

Valnérah (Seer Sir'hības)



BACKGROUND

JENU (animal): Condor
 AGE: 40 HEIGHT: 5.5 WEIGHT: 125
 CASTE: Sunborn SEX: Male
 APPEARANCE: A mature wiry-looking bird in silk robes with an intense stare
 HOUSE: Samtra LINE: Inuvkah
 HISTORY: Trained under the Great Seer Arddjunal of Amnol before becoming one of the Line of Inuvkah. Currently the Seer of the House of Samtra in Telatah.

ANIMAL ABILITIES

Far Sight : 6
 Flight : 5
 Natural Weaponry (talons, beak): 5

SKILLS

Alchemy (chemical craft) : <u>2</u>	Knowledge (Mahist Faith) : <u>6</u>	Research : <u>6</u>
Artistry (illuminating) : <u>2</u>	Knowledge (mathematics) : <u>6</u>	Shadowing : <u>3</u>
Artistry (scribing) : <u>2</u>	Knowledge (ritual lore) : <u>6</u>	Stealth : <u>3</u>
Brawling : <u>5</u>	Knowledge (Telatah area) : <u>6</u>	Throw : <u>3</u>
Climbing : <u>5</u>	Knowledge (tradition) : <u>6</u>	
Concealment : <u>6</u>	Language (Tishinian) : <u>6</u>	
Etiquette : <u>5</u>	Magic Ritual (Dreamwalk) : <u>6</u>	
Evade : <u>5</u>	Martial Arts : <u>5</u>	
Intrigue : <u>6</u>	Melee Combat : <u>5</u>	
Knowledge (ancient history) : <u>6</u>	Observation : <u>6</u>	
Knowledge (culture) : <u>6</u>	Performance (divination) : <u>6</u>	
Knowledge (legends) : <u>6</u>	Persuasion : <u>6</u>	
Knowledge (magic theory) : <u>6</u>	Profession (incense making) : <u>3</u>	

MARTIAL STYLES

Style	Dice	Maneuvers / Descriptions
General Martial Arts :	<u>5</u>	

MYSTIC DISCIPLINES

Ritual	Dice	Disciplines / Descriptions
Dreamwalking :	<u>6</u>	-0: Initiating a ritual by entering the Dream Realm. -1: Defending in the Dream Realm; changing the Dream environment; seeing the past, present, and future; seeing through Illusions. -2: Attacking in the Dream; seeking others in the Dream; dispelling magical manifestations (wards and magical traps). -3: Bringing others into the Dream; allowing others to see visions; entering and changing another's dreams. -4: Attempting to use Domination on a foe. -5 or higher: Capturing another's spirit; moving physically through Dream.

STORY POINTS



CHARACTERISTICS

STRENGTH: 4 (Max. 8, Avg. 1-3)
 VIGOR: 3 (Max. 8, Avg. 1-3)
 AGILITY: 5 (Max. 10, Avg. 2-4)
 DEXTERITY: 2 (Max. 9, Avg. 1-3)
 ESSENCE: 6 (Max. 11, Avg. 3-5)
 PERCEPTION: 6 (Max. 12, Avg. 2-4)
 WIT: 6 (Max. 10, Avg. 1-3)
 WILL: 6 (Max. 8, Avg. 1-3)
 PRESENCE: 6 (Max. 10, Avg. 2-4)

TALENTS

Heightened Awareness: 1
 Immunity (common diseases): 2 levels
 Keen Focus: 2
 Mystic: 2

ADVANTAGES

Caste (Sunborn): 2

DRAWBACKS

Personality Quirk (prefers aged meats): -2

COMBAT

STAMINA= 2 x (Vigor + Will): 18

CURRENT STAMINA:

ARMOR: None 0

CURRENT ARMOR:

Melee: 5 Martial Arts: ... 5
 Brawling: 5 Firearm:
 Missile: Suthra:
 Throw:..... 3 :

