

II. Martial Styles



“To subdue the enemy without fighting is the supreme excellence.”

Ah yes, very wise words indeed! And while this is an excellent motto to live by, in a world like Dárdūnah, where honor is sometimes preserved upon the edge of a crystal blade, there are many reasons why the martial arts have become such a central theme, and why an entire Caste (the noble Sunborn) have such training as a standard part of their early regimen, even if this does not become the focus of their later years. Even a tubby and complacent Chamberlain might look wistfully back on his youthful practice in the Spiral Arena. Even peasants, merchants, and priests may need to defend themselves on some lonely road, or in a dark alley.

It is for these very reasons that the basic system of Martial Arts is offered as part of the concepts for combat in the Shard RPG, as presented in the Basic Compendium. For the purposes of general gaming, these basic rules may be enough for most campaign story-lines. But the glory of martial arts can also be found in the wide and different varieties of individual martial styles represented by the many unique cultures of our world. Since the cultures of the world of Dárdūnah are as varied as our own, we’ve chosen to honor this diversity by creating more complex rules that allow us to present many different Martial Styles that can be purchased to augment and expand the basic Martial Arts skill you may have purchased for your character during Character Creation.

This chapter will allow you to use these more complex rules by describing the concepts behind the various Styles, the categories they fall into, and the right Styles to consider based on your character’s Characteristic strengths and weaknesses. Having done this you can move on to the purchasing of your chosen Martial Style(s) using the simple step-by-step process, and filling in your Character Sheet as necessary. There’s a great number of them to choose from, each of them unique in their offering of exciting maneuvers and fictional potential. We’ve even provided general guidelines at the end of the chapter for making new Martial Styles for those who enjoy the idea of creating an even wider variety of martial arts for other players to experience.

The Martial Arts of Dárdūnah

The martial arts styles that are practiced on Dárdūnah derive their inspiration from the various devah that the jānah worship, the unique varieties of suthra, and the many needs that rise from battle across the world. Kramah is chief among the deities who gave the art of combat to the warriors, the Sunborn of Dárdūnah, though many other devah have been credited with the origins of various styles throughout time. The major racial groups each have their own stylized method of fighting, named often after their chief devah. Although these styles are practiced in all sections of the world, the areas that are dominated by a certain racial type (i.e. sarpah, paksin, vajrah) will see that type of hand-to-hand combat being practiced more than the others.

Each House is responsible for training its own warriors and will collect martial arts masters from many different regions, possibly making them a fixed part of their House and Line. Thus, the variety of martial arts that may exist within a city may be quite wide, with some Houses preferring one style to another. Usually, the more prestigious the House or Line, the better the martial arts trainers of that House or Line will be. Indeed, many Houses are known for their skill in martial arts and will guard their martial secrets very carefully.

The Various Style Categories

The Martial Styles of Dárdūnah, regardless of any particular country or culture, can all be found under four basic categories, the Temple (priest) Styles taught primarily within the numerous temples, the Military (warrior) Styles taught within military schools or to palace guards and mercenaries, Arena (gladiatorial) Styles, evolving from the various fighting techniques developed within the Spiral Arenas, and the individualistic Lineal (house) Styles which are generally taught within the confines of the Houses of different Lines. There may be many variations of Styles within these categories, but the basics will be outlined now to allow for a simple understanding of the foundation of Dárdūni martial arts. The differences within these Styles and Categories are often the cause for much healthy (and unhealthy) rivalry between different adherents and can become the basis for many different and interesting plots. Students of the Martial Arts may find that their search for mentors will lead them to seek alliances with foreign contacts and cause the students to travel to distant regions seeking out obscure schools in the hopes of expanding their martial knowledge.

When deciding which Martial Styles to choose from, your chosen Caste may help you to narrow down the category of the Styles to consider. Members of the warrior (noble) caste will be able to learn any of the

martial styles described below. Priests (holy caste) will normally only practice the Temple (or mángai) styles, but a few may be familiar with other styles. Merchants (trade caste) will mostly be trained in the use of one of the Lineal weapon styles (focusing on a single type of weapon), but may have some training in one of the unarmed Lineal styles (just a few of the maneuvers, however). Peasants may know a few of the Temple maneuvers, having only the wandering priests to teach them self-defense art forms. Outcasts, having among their numbers a variety of ostracized individuals formerly of other castes, may know a number of other styles to some small extent, and will often teach that art to their fellows (though, because of the societal constraints of the Caste System, upper caste members would never seek to be taught by an outcast).

Characteristic Basis of Styles

Each Martial Style, regardless of the category it fits into, draws upon Characteristics for the basis of their abilities and function. Therefore, there are Styles based on Strength, Vigor, Agility, Dexterity, Essence, and even Perception. Additionally, there are even some Styles whose basis comes from a mix of two different Characteristics, such as Agility mixed with Dexterity. Below are noted each of the Characteristics that have Martial Styles based on them, as well as the list of current Styles under each Characteristic, and a brief description of the major features of the Style.

