

Chapter II: Martial Styles

Greater Kelléndu Style

Characteristic Link: Agility/Dexterity

Category: Lineal

Weapon: Any and open-handed

Full Cost: 16 pts.

The fire crackled as the silk-clad lizard made her way through the center of the Outcaste camp. If it weren't for the severity of the situation, she wouldn't be here; these jánah made her nervous. They stared at her with an almost predatory gaze. She was definitely the outsider and they made sure she was aware of it. The Sarpah sank back into her training, twisting and turning as she moved through the group. It looked like a dance, but it enabled her to see everyone around and catch any sudden movements.

One jánah, a donkey, rose from his seated position and came at her. He reached out to grab her wrist, but the lizard pushed it away. Rather than giving it a shove, it was a gentle push and she kept her fingers touching the back of his hand. Having touched such a jánah, she knew that rituals of cleansing would be in order. When he twisted to reach at her with his other thick-nailed hand, she felt it more than she saw it. Her reaction was instantaneous, reversing direction to avoid the second grasp.

When he came in a third time, blunt teeth gnashing, she stepped under the blow and delivered a stunning strike with her fist to his elongated face. It sent him stumbling back to fall limply against his tent. The lizard knew she'd better finish her business soon.



Multi-Maneuvers:

Name	Adj.	Actions	Effect
<u>Guiding Pain</u>	-1	2	Damage: Subdue/Fatal = Penetrating Successes + Weapon; if successful, target is Disabled and must subtract 1 die from each of the remaining Round's Defense Rolls. Opposed.
Description: Very low, incredibly quick kicks delivered with a snap to the enemy's lower legs used to disable a leg and guide the enemy into less defensible positions.			
<u>Swift Fist</u>	-1	2	Damage: Subdue/Fatal = 4d6; if at least two successes rolled, opponent must use 3 Combat Actions to defend against it. Opposed.
Description: This closed fist strategy involves using a rapid set of four staccato punches in sequence that are difficult to defend against, often forcing an opponent to over-compensate in an attempt to fend off the blows.			
<u>Circle the Prey</u>	-2	2	Damage: none = a preparatory maneuver for the style. Success allows remaining Round's successful Defense Rolls to be simultaneously used as Opposed Throws/Sweeps, plus 1 die is added to all Disarm attempts that Round. No other types of attacks may be attempted that Round except Throw/Sweeps and Disarms. Unopposed.
Description: By maintaining a defensive posture while continuously circling the enemy, the practitioner gains some insight into possible weaknesses that may be exploited to allow easier attempts at sweeps, throws, and disarms.			
<u>Clinging Step Stun</u>	-2	2	Damage: none = a preparatory maneuver for the style. Success allows practitioner to add 1 die to all Defense Rolls, and 2 dice to any Stuns performed that Round. Use of the Evade skill is not allowed that Round. Unopposed.
Description: Practitioners seek to keep their hands in contact with their opponents at all times, making it easier to defensively move with the opponent, and leading to openings for more effective stunning attacks.			
<u>Kelléndu Hides in Grass</u>	-2	3	Damage: none = a preparatory maneuver for the style. Success allows practitioner to add 2 dice to remaining Defense Rolls, plus any fully successful (all opponent's successes negated) hand-to-hand Defense Rolls are simultaneously used as Opposed Bind/Grabs for the rest of the Round (using no extra Combat Actions). Unopposed.
Description: A series of footwork and postures that resemble the way in which a kelléndu moves when its antennae sense a potential enemy. These movements allow practitioners a greater awareness of their surroundings.			

History: It is a well known fact the Northern and Southern Kellédu styles have been in conflict for over 500 years. This rivalry has strengthened both styles as they strived to prove their dominance over the other. About 400 years ago, a cobra Sarpah by the name of Chandani thought that true power would come from setting aside such pettiness. She was originally a practitioner of the Northern Kellédu style and traveled south to learn from masters of the Southern Kellédu style. At the time, she enrolled as a novice, claiming to have no previous martial arts experience. Once she mastered the Southern style, she went into solitude for a period of seven years. When she emerged, she had codified a new style that she termed the Greater Kellédu style. She began teaching her style and it was quickly picked up as a style that incorporated all of the strengths of the other two Kellédu styles and discarded their weaknesses. This style has grown in popularity over time, although it is still not quite as popular as either the Northern or Southern styles. This style is not generally used by Paksin, but it has become prominent among the Vajrah and Sarpah nations of central and southern Dárdūnah.

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue / Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	0	Bind / Grab	-2	Hold / Lock	-2	Piercing Fist (stun)
NECK	0	Bind / Grab	-1	Hold / Lock	-2	Piercing Fist (stun)
SPINE	0	Bind / Grab	-2	Hold / Lock	-2	Piercing Fist (stun)
SHOULDER	-1	Escape	-1	Escape	-1	Disarm
ELBOW	0	Disarm Bind / Grab Throw	-2	Disable Hold / Lock	-3	Disable and Stun Broken (joint)
ARM	-1	Escape	-2	Disable	0	Bind / Grab
HAND	-1	Escape	-1	Disarm	-2	Disable
TORSO	-1	Escape	-1	Escape	-1	Broken (rib)
ABDOMEN	-1	Escape	-1	Nausea	-2	Nausea
GROIN	-1	Nausea	-1	Nausea	-2	Nausea Piercing Fist (stun)
HIP	-1	Escape	-1	Escape	-1	Lame (hip)
KNEE	0	Lame (knee) Bind / Grab Throw / Sweep	-2	Disable Hold / Lock	-3	Stun Broken (joint)
LEG	-1	Escape	-1	Escape	-2	Disable
FOOT	-1	Escape	0	Lame (foot) Bind / Grab Throw / Sweep	-2	Disable Hold / Lock
HEAD VITALS	-3	Disable and Stun Broken (feature)	-4	Full Knockout	-5	Kellédu Clutches Song
TORSO VITALS	-3	Stun and Broken (rib)	-4	Stun, Broken (rib), and Nausea	-3	Piercing Fist (lethal)
ARM VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and 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.
- 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.
- 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.
- Kellédu Clutches Song** - Damage = (Penetrating Successes + Weapon) x 2. Target's voice is irrevocably harmed. The practitioner quickly snatches at the throat of the opponent horribly damaging both the throat and larynx itself.
- Piercing Fist (stun)** - Damage = (Penetrating Successes + Weapon) + 4. Target is affected by Stun. A powerful strike to the head, neck, or spine that leaves the opponent stunned.
- Piercing Fist (lethal)** - Damage = (Penetrating Successes + Weapon) + 4. Target begins bleeding internally at a rate per Round equal to the number of successes that penetrated the target's defense, till healed or dead. A powerful strike to the midsection of the opponent that punctures the internal organs and causes profuse internal bleeding.