WEAPONS

Weapon	Range	Damage
Cane :	<u>Melee</u>	<u>4</u>
Hurling Disks :	<u>Short</u>	<u>4</u>

Special Attacks / Adjustments

COMPANIONS

Arhazbüir (Honor Guard)



BACKGROUND

JENU (animal): Elephant
 AGE: 28 HEIGHT: 12' WEIGHT: 1742
 CASTE: Sunborn SEX: Male
 APPEARANCE: A seasoned fighter with a serious disposition and intimidating stature
 HOUSE: Ayrram LINE: Sisayah
 HISTORY: Arhazbur pledged his life to the Line of Sisayah after having been rescued from slavery in Sustrum as a child. He currently serves as the Honor Guard for lady Anavari.

ANIMAL ABILITIES

Body Armor: 2 pts.
 Prehensile Limb (trunk): 5
 Thermal Regulation (ears): 6
 Wide Peripheral: 4
 Natural Weaponry (tusks, trample): 6

SKILLS

Armourer	: <u>5</u>	Knowledge (famed warriors)	: <u>4</u>	Tactics	: <u>4</u>
Brawling	: <u>7</u>	Knowledge (heraldry)	: <u>4</u>	Throw	: <u>5</u>
Climbing	: <u>6</u>	Knowledge (Mahist Faith)	: <u>4</u>		: <u>-</u>
Concealment	: <u>4</u>	Knowledge (martial lore)	: <u>4</u>		: <u>-</u>
Contortion	: <u>5</u>	Knowledge (politics)	: <u>4</u>		: <u>-</u>
Dress Wound	: <u>4</u>	Knowledge (Sadahm area)	: <u>4</u>		: <u>-</u>
Duel Dancing	: <u>6</u>	Knowledge (weapons)	: <u>4</u>		: <u>-</u>
Evade	: <u>7</u>	Language (Tishinian)	: <u>4</u>		: <u>-</u>
Fast Draw	: <u>5</u>	Martial Arts	: <u>6</u>		: <u>-</u>
Firearm Combat	: <u>6</u>	Melee Combat	: <u>6</u>		: <u>-</u>
Intimidation	: <u>6</u>	Persuasion	: <u>4</u>		: <u>-</u>
Knowledge (customs)	: <u>4</u>	Shadowing	: <u>6</u>		: <u>-</u>
Knowledge (current history)	: <u>4</u>	Stealth	: <u>6</u>		: <u>-</u>

MARTIAL STYLES

Style	Dice	Maneuvers / Descriptions
General Martial Arts :	<u>6</u>	

MYSTIC DISCIPLINES

Ritual	Dice	Disciplines / Descriptions
:		

STORY POINTS



CHARACTERISTICS

STRENGTH: 8 (Max. 12, Avg. 5-7)
 VIGOR: 6 (Max. 12, Avg. 2-4)
 AGILITY: 6 (Max. 6, Avg. 1-3)
 DEXTERITY: 5 (Max. 7, Avg. 1-3)
 ESSENCE: 2 (Max. 8, Avg. 1-3)
 PERCEPTION: 4 (Max. 9, Avg. 1-3)
 WIT: 4 (Max. 11, Avg. 2-4)
 WILL: 4 (Max. 10, Avg. 2-4)
 PRESENCE: 6 (Max. 12, Avg. 3-5)

TALENTS

Fearless : 1 Eidetic Memory: 1
 Immunity (snake venoms) : 1 level
 Natural Leader : 1
 Toughness: Stamina = 3 x (Vigor + Will)

ADVANTAGES

Sunborn Caste: 2 Fame (fighter): 3
 : :
 : :
 : :

DRAWBACKS

Food Requirement (triple): -2
 Intolerant (slavery) : -1
 Personality Quirk (overconfidence): -1

COMBAT

STAMINA = 3 x (Vigor + Will): 30
 CURRENT STAMINA:

ARMOR: Háthiyaran Armor 4 (+2) = 6
 CURRENT ARMOR:

Melee: 6 Martial Arts: ... 6
 Brawling: 7 Firearm: 6
 Missile: Suthra:
 Throw: 5 :

WEAPONS

Weapon	Range	Damage
Chitin Pole-axe:	Melee	8
Stone Hammer:	Melee	8
Crystal Thowing Axe:	Middle	8
Háthiyaran Blunderbus:	Middle	15
Katar (punch dagger):	Melee	6

Special Attacks / Adjustments

COMPANIONS

Dastánah (Assistant Weapons Master)



BACKGROUND

JENU (animal): Mockingbird
 AGE: 27 HEIGHT: 4' WEIGHT: 75
 CASTE: Sunborn SEX: Female
 APPEARANCE: A sharp eyed, quick-moving little bird with a lot of weapons
 HOUSE: Ayrram LINE: Sisyah
 HISTORY: Trained with the Weaponsmasters of east Tishinia and the Valah Masters of Rajtarmi before being gifted to the Line of Sisyah by Rajtarmi himself.

ANIMAL ABILITIES

Flight : 6
 Natural Weaponry (beak, claws): 6

SKILLS

Acrobatics : 6	Knowledge (martial lore) : 4	Throw : 8
Brawling : 6	Knowledge (Sadahm area) : 4	Weaponsmith : 6
Climbing : 6	Knowledge (tradition) : 4	
Concealment : 4	Knowledge (weapons) : 4	
Dress Wound : 4	Language (Tishinian) : 4	
Duel Dancing : 6	Martial Arts : 8	
Evade : 6	Melee Combat : 8	
Fast Draw : 8	Missile Combat : 8	
Gunsmith : 6	Performance (singing) : 6	
Knowledge (current history) : 4	Persuasion : 4	
Knowledge (customs) : 4	Shadowing : 6	
Knowledge (firearms) : 4	Stealth : 6	
Knowledge (Mahist Faith) : 4	Tactics : 4	

MARTIAL STYLES

Style	Dice	Maneuvers / Descriptions
General Martial Arts :	8	

MYSTIC DISCIPLINES

Ritual	Dice	Disciplines / Descriptions
:		

STORY POINTS



CHARACTERISTICS

STRENGTH: 5 (Max. 6, Avg. 1-3)
 VIGOR: 6 (Max. 7, Avg. 1-3)
 AGILITY: 6 (Max. 12, Avg. 3-5)
 DEXTERITY: 6 (Max. 12, Avg. 3-5)
 ESSENCE: 1 (Max. 9, Avg. 1-3)
 PERCEPTION: 6 (Max. 10, Avg. 2-4)
 WIT: 4 (Max. 10, Avg. 1-3)
 WILL: 3 (Max. 11, Avg. 2-4)
 PRESENCE: 5 (Max. 9, Avg. 1-3)

TALENTS

Natural Mimic : 1 :
 Virtuoso : 1 :
 : :
 : :
 : :

ADVANTAGES

Sunborn Caste: 2 :
 : :
 : :
 : :
 : :

DRAWBACKS

Compulsion (bullying nature): -1
 Mild Phobia (claustrophobic): -1
 : :
 : :

COMBAT

STAMINA= 2 x (Vigor + Will): 18
 CURRENT STAMINA:

ARMOR: none 0
 CURRENT ARMOR:

Melee: 8 Martial Arts: ... 8
 Brawling: 6 Firearm: 8
 Missile: 8 Suthra:
 Throw:..... 8 :

WEAPONS

Weapon	Range	Damage
Tishini Longbow :	Middle	5
Hurling Disks :	Middle	4
Throwing Shards:	Middle	4
Valah Pistol :	Short	5
Valah Rifle :	Middle	10
:		

Special Attacks / Adjustments

COMPANIONS

Héshrim (House Guard / Assassin)



BACKGROUND

JENU (animal): Rattlesnake
 AGE: 32 HEIGHT: 6'5" WEIGHT: 101
 CASTE: Sunborn SEX: Male
 APPEARANCE: A calm, watchful snake with an air of casual menace and strength. Unsettling.
 HOUSE: Samtra LINE: Inuvkah
 HISTORY: Heshrim proved his merits by helping to bring an end to a spying ring being run out of Magar on behalf of the Sustrumi Aminar. He saved the life of Samtra during this affair.