Strength- styles generally based on increased damage potential, greater holds and binds, damaging defense, and bone breaks

Crystal Mountain Style- (temple) powerful strikes, damaging defense, bone breaks and disables, stuns and disarm, usable unarmed or with mass-based weapons

Chains of Stone- (military) stunning hold/lock, stunning throw/sweep, attack/defense bonus stance, unseat enemy from their mount, usable with all melee weapons

Will of the Būthán- (arena) stun combined with broken nose, throw/sweep combined with hold/lock, bind/grab knee-break and throw/sweep, potentially deadly neck-bind/throw, defensive binding elbow-break

Gajah Style- (lineal for large jānah) roaring stance that hinders enemy defense an help with later stuns, highly damaging bone-breaking tramples, throws, powerful crushing stun-strikes, grab/binding defense

Vigor- styles generally based on increased stamina, resisting nerve damaging attacks, special blocks, and even pain resistance

Endurance of Will Style- (temple) resist stamina loss penalties during combat, stance to aid in defense against disables and stuns, powerfully damaging stun-kicks, ignore disable, broken, and stun

Undying Warrior Style- (military) increased stamina and resistance to bleeding to death, defence that adds vigor to counter-

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attack, stance ignores disable, broken bones, and stun, stance adds vigor to defense

Standing Jánah Style- (arena) resist stamina loss penalties during combat, defense that negates subdue damage and depletes enemy defense, defense adds bonus to counter-attacks, damaging defense, unstoppable kick

Barrier of Honor- (lineal) disarming defense, stance that greatly depletes enemy attack successes and gives bonus for stun or disarm, stance ignores broken and disable effects, nerve cluster strike knockout

Agility- styles noted for increased defensive ability with special defenses, rapid (multi) attacks, damaging defense, special acrobatic attacks and defenses against throws, sweeps, take-downs, as well as attacks and defenses that give bonuses to modifiers

Limber Reed Style- (temple) defenses that become either open-handed or weapon-based attacks, stance that aids in defense and disables, stance that turns all standard defenses into attacks

The Way of Muhjibh Style- (temple) dancing stance that negates enemy defence dice, fatally damaging kicks, triple punches for the cost of two, strike that depletes next enemy attack and adds to defense, strike turns later defenses into throw/sweeps

Demon Storm Style- (lineal) sword-based single strike that ignores lost initiative, sword-based low-cost stun with full move, sword-based damaging defense, powerful sword-strikes that sever limbs and head

Kiráh's Fury Style- (military) extra-damage attack that adds to next attack, disabling multi-attack with legs, stance that adds to personal defense while deleting enemy defense, extra-damaging attacks with hands

Kramah's Footsteps Style- (military) extra-damaging disables and kicks, disabling defense, defense that becomes a strike, polearm-based defense that depletes later enemy defense, polearm-based throw/sweep that aids in defense, armor-ignoring stun that aids in defense

Wind in Mist Style- (military) low-cost sweep/stun, stance that aids in defense, stance that aids in attacks, maneuver allowing low-cost throw, hold/lock, or full knock-out, double-damaging throw/sweep

Wind Blade Style- (arena) kick giving additional free sword attacks, stunning push, bonus modifier bind/grab with kick, potentially damaging bonus modifier defense, bonus modifier throw/sweep

Small Disciple Style- (lineal for small jánah) low-cost double-knee disable, low-cost stun that adds to defense, internally-damaging stun, defensive maneuver that adds to later defense, stance after climb that increased defense and decreases foe's defense

Southern Kellédu Style- (lineal) stance that adds to defense, stance that adds to attack and defense, stance that turns defenses to throw/sweeps and assists disarms, stance that improves defenses and stuns, low-cost disable that decreases foe's defense

Dexterity- styles noted for precision, practiced strikes, pokes, grips and pinches, as well as attacks on the nerve clusters and acupressure points of the body, enabling the immobilizing of limbs, excellent stuns, and even potentially lethal nerve damage

Crushing Talon Style- (temple) powerful backhand strike that improves next attack, powerful elbow-

strikes that add to defense, escape plus low-cost disable, low-cost no-damage disable and stun, powerful hold/lock and throw, nerve cluster attack that causes delayed death

Krátella Style- (temple) attack that weakens foe's next defense, damaging defense, stance that benefits next attack while weakening foe's next defense, stance that adds to defense and halves damage, heavy-damage lethal strike

Venerable Mentor- (temple) defense that damages and throws, strike causing stun and facial damage, strike causing stun and throw or ear damage, damaging defense that disables fingers, strike that rips hand in half, slightly-stunning strike that breaks tail

Archers' Way- (military) four arrow shots for two actions, defensive weapon catch and disarm, stunning bow attack that aids defense, arrow attack that cuts ropes/strings, armor-ignoring arrow attack causing bleeding, throat-cutting attack ignores armor

Spiral Dancer Style- (arena) low-cost nerve-strike stun and disarm, defense that aids next attack, nerve-strike disables arm and leg, damaging defense that stuns, disarm with weapon break, full-round stun with possible knockout

Azure Spider Fist Style- (lineal) potential full-round nerve-stun plus weakens foe's defense, attack fully immobilizes both legs, defense causing hold/lock and disarm, full-round nerve-stun and multi-round disable

Northern Kellédu Style- (lineal) powerful punch costing foe extra defense action, stance makes defenses also bind/grab, damaging bind/grab with hold/lock or disable, damaging voice loss, low-cost stun, low-cost lethal bleeding

