

### III. Combat



#### An Introduction to Combat

Combat in Dárdūnah should evoke some of the same feelings one gets when watching a particularly well made, wild, martial arts, action film, mixed with the daring moves and stunts of the Three Musketeer's. It's important to note that the flavor of this type of combat should be created through inventive descriptions of heroic maneuvers filled with acrobatic flair. Though there will, of course, be moments of simple "knockdown and drag out" brawling, the Gamemaster and the players should always try to spice up combat with exciting cinematic moments. When thinking of what you may want to do during such combat, you should always place emphasis on "imaginative description first, rules and game mechanics second". Remember, the goal for any aspect of the game, including combat, should be to create a situation that makes you say "Wow, that would have been a cool scene in a movie!"

That being said, it is important to make sure that any combat system flows swiftly and smoothly during game play. This will help players focus less on the rules, and more on the action. In addition to the effectiveness of the system itself, it is just as important for the players to easily gain a firm understanding of the way the combat mechanics work, and what each term means. In the following pages are noted all of the elements that go into combat, their descriptions, and thorough examples showing how they relate to game play.

## What Makes SHARD Combat Different?

The combat that happens on Dárdūnah is very much like a Jackie Chan or Bruce Lee style movie fight. There tends to be lots of acrobatics, multiple opponents, and fast-paced action. Its goal is to simulate cinematic martial arts fighting and in so doing, it is quite different from other systems' combat rules.

Here are a few ways in which the Shard combat system differs from other systems:

- When attacked by an opponent, you may immediately defend yourself regardless of where you are in the Initiative line up. Once you defend yourself (successfully or not), you may immediately attack or react in return! (if you have Actions remaining)
- If multiple opponents attack you at once, you may defend yourself against all of them (successfully or not), then immediately attack or react to one or all of them in return! (if you have Actions remaining)
- If you see any character act at any point in the combat round, you may immediately (regardless of where you are at in the order of Initiative) attempt to prevent or react to that action! (if you have Actions remaining)
- The same goes for you when you're the attacker in these situations. As soon as you attack or take action in a combat round, your opponent(s) immediately get a chance to prevent the outcome of your action or react to it in some way! (regardless of where they are in the order of Initiative, as long as they have Actions to do so)

As you can see, this is very different from many other systems where Initiative is "king", and an absolute advantage when it comes to potential victory. Likewise, it also differs from a phase or segment-based system where the player sometimes feels as if time has stopped for their character, both before and after their turn.

There is a very back and forth, attack-defend-attack-defend-react-defend...etc. type of dance when fighting on Dárdūnah. It will be very helpful to keep this in mind when learning the Shard combat system.

## The Basic Concepts

Here are a few concepts/keywords to keep an eye out for in this chapter, they are the key concepts and mechanics used in the Shard combat system. They will be specifically defined in the different sections below, and you will be provided an example of each in the combat scenarios soon to be described.

- Initiative- (the order in which combatants act during a round)

- Actions- (Skills or Abilities performed during combat)
  - Declared- (used to attack and act)
  - Undeclared- (used to defend and react)
  - Spontaneous- (used to resolve random events in combat)
- Bundling Actions- (multiple combat Actions made using one dice roll)
- Dice Pools- (the dice rolled to perform a particular Action)
- Movement- (distance traveled during combat)
- Hit Locations- (the various targets of an attack)
- Taking Damage and Effects of Damage- (the dire results of combat)

Essentially, the combat round is composed of three distinct steps, each of which will be briefly defined now, and will be thoroughly explained later as we describe the Combat Round in detail:

**STEP #1- Determining Initiative for each combatant-** (During this step, combatants role a single die, to which adjustments are added, generating a number that, when compared against all other combatants, determines the order in which that character may act. The highest number goes first in order of initiative, while the lowest number goes last.)

**STEP #2- Determining Number of Actions for each combatant-** (During this step, combatants role a dice pool associated with their primary chosen attack for that round, to which adjustments are added, generating a number that represents the Amount of Actions they can perform for the duration of that round, including Attacks, Defenses, Skill use, and Animal Ability use.)

**STEP #3- Allowing each combatant, in order of Initiative, to Declare and perform a chosen number of their Actions-** (During this step, when it is each combatant's turn, players will creatively describe what they want to do with the number of Actions they have generated for that round. Once Declared, the GM determines how many of their Actions they must use to do this, after which the player will begin rolling the associated dice pools to determine their success or failure. Any Actions that are not used at this time are set aside as Undeclared (used to defend and react later in that round). This is the most complex step during combat, because even if it is not your turn yet, you may need to defend or choose to react to other players' actions. Likewise, other players who have Actions of their own left to use may choose to react to any other combatant's Actions as they occur, and the results of all these rolls, attacking, defending, or otherwise, must be resolved at this time, as they are performed. Once the player who's turn it is has expended all their Declared Actions, their turn is over.)

## The Three “Types” of Combat in Shard

In thinking about the Combat system of Shard, I like to categorize it into three types because it allows most people to grasp it a bit better.

1. Combat using the Brawling, Melee, Missile skills, and Natural Weaponry
2. Combat using the Martial Arts, Valah, and Suthra Use skills
3. Combat using the Specific Martial Styles

Here is how the three differ from one another:

### 1. Combat using the Brawling, Melee, Missile skills, and Natural Weaponry

The simplest types of combat-related skills used to cause damage to your opponent are the **Brawling**, **Melee**, or **Missile** skills, as well as the **Natural Weaponry** Animal Abilities of various kinds. **Brawling** would be used as unarmed punching and kicking, while **Melee** would be used when attacking with handheld weapons (of ANY kind, including chairs and table-legs). **Missile** would be a thrown weapon, a crossbow, or bow (any non-Valah). These are considered ranged weapons, and you should consult the rules concerning range (described later) to understand their benefits and limitations. And finally, the Animal Ability **Natural Weaponry** includes the variety of teeth, claws, and horns, etc. used in combat. A character can be of any Caste and be able to use these abilities as long as they possess them, and requires no particularly special martial training to do so.\*

The distinct issue with using **Brawling**, **Melee**, **Missile**, or **Natural Weaponry** is that you do not get to utilize the **Location Maneuver Table** on the back of the character sheet. All damage is just “general” (½ Subdue and ½ Fatal, weighed toward Subdue) damage to the target until the target runs out of Stamina.

\* Only the Brawling skill is a Basic Starting Skill (and thus can start with a rank of 3 at no cost to purchase). You must purchase Missile and Melee as skills per the rules, and Natural Weaponry should have come as part of your Animal Template purchase, or with the purchase of other Animal Abilities.

### 2. Combat using the Martial Arts, Valah, and Suthra Use skills

Using these skills means a character has some specialized training particular to such abilities. When a PC or NPC chooses to use **Martial Arts**, **Valah**, and **Suthra Use** skills, then they are allowed to use the **Location Maneuver Table** on the back of the character sheet to determine particular targets they may wish to strike, the adjustment to the roll such strikes require, and the additional combat effects a successful strike might cause. The very nature of any combat can be dramatically affected by choosing to use this table.

The **Martial Arts** skill is the use of both hand-to-hand as well as weapon-based combat comprised of various basic maneuvers developed through disciplined and rigorous training. Using this type of combat, the **Martial Arts** skill takes the place of the **Brawling** and **Melee** skills. Additionally, having purchased **Martial Arts**, you may also use the **Missile** skill as well as any **Natural Weaponry** with the **Location Maneuver Table**. Though there are no Caste restrictions concerning the use of Martial Arts, they are more commonly seen used among members of the higher Castes.

The **Valah** skill means the character can use the various black-powder rifles, pistols, and cannons (called Valah weapons). Like Missile weapons, these are considered ranged weapons, and you should consult the rules concerning range (described later) to understand their benefits and limitations. According to most nations’ laws, only characters of Trade Caste or higher may use Valah weapons, with rare exceptions sometimes given in the case of armed peasants serving a powerful merchant or lord (such exceptions require the armed peasant to carry a “Writ of Valah”, signed by their employer). In most nations, the penalty for disobeying this law is imprisonment or death.

**Suthra Use** indicates using the insectoid living weapons of Dárdūnah to inflict damage during combat. Unlike normal melee weapons, living suthra weapons often move of their own accord, or at the special command of their wielder, and can cause many different effects in addition to damage, depending on the weapon type, such as binding or inflicting poisons (see Weapons). Only Characters of High Caste (Sunborn) or Holy Caste may use living Suthra weapons (or living armor, for that matter). In most nations, the penalty for disobeying this law is death.

### 3. Combat using the specific Martial Styles

Characters may use more advanced, detailed, and exclusive types of martial arts, found in the separate book **Magic and Martial Arts**, known as **Martial Styles**. When a PC or NPC purchases a specific Martial Style, there are particular Maneuvers and Multi-Maneuvers within that style that utilize their own specific Location Maneuver Table (listed for each style) that is different for every Martial Arts Style, and different from the basic Location Maneuver Table that is found on the Character Sheet.

However, a character with a specific Martial Arts Style may choose to utilize the basic Location Maneuver Table instead of the one specific to the Martial Arts style being used. This is the **ONLY** case in which you may use more than one Location Maneuver Table in the same round. Other than that exception, you may only use one specific Martial Arts Style during any given single round (six seconds), after which you may switch Styles if you know more than one.

## Enhancement Skills

Before launching into the detailed descriptions of the combat round itself, it may also be helpful to become familiar with three different Skills your character may possess that actually add to the effect of later attempted Actions pertaining to attacks, defense, and weapon use. These are called Enhancement Skills, and not only relate to game mechanics, but also add a certain cinematic flair to combat as a whole.

1. Duel Dancing
2. Acrobatics
3. Fast Draw

Though you should certainly take the time to understand these three Skills by reading their full descriptions in the Character Creation chapter (especially if your character has any of them), here is the essential information pertaining to how they may be used in combat. One important thing to note, because these Skills don't directly cause damage (merely enhancing the effects of certain elements of the remaining combat round), they don't get Bundled with other Actions, but instead must be rolled separately, since they singularly determine the effectiveness of Actions that follow them.:



**1. Duel Dancing** - characters can display (and momentarily improve) their martial prowess during combat by performing impressive examples of the movements and pacing of their

**Martial Arts Skill or Martial Style.** This can be done to merely inspire oneself, or it may be performed in contest against another opponent using the same Skill to determine who is more impressed by the other.

Individual characters with this Skill may roll it at any time during a combat round, providing they can spare an Action to do so, though generally Duel Dancing is done at the beginning of a round as a motivating display of martial style and prowess. If they are successful, then every two Successes they roll indicate an additional die they may add to any single roll in that particular round.

If there is more than one person engaged in combat together, then (assuming they both have the Skill) any two opponents may choose mutually to engage in a Duel Dance. These two may both roll their Duel Dancing Skill against one another, and if either rolls higher than the other, then each Success rolled over the other indicates an additional die the winner may add to any single roll in the combat round.

This Skill is not considered a Movement Skill and must be used in conjunction to a true movement in order to achieve distance coverage. The true value of Duel Dancing is cinematic flair and the advantage of additions to your dice pool for a single chosen Action during that combat round.

**2. Acrobatics** - when engaged in combat, characters can use their skill at Acrobatics not only to add amazing visual flair to their movements and maneuvers, but also to actually improve the success of their defence.

Characters with this Skill may roll it at any time during a combat round, providing they can spare an Action to do so. If they are successful, then the total number of Successes should be written down. Every Success rolled is considered to be a part of a pool of successes, used for defense purposes only, that can be used up, individually or all at once, whenever the player desires (either being added to the successes rolled when making a defensive roll, or used as if they were the results of a defense roll themselves). They are used to negate, one for one, any opponent's attack successes for the duration of the round in which the skill is performed. It is assumed that this is due to the evasive twisting, turnings, and flips the character uses to confuse and misdirect an opponent's attacks. Such Acrobatic successes could also be used, for instance, to help a Dodge/Block roll, or Movement Skill rolls used to evade a dangerous event or situation.

This Skill is not considered a Movement Skill and must be used in conjunction to a true movement in

order to achieve distance coverage. The true value of Acrobatics is cinematic flair and defense. Characters should keep in mind that they have used this skill during that combat round, and describe the additional acrobatic flavor of their maneuvers throughout the round accordingly.

**3. Fastdraw - when needing to draw any weapon during the combat round (unsheathing a sword, drawing out a loaded gun, producing a handful of hurling disks, brandishing twin daggers, etc.), successful performance of the Fastdraw skill eliminates the precious time spent doing so, freeing it up for the performance of the attack itself.**

Drawing any weapon(s) for individual or bundled attacks during a combat round (using either one or both hands) always requires expending one Action to do so if that weapon is not already out and ready to use. This expenditure can be avoided if the Fastdraw Skill is successfully used first. If the character possesses this skill, and the roll succeeds, then the standard cost of a single Action to draw the weapon is ignored, and the weapon is produced with impressive swiftness, and may be immediately used as long as the character has Actions remaining to do so. \* Failure when rolling the Fastdraw Skill indicates that the character can only draw their chosen weapon as quickly as an average person, and must likewise expend an Action to do so before spending any further Actions to attack with it.

\* In the case of Valah (gunpowder) weapons, this assumes that the gun is loaded and ready to use. If so, it can be fired immediately after successful use of Fastdraw. In the case of a gun having been recently fired or otherwise unloaded, a full round must be taken to reload any single Valah weapon, after which it may be fired again during the following round.

## The Effect of Talents

Talents affect combat as they do all other circumstances mentioned in the game, as they may modify the number of dice you may roll in certain, appropriate circumstances, or they modify the attributes of the character in ways which have an eventual effect during combat. There are several Talents that just might come in handy during a combat situation; Alertness, Ambidexterity, Concentration, Courage, Fast Reflexes, Leadership, and Toughness, just to name a few. You will want to look over all the Talents you have chosen for yourself, and consider the ways in which you might benefit from them in battle.

**Example:** Lee, after deciding that his Stamina Levels were too few due to his low Vigor, has decided to purchase Toughness as a Talent. Toughness will allow him to calculate his Stamina as  $3 \times (\text{Vigor} + \text{Will})$ , instead of the normal 2 multiplier for all those without Toughness. The Gamemaster will then have to decide if this purchase is appropriate and allowable for the type of character Lee intends to play.

## The Combat Round

OK, now that we have clarified (hopefully) the basic types of skills used for combat (though other combat skills remain to be looked at in this section as well), we will move on to the Combat Round Sequence. There will be some things to keep track of during Combat like wounds taken, damage to armor, the number of Actions used and the number of Actions remaining,...etc. The Combat Tracking Sheet is made for this. Be sure to have a copy of it handy when combat begins (it's in the back of the Basic Compendium, pg. 218???)

Combat in Dárdūnah is broken down into Combat Rounds, which is a common game mechanic for almost all RPGs. A Combat Round in Dárdūnah is 6 seconds in duration, regardless of how many Actions take place in that round. The round is over when no PC or NPC has (usable) Actions left. As mentioned earlier, the Combat Round is divided into three basic steps that should flow into one another as combat progresses:

Step #1: Determine Initiative

Step #2: Determine Number of Actions

Step #3: Declaration and Performance

### Step #1: Determine Initiative

You will start the Combat Round by rolling Initiative, which determines the order in which PCs and NPCs may act. A new Initiative is rolled every round.

$\text{Initiative} = (1d6 + \text{Attack Ability} + \text{Fast Reflexes Value} + \text{modifiers, if any})$

- **Attack Ability-** Defined as the primary Skill or Animal Ability you choose to attack/act with that round (i.e. Martial Arts, Missile, Brawling, etc.).

- **Fast Reflexes Value-** The value of your Fast Reflexes Talent (if you have it), which can be added to your Initiative score.

- **Modifiers-** These could be negative modifiers due to previous wounds taken or negative (or positive) environmental occurrences. Your GM will specify these.

Those with the highest Initiative go first in descending order. \* Once rolled, you should note your Initiative score on the Combat Tracking Sheet. Then, once everyone else has finished rolling theirs, the GM should compare all rolled initiatives to determine what Order everyone (both PCs and NPCs) will act in.

\* Characters with missile weapons at the ready may make these attacks first, in order of their own initiative, if closing distance is required between them and other characters who are not using missile weapons. If characters choosing to fight one another must take their half-move in order to get near enough to engage in close combat, then combatants with previously drawn missile weapons, or those who have performed a successful Fastdraw as their first act,

may take one (or more, depending on the maneuver, or whether they wish to bundle the attacks together) of their missile attacks prior to the hand-to-hand engagement regardless of initiative. If there are several such missile attacks going first, then they are arranged in order of their own individual initiatives separate from the rest of the non-missile using group. Once close combat begins, however, all such advantages vanish, and combat continues in the standard fashion. The GM should ask, as Initiative is being rolled, if any characters wish to use missile weapons during that round. If so, then the GM must determine whether that character already had the missile weapon drawn and ready. If not, and if that character doesn't possess Fastdraw, then they gain no Initiative advantage.

Let's look at our first narrative combat example:

**Example:** Scenario #1, 1-on-1 Melee  
Round 1

OK, here is what our first combat scene looks like: One opponent against another in an alley about 15 feet by 90-95 feet or so. We have spotted each other, and are at opposite ends of the alley. Normally, the GM would simply run the NPCs. In this case, it's two PC's that are fighting, the GM is the arbitrator of sorts, and this will allow you to see both sides of the fight clearly.

I have a lion character that has a Martial Arts skill of 8 (derived from my Strength of 8). I do not have Fast Reflexes, I am uninjured, and there are no adverse or advantageous circumstances. I roll my d6 and get a 3. I add that to my 8 attack ability and my total Initiative for this round is 11.

My opponent is a weasel...literally. He is small and quick, and he has a Fast Reflexes value of 2. His Missile skill is 7, and that is what he is using as his chosen Attack Ability this round. He rolls his d6, and gets a 3. So his Initiative is  $2+7+3 = 12$ .

- lion = 11
- weasel = 12

GM: "Do either of you plan to use missile weapons against each other before closing the distance between you?"

Lion: "Not me."

Weasel: "Yeah, I was thinking about it."

GM: "But apparently you didn't already have any drawn and ready to use. Do you have Fastdraw?"

Weasel: "Nope, sadly not."

GM: "Well, in that case, you don't get to have the missile Initiative advantage, and your standard Initiative roll applies."

However, because the weasel rolled higher than I did anyway, he wins Initiative and can act before me, if he chooses to do so. An important fact to note is that by winning Initiative you can always choose to wait and act later than your determined Order.

## Step #2: Determine Number of Actions

Now that Initiative is done, it is time to determine the number of Actions you can use for the round. ~ "Where do these Actions come from?" you may ask...

Good question.

The number of Actions you get to use in a given round of combat is equal to the number of Successes (4, 5, or 6) generated using this formula:

$$2 + (\# \text{ of Successes generated by modified Attack Ability roll}) = \# \text{ of Actions}$$

Let's break this formula down:

- 2 - Easy enough. In Dárdūnah, everyone gets 2 Actions in combat to start with.