ANIMAL ABILITIES

Body Armor: 1 pt.
 Discriminatory Taste: 5
 Natural Weaponry (fangs, tail): 7
 Prehensile Limb (tail): 6
 Thermal Sensing: 5
 Venom (necrotic/insinuated, level 4)

SKILLS

Acrobatics : 7	Language (hand signs) : 3	Trapping : 3
Alchemy (poison craft) : 4	Language (Tishinian) : 3	
Brawling : 7	Lock Picking : 6	
Climbing : 7	Martial Arts : 7	
Concealment : 5	Melee Combat : 7	
Disguise : 4	Missile Combat : 6	
Evade : 7	Observation : 5	
Intrigue : 4	Persuasion : 3	
Knowledge (customs) : 3	Profession (gardening) : 3	
Knowledge (horticulture) : 3	Shadowing : 5	
Knowledge (Mahist Faith) : 3	Stealth : 7	
Knowledge (poisons) : 3	Throw : 6	
Knowledge (Telátah area) : 3	Tracking : 5	

MARTIAL STYLES

Style	Dice	Maneuvers / Descriptions
General Martial Arts :	7	

MYSTIC DISCIPLINES

Ritual	Dice	Disciplines / Descriptions
:		

STORY POINTS



CHARACTERISTICS

STRENGTH: 5 (Max. 6, Avg. 1-3)
 VIGOR: 5 (Max. 8, Avg. 1-3)
 AGILITY: 7 (Max. 12, Avg. 4-6)
 DEXTERITY: 6 (Max. 10, Avg. 2-4)
 ESSENCE: 1 (Max. 10, Avg. 1-3)
 PERCEPTION: 5 (Max. 10, Avg. 2-4)
 WIT: 3 (Max. 10, Avg. 1-3)
 WILL: 4 (Max. 10, Avg. 1-3)
 PRESENCE: 5 (Max. 10, Avg. 2-4)

TALENTS

Heightened Awareness: 1
 Fast Reflexes : 3
 _____ : _____ : _____
 _____ : _____ : _____

ADVANTAGES

Sunborn Caste: 2 _____ : _____
 _____ : _____ : _____
 _____ : _____ : _____
 _____ : _____ : _____

DRAWBACKS

Nocturnal : -2
 Quick Tempered : -2
 Overconfidence: -1
 _____ : _____ : _____

COMBAT

STAMINA= 2 x (Vigor + Will): 18
 CURRENT STAMINA:

ARMOR: natural 1
 CURRENT ARMOR:

Melee: 7 Martial Arts: ... 7
 Brawling: 7 Firearm:
 Missile: 6 Suthra:
 Throw:..... 6 _____ : _____

WEAPONS

Weapon	Range	Damage
Crystal Sword :	Melee	5
Chitin Flail :	Melee	5
Visedi Longbow :	Middle	5
Hurling Discs :	Middle	4

Special Attacks / Adjustments
Necrotic / Insinuated Venom, level 4
4 dam/round for 4, rnds, plus causes
Pain and Nausea for 4 rounds

COMPANIONS

Umratali (Mangai Healer)



BACKGROUND

JENU (animal): Sea Turtle
 AGE: 35 HEIGHT: 5' 5" WEIGHT: 173
 CASTE: Holy SEX: Male
 APPEARANCE: A monkish-looking priest with a friendly smile and a wise disposition
 HOUSE: Ayrram LINE: Sisyah
 HISTORY: Trained in herbalism and medicine at the Academy of Nilam, this Mangai also studied the arts of mystic healing before returning to serve Ayrram's House.