Shard Storm Style- (lineal) powerfully-damaging multi-projectile attack, additional damage projectile attack, chain/whip/rope bind and sweep, chain/whip/rope bind hold choke, low-cost full knockout, full knockout with lethal bleeding, weapon-breaking attack

Perception- style noted for its "blind-fighting" techniques and rarity, taught in temples as a supplement to other forms of martial arts, teaching increased awareness and avoiding ambush and surprise

Eye of the Blessed Style- (temple) stances to defend against dark ambush and surprise, defense that causes throw/sweep, triple kick causing nausea and stun, stunning throw/sweep with possible knockout, blinding attack that removes foe's eyes

Essence- styles noted for their extreme rarity and for their surreal, sometimes supernatural effects such as glowing features, phantom-like movements, spiritual attacks at a distance, and unnatural motion across surfaces

Heaven's Sword Style- (temple) attack cleaves non-living objects at a distance, low-cost feature strike to hit tiny targets, spiritual throw/sweep with whirling debris, defense combined with great leap, multi-projectile defensive block, supernatural movement across any surface, stunning spiritual cry, spiritual melee weapon and projected damaging force

Vürtach Style- (temple) 4 powerful strikes for 3 actions, 4 disabling strikes for 3 actions, 4 stunning strikes for 3 actions, 4 vitals strikes for 3 actions, powerful glowing claw attacks, surreal doubly-effective defense, surreal hand defense with throw, supernatural skin-shedding escape

Mixed- styles formed of mixing maneuvers and multi-maneuvers from other styles based on different Characteristics, often representing various lineal mixings, or the gathered maneuvers of a wandering student or teacher

Diamond Feather Style- (temple) Agility/Dexterity based; stance adding defense and turning kicks into low-cost disables, stance turns defenses into attacks and halves damage taken, defense that becomes attack roll, attack lowers foe's next defense, powerful head strikes

Crystal Warrior Style- (military) Strength/Vigor based; low-cost throw/sweep, low-cost disarm disable stun, damaging disarming defense, defense adding Vigor to next attack roll, stance ignores effects of disable broken and stun, highly damaging stunning double-kick

Devah's Chosen Style- (arena) Strength/Dexterity based; stun-strike with broken snout, bind/grab broken-knee throw/sweep, defense leading to bind/grab and broken, strike lowers foe's defense plus possible full-round stun, defense causing disarm plus hold/lock, strike causing broken or stun plus nausea, strike causing hold/lock with possible full knockout, strike causing multi-round disable and possible full-round stun

Greater Kelléndu Style- (lineal) Agility/Dexterity based; stance adds to defense plus turns defenses into bind/grabs, stance assists disarms and turns defenses into throw/sweeps, stance aids in defense and stuns, low-cost disable that lowers foe's defense, powerful fist-strike requiring 3 defense actions, voice-destroying strike, low-cost stun, low-cost lethal bleeding

Raskah's Chain Style- (lineal) Agility/Dexterity based; strike that aids defense, escape plus low-cost disable, non-damaging disable and stun nerve-strike, hold/lock throw combo, defense that thwarts foe's attacks and defense, damaging defense plus disable, nerve cluster attack that causes delayed death

Purchasing a Martial Style

For those of you who have come to this section straight from the Character Creation process presented in the *Basic Compendium*, you may have noticed quite a bit of information presented in the previous sections of the chapter. In these step-by-step instructions we'll be referring back to these sections to help you pick the right Martial Style for you based of the type of character you have chosen to play (their profession), and the



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strengths and weaknesses of your character (their highest appropriate Characteristics).

A. Deciding to purchase a complex Martial Style means that you should have already purchased the Martial Arts skill at least once, spending 2 Ability points (you must purchase it once for each Martial Style you wish to buy). Having done so, it's time to decide which Style is right for you. On pg. 61 under "The Various Style Categories" we explain that certain categories of Styles (temple, military, arena, and lineal) may be more or less appropriate for your character depending on their profession and caste. Please read this section to get a good idea of the Style category you should consider for your Martial Style choice. Next read the section "Characteristic Basis of Styles", starting on that same page, to match your character's highest martial-arts-related Characteristics with the various Styles based on them. From those listed Styles pick one from the category appropriate to your profession and caste. On your character sheet, write the name of this chosen Style in two places; within the larger parenthesis beside the Martial Arts skill you bought to represent it (in the Skills list, where you should also note the Characteristic it's based on in the smaller parenthesis, and its Ranking value, derived from this linked Characteristic, in the small space on the far right), and within the Martial Styles section in the first convenient empty space under Style (beside which you might as well also place its Ranking number, under Dice).

When buying a Martial Style initially (or ever) the cost is, as with all Skills, 2 points (Ability Points or Story Points) for each specific Martial Style, which is bought up separately as the player chooses to raise each individual Style's value. It's generally wise to choose a Martial Style based on one of your character's highest Characteristics, since it makes the most sense that anyone training them would focus on their strengths as opposed to their weaknesses. The Martial Style you choose is considered known by the practitioner forever more, and allows the character to use any of the Maneuvers listed on the Location Maneuvers Table for that Style. Like any Skill, it has a starting dice pool equal to whatever Characteristic that Martial style is based on (in the cases where the Style is based on two Characteristics, then add the Characteristics together and divide by 2, rounding up if necessary, to generate the dice pool). This specific Martial Arts skill value (purchased for each individual Style) represents the dice pool used when performing any maneuvers from the Style.