- Attack Ability- Defined as the Skill, or Animal Ability you chose to attack/act with that round (i.e. Martial Arts, Missile, Brawling, Natural Weaponry-Claws, etc.). There is no penalty for "botching", as the only purpose is to generate successes.

- Modifiers- These could be negative modifiers, subtracted from the dice pool for the roll, due to previous wounds taken or negative (or positive) environmental occurrences. Your GM will specify these.

At this point it is a good idea to mark down how many Actions you have for the round so that you can tick them off as you use them. There is a space provided for you on the Combat Tracking Sheet to do so.

**Example:** Scenario #1, 1-on-1 Melee

The weasel won Initiative and the players will now have to determine how many Actions each of them have to use in this Combat Round (remember- Actions are like Initiative- they are rolled anew each Combat Round)

Lets use the formula to determine # of Actions:

$$2 + (\# \text{ of Successes generated by modified Attack Ability roll}) = \# \text{ of Actions}$$

The weasel is using his Missile skill as his chosen Attack Ability for this round, he has an ability of 7 in it, and no modifiers, so he rolls 7d6. His result is 4 successes, so  $2 + 4 = 6$ . The weasel has 6 Actions for this round.

My lion character has a Martial Arts skill of 8 and I will use that as my chosen Attack Ability for the round, with no modifiers. I roll my 8d6 and get 4 successes, so,  $2 + 4 = 6$ . My lion has 6 Actions for the round as well.

## Step #3: Declaration and Performance

Now that we know how many Actions we have, just what are they and what can they do? During the Combat Round your character will use their Actions to move, attack, react, use a skill or ability, and defend themselves.

With the exception of a half-move (detailed a little later), a successful Fastdraw, and any Spontaneous Actions the GM requires you to roll, you are required to spend at least 1 Action (and sometimes multiple Actions) to attempt to perform anything you wish to accomplish during a combat round.

### Actions: A Definition

Actions are the building blocks of Dárdūnah Combat. A number of these are generated, after

Initiative, for each combatant, and are used by them throughout combat. Most Actions attempted during a combat round are considered “contested” Actions, meaning that the stresses of combat make even simple tasks difficult to some small extent, thus requiring a roll of some kind to attempt. In fact, some Actions might even be assigned negative modifiers that subtract dice from the normal dice pool that would be rolled in the attempt. An example of this would be the negative modifiers applied to certain Martial Maneuvers due to the difficulty of hitting the attempted target area, or perhaps negatives the GM feels should be applied because of surrounding environmental conditions, or the speed at which a target is moving. Bonuses might also be applied, but because the attempt is still being made under the duress of combat, a roll of the dice is usually still required. There are 3 Types of actions that can occur during the Combat Round:

1. **Declared Actions**- Actions, such as attacks and other abilities, stated and attempted by a character on their turn (in order of Initiative). Such Declared Actions form a cinematic chain of events that a player attempts to perform during a single round, in whatever order the player chooses. **Any Actions remaining after Declared Actions are decided upon get set aside as Undeclared Actions. Once begun, the player performs all possible Declared Actions, after which their turn is through.**

2. **Undeclared Actions**- Actions used to react or defend at any time during the course of a Combat Round, either before, during, or after the player’s turn. Undeclared Actions that have not been used by the end of the Combat round are forfeited, and cannot be used to Declare more actions that round. Undeclared Actions are used as defenses against attacks or direct reactions to the Actions of another (perceivable) combatant.

a. Assuming they have the Actions to do so, a player may react once to any perceivable action (that would actually cost an Action) of another combatant, by using a single ability (using one Undeclared Action), a multi-maneuver (using one or more Undeclared Actions), or a standard movement (a half move, full move, or run using none, one, or two Undeclared Actions).

b. Assuming they have the Actions to do so, if the player is attacked, or sees another being attacked, they may defend against that attack (using as many Actions to defend as their opponent is using to attack), by rolling the total dice pool of their chosen Attack Ability for that round, which generates Successes that serve to negate the Successes of an opponent’s attack roll. Then, assuming they have any Actions left, they may immediately follow up with a single reaction as described above.

3. **Spontaneous Actions**- Spontaneous Actions are those which the Gamemaster decides need to be rolled without prior planning to represent some surprise action which the character must respond to in some way. **These generally do not require an expenditure of Action(s).**

## The Flow of Combat

During the Declaration and Performance stage, the way the flow of combat works is;

1. You will draw from the number of Actions you have for that round to react and defend as you see fit until it is your turn. If you use up all of your Actions before your turn has arrived, then you cannot act, your turn is considered over, and the next combatant may act.

2. When it is your turn (according to the Order of Initiative), you Declare what you wish to do using your remaining Actions. You may only Declare as many actions as can be performed using the number of Actions left from what you generated at the beginning of that round.

3. You then begin performing your Actions (unless you choose to wait, and begin acting later). Any remaining Actions become Undeclared Actions. It is wise to set aside at least a few Undeclared Actions to use as defense if you think there’s a chance you’ll be attacked by anyone before the round is over.

4. If attacked during your own turn, you should use your Undeclared Actions to defend. If you run out of Undeclared Actions while defending, you may choose to begin using your remaining Declared Actions to do so, forfeiting what you had originally Declared them for. Once begun, the chain of total Declared Actions (whether they must change or not depending on success or other reactions) must be completely played through at that time, or must be allowed to become Undeclared Actions.

5. Once all Declared actions are taken (or are allowed to become Undeclared) then that player’s turn is over, and the next player’s (or NPC’s) turn begins.

6. If a player has any Undeclared Actions set aside after their turn has passed, they may use these to defend against attack or react to the Actions of another. If a player runs out of Actions (Undeclared or otherwise), they may no longer defend against attacks, and will be affected by them if their opponent merely succeeds with their roll. Undeclared Actions may only be used to defend or to react, and cannot be used to initiate further action as if they were Declared.

7. Once the round is over, if a player has not needed to use all of their Undeclared Actions, then any remaining are lost as the new round commences, and new Actions are rolled.

## Declaring your Actions

We will now look at these different Actions in detail, as they occur in the Combat Round. After initiative is rolled, and the number of Actions for each combatant is determined, players will, one at a time, Declare their actions and begin carrying them out. This should be done in Order of Initiative.

Declaring actions serves several purposes, for one, it allows all of your teammates and the GM to know what your doing. Secondly, when you designate Actions as

Declared Actions, the remainder that are not declared become Undeclared Actions (and should be marked on your Combat Tracking Sheet beside Undeclared Actions). Because Undeclared Actions that have not been used by the end of the Combat round are forfeited, it is better to Declare your Actions to insure that you will get to use them. Remember, however, that if you Declare (and use) all of your Actions, leaving nothing left after your turn is through, then you will have no Undeclared Actions to use for defense during the rest of the round.

### Bundling Actions

When declaring actions, you will want to see if any of the Actions you are doing can be bundled together to make a Bundled Action (thus requiring a swifter, single roll of the dice to determine if every Action in the Bundle succeeds or fails at once). Sometimes it makes no sense to bundle actions together, sometimes it can be very beneficial. Though most often players will choose (and GMs request them) to bundle multiple attacks together, you may also bundle together other Skills and Animal Abilities along with those attacks as well, as long as it seems to make sense within the flow of the combat round.

“How do I bundle actions together and what does

it do for me?” Good question. Bundling actions is easy, you just say “I am going to bundle X, Y, and Z together as a Bundled Action.” - Done!

What benefit can be derived from bundling actions really depends on which actions you bundle, but as a general rule, bundling actions saves time by rolling once to see if all of the actions within the Bundled Action succeed with one die roll. Additionally, by bundling multiple Actions together, you prevent others from Reacting to the Actions separately, as they could if you rolled them individually.

To determine how many dice you will roll for your Bundled Action, you will subtract the greatest penalty (negative modifier) from the highest (best) ranking of all the Actions within the Bundled Action, the remainder is the number of dice or Dice Pool that you get to roll for that Bundled Action.

A character choosing to defend against such a Bundled Action roll may then make a single roll to contest any or all of those Action, using up a like number of Actions themselves to do so. They would also use the most advantageous dice pool minus the least advantageous difficulty modifier (if any) to determine the number of dice they need to roll. If successful in this case, then all of the attacker’s Actions are defeated, and none of his intentions succeed. A defender may



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also choose (or through lack of Actions be able only) to defend against some of the Actions but not others, in which case a situation will arise where either the remainder of the attacker's Actions still takes place as intended, or the remainder of their Actions are returned to their Action # (for that round) as if unused. This depends on whether the Actions taken by the defender would have completely broken the chain of events or not (as decided by the Gamemaster).

In the case of the special Multi-Maneuvers available with the Martial Styles found in the book "Magic and Martial Arts", if a defender doesn't have enough Actions to defend against the Multi-Maneuver, then their defense roll only applies against a number of its effects (as decided by the GM) equal to the number of Actions the defender could expend. The rest of the Multi-Maneuver's effects will occur to their fullest extent.

Confused? Let's see if the example in combat will clear things up...

**Example:** Scenario #1, 1-on-1 Melee

Now it's time for the weasel (who has first initiative) to declare his actions.

Weasel: "I am going to draw 3 hurling disks and throw them at the lion."

GM: "Since you don't have Fastdraw it will cost you an Action to draw forth the 3 disks, and one Action for each disk thrown." (because each disk counts as a separate attack with it's own damage)

Weasel: "I want to throw them all at once."

GM: "OK, then bundle the 3 attacks and roll once. Do you want to target a specific hit location on the lion for greater damage or effect?"

Weasel: "I can't, I don't have the Martial Arts skill, just the Missile and Melee skills. I guess I am just hurling them at his general torso."

The weasel then writes down his Declared Actions on his Combat Record sheet, and notes that he has 2 of his 6 Actions left (each attack was an Action in addition to the Action it took to draw the disks) to use as Undeclared Actions.

The weasel is done declaring his actions, and now begins to enact them, since it's his turn...

Weasel: "OK, I've spent my Action to draw out my disks, and now I'm going throw them all at once..."

Lion: "Wait, since he spent an Action to get out those disks...I'm going to react to that, and close the distance between us as quickly as possible by running at him, then about 20 feet before I reach him, I wish to leap at him and attack with my sword."

GM: "Well, you can only react with one thing at a time, but you can at least begin running at him, you'll just need to spend 2 Actions to do so. Are you able to run that far in one round? It's about 90 feet away."

Lion: "Well, here is what the rules say about movement in combat..."

### Movement in Combat

In addition to the use of any movement-type Animal Abilities, the rules state that a jānah (regardless of size, shape, and weight) can move at 30 feet + their Agility in one combat round. This is referred to as a **Full Move**,

and costs 1 Action.

If you find that you do not need to move the entire distance of a Full Move, a character can move half of that distance (15 feet + half of their Agility rounded up). This is called a **Half Move**, does not cost an Action, may be performed once per round, and is considered a "free" move.

A character may also choose to **Run** during the combat round. Standard running (as opposed to using an Animal Ability) allows you to move 3x your Full Move distance. To move at a Run costs 2 Actions.

**Example:** Scenario #1, 1-on-1 Melee

Lion: "My Agility is 7 so that means I can run at  $37 \times 3 = 111$  feet. That's more than enough."

GM: "Yep, sure is"

GM: "OK, weasel, you spot the lion at the far end of the alley, you swiftly reach into your tunic and draw forth 3 crystal hurling disks. You raise your arm back and launch them forward toward the lion as you see him begin to run toward you, reaching for his sword."

The weasel collects his dice for his Bundled Action (an attack with the hurling disks), his Missile skill is 7, he is not targeting a specific hit location, nor is he using a specific style of martial art, and he is not injured. So there are no penalties to subtract from the 3 attacks that he has bundled. He rolls 7d6, and gets 5 successes.

### Range Modifiers

You may have noticed that there has been no modifier for range mentioned, that is because the distances described in this particular combat example are within short range (100ft. or less), and have no penalty modifiers applied. As for the general rules regarding range for thrown missile weapons, bows, Valah, or cannons;

- **Short Range-** represents using missiles from over 50' to 100' at no penalty. For targets attempting to close, it requires 2 Actions (standard movement) to cover that distance at a run. Short, Medium, and Long Range missile weapons can be used at this range.

- **Middle Range-** represents using missiles from over 100' to 300' at -1 penalty. For targets attempting to close, it requires 6 Actions (standard movement) to cover that distance at a run. Medium and Long Range missile weapons can be used at this range.

- **Long Range-** represents using missiles from over 300' to 900' at -3 penalty. For targets attempting to close, it requires 18 Actions (standard movement) to cover that distance at a run. Only Long Range missile weapons can be used at this range.

As with all missile weapons, only perceived targets can effectively be attacked, even if they are within the range of the weapon. Please see the **Standard Weapon Ratings Table** (pg. 188) to determine what type of range the weapon you may use might possess.

In this particular combat example, you may remember I mentioned that the two combatants were

90-95 feet from one another, that's the length of Home plate to First base in an American baseball diamond. I am sure that many of us have seen catchers grab a bunted baseball and throw out the runner at First, this is why I think it's possible for someone to hurl three crystal "shurikens" 90 feet, or even more! When dealing with a world where you can play skilled martial arts masters, things that seem extraordinary (like catching or blocking arrows and bullets or using them at great range) are actually quite likely.

Now, let's get back to our combat example...

**Example: Scenario #1, 1-on-1 Melee**

**GM:** "Lion, you see three crystal disks whizzing toward you. If you wish to defend against them, you must now use some of your remaining Actions. Because the weasel's Bundled attack consists of 3 Actions, you must use up 3 of your own\* to defend against all of the disks."

\* It's important to remember that any Actions used before you take your turn takes away from the number you'll have to Declare once your turn arrives. As a result, it's possible to use up all your Actions (either as reactions or defenses) before your turn, leaving you with no actions left to do anything.

**Lion:** "I do want to defend, but I only have 4 Actions left, and I still want to do several things, so I will just use 1 Action to defend against 1 of the disks, but not defend against the other 2."

## Defense

In Dárdūnah, regardless of whether you are being attacked with melee weapons, missile weapons, guns, or even living suthra weapons, you roll an amount of dice to generate defense successes that counteract, on a one-to-one basis, the successes rolled by your opponent during their attack. Making such a roll requires the expenditure of one or more Actions. It's important to note that an attack against you requires one or more Actions to perform, which means that any defence you use to counter it requires an equal number of Actions used when making the roll.

"But which dice? Where do I get these dice that I get to use for defense?" That is a great question.

Defense Dice (Pool) = the Dodge/Block Skill **OR** the Primary Attack Ability chosen for that round \*

\* (note: There may be modifiers with either roll, i.e. you're down 1/3 of your Stamina, or are affected by an environmental modifier.)

- Dodge/Block Skill- At any time, either in or out of combat, you may always use your Dodge/Block skill to prevent yourself from being struck, as long as you have enough Actions to do so. To do this, simply roll as many dice as your Dodge/Block skill ranking to generate the successes you need.

- Primary Attack Ability- Because most players spend their time developing their combat attack skills,

however, these rules assume that such attack skills also include methods of defense in their teachings. It is this method most players choose to use when rolling for their standard defense when in combat, and cannot be used outside of combat (which is why Dodge/Block exists). When using this standard defensive method exclusively while in combat, you get to roll the same amount of dice for Defense as is equal to your chosen Attack Ability. So if your chosen Attack Ability dice equal 8 for that round, the number of dice (d6) you roll for a Defense is 8.

Again, you may use either your Dodge/Block Skill **or** your chosen primary Attack Ability for defensive rolls during combat. A Dodge/Block **cannot** be used in addition to another defense roll to cumulatively defeat the successes of a single attack, however. The player must choose one or the other. The Dodge/Block Skill may be used both inside as well as outside of combat, instead of a standard Defense Roll (using your Melee, Brawl, or Martial Skill dice pool) when defending against another player, NPC, or "monster" attackers, and is more commonly used for defense against most other forms of danger that may occur naturally or artificially (falling rocks, crumbling ruins, collapsing timbers, automated traps of all varieties, etc.), either inside or outside of combat. In cases where an attack surprises characters (meaning they have not yet entered the combat round), they **MUST** use their Dodge/Block to defend against any initial attacks, since the standard combat Defense Roll can only be used during the combat round.

In Shard, these dice are referred to as "Dice Pools", as mentioned earlier in the rules. Remember that it requires the expenditure of an equal number of Actions to attempt to fully defend against a like number of Actions used for an attack. Without using an equal number of Actions to defend, unmatched attacks only have to be successful on their own to be effective.

**Example: Scenario #1, 1-on-1 Melee**

**My lion's chosen Attack Ability for this round was his Martial Arts skill, which is 8, and is much better than my Dodge/Block skill. So, my lion rolls 8d6 for his Defense Dice. I roll 4 successes.**

**GM:** "The weasel had 5 success, you have 4. He didn't beat your success by 2, meaning he made only a Partial Success \* for that first disk, so you only take partial damage from that one and full damage from the other 2 because you decided not defend against them."

\* A Partial Success occurs when a character beats a contested roll by only 1 success. Beating the contested roll by 2 or more successes gets you a full success, doing full damage.

## Taking Damage

The success of any attack in Shard is based on how many attack Successes are deleted by the number of defense Successes rolled to defend against it. **Any** attack Successes remaining after your opponent's defense rolls are applied are considered to have been damaging

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successes, which means that either you or your armor has taken some damage from the blow. The numerical amount of damage taken is referred to as Damage Levels. Damage Levels taken (i.e. those points which have not been stopped by the player's armor value) should be subtracted from the number in the Current Stamina field on the Combat Tracking sheet during combat, and eventually updated on the Character Sheet once the combat is through.

"How do I determine how much damage any particular attack does?" This is an important question! Just like rolling any Skill, an attempted attack can either fully succeed, or it can partially succeed. A **full success** (two or more of your opponent's attack Successes penetrates your defense roll), causes full damage, and is calculated in this fashion:

Full Damage = (Total Attack Successes Rolled + Weapon Damage Levels)



- **Total Attack Successes Rolled**- The total number of successes generated when the attack was made, before defense successes (if any) negated them.

- **Weapon Damage Levels**- the Damage Levels caused by any given weapon, as noted on the Standard Weapon Ratings Table (pg. ???). Please read the section pertaining to this table to fully understand how damage relates to the type of weapon being used, as well as the attacker's size and Strength.

A partial success (only one of your opponent's Attack Successes penetrates your Defense) causes half of that total in Damage Levels. Use the same formula for full damage above, then divide that number in half, rounding up if necessary.

This is how damage is determined in general, but one exception to this is damage caused by special Martial

Maneuvers. The effects of certain **Martial Maneuvers**, as described on the basic Location Maneuvers Table (as well as the special Maneuvers and Multi-Maneuvers of the various advanced Martial Styles found in the book *Magic and Martial Arts*), sometimes have directives that actually change the type and amount of damage caused by a full success. Make sure to read the maneuvers carefully as you use them to make sure you are taking full advantage of the amount and type of damage and effects they can cause. If an attempted Martial Maneuver achieves only a Partial Success against an opponent, then none of its special effects occur (including any special damage bonuses), plus the attack only causes half normal damage (i.e. successes + weapon the total of which is then divided by 2), though this total is multiplied by the number of Actions expended to perform it.