ANIMAL ABILITIES

Aquatic	: -
Body Armor	: 3 pts.
Protective Lids	: -
Hold Breath	: 6
Natural Weaponry (beak)	: 3
Swimming	: 6

SKILLS

Alchemy (poison craft)	: 3	Knowledge (poisons)	: 6	Stealth	: 6
Alchemy (medicine craft)	: 3	Knowledge (ritual lore)	: 6	Surgery	: 4
Brawling	: 3	Knowledge (Sadahm area)	: 6	Throw	: 3
Climbing	: 3	Knowledge (tradition)	: 6		: -
Concealment	: 6	Language (Tishinian)	: 6		: -
Dress Wound	: 6	Magic Ritual (Healing)	: 7		: -
Evade	: 3	Martial Arts	: 6		: -
Knowledge (culture)	: 6	Melee Combat	: 3		: -
Knowledge (customs)	: 6	Persuasion	: 6		: -
Knowledge (herbal lore)	: 6	Profession (brewing)	: 6		: -
Knowledge (jenu lore)	: 6	Profession (doctor)	: 6		: -
Knowledge (Mahist Faith)	: 6	Research	: 5		: -
Knowledge (medicines)	: 6	Shadowing	: 3		: -

MARTIAL STYLES

Style	Dice	Maneuvers / Descriptions
General Martial Arts	: 6	

MYSTIC DISCIPLINES

Ritual	Dice	Disciplines / Descriptions
Ritual of Healing	: 7	-0: Initiating a ritual by gathering healing energies.
		-1: Entering the Dream Realm; Healing lesser wounds (less than 1/3rd Stamina); protection from supernatural foes.
		-2: Defending in the Dream Realm; Healing large wounds (less than 2/3rd Stamina); healing supernatural wounds.
		-3: Attacking in the Dream Realm; Healing terrible wounds (more than 2/3rd Stamina); mending bones; curing poison effects or madness.
		-4: Restoring severed limbs; breaking curses.
		-5 or higher: Severing supernatural control; banishing supernatural foes.

STORY POINTS



CHARACTERISTICS

STRENGTH: 3 (Max. 7, Avg. 2-4)
 VIGOR: 6 (Max. 10, Avg. 2-4)
 AGILITY: 3 (Max. 8, Avg. 1-3)
 DEXTERITY: 3 (Max. 10, Avg. 1-3)
 ESSENCE: 6 (Max. 12, Avg. 2-4)
 PERCEPTION: 5 (Max. 8, Avg. 1-3)
 WIT: 6 (Max. 12, Avg. 3-5)
 WILL: 6 (Max. 9, Avg. 1-3)
 PRESENCE: 4 (Max. 9, Avg. 1-3)

TALENTS

Serenity	: 1
Direction Sense	: 1
Mystic	: 4

ADVANTAGES

Caste (Mangai) : 3

DRAWBACKS

Bad Sight : -2
 Compulsion (desire to swim): -1

COMBAT

STAMINA= 2 x (Vigor + Will): 24
 CURRENT STAMINA:

ARMOR: Body Armor 3
 CURRENT ARMOR:

Melee: 3 Martial Arts: ... 6
 Brawling: 3 Firearm:
 Missile: Suthra:
 Throw: 3 :

WEAPONS

Weapon	Range	Damage
Amber-shod Staff:	Melee	3
Crystal Knife	: Melee	3

Special Attacks / Adjustments

COMPANIONS

Gramír (Assistant Suthra Master)



BACKGROUND

JENU (animal): Wolf
 AGE: 25 HEIGHT: 6' WEIGHT: 210
 CASTE: Sunborn SEX: Male
 APPEARANCE: A savage looking janah with a commanding presence and bold speech.
 HOUSE: Ayrram LINE: Sisyah
 HISTORY: hailing originally from Ishpuria, he trained for two years in the Academy of Sakrsa in Dar-Puram, before serving as a chinti and kellendu trainer in the House.