B. Having chosen a particular Martial Style, please locate that Style (using the Table of Contents), and go to that page. It's now time to take note of the Multi-Maneuvers that are available with that particular Style (located on the left page), and the Location Maneuver Table associated with that Style (located on the right-hand page). Please read through the Multi-Maneuvers associated with your chosen Style now.

In addition to the Location Maneuver Table specific to it, each Style also has Multi-Maneuvers associated with it that are available to a character who has purchased that Style, but must be purchased separately (with some exceptions). Multi-Maneuvers are a special combination of two or more combat actions (costing multiple Actions to perform during Combat, but also having multiple and exciting effects), and require a single dice roll of that particular Martial Arts score to determine success at the attempt of each Multi-Maneuver. Essentially they are multiple actions "bundled" together, costing a certain number of Actions to use during a combat round, and an equal number of Actions for an opponent to defend against them (in general). There are treated exactly like Bundled Actions as described in the Combat Chapter of the *Basic Compendium*.

C. Now that you've read through your Style's Multi-Maneuvers, some of them may come with the Style at no cost, and some of them you may be interested in purchasing now with additional Ability Points. Most Multi-Maneuvers must be purchased at varying costs depending upon their combat adjustment (Adj.), with the exception of those with an adjustment of zero (or any positive number adjustment), which are assumed to come with the initial Martial Style purchase. The more difficult the Multi-Maneuver (thus the larger negative adjustment modifier), the higher the cost. Please write the Multi-Maneuvers that automatically come with your chosen Style (those with an adjustment of zero (or any positive number adjustment) on your character sheet in the Martial Styles section, under Maneuvers / Descriptions. Now, purchase any of the other Multi-Maneuvers for that Style you wish, spending a number of points equal to the negative number of their Adj. Write those you purchase on your character sheet as well.

Example: A Multi-Maneuver with an adjustment of -4 would cost 4 Ability / Story Points to

purchase. Whereas those with an adjustment of 0 or +1 would cost nothing, coming with the Style when purchased.

Once purchased, these Multi-Maneuvers are considered known to the character forever more, and may be utilized during any combat round in which that particular Martial Style is being used. In addition to any Maneuvers from the general Location Maneuver Table, a player may use the Maneuvers and Multi-Maneuvers from only one single Martial Style per combat round (six seconds).

The combat adjustments of the maneuvers and the Multi-Maneuver represents their associated difficulty to perform. This is the negative modifier applied to the number of dice rolled when attempting them (plus any other modifiers that may be affecting the character at that time).

Example: A Multi-Maneuver with an adjustment of -3 being used by a character with a Martial Arts skill of 7 (purchased for that specific Style) would only be able to roll 4 dice to attempt that Multi-Maneuver.

D. After purchasing your Martial Style and it's Multi-Maneuvers, you may either purchase another Style (if you wish), or return to sub-step D (pg. 133, STEP #9) of Character Creation in the Basic Compendium, if you were in the middle of that process.

As mentioned earlier, each Martial Style is written down individually under the Martial Styles section of the character sheet, along with the Martial Arts Skill dice pool associated with rolling for it, as well as any other information that should be referenced while playing (such as the known Multi-Maneuvers and a short description of the mechanics of each). This is covered also in STEP #11, Filling Out Combat and Martial Styles, in the *Basic Compendium*.

Learning More Martial Styles and Multi-Maneuvers During the Game

Once the game has begun, it is certainly possible to learn new and different types of Martial Styles, as well as Multi-Maneuvers pertaining to Styles you may already possess. It's important to note, though, that learning such arts from a master or instructor (or gaining the knowledge through self instruction and practice using scrolls and books of martial lore), can be an intensive and time-consuming process. As with any Skill, if characters can find a martial mentor, acquire some form of written instruction, or simply begin practicing on their own based on observation of others skilled at the art, then they may purchase that Martial Style or Multi-Maneuver after a number of intensive in-game training days equal to 13 minus the character's Characteristic value of the Style's

associated Characteristic link(s). The GM must ultimately decide whether learning any particular Martial Style or Multi-Maneuver requires a martial mentor or not, since fictional situations may vary within the campaign. As with any attempts at using an unknown Skill, practicing the maneuvers of an unknown Style may only be attempted using $\frac{1}{2}$ of the character's appropriate Characteristic rounded up, unless they are assisting, or being helped by, an experienced martial artist, in which case they may use their general Martial Arts skill, if they have it.

As far as purchasing them goes, essentially the same process as mentioned earlier will be used anytime you wish to buy new Martial Styles (or more Multi-Maneuvers) during the course of the game, as your character is presented the opportunities to do so. The only exception is the initial starting value of both new Martial Styles as well as new Multi-Maneuvers within a Style.

- Purchasing a new Martial Style in-game costs 1 Story Point (plus the cost of any Multi-Maneuvers purchased), and gives you that particular Style at a starting value of $\frac{1}{2}$ of the character's appropriate Characteristic Link rounded up, indicating that you begin using any features of this particular Style as a novice. This value may be raised, as with any Skill, one point at a time, at the cost of one Story Point per point raised till it reaches its full Characteristic Link, at which point it may be raised normally. This represents continued training till the student has achieved a level of satisfactory competence.