### Armor Benefits

Once damage has been calculated for each attack (which includes each individual strike made in a bundled attack or in a special Multi-Maneuver), then any benefits gained by armor worn by the target of the attack may be applied to decrease the amount of Damage Levels taken. Here are the important things to remember about armor, both natural (Animal Ability) armor and outfitted (worn) armor:

- The point value of both armor worn on the body, as well as Natural Armor (the Animal Ability) are added together, and then deducted from the total damage of each individual attack.
- The maximum number of total armor points a character may benefit from at any one time (from armor worn in addition to natural Body Armor) is equivalent to the character's Strength.
- The maximum number of armor points a character may wear without penalty to Agility based skills is equal to half the character's Strength rounded up. For every point above that total a character must deduct one point from every attempted Agility-based skill roll. Once again, a character may only wear armor with a protective Point Level equal to half of their Strength rounded up without incurring any weight penalty.
- After each full combat encounter (regardless of the number of rounds fought) in which the armor absorbs damage, worn armor becomes stressed and loses its efficacy by **one point** cumulative, until it is repaired by a character with the appropriate skills. This does not apply to natural Body Armor, since it is a part of the character, is more resilient than fabricated armor, and is repaired as part of the healing process.

**Example:** Scenario #1, 1-on-1 Melee

**GM:** "The crystal disks are a small class of weapon and they do 1 damage level. Add that to the number of successes rolled to hit (5), then half that total  $(1+5)/2 = 3$  for the 1st disk only. For the other two disks, you take the full 6 levels of damage each. The rules say that once damage for each strike has been determined, the benefits of any armor can be applied. Lion, do you have armor?"

Lion: "Yeah! I have amber armor on, 4 points of it."

GM: "Your in luck then, the first disk sinks into your armor, but does not penetrate. However, the two other disks pass through your defenses and your amber armor, and strike your body."

GM: "Do you have any Natural Armor?"

Lion: "Yes, 1 point."

GM: "Then the Natural Armor stacks with worn armor, so the two disks that did 6 points of damage have 5 points of that damaged absorbed (each), and you take only 2 points (Stamina Levels) of damage."

Lion: "Sweet!"

GM: "Lion, you'll need to record that you just took damage on the Tracking Sheet. Since Weasel couldn't use the Location Maneuver Table when he attacked you, General Damage is all you received. Please mark down that you took 2 Levels of Subdue/Fatal damage to your chest."

### Generic Damage Types

It should be noted that when receiving damage, there are different, generic DAMAGE TYPES (see the "Using the Location Maneuver Table" section, pg. ???) which, though not recorded any differently as far as total Stamina is concerned (thus determining **when** they are considered defeated), have different meanings when concerning the effect the entire combat had on the body, and the seriousness of the wounds (meaning **in what manner** they are defeated). There are two essential types of generic damage; Subdue and Fatal. Most attacks will cause Subdue, Fatal, or an equal combination of both (Subdue/Fatal). **Each time a player's character gets wounded, they need to note (on the Combat Tracking Sheet) the type of damage they received, where they received it, and any other effects taking that damage may have caused (including whether they have lost enough damage to cause a temporary dice penalty to future rolls).** Once a combat is over, it is important to determine whether the combatants have taken more of one or the other type of damage to judge the physical effects of the defeat. These effects can be anything from continued blood-loss, to the many other lasting effects caused by certain martial maneuvers used against them. Any such effects

**Subdue Damage - Damage caused with the intent of subduing an enemy rather than killing them. This damage takes the form of bruising, swelling, sprains, dislocations, minor cuts and scrapes, etc.** This damage heals at 4 times the normal rate (4 levels per week without special care naturally, 4 levels per Success of any normal healing skills, 8 levels per success of any magical healing skills). During combat, once their Stamina reaches 0, if half or more of a character's Stamina lost during a battle was Subdue Damage, they are considered defeated by having been "beaten down", and are merely exhausted, sore, and unable to continue fighting.

**Fatal Damage - Damage caused with the intent of killing an enemy rather than simply besting them. This damage takes the form of penetrating and/or internally damaging strikes, heavy bleeding, fractured or broken**

**bones, severed limbs, major cuts and gashes, etc.** This damage heals at the normal rate (1 level per week without special care naturally, 1 level per Success of any normal healing skills, 2 levels per success of any magical healing skills). Once the combat is done, if more than half of a character's points lost during a battle are Fatal Damage, the player begins losing one level of Stamina per minute due to heavy bleeding. Once their Stamina reaches 0, either in or out of combat, a character who has sustained more than half of their damage as Fatal damage will fall unconscious by having been severely wounded, and will continue losing Stamina at the rate of 1 level per minute till they are treated or till they reach -10 (about ten minutes later) and are dead. Remember, you may have won the combat, but your character could be bleeding to death.

**Subdue/Fatal Damage - This simply represents that such a maneuver causes an equal amount of both types of damage to the body.** If, for example, the character received 10 levels of Subdue/Fatal damage from a blow, 5 levels of it would be considered Subdue Damage, while the other five would be Fatal. If the number is uneven, the larger amount is Subdue Damage, split in the character's favor. This is also known as General Damage, since it also used to apply to the damage taken from any general attack that does not utilize the general Location Maneuver Table. Again, it is important to determine whether more than half of the damage you have sustained during combat is Fatal, or whether half or more of your damage sustained was Subdue Damage, as the results will vary greatly, and will need to be carefully monitored.

### As Stamina Begins to Drop

As damage is taken in combat, and a character's Stamina begins to decrease, there are several effects that must be noted, which may directly effect how well that character continues to perform their Actions:

- Character having lost more than 1/3rd of their total Stamina must make ALL DICE ROLLS at a -1 penalty to their dice pool, lasting until the character is healed up above that amount.
- Character having lost more than 2/3rds of their total Stamina must make ALL DICE ROLLS at a -2 penalty to their dice pool, lasting until the character is healed up above that amount.
- If, as a result of any single attack (made one dice roll, regardless of the number of Actions used), a character loses more than 2/3rds of their **remaining** Stamina all at once, then they must succeed at a Vigor roll (1/2 Vigor, rounded up) to stay conscious. Unconscious characters can be immediately killed without having to roll any dice, by using a single Action.

### Stamina Loss Below Zero

When taking damage of any kind it is possible for your character's Stamina to fall below 0. A character whose Stamina reaches 0 or below immediately falls unconscious, and will only awaken if healing allows

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them to attain a Stamina of 1 or higher. Unconscious characters can be killed without needing to roll any dice, with merely the expenditure of a single Action. In addition, Stamina continuing to drop below 0 can have other effects as well, which is why it is **very** important to keep track of the type of damage your character has taken throughout combat. Here are the two different cases of Stamina loss based on the predominant type of damage taken:

1. More than half damage taken so far during that battle was Subdue- Once a character has lost all their Stamina, if more than half of the damage taken by a character during a single combat was Subdue damage, then any further damage past 0 is counted at negatives (-1, -2, -3, etc.). As long as such damage is considered predominantly “non-fatal”, there is no limit as to the negative number the character’s Stamina may drop to, but they will remain unconscious until they reach 1 through healing.

2. More than half damage taken so far during that battle was Fatal- Once a character has lost all their Stamina, if more than half of the damage taken by a character during a single combat was Fatal damage, then any further damage past 0 is also counted at negatives (-1, -2, -3, etc.), but **unlike Subdue damage, if the character’s Stamina falls lower than -10 with predominantly Fatal damage, the character immediately dies of the inflicted injuries.**

### Damage Summary

To summarize; when an attack succeeds, follow these steps:

1. Determine if it was a Full or Partial Success. If only 1 of the attack successes remain after applying the defense roll, then the attack was a Partial Success. If two or more of the successes remain, then it was a full success.

2. Determine how many Damage Levels were caused. **If a Full Success, then full damage is caused:** Full Damage = (Total Attack Successes Rolled + Weapon Damage Levels). Then apply any special effects if the attack was a Martial Maneuver or Multi-Maneuver. **If a Partial Success, then half damage is caused:** Use the Full Damage calculation, then divide by 2. However, no special effects occur in the case of Maneuvers and Multi-Maneuvers, though halved damage for Multi-Maneuvers **is** multiplied by the number of Actions it cost to perform them.

3. Determine if armor (assuming there were any) absorbed damage. Armor, both worn and natural, are added together, and negate that number of Damage Levels from each successful strike (i.e. each amount of damage taken for each Action used to make an attack).

4. Of the Damage Levels that penetrate defenses and armor, determine what type of damage they are. They will be either Subdue damage, Fatal damage, or a general mixture of both Subdue/Fatal damage divided equally (rounded in the favor of Subdue).

5. Any damage taken by players should be recorded on

their Combat Tracking Sheet, detailing where they were hit, how much damage was taken, what type of damage it was, and what effects they may be suffering from. This will be referred to later in combat to determine whether they may be suffering from dice penalties due to damage incurred, if they lose combat to determine how they were defeated (subdued, dying, or possibly dead), directly after combat to see if the character is still bleeding or merely broken and bruised, and later still as they recover from their wounds and damage gets healed.

6. If they have lost more than 2/3rds of their Stamina from a single attack (dice roll) then a character must succeed at a Vigor roll (1/2 Vigor rounded up) to remain conscious. If a character reaches 0 Stamina or lower, then they will fall unconscious. If a character drops below -10 Stamina, having taken more than half Fatal damage that combat, the character dies.

Let’s continue with the combat example between the Lion and the Weasel. If you recall, the Lion was just attacked by the Weasel, and though the attack was somewhat successful, the Lion sustained very little damage due to all the factors mentioned above.

**Example:** Scenario #1, 1-on-1 Melee

GM: “Weasel, the lion’s armor protected him from all but the last of your disks. It seems he has taken little damage. He is continuing to run at you, and seems about to draw his sword. It’s still your turn. Do you wish to Declare any more attacks against him or perform any other actions?”

Weasel: “No. I’ll let the rest of my Actions become Undeclared Actions so I can defend when he arrives.”

GM: “OK weasel, since all of your Declared Actions are used up, and all you have left is Undeclared Actions, your turn is officially over.”

Even though you may use Actions to react and defend before your turn in Order of Initiative, and continue to use Undeclared Actions to react and defend afterwards, your turn is officially over when you use all of your Declared Actions.

GM: “OK, lion, back to you. If I remember correctly, after you finish running down the alley, you wanted to Great Leap from 20 feet away, then attack with your sword. This is what you are Declaring, correct?”

Lion: “Yep, you got it.”

GM: “Do you have Great Leap as an Animal Ability?”

Lion: “Yes. Oh, hey,...since I’m choosing to dramatically leap towards him using this ability, do I get any kind of bonus?”

GM: “Well, Great Leap is really just a special type of movement-based Animal Ability, but since it is a cool effect for this situation, I’ll give you a +1 dice bonus if you roll these two as a bundle.”

Lion: “Cool!”

Weasel: “Hey!!!”

GM: “Sorry dude, it cost him an Action to do, he didn’t even need to do it to cover the distance, and it is a pretty dramatic use of an Animal Ability. A good GM should reward that type of thing.”

GM: “OK, since you didn’t already have your sword drawn, and you don’t have Fast Draw, you’ll need to use your remaining 3 Actions to Great Leap,

draw the sword, and then attack. Please write down these as your Declared Actions, unfortunately leaving you with no Undeclared Actions.”

My lion jots this down. That is the remaining 3 of my original 6 Actions, leaving 0 Undeclared Actions. Normally this would put me at risk of being defenseless against the weasel if he chose to react with at attack, but I’m hoping my choice of attack will successfully keep that from happening (I’m going to try to Stun him).

GM: “OK, your Great Leap has a -1 modifier for every 10 feet, so you will be at a -2 for that Action.”

Lion: “Actually, Great Leap states that when taking a running or sprinting start, 1/2 of my Agility (rounded up) can be used to offset the negative modifiers. My Agility is 7, so that’s a 4 which negates the -2.”

GM: “Oh, alright. Do you wish to attack a specific hit location on the weasel?”

Lion: “Yes! His head!”

GM: “OK, Do you want to do Subdue, Subdue/Fatal, or Fatal damage? Each of these types of damage has different effects and different modifiers. Look on the Location Maneuver Table on your character sheet and decide.”

Lion: “I want to do Fatal, which will Stun him if successful.”

GM: “Correct, that is a -3 modifier. So, bundle your Great Leap, and sword attack. Remember, the effects of a Stun only last till the end of the round.”

Lion: “And I get to use the +1 bonus you just gave me right?”

GM: “Right.”

The lion’s current Attack Dice Pool for the Bundled Action looks like this:

Great Leap (20 feet) = modifier negated, no modifier

Attack with Sword = -3 for hit location effect

The lion’s best rank/score/dice pool for the Bundled Action is his Martial Art skill of 8 and his worst adjustment is -3, he now adds his bonus of +1, so his resulting Dice Pool (#of dice) is 6d6.

The lion rolls his 6d6 and gets 4 successes. However, two of his dice were 6’s. In Dárdūnah, as an optional rule, during any roll in which you roll 2 or more 6’s, every 6 after the first one can be rolled again! If that additional roll also results in a 6, you can roll yet again, and so on.

In this specific case, the lion rolled 4 successes, two were 6’s, so he gets to re-roll the one six. He does, and gets another success for a total of 5 successes (which is great on a 6d6 dice pool!)

Lion: “I got 5 successes, take that weasel!”

GM: “Good job! Weasel, please roll your Defense. The lion’s Bundled Action has 2 Actions within it, a Great Leap, and the sword attack. Do you wish to attempt to thwart both parts or just defend against the sword attack?”

Weasel: “I just want to defend against the sword attack, since there’s no reason to stop the Great Leap at this point. My Defense dice is 7d6

(Same as his Missile Skill). I rolled 3 Successes.”

GM: “OK, the lion’s 5 successes beat the weasel’s 3 successes by 2, so the weasel will take full damage. Weasel, do you have any armor on?”

Weasel: “Yes, I have a helm on my head as part of my 3 point Suthra leather armor, and a point of natural armor, which stacks with my worn armor, so 4 points total.”

GM: “Got it. Lion, what is your weapon size and damage?”

Lion: “I have a size Great sword that does 8 levels of damage, and I had 5 successes on my dice, so that’s 13 levels of damage!”

GM: “Weasel, your armor and natural armor will cancel 4 of the 13 levels of damage, so you take 9 levels of Fatal damage and you are Stunned, which means you also lose 9 Actions or Undeclared Actions from what remains in this round.”

Weasel: “Ouch, that sucks. Well, at least I only had the one Undeclared Action left anyway, so I’m not Stunned too badly, but I sure can’t react by attacking him now that he has no defenses like I hoped I could.”

GM: “All right, then mark down that you received 9 levels of Fatal damage to your Stamina. Oh, and you’ll need to repair your helm after the fight or your suthra leather armor will lose 1 effective armor level.”

GM: “Are you down past 2/3 of your full Stamina?”

Weasel: “I have a full Stamina of 28, I just took 9 so I am one point from being 2/3 or lower.”

GM: “Good, you take no dice penalties for actions as of yet.”

GM: “OK. This is the end of Round 1!”

\_\_\_\_\_ End of Round 1 \_\_\_\_\_



# Chapter III: Combat

## Round 2

**Example:** Scenario #1, 1-on-1 Melee

GM: "All right, lion, weasel, roll your Initiatives."

Lion: "OK, let's see...roll my 1d6...I got a 4. Plus my Attack Ability which is 8, so 12 is my Initiative for round 2"

Weasel: "So I rolled a 2, plus my Melee skill as my Attack Ability, which is 8, plus my 2 Ranks in Fast Reflexes gives me...12 as well!"

GM: "A tie. okie doke, who has the highest Agility?"

Lion: "Mine is 7."

Weasel: "Mine is 8, ha-ha...sucka!"

GM: "Weasel you win the tie and get to act first. Now roll to see how many Actions you have this round."

Weasel: "Sure thing, I'll roll my 8d6...5 successes, but I got three 6's! Wow!"

GM: "Right on! Roll two of those over again, and keep going if you get another 6."

Weasel: "OK, here we go...darn, a 2 and 3, no more successes."

GM: "OK, so you got 5 successes, add in the default 2 that every combatant gets, no modifiers... gives you 7 Actions for the round."

GM: "Lion, how many did you get?"

Lion: "2 plus my Attack Ability was the same as last round, Martial Arts, which is 8d6, no modifiers... came out to 8 total Actions."

GM: "Go ahead and write those down and Weasel, time to declare your Actions for the round, it's your turn."

Weasel: "All right, first I want to draw my sword. Then, because I am quite a bit smaller, I want to dart between his legs and attempt to cut them, ending up behind him. Turn around to face him, and use my Climbing skill to climb up his back so that I can get to his neck and attack him again in the head."

GM: "Sounds cool. If you have Acrobatics as a skill you can use it as well. There are actually some great advantages to using Acrobatics in combat. Here is what the rules say about using that skill..

Players with the skill Acrobatics may roll it at any time during a combat round (and only need to do so once during that round), providing they can spare an Action to do so. In addition to a full success indicating that their movements are acrobatically fluid and cool to watch, every success they roll is considered to be a part of a pool of successes, used for defense purposes only, throughout the remainder of that round (including adding to the successes of a Defense roll). The Acrobatics skill is generally attempted at the beginning of a round, though it can be attempted at any time. Once you have succeeded at Acrobatics during a round, you are assumed to be behaving "acrobatically" throughout the rest of that round, thus taking advantage of the defensive success for the round's duration. Acrobatics is considered an Enhancement Skill, and is on a short list of Skills (with Fastdraw and Duel Dancing being the other two) that don't get bundled with other Actions, but instead must be rolled separately, since they singularly determine the effectiveness of Actions that follow them.

GM: "You have 7 Actions to use weasel. Drawing your sword is 1, the half-move is free, the Acrobatics skill use is 1, then an attack as you pass through the lion's legs is 1, and another once you get behind him and Climb up his back for 2 more. That's 5

Declared Actions, leaving you 2 Undeclared Actions."

GM: "Please make your Acrobatics skill roll first, and see how many successes you get from that, then bundle those two attacks and the Climb together."

Weasel: "OK for my Acrobatics skill...that's an 8d6 roll because I have 8 ranks (my Agility is 8). I got 4 successes and 3 6's! My roll for my 2 6's is... a 5 and a 6! My last 6 is...a 2. Sweet!...6 successes!!

Lion: "You are the luckiest pile of chintidung this side of Nilám!"

GM: "Lion, do you wish to react to his Acrobatics roll?"

Lion: "Nah, that's OK... I'm saving myself for what I want to do."

