

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 Janah (Str 1-3)	1 to 3 levels
Solid Janah (Str 4-6)	4 to 6 levels
Strong Janah (Str 7-9)	7 to 9 levels
Mighty Janah (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						
HIT LOCALE	SUBDUE		DAMAGE TYPE SUBDUE / FATAL		FATAL	
	ADJ. #	MANEUVER EFFECT	ADJ. #	MANEUVER EFFECT	ADJ. #	MANEUVER EFFECT
HEAD						
NECK						
SPINE						
SHOULDER						
ELBOW						
ARM						
HAND						
TORSO						
ABDOMEN						
GROIN						
HIP						
KNEE						
LEG						
FOOT						
HEAD VITALS						
TORSO VITALS						
ARM VITALS						
LEG VITALS						

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 till 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 till 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 _____

CHARACTERS'S NAME _____

TOTAL Cost: _____ **STATISTICS**

LINEAGE: _____ HOUSE: _____

NATIONALITY: _____ PROFESSION: _____

SOCIAL STANDING: _____ JENU (Zoic): _____

AGE: _____ HEIGHT: _____ WEIGHT: _____ SEX: _____

TATTOOS / BRANDINGS / DISTINGUISHING MARKS: _____

HABITUAL MANNERISMS: _____

COMMON ATTIRE: _____

HOUSE DRESS: _____

CHARACTERISTICS

STRENGTH: (Max. _____)

VIGOR: (Max. _____)

AGILITY: (Max. _____)

DEXTERITY: (Max. _____)

ESSENCE: (Max. _____)

PERCEPTION: (Max. _____)

WIT: (Max. _____)

WILL: (Max. _____)

PRESENCE: (Max. _____)

ANIMAL ABILITIES

COST	NAME (LINK)	RANK	COST	NAME (LINK)	RANK
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

TALENTS

COST	NAME	RANK	COST	NAME	RANK
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

ADVANTAGES

COST	TYPE	DESCRIPTION	COST	TYPE	DESCRIPTION
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

DRAWBACKS

POINTS	TYPE & FREQUENCY	DESCRIPTION	MINUS	POINTS	TYPE & FREQUENCY	DESCRIPTION	MINUS
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

BACKGROUND

CASTE: _____ RELIGION: _____ PATRON DEVAH: _____