- Purchasing a new Multi-Maneuver in-game (for a Style you already possess) costs 1 Story Point, and gives you that particular Multi-Maneuver at a starting value of $\frac{1}{2}$ of the character's appropriate Characteristic Link rounded up, indicating that this new ability has not yet been mastered as have the rest of those Multi-Maneuvers already purchased for the Style (this lesser ranking value should be noted temporarily beside that particular new Multi-Maneuver on the character sheet, till it's value is raised to the full ranking of the Style itself). This value may be raised one point at a time, at the cost of one Story Point per point raised, till you have paid the number of points equal to the negative number of that Multi-Maneuver's Adjustment modifier, at which point it may used at the full ranking of the Style itself. This represents continued training till the practitioner has achieved a level of satisfactory competence with that individual Multi-Maneuver.

Martial Style Sheets

On the following many pages you will find all of the Martial Styles currently offered for the complex Martial Arts rules for the Shard system, though there may be more offered in later supplements. These have been arranged on facing pages referred to as Martial Style Sheets. Each Martial Style Sheet is presented in

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this book as a two-page spread, but may also be used as a “front” and “back” of a single page if you were to copy these pages for your convenience later as quick reference during combat.

On the left-hand page of each Martial Style you will see the name of the Style at the top of the page, its description, and a list of the numerous Multi-Maneuvers available for that particular Style. Each Multi-Maneuver, after its name, lists several bits of information you will need to make use of them during combat, so it is important to understand what each of the pieces of information represent.

Adj. (combat adjustment) - As mentioned above, this number reflects the cost of purchasing the Multi-Maneuver initially but it is primarily referenced to determine the number of dice that must be taken away from (and in rare cases added to) the Martial Arts dice pool rolled for the Style when attempting that particular Multi-Maneuver.

Actions - This number signifies the number of Actions that must be spent, from those rolled at the beginning of each round, to allow the character to enact the Multi-Maneuver. Every maneuver, skill, ability, etc., attempted during a combat round requires an Action to be spent from the total rolled at the start of the round. Multi-Maneuvers, representing a series of potential events, generally require the expenditure of two or more Actions and will also require anyone defending against that Multi-Maneuver to expend the same number of either Actions or Undeclared Actions to roll against it. Therefore, this number represents the Actions expenditure of both the attacker and the defender, when Multi-Maneuvers are used.

Effect - This section contains a listing of all the rules-specific game effects that are caused by the successful use of the Multi-Maneuver. The first part of this listing shows the Damage done if the Multi-Maneuver is fully successful, followed by the list of other various combat effects done to the target, and finally lists whether the Multi-Maneuver is Contested (meaning the target gets a chance to make a defensive roll against it) or Uncontested (meaning that no defense roll is allowed against the Multi-Maneuver, usually because that particular Multi-Maneuver doesn't actually affect the target but instead has some benefit for the practitioner). Though there are a few exceptions, in most cases, if the attempted Multi-Maneuver is not fully successful, then none of the effects listed here occur. If merely partially successful, the strike (if it was a strike) does half normal damage (i.e., successes rolled during the attack roll added to the weapon damage rating, the total of which is divided by half because the success was only partial). **NOTE!** If there were two or more attacks bundled into the Multi-Maneuver, that half-damage would be applied to each, making

it essentially seem like full normal damage, still with none of the special maneuver effects.

Description - This is the fictional description of the Multi-Maneuver that may also serve to clarify just exactly what is happening when the Multi-Maneuver is performed. It tends to give a more cinematic explanation of the physical action of the Multi-Maneuver itself, helping the players visualize what's going on.

On the right-hand (second) page of the Martial Style can be found the Style-specific Location Maneuver Table, below which are listed the names of all the single-action maneuvers in the table, their effects, and a brief description. As mentioned in the area of the Combat Chapter discussing the generic martial arts Location Maneuver Table, players are free to choose the maneuvers 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 opponents (shown in the MANEUVER EFFECT column), or the attack location 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 are noted in the “**Generic Damage Types**” section of the Combat chapter in the *Basic Compendium*.

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, but each Style-specific Location Maneuver Table may have special individual maneuvers and maneuver bonuses listed within and below the table that are not included in the generic table shown in the chapter on Combat. When choosing to purchase a special Martial Style it would be wise to read through the Style carefully so as to understand all the intricacies, special moves, and general advantages and disadvantages that may apply to it, so that it will be easier to perform when in the heat of combat.

The remainder of the chapter is devoted entirely to the Martial Style Sheets themselves (with the exception of a section at the end, explaining what goes into the creation of new Martial Styles, if desired). All the following Style Sheets are arranged together according to their categories: Temple, Military, Arena, and Lineal. Feel free to copy these pages as desired in order to have your own chosen Martial Styles handy for quick reference during combat.