Weasel: "All right. For my Bundled Actions, my Melee skill is 7, but my Climbing Skill is 8, and there are no modifiers or negatives for movement or anything, so I roll 8d6...and get 4 successes."

GM: "Nicely done. Now lion, you sliced through the weasel's helm with your sword last round, noticing blood staining the blade. You see the weasel rock backward with the force of the blow. For a moment it looks as if you have bested him, but his backward motion carries him into twisting half-summersault. His weapon is drawn from its sheath as he tucks his body down and prepares to shoot through your legs!"

GM: "Lion, please roll your defense. Do you wish to spend 3 Actions and roll against the entire bundled action, including the Climbing, or spend 2 Actions to only defend against the attacks?"

Lion: "I will defend against the 2 attacks only\*."

\* "Wait a minute! Hold up! Earlier above in the "Bundled Action" section, you said "... Additionally, by bundling multiple Actions together, you prevent others from Reacting to the Actions separately, as they could if you rolled them individually."

Yet here you are choosing only to defend against 2 of the 3 Actions in the bundle that the weasel did. How do you explain that?"

Great question. It is true that in a Bundled Action, you cannot choose to react to each Action within a bundle individually (i.e. you only make a single roll to defend, regardless of the number of Actions you must expend to do so), and then you can only use a single Action to react to the bundle, but you CAN choose to use fewer Actions to defend against the number of actual attacks or Actions in your opponent's bundled actions.

In other words, when dealing with a Bundled Action containing a mixture of attacks and non-attack Actions, like a half-move, Animal Ability (Night Vision), Skill (Lock Picking), Skill (Stealth) or even multiple attacks, then you would be unable to attempt to thwart/stop any of them separately (with separate rolls), but you could choose to only attempt to stop some of them (ignoring the rest), as long as you only made a single roll to do so.

It may help to look at it this way: The Bundled Action is simply a game mechanic used to speed up combat, it doesn't keep you from being able to defend against an attack(s), nor is that its purpose. It is meant to help combat move more swiftly by requiring fewer rolls to enact Declared Actions.

GM: "Please make your defense roll against the bundled attacks, marking off your two Undeclared Actions. You need to beat the weasel's 4 successes."

Lion: "OK, my Attack Ability was my Martial Arts skill, same as last round, which is 8. I'll roll my

8d6...I got 5 successes and two were 6's. I'll roll the one 6 again...a 2. 5 successes total.

GM: "OK, lion, you see the weasel dart through your legs and feel his sword rake along the edge of your own as you swiftly bring your blade down to block his. The weasel pops up quickly behind you turns to face your back, and in one quick motion successfully Climbs to your shoulders and launches a strike that would have connected had not a quick turn of your head caused your thick mane to tangle his crystal blade. Weasel, since you have used all your Declared Actions your turn is through."

GM: "Lion, you have defended the attacks successfully using 2 of your Actions, leaving you with 6, correct?"

Lion: "Exactly."

GM: "OK, declare your Actions please."

Lion: "I want to attack him with 6 sword attacks. With 2 of those attacks I want to try and disable his arms."

GM: "All right, that is a total 6 Actions, leaving you with no Undeclared Actions to defend against the weasel if he chooses to react, unless, of course, you choose to give up some of your later attacks. Please write them down."

Lion: "OK, you got it."

**Remember:** Once a Defense roll is made, the defending player may attempt a single skill/ability/attack reaction before the player whose turn it actually is continues to act (if they have any Undeclared Actions left to do so). You can also use a Declared Action to defend if you have no Undeclared Actions left.

Lion: "OK, I'm going to begin my attacks now. The first four will be general attacks to his torso with no special effects or penalties, but the two last attacks should have a different roll due to the fact that I am targeting the arm with a -3 Arm Vitals Subdue."

GM: "OK, you may bundle the 4 attacks together, then the 2 attacks together. However, since the weasel has climbed to the center of your back, making him a bit harder to hit, you will have a -1 applied to your dice pool for the first bundled attacks. If you succeed, I will rule that you have not only damaged him, but you've gotten him off your back as well."

Lion: "Awww, man!! All right, the first 4 attacks will not be targeting a specific location, so just "general torso area". Here goes my 7d6...5 successes, with three 6's. Here go the two 6's... a 2 & 1, 5 total successes.

GM: "Weasel, lion has rolled 5 successes for a Bundled Action of 4 attacks, you must spend 4 Undeclared Actions to defend against them all."

Weasel: "But I only have 2 Undeclared Actions left! And he is gonna try and disable my arm with the last 2 attacks that he hasn't even rolled for yet!"

Lion: "Yes, life's hard for you."

GM: "Remember, you still have the 7 Successes (not dice... successes) that you rolled for your Acrobatics. You can use those to augment your Defense roll in order to cancel out lion's successes. You are still stuck with just 2 Undeclared Actions used as defenses, meaning you can only hope to negate 2 of those first 4 bundled attacks with your bundled defense roll alone, but you can simply apply some of your earlier Acrobatics successes to the results of that roll against the attacks individually, and use them to get rid of the successes he generates with his remaining rolls.

Here's how it would work: Whatever successes you roll for your defense, since you have only 2 Undeclared Actions left, will apply to each of only the first two of his four bundled attacks. If there are any remaining successes left on each of the attacks, you may then apply your Acrobatic successes to them individually. Likewise, you may also apply those successes to any of the remaining fully successful attacks against you until you have used them up."

Weasel: "OK, here is what I will do. I will use my 2 remaining Undeclared Actions to defend against the attacks I already know have happened, and hope that the -3 associated with the other 2 attacks cause him to get no or maybe a half success."

GM: "Good deal, weasel please roll your defense."

Weasel: "Here's my 7d6 for my chosen Attack Ability, which was Melee, for defense...4 successes, and I'll add 2 more from my Acrobatics success pool, 1 for each attack to fully negate lion's first two attacks."

GM: "Perfect. What about your remaining 5 Acrobatic successes?"

Weasel: "Since I can use my remaining Acrobatics successes against the third attack in that bundle, that knocks the 5 successes down to 4 for half damage, but I guess the fourth attack in his bundle goes through for full damage, right?"

GM: "Correct. As a side note to you both, had weasel chosen to use 5 of his remaining Acrobatics successes to augment his last roll, applying 4 of them to the first of those two attacks, and had we been playing with an optional rule for Defense, the lion would have actually taken damage while attempting that first attack! Here is what the optional rule states:

**If a Defender negates all of the Attacker's successes and beats those successes by 3 (successes) or more, then the Attacker takes 1 level of Subdue damage due to the superb effectiveness of the Defender's defense (i.e. the attacker pulled a muscle overextending his attack, or was bruised clashing against a particularly brutal defensive posture). This occurs during melee or hand-to-hand combat only, not when the attacker is engaged in a ranged combat attack.**

GM: "Weasel, if you'd have done that, you would have had 8 successes for defense versus lion's 5 on that first attack. That is 3 more than was necessary so lion would have felt the pain, but you would not have had enough Acrobatic successes left to partially deflect the third attack in that bundle so as to make it half damage."

GM: "Anyway Weasel, all that aside, unfortunately you are now out of Undeclared Actions and the lion has already caused half damage, plus full damage for 1 more successful attacks in this bundle, plus 2 others he has yet to roll. Your defense was valiant, but your outlook is grim."

GM: "Lion, you rolled 5 successes plus your weapon does 8 levels of damage, that's 7 levels for the half-damage attack, and 13 levels of damage for the last attack, ouch! Weasel, you have 4 total points of armor so negate 4 points per attack. So, weasel you take 12 levels of Subdue/Fatal damage."

Weasel: "Sweet Mama! I now have only 17 Stamina left, and I am at a -1 die to all my rolls. Eight more points of Stamina lost and I will be at -2 dice. This looks very bad."

GM: "Indeed. Lion, you have 2 attacks remaining. As long as you roll 2 successes, you will do full damage as weasel has no more Actions, Undeclared Actions, or Acrobatic successes."

## Chapter III: Combat

BOOK ONE

Lion: "Great! Here goes my attacks, I'll roll them both (bundle) 8d6-3d6 for the location (Subdue arm vitals)=5d6...DUDES! 5 successes! No roll-overs for 6's though. After I disable his right arm with the first attack, I disable his left arm with the second."

GM: "Ahhh, insult to injury I see. Of course, you realize lion, the maneuver you chose causes either a Disable as well as Stun, or a Broken joint. You chose the Disable and Stun, but the Stun is really moot at this point, since the weasel has no Actions left this round anyway. The real issue here is the effects of the two Disables. OK, the damage looks like this; 5 successes plus 8 levels for weapon size equals 13 levels of damage for each attack. Weasel's armor negates 4 levels per attack, so 18 levels of Subdue damage gets through. However, because one of the effects of a Disable is double damage, those 18 levels become 36 levels of Subdue damage (calculated after the armor was applied)! This will knock you unconscious immediately, though luckily, because it's merely Subdue damage, you haven't been killed, nor are you bleeding to death, only beaten senseless."

GM: "Weasel, you are in dire need of some help. You are at -19 Stamina and both of your arms are Disabled, meaning that, even once you regain consciousness at 1 Stamina you are at ½ your dice pool for doing anything with each arm, and will have to make a Vigor roll before you can even try to do anything with them at all, due to the intense pain you'll be suffering. These effects will remain until the damage caused by those two attacks is fully healed. You'd best keep track of that!"

Lion: "SWEET! Who's your daddy now?"

Weasel: "Gug!"

GM: "Gug indeed. This is the end of round 2, and this fight."

\_\_\_\_\_ End of Round \_\_\_\_\_  
\_\_\_\_\_ End of Fight \_\_\_\_\_

### Skill Use in Combat

Within any standard round of combat there may be several different types of other combat-related skills and abilities used. As described below individually, some of these skills require one Action to be used from your Action # rolled for the round while some do not, depending on the circumstances. In general, it is assumed that dice rolls will be necessary to conclude whether you are successful in performing these actions, but again, this depends on whether it is a "contested" action or not. During a combat round, it usually is. These are the basic descriptions of other common combat-related skills often used, as well as the time they generally take up within an action round. There may be exceptions to these standards, but these are decided upon by the Gamemaster on a case-by-case basis:

**General Skill Rolls** - Any of the various Skill rolls attempted during a combat round must be declared as Actions at the beginning of the player's turn and will utilize Actions taken from the Action # total for that combat round. Common sense must be used, by both player and Gamemaster, when deciding whether any particular skill is appropriate for the time constraints involved in combat. Obviously, a character cannot weave a basket while engaging in battle, but there will be other less obvious situations that will call for a ruling to determine the validity of a particular desired ability a player may wish to use.

**Movement** - Movement within the game is defined as any skill that allows coverage of distance. Though this may seem a very simple rule, it is important to establish the basic guidelines that define which skills are, and are not, considered movement. The Acrobatics skill, for example, is not considered a movement skill because its function is not to carry the character from one location to another, but to alter the way in which movement takes place for various effects. If you consider a skill like Great Leap (an Animal Ability) however, you'll notice that it reflects actual locomotion (though short-lived), and defines the distance traversed when using that particular skill.

There are two different kinds of movement that occur within the game; **General Movement** and **Movement Skills**. It is assumed that both types of movement take time in which to cover the distance. The differences between them are mainly dealing with exactly how much time, how far, and what dice, if any, need be rolled. Either type of movement may be used to initiate **Travel**, which is, in itself, the outcome of prolonged movement over a longer distance and over a greater period of time than generally described for General Movement and in the various Movement Skills and Abilities. For information on traveling over great distance in the Game, please see the Travel section in Chapter I to familiarize yourself with the basics.

**General Movement** is a category of movement shared by all fully capable jánah and represents a basic distance that all characters may travel when normally walking or running. Since all jánah share the same basic bipedal form, though some may vary as far as length of stride, weight, bulk, etc., it is simpler to assume that many of these factors even themselves out when compared to one another (larger creatures may have a longer stride but will be heavier, bulkier, and often slower, while smaller creatures may be swifter and more agile, but will surely have shorter legs and therefore take smaller strides). So as to apply this with common simplicity, it is assumed that all jánah (unless otherwise disabled) are capable of moving 30 feet plus their Agility per round (6 seconds) while walking at a normal pace. They may move three times that total while running (which would again be multiplied by 600 for a measurement of feet-per-hour. There are 5280 feet per mile, so, if you wished, you could divide the number of feet per hour by 5280 to derive the character's "miles/hour" running speed). Whereas walking can occur indefinitely, depending on the circumstances, a character may only keep running at a steady pace for a number of minutes equal to their Vigor, at which point they must rest a number of minutes equal to the number they wish to continue running once they have rested, up to the amount of their Vigor total.

During a combat round any character may choose to make an entire General Movement (the walking value) while performing their other Actions at the cost of a single Action, they may run (three times the walking rate) at the cost of 3 Actions, or they may choose to make only half of their General Movement, covering only half the distance within that round and sacrificing none of their Actions to do so (though it is assumed that at least an Action's worth of time passes while making any such movements within

the round). Such a **Half Movement** is often used to close distance at the beginning of the round though it may be used once anytime during round as the player sees fit. Making a half movement of this kind is not included in the number of Actions a character may make for that round and does not need to be rolled in order to be performed, thus causing it to be considered a Free Action, in this case known as a “free” half-move. Once this half-move is used, a character must use at least 1 Action for any further movement made that round.

**Movement Skills** is the category in which any special movements, such as those listed under Animal Abilities, are found. In general, however, any skill that is defined as causing the character to move any specific distance or to defy natural gravity is considered a movement skill. Under Animal Abilities will be listed the **Type** of skills that can be attempted. Any Animal Ability who’s Type is listed as Movement falls under the Movement Skills category. Movement Skills must be used as an Action for each attempted skill during a melee round, and are subtracted from the number of Actions a player may take for that round as well. If the desired distance falls easily within the range of the skill and there are no other forces acting against it or hindering the movement in any way, the Gamemaster may rule that it is unnecessary to roll the dice while making the movement, simply stating that the move was a success. If, however, the attempt seems “contested” (see above) then it will be necessary to roll for successes, perhaps at a penalty if appropriate.



## Special Tactics

### Surprise Attacks

A surprise attack is possible if a target, not already prepared for an attack, fails to make some kind of Perception-based detection roll (Tracking Scent, Keen Hearing, Night Vision, Search, etc.) in contest with a Stealth roll made by an attacker. A character attempting a surprise attack upon an opponent may roll their Stealth to achieve successes, the opponent(s) then may attempt a Perception-based roll to contest them. If they fail to match all successes, then they are assumed to be unaware and “surprised”. A character that successfully attacks an unaware opponent from *behind* may do so with automatic initiative and with no penalties to any of the rear facing body targets, and will cause double damage if successful. The surprised opponent gets to roll only ½ their Martial Skill as Defense, and if still able to function once the Surprise Attack is done will roll initiative along with the attacker to begin combat rounds in the normal way thereafter.

A character that successfully attacks an unaware

opponent from *below, above, the sides, or the front*, may do so with automatic initiative but will incur all standard penalties to any of the body targets, and will cause double damage if successful. The opponent gets to roll ½ their Martial Skill as defense, and if still able to function will roll initiative along with the attacker to begin combat rounds in the normal way.

An opponent that senses the approach of an attacker in some way, or is already engaged in combat is **not** considered “unaware”, and enters combat with the attacker using a standard initiative roll, in the normal way. True surprise can be very effective, but remember, it works both ways.

### Dark Ambushes

Players and NPC’s may attempt to ambush characters from and in environments of near total darkness. If there are coverings that do not allow ambient light from above, or from a powerful enough source, to illuminate a scene, then those that can sense a target’s specific location (through whatever means, including scent as long as it is not masked in some way, a light source carried by the target, or even night vision of some kind) can attack that target at a great advantage. Such situations can also include the target being thoroughly blinded in some way, such as having their senses disabled through use of poisons, caustic powders, attacks on the eyes, the sudden dousing of existing light sources, or even a simple bag forced over their head. In such situations of imposed darkness, those who can see their opponents by whatever means may roll double their normal dice pool used for attacks, while those who cannot see their opponents may roll only ½ their dice pool when making attack attempts. Again,... this works both ways.

## Armor Types

On Dárdünah, where metals are so rare an artisan would never consider using them for the creation of defensive gear, a character's armor would be fashioned from a wide variety of common and exotic materials. For the purposes of game-play, a character may wear anything they wish, as long as the Gamemaster agrees that a particular type of armor material is available, and that they have the Strength it takes to bear the weight of that armor without penalty. Characters attempting to wear armor heavier than their Strength allows (anything with a Point Level greater than half their Strength rounded up) will incur a penalty of -1 Action die per Point Level beyond their allowable (half Strength) amount for any and all Actions attempted while wearing the heavy armor. Natural Body Armor (see Animal Abilities) does not count against this limitation.

A sample of materials available for the creation of armor would be Leather (made from the softer "skin" of certain suthra), Chitin (large insect shell or sea-shell), Amber (or amber-lacquered wood or bamboo), Crystal (often sewn or otherwise attached to cloth, leather, or other materials), and Living Suthra (the most expensive, often specialized living insect armor, rare and specifically bred to fit onto certain general body areas). Below is a general list of these armor types, the range (Point Levels) of protection they offer, and the Skills it takes to care for them. Having armor that is a mixture of these materials is not uncommon, with the most expensive and protective qualities determining the price and effectiveness of the entire suit, though, in the end, it is simply the Strength of the character that determines what amount of protection they may wear and benefit from. Costs for these may vary, but a general listing of armor costs, as well as how long it may take to produce from scratch, can be found in the Commerce section under the Common Goods and Services listing.

### Leather (protective Point Level 1-3)

The leather used to make such armor is harvested from the softer, flesh-like hides of various common suthra. Lightly boiled to different degrees of hardness, this armor is slightly more form fitting than other types of armor, and is often tailor-made to fit an individual, and is fairly light and non-cumbersome. It can be created by first, using a successful **Suthra Leather** skill to harvest the appropriate leather (assuming there is a supply around, otherwise a hunt may be in order), then second, by using a successful **Armor Craft** skill to piece together the armor itself. Assuming the proper required materials are on hand, an **Armor Craft** skill roll is the only roll necessary to repair damages to this armor.

### Chitin (protective Point Level 2-4)

The insect shell or sea-shell used to make this armor is harvested from the hard, tough outer carapaces of various common suthra. Often carved and laced together in ornate fashions, this armor is somewhat loose fitting but

with fairly rigid plates, can be worn piece-meal, covering smaller or larger areas of the body as desired, and is slightly cumbersome. It can be created by first, using a successful **Chitin Craft** skill to harvest the appropriate shell pieces (assuming there is a supply around, otherwise a hunt may be in order), then second, by using a successful **Armor Craft** skill to piece together the plates of the armor itself. Assuming the proper required materials are on hand, an **Armor Craft** skill roll is the only roll necessary to repair damages to this armor.

