK	COST	NAME (LINK)	RANK
3	Clinging (Str)	:	3	Prehensile Limb (Dex)	:
5	Flight (Agl)	:			:
3	Keen Hearing (Per)	:			:
5	Natural Weaponry (Agl)	:			:
3	Night Vision (Per)	:			:

TALENTS

COST	NAME	RANK	COST	NAME	RANK
5	Direction Sense (Per)	:	6		:
40	Mystic	:			:
15	Keen Focus (Will)	:	8		:
		:			:
		:			:

ADVANTAGES

COST	TYPE	DESCRIPTION	COST	TYPE	DESCRIPTION
5	Contact	Host: Jasher			
10	Demon Powers	Demon speical Attacks			

DRAWBACKS

POINTS	TYPE & FREQUENCY	DESCRIPTION	MINUS	POINTS	TYPE & FREQUENCY	DESCRIPTION	MINUS
9	Mental	Claustrophobia (rare)	: -4	9	Physical	Hideous (sigil) (Vigor/str)	: -2
3	Physical	Dietray Restriction (Fruit)	: -1	9	Social	Social Stigma	: -2
12	Mental	Meglamanina (often)	: -4				:
12	Mental	Vengeful	: -4				:
21	Social	Enemy	:				:

BACKGROUND

CASTE: _____ RELIGION: _____ PATRON DEVAH: _____

SKILLS

COST	SPECIALTY	RANK	COST	SPECIALTY	RANK
5	Acrobatics (Agl) (Aerial Maneuvers)	5	—	Language (Wit) (	—
3	Acting (Pre) (	9	—	(	—
3	Alchemy (Wit) (Medicine	8	—	(	—
—	(	—	—	(	—
—	Armourer (Dex) (	—	—	(	—
—	Artillery Combat (Per) (	—	—	(	—
—	Artistry () (	—	—	(	—
—	() (	—	—	(	—
—	() (	—	—	(	—
3	Athletics (Agl) (	5	—	Lock Picking (Dex) (	—
5	Bargain (Pre) (	9	11	Magic Ritual (Ess) (Summoning	15
—	Brawling (Agl) (	—	11	(Seeing	15
—	Bribery (Pre) (	—	11	(Enhancement	15
—	Climbing (Agl) (	—	—	Martial Arts (Agl) (	—
—	Concealment (Per) (	—	—	() (	—
—	Conversation (Pre) (	—	—	() (	—
5	Contortion (Agl) (Sensual	5	5	Melee Combat (Agl) (	5
—	Cryptography (Wit) (	—	—	Missile Combat (Dex) (	—
3	Diplomacy (Wit) (	8	—	Navigation (Wit) (	—
—	Disguise (Wit) (	—	7	Observation (Per) (	8
—	Dress Would (Wit) (	—	—	Oratory (Pre) (	—
—	Driving (Dex) (	—	—	Performance () (	—
—	(	—	—	() (	—
—	Duel Dancing (Pre) (	—	—	() (	—
3	Etiquette (Pre) (	9	3	Persuasion (Wit) (	8
5	Evade (Agl) (	5	9	Profession (Per) (Courtisan/Concubine	12
—	Fast Draw (Dex) (	—	—	Research (Wit) (	—
—	Firearm Combat (Dex) (	—	—	Riding (Agl) (	—
—	Forgery (Dex) (	—	—	(	—
3	Gaming (Wit) (	—	9	Seduction (Pre) (	12
—	Gunsmith (Dex) (	—	3	Shadowing (Wit) (	8
—	(	—	—	Sleight of Hand (Dex) (	—
3	Interrogation (Pre) (	9	—	Stealth (Agl) (	—
3	Intimidation (Pre) (	9	—	Streetwise (Pre) (	—
3	Intrigue (Wit) (	8	—	Surgery (Dex) (	—
3	Knowledge (Wit) (Ancient History	9	—	Survival (Wit) (	—
3	(Ritual Lore	9	—	Suthra Training (Wit) (	—
3	(Legends	9	—	(	—
3	(Demons	9	—	Suthra Use (Will) (	—
3	(Magic Theory	9	—	Swimming (Agl) (	—
3	(Math	9	—	Tactics (Wit) (	—
—	(	—	—	Throw (Dex) (	—
—	(	—	—	Tracking (Per) (	—
—	(	—	—	Trapping (Wit) (	—
—	(	—	—	Weaponsmith (Dex) (	—
—	(	—	—	(	—
—	() (	—	—	() (	—
—	() (	—	—	() (	—
—	() (	—	—	() (	—
—	() (	—	—	() (	—

NOTABLE ACQUAINTANCES

PLAYER CHARACTERS

Player:	Character:	Jenu:	Notes:

CONTACTS / ENEMIES

MYSTIC DISCIPLINES

[illegible]

COMBAT

STAMINA =	2	x (Vigor + Will):	22
2/3 penalty: -1			15
1/3 penalty: -2			7
CURRENT STAMINA:			

ARMOR: $\frac{1}{2}$ $\frac{1}{2}$

CURRENT ARMOR: -

Melee:	-	Martial Arts:	15
Brawling:	-	Firearm	-
Missile:	5	Suthra	-
Throw:	-	Other ()	-

WEAPONS

Weapon		Range	Damage
Crystal Daggers	:		
	:		
	:		
	:		
	:		
	:		
	:		
	:		
	:		
	:		
Special Attacks / Adjustments / Current Damage	:		

NOTES

[illegible]

STORY POINTS