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Crushing Talon Style

Description : This dexterity-based Temple form is taught and learned mainly within the Paksin Amins of the West. It consists of many leaping and punching techniques that commonly are used to attack the joints. The motions of the style are typified by fast strikes at close quarters often followed by quick dodges and evasive maneuvers.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Chitin Back-fist</u>	-0	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; if successful, adds 2 dice to practitioner's next attack. Contested.
Description: Through highly repetitive training, these practitioners learn to deliver high impact, high-speed punches characterized by backhanded striking technique.			
<u>Triple Elbow</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 3; if successful, adds 2 dice to each of the next two Defense rolls that round. Contested.
Description: Practitioners get in so close to the enemy that full arm or leg extension are not possible, making the adherents of this style harder to strike or kick while they use their elbows for a series of hard, close, rapid strikes against their disadvantaged opponents.			
<u>Angry Escape</u>	-2	2	Damage: Subdue/Fatal = (Successes x 3) + Weapon; an Escape combined with a low-cost Disable. Contested.
Description: Practitioners, if successful, escape from their opponents' clutches by painfully disabling the limbs that bind them.			
<u>Burning Touch</u>	-1	2	Damage: none; target suffers from Disable and Stun effects without damage. Practitioners can cancel the effects earlier by additional use of Burning Touch. Contested.
Description: Nerve strikes which cause no real damage but effectively disable and stun opponents with excruciating pain.			
<u>Manacle of Flesh</u>	-1	2	Damage: Subdue = (Successes x 2) + Weapon; if successful, target is Held/Locked and may be Thrown at will (if desired by practitioner). Contested.
Description: An excellent joint lock used to control an individual through pain and loss of balance. If successful, target may be thrown at any time while held.			

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

- 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 get 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.
- 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.
- Waiting Death** - No damage caused. Number of successes penetrating Defense = number of seconds/minutes/hours/days victim has left to live (choice of practitioner). A multiple-jab nerve-cluster attack that stops victim's heart after determined time. It can possibly be counteracted by a practitioner of equal or higher skill.

Crystal Mountain Style

Description : As a strength-based Temple form, Crystal Mountain Style utilizes a hard, external approach to combat that meets force with force and is very likely to maim or kill an opponent because of the nature of the counterattack. Its primary hand weapons are the closed fist and the raking hand while kicking maneuvers are usually low to middle range kicks of great power. One studies Crystal Mountain to develop bones, muscles and tendons. The emphasis, as befits the mountain, is on strength and dynamic tension, culminating in short, hard, snappy moves. As in all mángai styles, one becomes the essence of the style's namesake, physically expressing the resolute strength of the crystal mountains.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Mountain Base Palms</u>	-0	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; target knocked away as per Throw/Sweep. Contested.
Description: A powerful simultaneous double strike to the chest, back, stomach, or face of the opponent. If successful, target is knocked away.			
<u>Diamond Fists</u>	-1	2	Damage: Fatal = (Successes x 2) + Weapon; target rolls Vigor, success = Stunned, failure = Disabled and Broken. Contested.
Description: A combination of two powerful fist strikes to any part of the body. If successful, target is either stunned or is disabled with broken bones.			
<u>Summit's Claws</u>	-2	2	Damage: Fatal = (Successes x 3) + Weapon; target suffers from Internal Damage. Contested.
Description: A horribly damaging combination of two raking, open-handed claw strikes to any part of the body. If successful, target begins bleeding to death, unless the wounds are dressed.			
<u>Avalanche</u>	-1	3	Damage: Subdue/Fatal = (Successes + Weapon) x 4; target is Disarmed (if applicable), Disabled, and Stunned. Contested.
Description: A swift enactment of three different blows, the first meant to disarm, the second meant to disable, and the third meant to stun. If successful, all three effects occur one after the other, in that order.			
<u>Stone Wall</u>	-0	2	Damage: Subdue = Successes + Weapon; a defensive maneuver that negates enemy's attack successes while damaging them with those same successes, and Disarms them (if all successes are negated). Uncontested.
Description: This maneuver is a combination of arm movements that can block an enemy so abruptly and with such strength that it not only damages the opponent (whether the block is successful or not) but also can disarm them (if successful and the enemy carries a weapon).			

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

- 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 get 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.

Diamond Feather Style

Description: This agility/dexterity-based Mixed Temple style comes from the combination of maneuvers taken from both the Kratella Style as well as Limber Reed. Since this mixed style came into existence less than 150 years ago, it has grown in popularity to such an extent that it has begun to rival Kiráh's Fury Style as a favorite among many different schools.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Hurtful Steps</u>	-1	2	Damage: none = a preparatory maneuver for the style that, if successful, allows practitioners to add one additional die to all Defense rolls and all kicks become low cost Disables (at -1), for that round. Uncontested.
Description: A unique pattern of footwork that allows practitioners to avoid blows more easily and control the opponent by quick jabs with the foot to several nerve clusters in the enemy's body.			
<u>Two-Fist Defense</u>	-3	3	Damage: none = a preparatory maneuver that, if successful, causes all practitioners Defenses rolled in a round to also be considered simultaneous, contestable, general strikes against their opponents (they must use an Action to defend against each one) and reduces all damage to practitioners by half during each round. No attacks may be made by practitioners this round (though damaging defenses are allowed). Uncontested.
Description: A series of postures, footsteps, and hand gestures that mimics the movements of wild krátellah while fighting one another during mating rituals. Its focus allows the practitioner to anticipate whatever attacks may come, twist to avoid them and quickly counterstrike as part of the defensive movement.			
<u>Sun Stinger</u>	-0	2	Damage: Subdue/Fatal = (Successes x 2) + Weapon; a defensive maneuver, effected using either a weapon or empty hand, that negates enemy's attack successes. Successes rolled (regardless of the success of the defense) are also used as an immediate attack roll that may be defended against. Contested.
Description: A quick twisting of the body that allows the practitioner to strike at an opponent, with or without a weapon, while simultaneously dodging a blow.			
<u>Kratella's Mandibles</u>	-0	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; if successful, subtracts 2 dice from opponent's next Defense roll. Contested.
Description: The thumb and fingers contract together to form a beak-like striking shape used to make concentrated pinpoint attacks. This very painful attack causes a slight distraction in the opponent, leaving them vulnerable for further attacks.			