### Amber (protective Point Level 3-5)

The amber sap used to make this armor is harvested from the trunks of large, willowy trees, known as ambertrees, which grow near bodies of fresh and brackish water. Poured into specially-made molds or on special oiled shaping tables, the amber sap is worked and formed before it eventually hardens to a strong plastic consistency after exposure to the air. The ichors of the kidachála suthra can be used to thin extracted amber sap for a time, and slow its hardening process. Amber may also be used as a thick lacquer to add strength and durability to wooden or bamboo platelets woven together as the armor's base. Dusts, powders and other pigments are often used to create unique looks and designs in the hardening amber. This armor tends to be somewhat heavier than chitin. It can be created by first, using a successful **Amber Craft** skill to harvest the appropriate amount of sap (assuming there is a supply around, otherwise a search for such trees may be required), then second, by using a successful **Armor Craft** skill to form and piece together the armor itself. Assuming the proper required materials are on hand, an **Armor Craft** skill roll is the only roll necessary to repair damages to this armor.

### Crystal (protective Point Level 4-6)

The crystal used to make such armor is dug from the sides of mountains or from mines deep beneath the earth. These special types of crystals, like the crystal used for weapons, are chosen because they have certain properties that make them especially resistant to blows that would normally shatter more fragile crystals. They can be crafted into armor by either attaching them to other worn materials, cutting larger pieces into platelets to be riveted or sewn together, or melted in mighty furnaces to be poured into special stone or plaster molds. Armor of this kind tends to be heavier and more cumbersome than amber. It can be created by first, using a successful **Crystal Lore** skill to choose and harvest the appropriate crystal (assuming there is a supply around, otherwise finding naturally growing crystals, or purchasing them in a market may be necessary), then second, by using a successful **Crystal Craft** skill to work the individual pieces of crystal into functional shapes, then third, by using a successful **Armor Craft** skill to piece together the armor itself. Assuming the proper required materials are on hand, an **Armor Craft** skill roll is the only roll necessary to repair damages to this armor.

### Living Suthra (protective Point Level 2-6, plus heals the wearer once per round)

Living Suthra Armor is created using special techniques that come from the lore and learning of many generations of Suthra Masters and their apprentices. Taking many months to create an individual piece, each one a living, breathing insect, these suits of armor are specially tailored to individual body parts, sometimes specific to the particular owner (by using a body-cast). They fit snugly, due to the fact that the living armor actually grips the clothing, or skin of the wearer with tiny legs, and can actually harm the wearer or the armor if removed improperly. The Suthra Master trains these specialized insects to attach themselves to a particular area, providing protection that goes beyond their own shells, since the varieties of this armor are created from insects that secrete ichors that actually help to heal themselves and their wearer when damaged (equal to their protective Point Level in Subdue damage only, once per round). An Action is required to perform **Suthra Use** while in combat to activate the healing properties of the armor. Armor of this kind is as cumbersome as the amount of pieces one chooses to wear, from as light as the lightest leather, to as heavy as the heaviest crystal. It can be created by first, using a successful **Suthra Lore** skill to determine which suthra would be appropriate to the specific needs, then second, by using a successful **Train Suthra** skill to adapt the suthra to the body shapes required, then third, the successful use of an **Armor Craft** skill to assure that each suthra fits together as a whole armor piece. A successful **Suthra Lore** and **Dress Wounds** skill roll must be used to repair damages to this armor after battle, and any Fatal Vitals shot successfully landed on an area with living armor, will cause that particular piece of armor to be killed.

### Weapons of Dárdūnah

On the world of Dárdūnah there are many different varieties of weapons that are used across the cultures of the numerous countries. Since combat in this world is, to a large extent, a ritualized art form, the weapons used while practicing such disciplines are quite artfully crafted using the many unique materials found on Dárdūnah, with the inspiration for the forms and decorative elements of these weapons being drawn from the shapes of the native insectoid life of the world, and from the very eastern ornamental styles imbedded in the very psyche of the jánah from ancient times. As mentioned earlier, looking at examples of the weapons of ancient India, Persia, and perhaps China, would provide an excellent resource for the basic shape and function of Dárdūni weapons in all their variety, which, for visual purposes at least, would be far too numerous to show here.

The main difference though, between the Dárdūni weapons, as compared to their Earth equivalents, are the exotic materials from which they are made. Metal is so extremely rare on Dárdūnah, being found only in the smallest trace amounts, that it is never used to create

weapons of any kind. It would be like us making regularly used cooking utensils out of pure diamonds and gold. A sample of materials available for the creation of the many varieties of weapons would be Lacquered/Polished Wood (found in many varieties and degrees of hardness across all of Dárdūnah), Stone (usually attached to wooden or amber handles for various purposes) Chitin (large insect shell or sea-shell that can be carved into blades, throwing disks, and other such implements), Amber (that can be molded into a variety of forms), Crystal (whose especially tough matrixes allow it to be fashioned into swords, knives, clubs, etc.), and Living Suthra (the most expensive, often specialized living insect weapons, rare and specifically bred to take many forms such as whips, grenade-like nests, and stinging projectiles).

Aside from the substance, shape, and decorative look of the weapon you may choose to use, which will be further explored under Weapon Descriptions below, you should first consider what type of weapon you wish to wield, essentially it's function, and then determine the most desirable rating you'd like it to have based on the size of that type weapon you wish to use, factoring in your Strength. See Weapon Types and Weapon Ratings immediately below to understand how these things relate to one another. This information will essentially tell you what you need to know to use these weapons in context to the rules of the game for combat. Essentially however, for most handheld weapons, how strong you are determines how large your weapon can be, which corresponds exactly to how much damage that weapon adds to any strike during combat. For Natural Weaponry (Animal Abilities) your jánah's size determines the same thing. And for gunpowder weapons, the size of the weapon determines the damage.

### Weapon Types

Regardless of the wide variety of forms and substances with which weapons are made, they all tend to fall into four specific categories hinted at above, when describing the skills needed to use them:

**Melee Weapon** - Any non-ranged, basic combat using hand-held (non-missile) weapons of any kind, without the finesse specific Martial Arts training.

**Missile Weapon** - Any basic ranged combat using thrown (like daggers, hurling discs, darts, etc.) or hand-fired weapons (like bows and crossbows, but excluding Valah weapons) of any kind without the finesse of specific Martial Arts training.

**Valah Weapon** - Any ranged combat using black-powder weapons of any kind (pistols, rifles, cannons, etc.). These weapons are named after the jánah who discovered the secrets of gun-powder.

**Suthra Weapon** - Any ranged or non-ranged combat using suthra (the native insect wildlife of Dárdūnah) of any kind as weapons. There are a large variety of different forms and uses that these suthra have, which will be listed later in this chapter under Weapon Descriptions.

# Chapter III: Combat

BOOK ONE

## Weapon Ratings

Each weapon type has a certain rating according to its size and damage levels. These ratings determine the amount of damage levels they cause (which will be added to the full number of attack successes rolled to achieve total damage taken). In the case of Melee and Missile Weapons they also indicate the size of the weapon and the Strength required to wield it, and specifically for Missile and Valah, the rating also indicates range. The **Standard Weapon Ratings Table** below should be referenced to determine the various ratings of the weapons any character may use.

- For **Open Handed or Natural Weaponry**, it's the jánah's size which determines the additional damage caused by the attack.

- For **Melee** and **Missile Weapons**, reference a character's Strength compared to the Damage range on the table, which tells you the size the weapon they normally wield. When using melee and missile weapons, the character's Strength is the maximum damage the weapon can cause in addition to their rolled successes.

- While **Missile** and **Valah Weapons**, have various sizes and types, they all have various ranges associated

with them. (see Range Modifiers on pg. 176 for details and restrictions). **Valah Weapons** have no Strength requirements for operation, causing specific damage as listed, plus rolled successes, per successful shot.

**Example:** Imbara has a Strength of 5, and has decided he wants to wield a large curved crystal sword in combat. So to determine the damage and size of the largest sword he can effectively carry and use in combat, his player merely references the Standard Weapon Ratings Table. Swords are considered Melee Weapons, and since his character's Strength is 5, he will only be able to wield a weapon that can cause 5 levels of damage or less. In this case, the table indicates that Large Melee weapons can cause 5 or 6 Damage Levels, thus indicating that Imbara can wield a large curved crystal sword that will cause 5 levels of damage to an enemy's Stamina (plus whatever attack successes his player rolled) during a successful strike. This also indicates that he can use anything smaller than this rating of weapon, such as medium sized maces, and small knives and crystal throwing shards, which each cause lesser amounts of varying damage, regardless of his Strength. His Strength merely represents the largest, thus most damaging, weapon he is able to carry and normally wield. Even if he tries picking up and using a bigger weapon, he will still only be able to cause a maximum of his Strength in damage with it.

## STANDARD WEAPON RATINGS TABLE

WEAPON TYPE / SIZE	DAMAGE LEVELS
<b>OPEN HANDED or NATURAL WEAPONRY</b>	
Tiny Jánah (4 feet and shorter)	1 level
Small Jánah (4 ½ to 5 ½ feet)	2 level
Medium Jánah (6 to 8 feet)	3 levels
Large Jánah (8 ½ to 10 feet)	4 levels
Huge Jánah (10 ½ feet and taller)	5 levels
<b>MELEE WEAPONS</b>	
Small	1 or 2 levels
Medium	3 or 4 levels
Large	5 or 6 levels
Great	7 or 8 levels
<b>MISSILE WEAPONS</b>	
Small (Short Range)	1 level
Medium (Middle Range)	2 or 3 levels
Large (Long Range)	4 or 5 levels
Great (Long Range)	6 through 15 levels
<b>VALAH WEAPONS</b>	
Pistols (Short Range)	5 levels
Rifles (Middle Range)	10 levels
Cannon (Long Range)	20 levels

## Weapon Descriptions

Now that you are aware of how weapons function within the rules system, you can see that choosing a style of weapon for its aesthetics and beauty is completely separate from understanding a weapon's capacity for damage and functionality. This is done so that it

allows a player to be fairly free to pick and choose from a variety of different, unique, and exciting forms and materials that might apply to a favorite weapon type without worrying about largely impacting the rules. On Dárdūnah, the styles and designs of weapons vary across the entire span of countries from culture to culture, and

are too numerous to name here to any great extent. Add to that the fact that any of those styles can be crafted from the broad range of materials listed earlier, and you have a spectrum of possible weapon forms that could be overwhelming!

As in many other aspects of the game, we prefer to draw weapons inspiration from the more exotic regions of our own world's Near, Middle, and Far East. In general, we envisioned that, in the northern (primarily sarpah) nations, the weapons would tend to have designs that imitate the styles of Bali, Indonesia, China, Malaysia, Tibet, and the Philippines. In the west and southwest regions (primarily the paksin Amíns, but also including countries such as Sustrüm, and Bakári) weapons tend to take on the look and feel of the styles of Persia, Arabia, Morocco, Egypt, and other regions of the Middle-East. In the central and southeastern nations of the world the trend of weapons design mimics that of India, Thailand, Burma, and Mongolia. The isolated nation of Klinráh, though rarely visited, tends to have styles

that harken to those of Japanese and Korean culture. All of the nations surrounding the Gulf of Bhütai, though generally falling in the central and southeastern classification, are an admixture of many cultures, and tend to reflect weapon trends that represent the favored styles of numerous different nations.

Below we have listed the generic styles of weapons the world over, along with a brief description of that style's definition as it applies to Dárdünah. In addition we have included a scattering of illustrations to provide you with a visual assortment that will not only give you a better understanding of what the unique materials look like in weapon form, but will hopefully inspire you to come up with other creative interpretations of even more unique weapons from around the world. Please note, all weapons below are shown of an average size in comparison to one another, and do not reflect the vast scale differences that are often utilized to allow for the incredible height and weight disparity between the largest and smallest jánah.

### Blades



A good blade is the mainstay of any adventurous tale of fantasy, but more importantly is the heart of the warrior archetype of Dárdünah. And though the common phrase, “May your crystal never shatter.”, is thought to have first been spoken to refer to a crystal blade, the edged weapons of the world have been known to be made out of chitin, amber, obsidian, and even lacquered wood as well. This category covers everything from the largest two-handed sword to the smallest dagger or knife, with examples of them being found throughout every country of the world. Use of these weapons requires a successful Martial Arts, or Melee skill roll. In northern Dárdünah, the sarpah tend to use blades like the tombak, barong, kris, bolo knife, and the kampilan. In the southwest one will generally find the scimitar, the kilij, the yataghan, and the saber. And in the southeast will be seen the katar, tulwar, shamshir, kabri, and the khanda.

## Chapter III: Combat

### Axes and War Hammers



Wielded both on foot and by riders of chinti, battle axes and war hammers have found a place in the hands of warrior jānah for thousands upon thousands of years. This category covers the large, almost ceremonial double bladed axes and mighty hammers of the Gajah, to the lighter hatchets and pick-hammers of the riders and foot soldiers of the western plains. Darduni axes, like blades, are often made of crystal and stone, but for the lighter versions are sometimes crafted from chitin and amber. War hammers tend to be crafted primarily from crystal and stone, though some cast amber versions are made, especially for the slimmer “rider’s” versions. Use of these weapons requires a successful Martial Arts, or Melee skill roll. In northern Dárdūnah, they favor the smaller axes such as the dao, the biliang, and the parang, and generally do not tend to utilize war hammers. In the southwest the tabarzin, sagaris, and qajar axes are often employed, with the more delicate cinq hammer sometimes used as well. In the southeastern nations, a wide variety of axes by the names of zaghual, gandasa, kuhladi, bullova, ankus, pharasa, and kuthara have arisen in many shapes and sizes, with war hammers such as the hauthauda and the ghana used all along the southern coasts.

## Maces, Clubs, and Flails



## Chapter III: Combat

When bludgeoning force will serve far better than the power of cutting or hacking, this range of weapons is most often employed. The varieties of these are many of course, with size, ornamental details, and function being the source of the basic differences. This category covers a range of maces, which are dependant on an attached weighted head to deliver its crushing damage, a variety of simple clubs, which utilize a single carved or cast material, and several types of flails, whose force comes from free-swinging headpieces that whip around to deliver terrible blows. Use of these weapons requires a successful Martial Arts, or Melee skill roll. In the northern regions of Dárdūnah jānah tend to use the shudai mace, flails such as the binnol, and the ganjing and gata club. To the southwest maces like the gargaz and narak are used, as well as the bulawa and lisan clubs, and the petjut style of flail. The southeastern nations make use of the shishpar and dhara maces, the sepic form of war club, and the laingtjat flail.

## Chapter III: Combat

### Bows and Crossbows



Some of the most sophisticated of the hand-powered projectile weapons, bows of various kinds have been used since ancient times for sport, for hunting, and for battle. Within the recent few thousand years the crossbow was eventually developed in the north, and that design has spread and been improved upon across the world. Use of these weapons requires a successful Martial Arts or Missile skill roll. In the northern reaches one may find bows like the yumai longbow, the gansu short bow, and the sinha (repeater) crossbow. In the southwest the bogar and khotan longbows are often used, with the military favoring crossbows such as the siyah and even the smaller ghadi (hand) crossbow. In southeastern Dárdūnah, the usadunna (longbow) and mitidunna (short bow) are commonly employed, with several varieties of large and small crossbows, such as the madalaya, the harras, and the yaturu to be found as well, along with a unique crossbow version known as the gal or galdunna (pellet bow) which fires small round rocks or orbs of crystal with deadly accuracy.

## Hurling Weapons



Chapter III: Combat

Any advantages in combat are ultimately wise to take, as long as honor is maintained, and the ability to keep a safe distance from an attacker while still making strikes is a specific advantage offered chiefly from distance weapons such as hurling weapons. Unlike other missile weapons such as bows and Valah guns, which require special instruments to use that must be separately maintained, hurling weapons are, for the most part, smaller and fairly self-contained, and can not only be hidden fairly easily on the body, but can also be swiftly drawn and used in cases of emergency, depending only on the wielder's own strength and manual dexterity to score a hit. Use of these weapons requires a successful Martial Arts, Missile, or Throw skill roll. In the north, one will find hurling weapons such as the Pukharaji throwing sticks (a few of which can return, like boomerangs), the Visedi darts, and the Anghian cord weapons (which lash out upon silken rope or thin chains of amber). In the southwest can be found the bola (often used to ensnare and trip others), the chakram, crystal throwing shards, and a variety of slings. And throughout the southeast are used hurling disks, caltrops, throwing axes, and even fighting nets slung to trap weapons, disarm opponents, and bind an enemy up during combat.

## Chapter III: Combat

### Polearms, Spears, and Javelins



Polearms are long, hafted weapons designed for two-handed use. Polearms were introduced to give the foot soldier a weapon capable of dealing with most heavily armored warriors, with some being specially developed for combating mounted soldiers and those with shields. Though they were originally adapted from agricultural implements long ago, they quickly became incorporated into a weapon style all their own, and have found their way into almost every aspect of military combat. Use of these weapons requires a successful Martial Arts or Melee skill roll. In the north can be found the long-bladed gigitan, the ular, and the powerful galahkapak. In the southwest commonly used polearms are spears such as the anaga, while the riders of the deserts employ the nash tara lance. In the central and southeast nations one can find spears such as the barachi bala, the Ishpürian baladai, the kutaba, the trishula, and the mighty Háthiyaran dhruvayudha poleaxe.

## Valah Weapons



## Chapter III: Combat

These are the various kinds of black-powder weapons used on Dárdūnah, such as pistols, rifles, and even cannons. There is a great deal of ancient tradition and honor that comes with both the crafting of and the use of such weapons, and the artisanship required to make them insures that each one is handcrafted and heavily ornamented, with no two ever being exactly alike. These weapons are named after the jānah who first invented the flintlock mechanism for smaller guns and rifles, and whose ancestors supposedly discovered the explosive properties of the powder itself. Use of these weapons requires a successful Valah Performance skill roll. The northern nations have their varieties of smaller pistols, such as the Visedi senapang, and have become skilled in the making of good quality field cannons for warfare, such as the cast amber meryam. The western Amins seem to prefer rifles and muskets over the smaller pistols, taking great pride in their craft, with the Rákbarani known for the creation of some of the finest ship's cannons, called lantaka. In the central and southeast nations, the Ishpūrian flintlock pistaula has become favored among the corsairs and military alike, the larger denizens of Háthiyar have come to love their version of the hefty blunderbuss, the inventive Bakári have created a multiple shot pistol with a hand-rotated barrel, and few palaces would be considered complete without some version of the swivel-based Tishini topa cannon.

