

### TIME BONUS TABLE

Time Taken	Bonus Assigned
1 Combat Round	+1 Dice
6 Combat Rounds	+2 Dice
3 Minutes	+3 Dice
18 Minutes	+4 Dice
2 Hours	+5 Dice
12 Hours	+6 Dice
3 Days	+7 Dice
18 Days	+8 Dice

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

### STANDARD WEAPON RATINGS TABLE

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

### MANEUVER LOCATION TABLE

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

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

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

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

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

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

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

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

**Disable** - Full damage. If limb targeted, loss of limb use (half Movement only if limb is used for locomotion). Target must make a Vigor Roll at minus 2.

Failure allows only half Action Dice, success means only a minus 2. Physical actions outside combat suffer a minus 1 till healed.

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

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

**Broken** - Full damage. A joint or bone has been broken in the target area. Target suffers loss of limb use (half Movement if limb used for locomotion). Target must make Vigor Roll at minus 4; success allows half Action Dice; failure allows no offensive actions, only half Action Dice, and causes 1D6 Stun.

Physical actions outside of combat suffer a minus 3 to rolls till successful medical treatment.

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

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

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

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