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	-2	Friend and Foe	-2	Cover Hold / Lock	-3	Stun Chitin Blade Foot/ Hand
NECK	-2	Friend and Foe	-2	Cover Hold / Lock	-3	Stun Chitin Blade Foot/ Hand
SPINE	-2	Friend and Foe	-2	Cover Hold / Lock	-3	Stun Chitin Blade Foot/ Hand
SHOULDER	0	Escape	0	Escape	-1	Disarm
ELBOW	-1	Disarm	-2	Disable Hold / Lock	-2	Disable and Stun Broken (joint)
ARM	0	Escape	0	Escape	-2	Friend and Foe
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)	-2	Disable Hold / Lock	-3	Stun Broken (joint)
LEG	0	Escape	0	Escape	-1	Lame (leg)
FOOT	0	Escape	-1	Lame (foot)	-2	Disable Hold / Lock
HEAD VITALS	-2	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	-2	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-2	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

- Escape** - Targeted area struck for only 1 level of damage to bring an end to Bind / Grab or Hold / Lock effects.
- 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 get 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.
- Friend and Foe** - Target individual becomes a shield for practitioner soaking all damage while they are held. Target is held in this way by the practitioner until the target escapes, is released, or thrown by the practitioner. If targets die, they become dead weight and the practitioners must make a Characteristic roll of ½ Strength each round in order to keep the body held up.
- Chitin Blade Foot/Hand** - Damage = (Successes + Weapon) x 3. Attacks involving small leaps and spins made in tight spaces, combined with lethally effective and accurately placed foot and hand strikes to the back, neck, or head causing incredible damage.

Endurance of Will Style

Description : This vigor-based Temple style was started by a sect of equine mángai in Bakári over five thousand years before the Twilight Wars and is considered one of the older forms of self-defense. This style emphasizes stamina increase, as well as the ability to shrug off the disabling effects of pain and injury.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Crystal Pillar Standing</u>	-2	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to suffer no Action modifier penalties due to Stamina loss when using in-style maneuvers during the round, and practitioner's Stamina is increased by an amount equal to their Vigor for the rest of the round. If at the end of the round, the practitioner's Stamina (no longer augmented by Vigor) falls to 0 or below, they must make a Characteristic roll at $\frac{1}{2}$ Vigor or fall unconscious. Uncontested.

Description: This maneuver consists of assuming a position, posture, and footwork allowing practitioners to breathe deeply, drawing from their inner strength to bolster their Stamina.

<u>Breath of the Wind</u>	-0	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to make all Vigor checks (needed to fend off certain attack effects) at full dice for the rest of the round, and practitioner adds 2 dice to all Defense rolls against Disable and Stun attempts for the rest of the round. Uncontested.
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Description: This breathing technique allows practitioners to focus their energies into a vigorously maintained defensive posture, especially against disabling and stunning strikes.

<u>Vigorous Judgment</u>	-3	2	Damage: none = a defensive maneuver that negates enemy's attack successes and adds the practitioners' Vigor in dice to their next Attack roll. Uncontested.
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Description: By using the energy of the enemy's attack, practitioners are able to gauge their opponent's position and quickly perform a surprisingly powerful counterattack using the very momentum of the strike being used against them.

<u>Painless Jánah</u>	-1	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to ignore the effects (though not the damage) of Disable, Broken and Stun for the rest of the round. Uncontested.
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Description: Practitioners are able to focus themselves in such a way as to suffer no ill effects associated with attacks that would normally cause broken bones, disabled limbs, and a stunned reaction.

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

- Escape** - Targeted area struck for only 1 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 get 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.
- Chinti Rearing** - Damage = (Successes + Weapon) x 2, Target must make a Characteristic roll of ½ Vigor or suffer from Stun. A double kick to the chest.