## Chapter III: Combat

### Suthra Weapons



These are the living weapons of Dárdūnah, beasts used as knives, whips, missiles, etc. As with suthra armor, it takes special training to use these weapons since a sort of empathic bond (in some cases) is nurtured between the living suthra weapon and its user, and lack of precise control may mean having the weapon turn on the one wielding it (which usually occurs during Botched attempts at control). Since these suthra are venomous and quite difficult to raise, these weapons are more commonly seen among assassins or high-ranking and respected warriors and sunborn, and will usually never be found for sale in the common marketplace. It should be noted as well, that in all nations (with the exception of the more barbaric areas where Caste is taken in little regard) it is against all social law for anyone who is NOT a member of either the Noble Caste or the Holy Caste to use living weapons (or living armor, for that matter), with penalties of death usually being brought to bear, often with public immediacy upon detection by those in authority. One usually carries and uses such weapons only when having the resources to raise them oneself, or at the specific behest of one's lord or leader. To determine the type of poison any given weapon might have, make use of the **Generic Poison Generation Table** found in the Generic Poisons section of the chapter on Poisons of Dárdūnah. Some suthra weapons have an "animal" level of intelligence, and can be trained to recognize and attack certain prey exclusively, and to respond to the owner's desires and commands. Utilizing such living weapons, whether directly striking with them or compelling them to take other actions, requires a successful (often contested) roll of the Suthra Use skill during combat. The specific descriptions starting on the next page give a slightly clearer understanding of some of their individual applications.

**Living Punch Dagger** – Like living suthra armor, the chitinous living punch dagger (katarsuthi) is trained to tightly grasp a jánah's body part (in this case, the forearm), with its head pointed toward the warrior's elbow, and its vicious tail pointed straight forward from the wearer's fist. Using it to physically strike an opponent as one would with any standard weapon, normal weapon damage applies. Unlike suthra armor it conveys no numbing or healing properties to the user when harmed, but its tail does convey natural venom exuded by the animal. In addition to the various poisons that the different breeds of these automatically deliver with their tail when striking, they can also be called to their owner, and will scuttle across most surfaces, attempting to avoid obstacles while trying to reach them. Orders can also be given which will cause them to lash out at others around them with either their poisonous tail or even try to bite using 1d6 Action dice and causing 1 level of damage.

**Suthra Whip** – These living whips (kodasuthi), often worn coiled around the waist like a belt, can be quickly unwound and held by either end (though usually by the head) and used to lash out at opponents. Using it to physically strike an opponent as one would with any standard weapon, normal weapon damage applies. The different breeds have varying types of poison that can be delivered either through a bite at one end, or a pair of stingers on the other. There are a variety of combat effects one can achieve with this type of living weapon at a distance that is just outside hand-to-hand and melee striking range of an opponent, such as all manner of covers, binds, grabs, throws, sweeps, and holds, which can be attempted without necessarily causing poison to be injected, after which the victim may be threatened with an immediate dose of poison if they fail to comply. Additionally, they can be controlled to some extent remotely to either come back to their owner or to move toward a target and attack. These creatures can also be trained over time to attack only a specific target, which they will track down if released within the victim's general area or residence.

**Hive Grenade** – Hive grenades are small spherical glazed ceramic containers that contain chattabalu, or "sand hives", taken specifically from the red deserts of Amnol, along with the mineral-laden crimson sand in which they lay dormant in the most extreme summer months or during terrible sandstorms. Discovered long ago by the wandering desert tribes, these creatures can be carefully harvested and placed, sand and all, into the small vessels and sealed with a cork stopper and wax. Within, the nascent insects remain dormant for nearly six months without food until they are exposed to the air by the breaking of the pottery vessel, at which point, thus agitated, they emerge as they would from the desert sands to lash out with venomous stingers at those unlucky enough to be immediately nearby. This specific type of suthra weapon causes only the various Necrotic effects (see the Generic Poison Generation Table) though the emerging swarm may cause variable damage depending on how long they choose to follow and continue stinging

their prey (1-3 rounds). They are not really smart enough to be trained in any fashion, though there have been some very adept suthra handlers that seem to exhibit some small degree of control over their general movements. It is possible to flee from the attacking swarm to seek cover, thus stopping any further damage if such cover is to be found.

**Jánah-catching Suthra** – Used to trap and painfully control the movements of jánah during combat, the jánah catcher (kabjamukha, meaning hinge-mouth) has a stick-insect body that is grasped like a polearm, and has a set of vicious, sizeable jaws that can powerfully clasp around the waists of most medium sized jánah. Smaller and even larger sizes of these are bred by various nations to suit their owners' sizes and tastes in combat. In addition to the standard weapon damage caused by the thorny pinching action of the mandibles (based on the wielder's dice rolls and standard weapon damage calculations), they are equipped with a wide range of varying poisons depending on their breed, and can inject these poisons with a successfully separate Suthra Use skill roll (after a successful Bind/Grab or Hold/Lock) through a small bite delivered by tiny jaws that extend from the head at the base of the large mandibles. Additionally, those that are well trained can be controlled to some extent remotely to either come back to their owner or to move toward a target and attack.

**Sling Suthra** – Hurlled either by sling or by hand, or even merely tossed down someone's tunic, these small, stinging suthra (dankanicha) will attempt to skitter down into the folds of clothing, beneath fur, feathers, and protective scale in order to bite and poisonously sting any target they land upon. They are similar to the suthra of a hive grenade in that they are generally kept in dusty sand that keeps them dormant until they are needed, at which point they are taken from their sand-filled pouch, blown off and swiftly launched before they have time to sting their user. Unlike the hive grenade suthra, most sling suthra are found in the yellow deserts of southern Sustrüm, western Magár, Amnol, and northern Bakári. There are many different breeds of these, each with their own type and strength of poison. Unlike the hive grenade suthra, sling suthra have no wings, usually sport long tails tipped with a sting, and are generally flung only one at a time at the enemy. Though the smaller ones that are hurled generally are not trained in any way, there are larger and smarter versions that can actually be taught, over time, to seek a specific target or type of target, which they (like certain breeds of the suthra whip) will track down if released within the victim's general area or residence.

**Blowgun Suthra** – These suthra (balahsuthi) will gladly rest (one or many) placidly within the dark safety of a small pouch. If removed and held with their legs down and not touching anything however, they will defensively extend their poison-filled needle-like proboscis directly in front of their bodies, thus forming the perfect shape of a dart. Not heavy enough to be effectively thrown, these creatures may be immediately loaded into a blowgun and

fired at a target. This agitation will cause the creature to not only fly forward, but to partially propel itself with its own wings in that same direction while issuing forth a dissonant keening wail. If the user scores a hit using their *Suthra Use* skill roll, then the poison (which can vary from breed to breed) is successfully delivered, even if the victim is wearing armor, simply because the creature will veer away from harder surfaces in an attempt to make a soft landing while using its proboscis to penetrate and stick fast to their target. No special training is needed nor given to these creatures.

### Other Types of Damage

Throughout any character's life, whether in combat or otherwise, it is quite possible to become the victim of many different types of damage other than the generic types listed above. Fire, lightning, explosion, poisons, falling, deprivation, exposure, sickness and disease; all of these can cause damage and death to a character or NPC. Damage cause by such events can manifest in one of two ways, loss of Stamina (damage levels), which is detailed above, and points taken temporarily from Characteristics. Points taken directly from Characteristics (even temporarily) have an immediate and dramatic effect on game play for the character, and should be given special explanation. In the various Attributes lists (Talents, Advantages, and Skills) under the chapter concerning character creation, you will notice that beside of each Attribute listing there is a Characteristic in parenthesis. This is its associated Characteristic Link, indicating that the Attribute is in some way directly linked to the value of the associated Characteristic. Literally, in general, the higher the value of the linked Characteristic, then the higher the value of its associated Attribute score may be. When a character receives damage that lowers any particular Characteristic, then the available dice pools of any Attributes linked to (derived from) it, are affected by an equal number of points (dice) lost. This means that, until healing or a cure is found to bring the Characteristic back to normal, all rolls made to attempt the use of associated Attributes will be made using that lesser number of dice. In addition, the Gamemaster should consider inflicting reasonable additional effects that seem fictionally appropriate considering the nature of the specific Characteristic that is being affected (for instance, a character suffering a dramatic, sudden loss of Perception may discover to their horror that they have become temporarily blind). As you can imagine, losing Characteristic points can have dire effects on the overall performance of your character.

As mentioned above, there are many different ways other than combat, that a character may be harmed during the course of game play. Below are a basic listing to help the Gamemaster and player understand the general dynamics and effects of the many different types of special damage.

### Burn Damage (fire, heat, or acid)

Fire, extreme heat, or acid damage can be grouped into four different categories, according to measure of severity; Small, Medium, Large, and Great. Armor does help diminish burn damage as long as it covers appropriate areas of the body. For the purposes of determining eventual fatality, all types of burn damage listed below are considered Fatal, though the healing rates are modified to represent the peculiar healing rate of burn damage. Please note the descriptions of each type of burn damage as it may differ from standard Subdue or Fatal healing rates.



Small Fire, Heat, or Acid - (candle flames, hot crystals, a cup of boiling/flaming oil/water or corrosive acid, a scalding pan handle) causes 1 Damage Level per round of contact to anything, will upgrade to a Medium Fire (if burning with flames) in 1-6 rounds unless extinguished or contained, can be extinguished with 1 success of a Dexterity roll(s) in a single round if the appropriate resources are available. Damage caused to living things by Small Fire, Heat, or Acid will heal at 2 times the normal rate (2 levels per week without special care naturally, 2 levels per Success of any normal healing skills, 4 levels per success of any magical healing skills) with no scarring and no chance of infection (see Recovering Stamina below).

Medium Fire, Heat, or Acid - (torches, burning braziers, a flagon of boiling/flaming oil/water or corrosive acid, a small campfire, running through a burning room or forest fire, clothing or hair on fire) causes 5 Damage

Level per round of contact to anything, will upgrade to a Large Fire (if burning in flames) in 1-6 rounds unless it is being successfully extinguished or contained, can be downgraded to a Small Fire with 5 successes of a Dexterity roll(s) within 1-2 rounds if the appropriate resources are available. Damage caused to living things by Medium Fire, Heat, or Acid will heal at the normal rate (1 levels per week without special care naturally, 1 levels per Success of any normal healing skills, 2 levels per success of any magical healing skills) with some scarring if a 1 is rolled on a d6, and Illness Damage from infection if a 1 is rolled on a d6 (see the Illness Damage heading and Recovering Stamina section below).

**Large Fire, Heat, or Acid** - (trapped in a burning building or forest fire, a barrel's worth of boiling/flaming oil/water or corrosive acid, bound in a large bonfire or firepit) causes 25 Damage Level per round of contact to anything, will upgrade to a Great Fire (if burning in flames) in 1-6 rounds unless it is being successfully extinguished or contained, can be downgraded to a Medium Fire with 25 successes of combined Dexterity roll(s) within 1-6 rounds if the appropriate resources are available. Damage caused to living things by Large Fire, Heat, or Acid will heal ½ the normal rate (1 levels per 2 weeks without special care naturally, 1 level per 2 Successes of any normal healing skills, 1 level per success of any magical healing skills) with significant scarring if a 1 or 2 is rolled on a d6, and Illness Damage from infection if a 1 or 2 is rolled on a d6 (see the Illness Damage heading and Recovering Stamina section below).

**Great Fire, Heat, or Acid** - (caught in a lava flow, covered in molten glass or crystal, totally immersed in boiling/flaming oil/water or corrosive acid, the burning building collapses on top of you) causes 100 Damage Level per round of contact to anything, can be downgraded to a Large Fire with 100 successes of combined Dexterity roll(s) within 4-24 rounds if the appropriate resources are available. Damage caused to living things by Great Fire, Heat, or Acid will heal at ¼ the normal rate (1 levels per 4 weeks without special care naturally, 1 level per 4 Successes of any normal healing skills, 1 levels per 2 successes of any magical healing skills) with horrible scarring if a 1, 2, 3 or 4 is rolled on a d6, and Illness Damage from infection if a 1, 2, 3 or 4 is rolled on a d6 (see the Illness Damage heading and Recovering Stamina section below).

### Lightning Damage

Lightning damage has three generic random effects rolled on a d6 when the character is struck. 1, 2, or 3 = Partial Strike, 4 or 5 = Full Strike, 6 = Devastating Strike. These effects are used only in cases where some other attempts at gaining cover or otherwise evading the bolt (such as a Dodge) has failed. Armor does nothing to prevent damaged received from lightning.

**Partial Strike** - (caught on or near the non-vital extremities). Rolling a 1 means that the lightning struck within several feet of the character causing 10 levels of Subdue damage, and Stunning the character for 10

Actions. Rolling a 2 means that the bolt actually touched the character, causing 10 levels of Subdue/Fatal damage, Stunning the character for 10 Actions, and Throwing the character prone 10 feet in a random direction. Rolling a 3 means that the bolt grounded partially through the character, causing 10 levels of Fatal damage, Stunning the character for 10 Actions, Throwing the character prone 10 feet in a random direction, and Disabling a limb of the character (game-master's choice). Disabling causes ½ Movement only if limb used for locomotion and ½ dice pool used for any applicable Skills. Target must succeed in a Vigor roll before attempting ANY Action (except Defense) till healed, failure indicating inaction due to pain.

**Full Strike** - (centered fully on the body). Rolling a 4 means that the lightning struck the character into Unconsciousness for 1d6 full rounds, causing 20 levels of Subdue/Fatal damage, Throwing the character prone 20 feet in a random direction, and lowering Agility and Dexterity Scores by 1 point each (thus affecting all related Skills) for 2d6 days. Rolling a 5 means that the bolt actually disfigured the character in some way, causing 20 levels of Fatal damage, causing them to be blasted Unconscious for 1-6 full rounds, Throwing the character prone 20 feet in a random direction, lowering Agility and Dexterity Scores by 2 points each (thus affecting all related Skills) for 3d6 days, and causing them to receive a Lost Feature (a targeted feature of the head, neck, or face is irrevocably harmed in some way) or a Severed Limb (Targeted limb or section of limb violently separated from body, in this case, blasted off. Target begins bleeding externally at the rate of 1 level per round till healed or dead). Either effect is Gamemaster's choice.

**Devastating Strike** - (severe damage to the vitals). Rolling a 6 means that the bolt most likely killed the victim, causing 40 levels of damage, and Throwing the character prone 30 feet in a random direction. If the victim does not die from the damage caused by the initial strike, then they will be blasted Unconscious for 1d6 full hours, lowering Agility and Dexterity Scores by 4 points each (thus affecting all related Skills) for 6d6 days, and causing them to receive a Lost Feature (as described in Full Strike above) or a Severed Limb (Targeted limb or section of limb violently separated from body, in this case, blasted off. Target begins bleeding externally at the rate of 2 levels per round till healed or dead). Either effect is Gamemaster's choice.

### Explosive Damage

An explosion causes damage levels depending on the Size of the concussion (determined by the amount of explosives used; see the table below) as compared to the Range of any target (from the center of the explosion). A character may use an Action to make a full move out of the Range category they are currently in and into the next. Moving beyond Far Range indicates the explosion does not affect the character. Using any Movement based Animal Ability successfully (Fly, Sprint, Great Leap, etc.) allows the character to move entirely beyond the farthest range of effect.

# Chapter III: Combat

## EXPLOSIVES TABLE

SIZE	RANGE		
	CLOSE (within 30' / one full move)	MID (within 60' / two full moves)	FAR (within 90' / three full moves)
SMALL (grenade / small jar)	Damage = 12 levels (Subdual/Fatal), Thrown (see below) prone 10ft away from center of blast. Deaf for 1d6 rounds. Stunned (see below) for 1d6 Actions.	Damage = 6 levels (Subdual/Fatal), Thrown (see below) prone 1ft away from center of blast. Deaf for 1-3 rounds.	Dam = 3 levels (Subdual/Fatal)
MEDIUM (satchel / small keg, or 4 combined SMALL charges)	Damage = 24 levels (Subdual/Fatal), Thrown (see below) prone 20ft away from center of blast. Deaf for 2d6 rounds. Disabled (see below) in random limb. Stunned (see below) for 2d6 Actions.	Damage = 12 levels (Subdual/Fatal), Thrown (see below) prone 10ft away from center of blast. Deaf for 1d6 rounds. Stunned (see below) for 1d6 Actions.	Damage = 6 levels (Subdual/Fatal), Thrown (see below) prone 1ft away from center of blast. Deaf for 1-3 rounds.
LARGE (crate / large keg, or 4 combined MEDIUM charges)	Damage = 48 levels (Subdual/Fatal), Thrown (see below) prone 30ft away from center of blast. Deaf for 1d6 days. Lost Feature or Severed Limb (50/50 chance of either, see below), Stunned (see below) for 1d6 rounds.	Damage = 24 levels (Subdual/Fatal), Thrown (see below) prone 20ft away from center of blast. Deaf for 2d6 rounds. Disabled (see below) in random limb. Stunned (see below) for 2d6 Actions.	Damage = 12 levels (Subdual/Fatal), Thrown (see below) prone 10ft away from center of blast. Deaf for 1d6 rounds. Stunned (see below) for 1d6 Actions.

**Throw / Sweep** - Target falls. Target must use Action to rise.

**Stunned** - Target's number of Actions decreased as indicated for that round.

**Disable** - Loss of randomly chosen limb use (½ Movement only if limb used for locomotion and ½ dice pool used for any applicable Skills). Target must succeed in a Vigor roll before attempting ANY Action (except Defense) till healed, failure indicating inaction due to pain.

**Lost Feature** - Randomly chosen feature of the head, neck, or face is irrevocably harmed in some way.

**Severed** - Randomly chosen limb or section of limb violently separated from body. Target begins bleeding externally at the rate of 1 level per round till healed or dead.

### Poison Damage

Dealing with poisons can be a difficult process unless a simple way of generating a poison and its effects can be created. For Dárdūnah we have created a handy table to help come up with several types of generic poisons encountered while playing or running the game. There will be many situations where the Gamemaster will want to randomly come up with or generate "on the fly" poisons that could apply to any number of different situations, including chance encounters of plants, suthra, and minerals in the wild, as well as specific situations where the various living suthra weapons are used. In such cases we have created a simple random table that will allow for a poison to be generated swiftly with specific effects and damage using either a few dice rolls or a couple of quick choices. In all such cases the poison is not highly specialized or as specifically detailed (or necessarily as dangerous) as those listed in the poisons

Chapter of Book Three, and can usually be treated with two successful skill rolls, the first being either a Poison Knowledge, Suthra Lore, or Medical Knowledge roll, and the second being either a Dress Wound or Surgery Performance roll. Success at these rolls will stop damage from continuing and will begin to ease the specific effects at the GM's option.

The table below can be chosen from, or rolled for, as desired (using two separate rolls of a 1d6) to help quickly generate a poison and to determine its effects. Use the left-hand column first to determine the type of poison being dealt with, and then reference the top row to determine the extra damage levels caused by the poison. Where the two chosen (or rolled) rows intersect will be found the basic statistics for that poison's effects.