ANIMAL ABILITIES

Body Armor: 2 pts.
 Distance Running: 5
 Keen Hearing: 6
 Natural Weaponry (claws, teeth): 7
 Night Vision: 6
 Tracking Scent: 6

SKILLS

Acrobatics : 6	Navigation (land) : 4	Trapping : 6
Brawling : 6	Observation : 6	: -
Climbing : 6	Persuasion : 4	: -
Concealment : 6	Profession (incense making) : 4	: -
Evade : 6	Profession (suthra breeding) : 5	: -
Knowledge (customs) : 4	Profession (suthra handling) : 5	: -
Knowledge (Mahist Faith) : 4	Riding (makdi and chinti) : 6	: -
Knowledge (Sadahm area) : 4	Shadowing : 6	: -
Knowledge (suthra lore) : 6	Survival : 5	: -
Language (Tishinian) : 6	Suthra Use : 5	: -
Martial Arts : 6	Stealth : 6	: -
Melee Combat : 6	Throw : 4	: -
Missile Combat : 4	Tracking : 6	: -

MARTIAL STYLES

Style	Dice	Maneuvers / Descriptions
General Martial Arts :	6	

MYSTIC DISCIPLINES

Ritual	Dice	Disciplines / Descriptions
:		

STORY POINTS



CHARACTERISTICS

STRENGTH: 5 (Max. 9, Avg. 3-5)
 VIGOR: 5 (Max. 10, Avg. 2-4)
 AGILITY: 6 (Max. 9, Avg. 2-4)
 DEXTERITY: 4 (Max. 9, Avg. 1-3)
 ESSENCE: 1 (Max. 10, Avg. 1-3)
 PERCEPTION: 6 (Max. 10, Avg. 2-4)
 WIT: 4 (Max. 10, Avg. 1-3)
 WILL: 5 (Max. 8, Avg. 1-3)
 PRESENCE: 6 (Max. 10, Avg. 2-4)

TALENTS

Heightened Awareness : 1
 Empathy : 1
 Natural Leader : 1
 Direction Sense : 1

ADVANTAGES

Sunborn Caste: 2 :
 : :
 : :
 : :

DRAWBACKS

Color Blind (night): -1
 Intolerance (snivellers and "toadies"): -1
 Personality Quirk (overconfidence): -1

COMBAT

STAMINA= 2 x (Vigor + Will): 20
 CURRENT STAMINA:

ARMOR: Suthra Leather 1 (+2) = 3
 CURRENT ARMOR:

Melee: 6 Martial Arts: ... 6
 Brawling: 6 Firearm:
 Missile: 4 Suthra: 5
 Throw:..... 4 :

WEAPONS

Weapon	Range	Damage
Tishini Longbow :	Middle	5
Fighting Net :	Melee	5
Crystal Spear :	Melee	5
Living Punch-dagger:	Melee	3
Living Suthra Whip:	Melee	5
:		

Special Attacks / Adjustments
 Suthra Dagger Poison, level 5
 Suthra Whip Entangle (suthra use) 5
 Trained Kellendu, attack & defense 5

COMPANIONS

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

Successes	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 and 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	DAMAGE TYPE					
	Subdue		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 till Escape or release. Hold / Lock may then be attempted to 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 ADJ # for attack.

Lame - Full damage. Target gets no more free Half Moves for that 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 limb 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 through to following Rounds.

Broken - Full damage. A joint or bone has been broken in the target area. Target suffers loss of limb use (half Movement if 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 of the head, neck, 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, till healed or dead.

Severed - Full damage. Targeted limb or section of limb violently separated 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.