## GENERIC POISON GENERATION TABLE

POISON TYPE	EXTRA DAMAGE LEVELS		
	1d6 levels/round for 1 round (1, 2, or 3)	1d6 levels/round for 2 rounds (4 or 5)	1d6 levels/round for 3 rounds (6)
Necrotic (1 or 2)	Pain: Characteristic Roll of $\frac{1}{2}$ Will at -1 or suffer -1 die to all actions taken for 1 round due to painful tissue damage and swelling.	Pain: Characteristic Roll of $\frac{1}{2}$ Will at -2 or suffer -2 die to all actions taken for 2 rounds due to painful tissue damage and swelling. Nausea: Characteristic Roll of $\frac{1}{2}$ Vigor at -2 or be Stunned out of 2 Actions each round for the next 2 rounds due to nausea and/or vomiting.	Pain: Characteristic Roll of $\frac{1}{2}$ Will at -3 or suffer -3 die to all actions taken for 3 rounds due to painful tissue damage and swelling. Nausea: Characteristic Roll of $\frac{1}{2}$ Vigor at -3 or be Stunned out of 3 Actions each round for the next 3 rounds due to nausea and/or vomiting. Characteristic Loss: Victim loses 3 points total, per round, divided between either Vigor, Agility, or Strength (or a combination thereof, GM's choice) for the next 3 rounds due to pain and swelling. If any Characteristic reaches zero make a roll of $\frac{1}{2}$ Vigor to avoid death.
Paralytic (3)	Paralysis: Characteristic Roll of $\frac{1}{2}$ Vigor at -1 or be Stunned out of 1 Actions each round for the next 1 rounds due to paralysis.	Paralysis: Characteristic Roll of $\frac{1}{2}$ Vigor at -2 or be Stunned out of 2 Actions each round for the next 2 rounds due to paralysis. Numbness: Characteristic Roll of $\frac{1}{2}$ Will at -3 or suffer -3 die to all Actions taken for the next 3 rounds.	Paralysis: Characteristic Roll of $\frac{1}{2}$ Vigor at -3 or be Stunned out of 3 Actions each round for the next 3 rounds due to paralysis. Numbness: Characteristic Roll of $\frac{1}{2}$ Will at -3 or suffer -3 die to all Actions taken for the next 3 rounds. Characteristic Loss: Victim loses 3 points total, per round, divided between either Agility or Dexterity (or a combination thereof, GM's choice) for the next 3 rounds. If any Characteristic reaches zero make a roll of $\frac{1}{2}$ Vigor to avoid death.
Sleep (4)	Grogginess: Characteristic Roll of $\frac{1}{2}$ Vigor at -1 or suffer Full Knockout for 1d6 rounds. If still standing, victim loses 1d6 Actions for one round due to disorientation.	Grogginess: Characteristic Roll of $\frac{1}{2}$ Vigor at -2 or suffer Full Knockout for 1d6 rounds. If still standing, victim loses 2d6 Actions for one round due to disorientation.	Grogginess: Characteristic Roll of $\frac{1}{2}$ Vigor at -3 or suffer Full Knockout for 1d6 rounds. If still standing, victim loses 3d6 Actions for one round due to disorientation.

...TABLE CONTINUED ON FOLLOWING PAGE...



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<p>Psychoactive (5)</p>	<p>Characteristic Loss: Victim loses 1 point of Perception during that round, which creates minor disturbing visual and distance distortions. All rolls utilizing vision and movement are made at a -1 for that round.</p>	<p>Characteristic Loss: Victim loses 2 points total, per round, divided between either Perception or Will (or a combination thereof, GM's choice) for the next 2 rounds due to disorientation. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death due to cardiac arrest. All rolls utilizing vision and movement are made at a -2 for that round. Nausea: Characteristic Roll of ½ Vigor at -2 or be Stunned out of 2 Actions that round due to vomiting.</p>	<p>Characteristic Loss: Victim loses 3 points total, per round, divided between either Perception or Will (or a combination thereof, GM's choice) for the next 3 rounds due to disorientation. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death due to cardiac arrest. All rolls utilizing vision and movement are made at a -3 for that round. Nausea: Characteristic Roll of ½ Vigor at -3 or be Stunned out of 3 Actions that round due to vomiting.</p>
<p>Systemic (6)</p>	<p>Pain: Characteristic Roll of ½ Will at -1 or suffer -1 die to all actions taken for 1 round due to painful tissue damage and swelling.</p>	<p>Pain: Characteristic Roll of ½ Will at -2 or suffer -2 die to all actions taken for 2 rounds due to painful tissue damage and swelling. Characteristic Loss: Victim loses 2 points total, per round, divided between either Strength, Vigor, Dexterity, or Agility (or a combination thereof, GM's choice) for the next 2 rounds. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death.</p>	<p>Pain: Characteristic Roll of ½ Will at -3 or suffer -3 die to all actions taken for 3 rounds due to painful tissue damage and swelling. Characteristic Loss: Victim loses 3 points total, per round, divided between either Strength, Vigor, Dexterity, or Agility (or a combination thereof, GM's choice) for the next 3 rounds due to painful internal tissue damage and swelling. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death. Knockout: Characteristic Roll of ½ Vigor at -3 or suffer Full Knockout for 1d6 rounds due to extreme internal pain. If still standing, victim loses 3d6 Actions for one round due to painful disorientation.</p>

For those who would enjoy using a more in-depth and complex set of rules for poisons, an entire chapter of the World Guide is dedicated to the wide variety of poisons both natural and artificially created that may be found on Dárdünah. Please read that chapter (Poisons of Dárdünah) thoroughly before deciding to use this more advanced system of poisons, since each type of poison can vary greatly in effects, methods of delivery, amount of damage, and effective time constraints. The origins of most of the common Dárdüni poisons are discussed in this chapter, their methods of creation, the rules for their usage.

In that chapter can also be found the listings

of all the types of different jánah poisons that some animal templates provide for characters and non-player characters. Any player choosing to have a poisonous jánah as a character should familiarize themselves with their particular type of poison before attempting to use it in the game, unless, of course, they are content to use the more generic effects of that particular type of poison as it is listed on the table above.

### Falling Damage

For every 10 feet of distance fallen, a character takes 1d6 levels of Subdue/Fatal damage, representing internal and external injuries.

### Deprivation Damage

Being deprived of the basic essentials of life can cause physical harm to a character over periods of time. Deprivation damage is always of the Fatal variety. Here are the basic types of deprivation and their effects.

**Air Deprivation** - Literally suffocating or drowning. Being placed in such a situation, a character will begin losing Stamina levels at the rate of 1 per round until unconsciousness, then finally death, is the result. The only exception is in cases where the character has certain Animal Abilities (such as Hold Breath) that may help the situation.

**Heat Deprivation** - (see Extreme Cold under Exposure Damage below)

**Water Deprivation** - No water intake for extended periods. For each day without water (or some other potable fluid) a character will lose 1d6 Stamina levels until unconsciousness, then finally death, is the result. The only exception is in cases where the character has certain Animal Abilities (such as Water Storage) that may help the situation.

**Food Deprivation** - No food intake for extended periods. For each day without food (or some other comestible substance) a character will lose 1 Stamina level until unconsciousness, then finally death, is the result. The only exception is in cases where the character has certain Skills (like Fasting) that may help the situation.

**Sleep Deprivation** - The lack of productive sleep cycles (such as through torture, for instance). For each full day without sleep, the character temporarily loses 1 point of Vigor, 1 point of Agility, and 1 point of Perception. All associated Skills and Abilities are affected by these losses in Characteristics. Reaching 0 in Agility or Perception first represents total exhaustion, meaning the character falls unconscious regardless of where they are, at which point they will remain asleep for a number of hours equal to the total number of Characteristic points lost (in all three attributes). Reaching 0 in Vigor, however, means the character has died of exhaustion, at which point their body gives up the ghost and they fall where they stand. A character getting a full night's sleep (8 hours) will gain back 1 point in each Characteristic lost per night.

### Exposure Damage

Being exposed without appropriate protection to extremes of ambient heat and cold over a period of time can cause physical damage to characters, as well as other effects.

**Extreme Heat** - Exposure to extreme (non-burning) heat will cause 1 level of Fatal damage per hour of unprotected exposure. For each point of damage lost, the character must make a successful Vigor roll (at a minus equal to the number of Stamina points already lost) to avoid permanent tissue disfigurement due to painful scalding. If a character reaches 0 Stamina under these conditions they will automatically suffer a 1d6 temporary point loss to their Wit Characteristic due

to heat fever of the brain and fall unconscious due to heat prostration, eventually baking to death when their Stamina reaches -10. In addition, a character that begins taking Extreme Heat Exposure damage must make a successful Wit roll (at a minus equal to the number of Stamina points already lost) once per hour or begin suffering delusions of various kinds. The Animal Ability known as Thermal Regulation can, with a success rolled each hour, hold this effect at bay.

**Extreme Cold** - Exposure to extreme (near-freezing or freezing) cold will cause 1d6 levels of Fatal damage per hour of unprotected exposure. For each point of damage lost, the character must make a successful Vigor roll (at a minus equal to the number of Stamina points already lost) to avoid suffering a Lost Feature or Limb, which has died due to frost-bite and will need to be later removed if the character lives through this experience. If a character reaches 0 Stamina under these conditions they will fall unconscious and automatically suffer a Lost Feature or Limb. In addition, a character that begins taking Extreme Cold Exposure damage must make a successful Will roll (at a minus equal to the number of Stamina points already lost) once per hour or fall into a sleep from which they cannot awaken on their own, and in which they will eventually freeze to death once their Stamina reaches -10. The Animal Ability known as Thermal Regulation can, with a success rolled each hour, hold these effects at bay.

### Illness Damage (Physical and Mental)

There are many different types of illnesses on Dárdūnah, some of the most common of which will be listed later (see below). Regardless of the specific nature of the illness, or its cause, all illnesses harm a character by affecting one or more of their Characteristics over a period of time. Most illnesses will run their course over a period of 2d6 days (one way or another), causing the full extent of the illness' effects, if not cured or overcome. As a general rule, upon contracting an illness, each affected Characteristic will temporarily drop 1d6 points within the first 24 hours. Thereafter, each day (if appropriate to the specific disease), that Characteristic will drop another point (thus degrading any attributes associated with that Characteristic) unless a successful Vigor roll is made at a dice penalty equal to the number of points lost thus far. Appropriate medicines or other treatments may give a bonus to the Vigor roll as described in the World Guide, under Diseases and Illnesses and Medicines of Dárdūnah, or as decided upon by the Gamemaster. A half success on a Vigor roll means that no Characteristic points are lost, but the illness still ravages their body.

Only multiple full successes of a Vigor roll made by the patient can turn the tides of this downward spiral and allow the healing process to actually begin. Three fully successful Vigor rolls, made once a day over three consecutive days (or three successful magical or medical healing skill rolls made anytime within the same three day period) means the afflicted character has finally overcome the illness, and will only then begin to recover

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lost characteristic points from that point forward at the rate of one point per day of natural healing, 1 point per success of medical healing, and 2 points per success of magical healing (unless otherwise stated in the illness description) until fully healed.

## Recovering Lost Stamina and Characteristics

As mentioned previously, receiving damage from the events described above incurs loss of Stamina (sometime referred to as damage levels) and sometimes even lowers the base Characteristics themselves (which has immediate detrimental effects on all related attributes). These levels, or points, as they are written on the character

sheet, have a current value that raises or lowers based on how the character has recently been hurt, and how well they are currently healing. Generally, letting injuries heal on their own over time, repairing them medically with either Dress Wounds or Surgery Skills, or healing them using various Healer Sir'hibas magic rituals is the way to bring about recovery and restoring lost Stamina. Though you may have noticed specific, varied details of how damage may be healed (and at what rate) within the various descriptions above, below is a quick reference for most general cases. For more in-depth rules pertaining to medical healing, including bonuses for using specific medicines and drugs, see the World Guide for the chapter on the Medical Arts of Dárdūnah.

## RECOVERY TABLE

DAMAGE TYPE	HEALING RATE BY TYPE		
	NATURAL (TIME)	MEDICAL	MAGICAL
SUBDUE	4 levels / week	4 levels / Success	8 levels / Success
FATAL	1 level / week	1 levels / Success	2 levels / Success
CHARACTERISTIC	1 point / week	1 point / Success	2 points / Success



## The Location Maneuver Table (Martial Arts)

As players begin declaring (and performing) their Martial Arts related Actions for the round, they should be choosing the locations of the areas they are attacking, as well as the effects and type of damage the attack causes, from the table below for generic martial arts, or from the specific table for their chosen style(s), described in the book *Magic and Martial Arts*. The player is free to choose the maneuver they will make, either by considering how many Martial dice they will have to subtract from the attempted roll (shown in the ADJ # column), the effect of the maneuver on the opponent (shown in the MANEUVER EFFECT column), or the location attack targets on the opponent (shown in the HIT LOCALE column).

An additional choice to be made is the DAMAGE TYPE, which can be Subdue Damage, Subdue/Fatal Damage, or Fatal Damage. These three damage types affect the body in different ways but are all negated from a character's total Stamina. The specific effects of the different types of damage have been previously noted above in the "Generic Damage Types" section.

When deciding the maneuvers you may wish to perform in a Combat Round, consider them with a "cinematic quality" in mind. Don't just say "I'm gonna try to Stun my enemy with a -3 head shot!" Though this is informative enough for the purposes of the rules, it in no way gives the indication of dynamic and exciting martial arts, which is what this combat system is all about. Instead, after writing down the information given a moment ago under Declared Actions, you should state something like; "I leap up from the ground and deliver a whirling spin-kick to the side of the assassin's head, attempting to Stun him." In turn the Gamemaster should attempt to create a similar, more cinematic feeling, and should feel free to give players little advantages when an action scene is played out with such qualities.

It should be noted that, unless otherwise stated in the specific Maneuver descriptions, almost all maneuvers cause standard general damage (total initially rolled attack successes + weapon damage). The only exception is the addition of optional rules, bonuses, or penalties applied by the GM. This general rule of thumb applies to all the Martial Styles (described in the book *Magic and Martial Arts*) as well.

## LOCATION MANEUVER TABLE

HIT LOCALE	DAMAGE TYPE					
	ADJ #	Subdue MANEUVER EFFECT	ADJ #	Subdue / Fatal MANEUVER EFFECT	ADJ #	Fatal 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	-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

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**Escape** - Targeted area struck for only 1 level of damage to bring an end to Bind / Grab or Hold / Lock effects.

**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** - Target falls (potential attacker's Martial Skill # of feet away). Target must use Action to rise. If thrown further than 10 feet, then must use Action or ½ Move to close. If Target is successful in Acrobatics that round, then no damage taken.

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

**Nausea** - Target acts at a negative # on dice rolls for a certain # of rounds, both equal to ADJ # for attack.

**Lame** - Target gets no more free half moves for that entire combat, target must use an extra Action to move affected area till healed.

**Cover** - No damage caused. Target held at point of weapon. Potential instant double damage till Target wins initiative.

**Disable** - Double damage caused. Plus, if limb targeted, loss of limb use (½ Movement only if limb used for locomotion and ½ dice pool used for any applicable Skills). Target must succeed in a Characteristic roll of ½ Vigor before attempting ANY Action (except Defense) till healed, failure indicating inaction due to pain.

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

**Stun** - Any successes that gets through Target's defenses negates equal # of Actions that round (and eventually begins negating Defenses).

**Broken** - A joint or bone has been broken in the target area. Target suffers loss of limb use (½ Movement only if limb used for locomotion and ½ dice pool used for any applicable Skills) and acts at a negative (based on ADJ #) on dice rolls until healed. Must make a Characteristic roll of ½ Vigor to avoid unconsciousness for 1-6 rounds.

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

**Lost Feature** - A targeted feature of the head, neck, or face is irrevocably harmed in some way.

**Internal 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** - 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.

## A Quick Combat Summary Sheet

### • Step #1: Determine Individual Initiative (for that round)

- o Roll d6, add chosen Attack Ability (Animal Ability, Martial Skill, Missile, etc.), and add Fast Reflexes (if applicable). Subtract any penalties from earlier combat damage (if any).
- o Record total in Initiative slot on Combat Tracking sheet.
- o Determine and record your initiative Order as compared to others, with Highest Score eventually acting first. (Remember that prepared ranged missile and Valah weapons go first, in their own initiative order, until distance is closed.)

### • Step #2: Rolling Your Number of Actions (for that round)

- o Everyone starts by having 2 Actions. Now, in order of Initiative, roll chosen Attack Ability dice pool to determine additional Actions. Subtract any penalties from earlier combat damage (if any).
- o Record final total in Action # box on Combat Tracking sheet.
- o Consider and record desired Declared Actions (any Skills, Animal Abilities, etc) you will enact this round in the Declared Actions fields. The number of these cannot exceed the previously recorded Action #.
- o Any number of Actions not currently desired to be used as Declared Actions should be recorded in the Undeclared Actions # box on Combat Tracking sheet.

### • Step #3: Declaration, Performance, and Resolution (for that round)

- o **Wait for your turn (all character act in turn according to their initiative Order).**
  - ▮ Listen carefully to the descriptions of player and NPC Actions before you.
  - ▮ Use Undeclared Actions to defend if necessary, using Declared Actions if Undeclared Actions are expended.
  - ▮ Feel free to react to any appropriate Action of which your character would be aware, marking one (or more) off of your Undeclared Action #'s each time you do so.
    - You may react using only one Undeclared Action at a time, with these exceptions:
      - o When reacting with a Fastdraw when having no weapon in hand to immediately draw, then attack with a weapon, succeeding means you will only need to use one Undeclared Action to use the weapon. If you fail the Fastdraw, then you must use that Undeclared Action to draw the weapon, and you must expend an additional Undeclared Action right then to attack with it.
      - o If your reaction is to defend against, or use, a Multi-Maneuver as listed in a specific Martial Style, then you must use as many Undeclared Actions as the Action number in its description.
      - o Don't forget to factor in any adjustment to your dice rolls due to previous bonuses or penalties (if any).
- o **In initiative Order (when it is your turn), describe your Declared Actions for that round in the order you intend for them to occur.**
  - ▮ Remember any injuries you may have that might limit your action choices.
  - ▮ The Gamemaster should now inform you how many rolls you'll need to make when you eventually perform these actions.
    - This will be based on bundling sets of actions together when possible, using the most advantageous dice pool, and the least advantageous action modifier of the various Actions in the bundle.
- o **Begin performing your Actions by rolling the appropriate (potentially bundled) dice pools.**
  - ▮ Don't forget to factor in any adjustment to your dice rolls due to previous bonuses or penalties (if any).
- o **Fully successful attacks (2 or more Attack Successes remain after Defense roll) cause Stamina loss of initially rolled attack successes + weapon damage. Partially successful attack (only one Attack success remains after Defense roll) causes only half the Stamina loss listed above, rounded up.**
  - ▮ Damage taken can be lessened by Armor worn and by use of Acrobatics successes from that round.
- o **After your turn is done (you have used all your Declared Actions), continue to observe combat, reacting as necessary (if you still have Undeclared Actions left).**

**PLEASE NOTE:** When all is said and done, and all the rounds of that entire combat session have come to an end, it is important to note any damage done to worn armor (it loses 1 level of effectiveness after each battle in which it was utilized, and must be repaired using the appropriate Skills to bring it back to full effectivity), and any continuing or far-reaching damage done to the body of the characters involved (such as continued bleeding, debilitating limb damage, etc.), which is determined by tallying up the different types of damages done (subdue or fatal) and dealing with the results.



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### Rolling a Botch During Combat

As described earlier in the rules, a Botch (rolling no successes plus one or more 1's when attempting a skill roll of any kind) can have detrimental effects ranging from the humorous to the potentially deadly. While engaged in combat, the results could be dire. Needless to say, rolling a Botch while fighting an opponent indicates that you have failed your attempted Action utterly, causing no damage (if that was the intent), and none of the Action's special effects of any kind. In addition, depending on the severity of the roll (i.e. many extra 1's rolled), the Gamemaster should decide on an appropriate mishap that should immediately occur (the weapon breaks or is hurled far from the attacker's grasp, the one who botched or their companions are actually harmed by the bungled attempt, the combatant accidentally strikes some piece of architecture nearby causing a dangerous collapse, etc.).

The only exception to the standard rules of a Botch while in combat concerns Actions used as standard Defense (merely used to negate an opponent's attack successes). In the spirit of fairness this system chooses to ignore Botches when making these rolls, since the purpose of these rolls is not to "succeed" or "fail", merely to generate successes which delete an opponent's attack successes on a success per success basis.

### Simplified and Mass Combat

There will be times during game play that combat will need to be simplified, either to allow characters to achieve a cinematic moment that focuses more on battling the "main villains" than it does in dealing with their minions, guards, and underlings, or to help create the feeling and flow of a mass combat situation such as a large military engagement in which the characters are directly or indirectly involved. This can be handled fairly easily in one of two ways, both of which are intended to make it seem as if dozens of opponents are being dealt-with and dispatched in short order as the main enemy is approached or a major battle is being waged.

The first method assumes that the characters are choosing to be directly involved, wading into the heat of battle with weapons drawn and swinging. The GM should have a general idea of the number of foes that each character will be facing before either their main enemy is reached and individual combat begins, or the mass-combat battle is over. Each round such "lesser foes" are being engaged the player will roll their Action Dice once for that round (whatever dice pool they would normally be attacking with in that situation). To this dice pool may be added the dice from the Courage Talent. For every success they roll, one of the greater thron they are fighting is considered fully defeated (which can mean either dead or totally out of commission for the remainder of that battle). Every failure they roll is

considered an undefeated enemy that they have either moved past (if that was their intent) or may continue fighting on the next round. And 1s rolled (Botches) indicate an undefeated foe that actually succeeds in causing one level of damage to the player. After each round, the GM should briefly describe the action and current circumstances the players are in before moving on to the next round. The battle may then continue in this way, round after round until all the opponents have been defeated (or at least passed by), the players retreat or are defeated themselves, or some other defined goal has been achieved.

The second method assumes that the players may not be directly involved but are instead commanding numbers of other individuals as part of a large engagement. In this situation, the enemy is engaged by non-player characters who's success or failure is largely based on the leadership and wise commands of the players. The GM should have a tally of the number of NPCs under each player's command, as well as the number of enemy they will each be engaging. Like the first method, the player will roll a single dice pool once each round to determine success. The dice pool may consist of a combination of any two of these four different appropriate skill rolls added together and rolled at once; Tactics, Strategy, Oration, and Intimidation. To this dice pool may be added dice from one of the following Advantages or Talents; Fame, Influence, or Leadership. For every success they roll, one (or multiples of ten for larger conflicts) of the greater throning their warriors are fighting is considered fully defeated (which can mean either dead or totally out of commission for the remainder of that battle). Every failure they roll is considered an undefeated enemy that they have either moved past (if that was their intent) or may continue fighting on the next round. And any 1s rolled (Botches) indicate an undefeated foe that actually succeeds in defeating one (or multiples of 10) of the people under that player's command. After each round, the GM should briefly describe the action and current circumstances before moving on to the next round. The battle may then continue in this way, round after round until all the opponents have been defeated (or at least passed by), the player's troops retreat or are defeated themselves, or some other defined goal has been achieved.

## Ship to Ship Combat (Skyships and Water Vessels)

In a world where ships of all shapes and sizes glide across sparkling emerald waters and through the cloud-filled amber skies, there will be moments when opposing forces must meet in their vessels to engage in battle. There are an incredible number of intricacies and complexities

concerning actual ship-to-ship combat in our own world, so creating a simplified version of such combat for a world of flying ships and alien skies was quite a challenge. We have attempted to boil it down to basics, while leaving room for the GM and the players to fill in most of the blanks with their own fertile imaginations. One thing that should be noted, with the arrival of cannons on the scene, ship battles became terrifying and messy affairs. With such an escalation in weaponry, it became much less of a simple thing to approach an enemy for boarding, and even a small number of traded shots could quickly mean the bloody end of many lives, and the destruction of a valuable vessel. To a roaring cannon a ship becomes a very delicate thing indeed, and players should think twice before engaging in combat that could result in such costly mayhem.

Below is a list of the common types of ships found on Dárdünah, and should be viewed with the understanding that, though there may be many other kinds, the basics for their functionality can be generally derived from those that have been listed. No two ships are exactly the same, and some might even be outfitted to be faster, better armored, and even more maneuverable, depending on the work that has been done to it. In general, however, each ship below will have these attributes that will be utilized during any combat:

**Maneuver** - This number is added to the number of dice rolled in any situation where the ship's maneuverability is a factor, including all general maneuvering, attacking, and defending.

**Speed** - This number is added to the number of dice rolled when directly pursuing a foe or fleeing one, thus representing how fast that particular ship can be.

**# of Cannons** - Merely the number of cannons on board ship. This number represents the total amount of successes that may be counted when attacking a foe (before their defense roll is applied). Any rolled in excess of this number must be discounted.

**Total Hull Points** - This is the total number of damage level that may be collectively taken by a ship, from cannon strikes or other such large-scale damage (such as fire or storm), before it is considered completely destroyed.

**Hull Point Distribution** - The general target areas of the ship (both armorable and non-armorable) that have divided among them the total Hull Points. Each of these potential targets get destroyed individually if their distributed amount of allotted points reaches zero. It is possible to have armor in place on a ship, which will reduce the amount of damage on each strike to these separate armorable regions. Such armor comes at the cost of maneuverability, however, and represents the number of dice that must be taken off of the total dice pool of any rolls where the addition of Maneuver dice is a factor. Every point of armor the ship possesses takes one level of damage away from any taken by the individual armorable targets. Non-armorable target areas do not benefit from this.

## Types of Ships

### Skiff (landing party /escape vessels)

Maneuver: 5      Speed: 6  
# of Cannons: 0      Total Hull Points: 100

#### Hull Point Distribution

##### Armorable:

General Prow - 10  
General Mid Hull - 20  
General Aft - 10  
Masts - 10

##### Non-Armorable:

Sail Cloth - 10  
Rigging - 10  
Crystal Banks or Below Waterline - 30

### Private Barge (pleasure craft/house boat)

Maneuver: 4      Speed: 3  
# of Cannons: 0-2      Total Hull Points: 350

#### Hull Point Distribution

##### Armorable:

General Prow, Cabins - 50  
General Mid Hull - 50  
General Aft and Command Quarters - 50  
Crystal Works or Rudder Works - 50  
Powder Stores - 25  
Masts - 25

##### Non-Armorable:

Sail Cloth - 25  
Rigging - 25  
Crystal Banks or Below Waterline - 50

### Privateer Ship (smaller combination of merchant and warship)

Maneuver: 3      Speed: 4  
# of Cannons: 0-25      Total Hull Points: 500

#### Hull Point Distribution

##### Armorable:

General Prow, Cabins, and Infirmary - 50  
General Mid Hull - 50  
General Aft and Command Quarters - 50  
Crystal Works or Rudder Works - 75  
Powder Stores - 75  
Masts - 60

##### Non-Armorable:

Sail Cloth - 25  
Rigging - 25  
Crystal Banks or Below Waterline - 90

### Warship Light (swift battleship/gunship)

Maneuver: 2      Speed: 3  
# of Cannons: 20-60      Total Hull Points: 550

#### Hull Point Distribution

##### Armorable:

General Prow, Cabins, and Infirmary - 60  
General Mid Hull - 60  
General Aft and Command Quarters - 60  
Crystal Works or Rudder Works - 80

Powder Stores - 80

Masts - 60

##### Non-Armorable:

Sail Cloth - 30

Rigging - 30

Crystal Banks or Below Waterline - 90

### Merchant's Carrack Light (small commerce vessel)

Maneuver: 2      Speed: 3  
# of Cannons: 0-20      Total Hull Points: 450

#### Hull Point Distribution

##### Armorable:

General Prow, Cabins, and Infirmary - 40  
General Mid Hull - 40  
General Aft and Command Quarters - 50  
Crystal Works or Rudder Works - 65  
Powder Stores - 65  
Masts - 60

##### Non-Armorable:

Sail Cloth - 25  
Rigging - 25  
Crystal Banks or Below Waterline - 80

### Warship Heavy (slower, heavily armored, dreadnaught)

Maneuver: 1      Speed: 2  
# of Cannons: 50-100      Total Hull Points: 600

#### Hull Point Distribution

##### Armorable:

General Prow, Cabins, and Infirmary - 70  
General Mid Hull - 60  
General Aft and Command Quarters - 70  
Crystal Works or Rudder Works - 90  
Powder Stores - 90  
Masts - 60

##### Non-Armorable:

Sail Cloth - 30  
Rigging - 30  
Crystal Banks or Below Waterline - 100

### Merchant's Carrack Heavy (larger, bulkier commerce vessel)

Maneuver: 1      Speed: 1  
# of Cannons: 0-40      Total Hull Points: 500

#### Hull Point Distribution

##### Armorable:

General Prow, Cabins, and Infirmary - 40  
General Mid Hull - 60  
General Aft and Command Quarters - 60  
Crystal Works or Rudder Works - 70  
Powder Stores - 70  
Masts - 60

##### Non-Armorable:

Sail Cloth - 25  
Rigging - 25  
Crystal Banks or Below Waterline - 90

# Chapter III: Combat

BOOK ONE

## Engaging the Enemy

When one ship chooses to engage another there are two distinct cinematic sequences that may need to be accounted for. The first is the Chase Sequence that must occur if the two ships are more than a mile distant from one another, and the second is the Combat Sequence which occurs once the enemies are within a mile of one another and can be struck by each other's cannon fire.

### Chase Sequence:

The Chase Sequence consists of each ship alternating between attempting to skillfully maneuver (either across the water or through the sky) so as to gain advantage of environmental circumstances, and then engaging their ship's capacity for speed. All of this being an attempt to gain distance, either in an effort to flee, or to pursue another. Steps one and two of this sequence are then repeated until one or the other gives up, or the distance between them equals zero miles, at which point the Combat Sequence may begin. If the target ship makes no attempt to flee, the Chase Sequence becomes unnecessary.

**1. Maneuvering for Advantage** - Each vessel makes a single Navigation (Nautical or Aerial) knowledge skill roll (preferably the Pilot's, Captain's, or Pilot's Mate's) + the Maneuver dice of the ship, to which may be added the leadership dice of one of these characters when rolling. Once rolled for each, compare Successes, the difference becomes added as dice to the winner's Swift Sailing to Gain Distance roll.

**2. Swift Sailing to Gain Distance** - Each vessel makes a single Navigation (Nautical or Aerial) knowledge skill roll (preferably the Pilot's, Captain's, or Pilot's Mate's) + the Speed dice of the ship, to which may be added the leadership dice of one of these characters when rolling. Whichever of the two ships generates the most successes with this second roll gains a mile's distance, with a tie meaning neither ship gains any distance compared to the other. When ship-to-ship distance becomes 0 miles, the Combat Sequence may ensue.

### Combat Sequence:

The Combat Sequence consists of, first, both the attacker and the defender simultaneously attempting to

maneuver to get into an advantageous position of either attack or defense, a move which also determines initiative, after which attacks commence, followed by defense, each in turn. After determining how many areas are potentially damaged on each ship, the specific areas themselves are determined, as well as the effects that may have on the continuing combat. This series of steps will continue until combat ends as a result of surrender, an effective retreat, or either ship being crippled or destroyed.

**1. Maneuvering for Advantage**- Each vessel makes a single Navigation (Nautical or Aerial) knowledge skill roll (preferably the Pilot's, Captain's, or Pilot's Mate's) + the Maneuver dice of the ship, to which may be added the leadership dice of one of these characters when rolling. Once rolled for each, compare Successes, the difference becomes added as dice to the winner's Valah roll (for their cannon attack). In addition, whoever rolled the most successes wins initiative that round.

**2. Engagement Rolls**- In order of initiative each vessel may make their single attack roll (Cannoneer's, Captain's, or Gunnery Lieutenant's Valah skill (for cannons) + ship's Maneuver + any bonus dice generated while Maneuvering for Advantage). Meanwhile whatever ship they are attacking makes their defense roll (Pilot's or Captain's Navigation skill dice + Maneuver), which is intended to counter the opponent's attack successes. If any attack successes get through, then Location Rolls must be made to see what areas of the defending ship are damaged.

**3. Location Rolls**- If any attack successes penetrate a ship's defensive roll the GM must roll 1d6 twice for each success that gets through while referencing the table below then the table on the next page. Depending on the part of the ship the attack was facing, the first 1d6 roll (using the Attack Facing table) will determine one of the four possible general areas struck. The second 1d6 roll (using the Specific Hit Location table) is used to quickly determine what specific part of that general area was actually damaged by the strike. It is from this specific area that damage levels should be deducted (usually 20 levels for a cannon hit, minus any armor the ship may have) and any other effects taken into account. Ignore any rolls that do not apply to the ship's design or current situation.

### ATTACK FACING TABLE (for ships)

<b>Above, Side, Below</b>	1 = Sails	2-3 = Prow	4-5 = Aft	6 = Hull
<b>Rear of Ship</b>	1-2 = Sails	3 = Hull	4-6 = Aft	
<b>Front of Ship</b>	1-2 = Sails	3 = Hull	4-6 = Prow	
<b>Sails of Ship</b>	1-2 = Hull	3-6 = Sails		

SPECIFIC HIT LOCATION TABLE (for ships)

<b>Prow</b>	<b>1-4 = General Prow</b> (general damage to the prow of the ship)	<b>5 = Forward Skiffs</b> (damage to one of the forward-deck skiffs, which should be tallied later on its own sheet)	<b>6 = Cabins and Infirmary</b> (damage to the area of the crew's or guests' cabins or the infirmary, with a 1-in-6 chance of striking an NPC within for the same amount)	
<b>Aft</b>	<b>1-3 = General Aft</b> (general damage to the aft of the ship)	<b>4 = Aft Skiffs</b> (damage to one of the rear-deck skiffs, which should be tallied later on its own sheet)	<b>5 = Command Quarters</b> (damage to the area of the captain's cabin, the command crew's quarters, with a 1 in 6 chance of either striking an NPC within for the same amount, or damaging some other valuable item)	<b>6 = Powder Stores</b> (damage to the Valah powder storage area used for the cannons. If this area's Hull Points reach zero it will cause a 200 Hull Point explosion that will affect first the General Aft and Command Quarters, then the General Mid Hull, and finally the Crystal Works, and will immediately kill 1d6 NPCs)
<b>Sails</b>	<b>1-3 = Sail Cloth</b> (damage to some area of the sail cloth itself. If this area's Hull Points reach zero, the ship loses 1 Maneuver ranking and 1 Speed Ranking)	<b>4-5 = Rigging</b> (damage to some area of the ship's rope rigging, with a 1-in-6 chance of an NPC falling from the rigging. If this area's Hull Points reach zero, the ship loses 1 Maneuver ranking and 1 Speed Ranking)	<b>6 = Masts</b> (one of the ship's masts have been badly damaged, with a 2-in-6 chance of hitting an NPC for the same amount. If this area's Hull Points reach zero, the ship loses 1 Maneuver ranking and 1 Speed Ranking)	
<b>Hull</b>	<b>1-3 = General Mid Hull</b> (general damage to the middle hull of the ship including the gunnery deck, with a 2-in-6 chance of striking an NPC within for the same amount, and a 1-in-6 chance of damaging the cargo)	<b>4 = Below Waterline or Crystal Banks</b> (damage to the area of the ship that keeps it afloat. If this area's Hull Points reach zero, the ship begins to rapidly sink or fall, either way generally ending in disaster.	<b>5 = Crystal Works or Rudder Works</b> (damage to the either the complex crystal gear-works that operate the skycrystal dampening sheaths or the rudder works themselves, either of which affects the ship's maneuverability. If this area's Hull Points reach zero, the ship loses 1 Maneuver ranking)	<b>6 = Powder Stores</b> (damage to the Valah powder storage area used for the cannons. If this area's Hull Points reach zero it will cause a 200 Hull Point explosion that will affect first the General Aft and Command Quarters, then the General Mid Hull, and finally the Crystal Works, and will immediately kill 1d6 NPCs)

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## Ship to Ship Combat Tracking Sheet

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<b>Ship:</b>		<b>Captain:</b>		
<b>Navigation:</b>	<b>Valah (gunnery):</b>	<b>Maneuver:</b>	<b>Speed:</b>	<b>Cannons:</b>
<b>Armorable: (Armor = )</b> General Prow, Cabins, and Infirmary - General Mid Hull - General Aft and Command Quarters - Crystal Works or Rudder Works - Powder Store (if applicable) - Masts -		<b>Non-Armorable:</b> Sails - Rigging - Crystal Banks or Below Waterline -		
				<b>Total Hull:</b>
<b>Notes:</b>				

<b>Ship:</b>		<b>Captain:</b>		
<b>Navigation:</b>	<b>Valah (gunnery):</b>	<b>Maneuver:</b>	<b>Speed:</b>	<b>Cannons:</b>
<b>Armorable: (Armor = )</b> General Prow, Cabins, and Infirmary - General Mid Hull - General Aft and Command Quarters - Crystal Works or Rudder Works - Powder Store (if applicable) - Masts -		<b>Non-Armorable:</b> Sails - Rigging - Crystal Banks or Below Waterline -		
				<b>Total Hull:</b>
<b>Notes:</b>				

<b>Ship:</b>		<b>Captain:</b>		
<b>Navigation:</b>	<b>Valah (gunnery):</b>	<b>Maneuver:</b>	<b>Speed:</b>	<b>Cannons:</b>
<b>Armorable: (Armor = )</b> General Prow, Cabins, and Infirmary - General Mid Hull - General Aft and Command Quarters - Crystal Works or Rudder Works - Powder Store (if applicable) - Masts -		<b>Non-Armorable:</b> Sails - Rigging - Crystal Banks or Below Waterline -		
				<b>Total Hull:</b>
<b>Notes:</b>				



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