Eye of the Blessed Style

Description : Beginning many thousands of years ago in a highly secretive sect of mángai from the deserts of Amnol, this perception-based Temple style was only taught to a select few of that order. Those few were to be the guardians of an artifact considered so holy that to look upon it was to blaspheme against the Great Mother and Father. The guardians would then be ritually blinded during their training so as to avoid the sheer possibility of accidentally viewing the artifact. The sect and its artifact have since disappeared under the sands of Amnol with nothing surviving but the martial style. This style trains the practitioner in techniques for blind fighting, increased awareness, and the ability to avoid ambush and surprise attacks. It is also extremely hard to find anyone able to teach it, much less practice it.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Sightless Mind</u>	-0	2	Damage: none = preparatory maneuver. Success allows practitioners to negate enemy's bonuses and their own penalties normally taken because of Dark Ambushes for that round, plus allows a single free (costing no additional Actions) attack. Uncontested.
Description: A set of mantras and movements that enable the practitioner to engage their opponent using blind-fighting techniques, even in total darkness.			
<u>Circle of Eyes</u>	-0	2	Damage: none = preparatory maneuver. Success allows practitioners to negate enemy's bonuses and their own penalties normally taken because of a Surprise attack, plus allows a single free (costing no additional Actions) attack. Uncontested.
Description: A set of daily techniques and disciplines that enable the practitioner to be alert, aware, and able to engage in the case of an attempted surprise attack.			
<u>Enemy's Approach</u>	-1	2	Damage: none = a defensive maneuver that negates enemy's attack successes, and opponent is affected by Throw/Sweep. Uncontested.
Description: The practitioner is able to feel the incoming attack and react accordingly, using the momentum of the attack to throw the opponent to the ground.			
<u>Wind in the Long Grass</u>	-2	3	Damage: Subdue/Fatal = (Successes + Weapon) x 3; if successful, target is affected by Nausea and Stun. Contested.
Description: A quick reverse kick into the opponent's stomach followed by a double kick to the enemy's head.			
<u>Blind Jánah's Ladder</u>	-3	2	Damage = Subdue/Fatal, (Successes + Weapon) x 2; if successful, opponent is affected by Stun and Throw/Sweep. Target must make a Characteristic roll of ½ Vigor or be affected by Full Knockout. Contested.
Description: The practitioners literally run up the front of an opponent or stationary object and launches themselves feet first at other targets kicking them in the face and bringing them to the ground.			

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

- 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 get 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.
- 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.
- Gift of Orbs** - Damage = Successes rolled + 4. Target is blinded (-6 dice penalty on all actions that depend upon having sight and failure in all visually based Perception rolls until sight can be restored). Target must make a Characteristic roll of ½ Vigor or blindness is permanent. Practitioner makes a snapping motion with both hands, attempting to pluck out the opponent's eyes.

Heaven's Sword Style

Description : This essence-based Temple style, originating in southern Sustrüm a thousand years ago in the Temples of Kiráh, involves a transcendent spiritual link to the soul and purpose of a weapon (traditionally a sword), so that unusual and even supernatural maneuvers are made possible. Emerging in Sustrüm during the Twilight Wars from the ancient Paksin temples before their fall, to combat the demons of the north, this rare and secretive style is shunned by the current temples of Kramah.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>The Cutting Spirit</u>	-4	2	Damage: (special to non-living objects only), target cloven in two or destroyed, up to a distance twice the user's Martial Style skill score (in feet). Uncontested unless warded by magic. Description: One summons the invisible energy itself, and then unleashes the power outward through the weapon of choice. With this power, barricades, doors, and even other weapons and armor may be split asunder or destroyed.
<u>Finding the Heart</u>	-2	2	Damage: Subdue/Fatal = (Successes x 2) + Weapon; a low cost Lost Feature strike that may be used to hit any small target, opponent or not. Contested. Description: Practitioner may spear a fly on the wing with the point of their sword, split an arrow in flight right down the middle, and other impressive feats of accuracy. May also strike at body features with intimidating accuracy.
<u>Gathering Wheel</u>	-1	2	Damage: Subdue = (Successes x 2) + Weapon; Target is affected by Throw/Sweep and travels Martial Skill + Essence in feet. Contested. Description: The spinning weapon spiritually gathers nearby debris (small pebbles, sand, water droplets, et cetera), releases it in a swirling mass, hurls targets in its path away, and buffets them with painful force.
<u>Leap of Faith</u>	-0	2	Damage: none = a defensive maneuver (Dodge) that negates enemy's attack successes and allows practitioner the effect of a Great Leap. Uncontested. Description: A sudden, great leap which allows practitioner to escape attack.
<u>Four Winds Defense</u>	-0	2	Damage: none = a defensive maneuver (Block) that deflects a number of projectiles that round = to successes rolled. Uncontested. Description: The swirling blade seems to strike away projectile weapons.
<u>Balance of the Duháma</u>	-3	2	Damage: none = supernatural movement skill (walk, run, climb, et cetera across any surface as if it were firm and solid. Uncontested. Description: Spiritual forces allow the practitioner to move across almost any surface, be it reeds, water, or web, with supernatural balance and weightlessness.

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

- Escape** - Targeted area struck for only 1 level of damage to bring an end to Bind / Grab or Hold / Lock effects.
- 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.
- Stun** - Any successes that get 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.
- Spirit Cry** - No damage caused. A type of vocal, spiritual Stun in which any successes that get through Target's defenses equals # of their Actions that round which the practitioner may take first, regardless of initiative. The practitioner cries out, roars, et cetera to create this effect.
- Prannic Sword** - Damage = Successes + Essence. An invisible, spiritual force creates a weapon out of a stick, chunk of thin crystal, tall weed, or even thin air as if a real weapon is being wielded.
- Spirit Blade** - Damage = Successes + Essence. An invisible, spiritual force is projected from the weapon at a distance of Essence x3. It ignores all armor. A shout and rush of great wind accompanies the blow.

Krátellah Style

Description : This dexterity-based Temple style stems from intensive studies of the attacking techniques of krátellah. Created in northern Amnol nearly 200 years ago by a temple noted for its monks' skill at krátellassi, the art of training and commanding the creatures. The style has since been spread through much of the west, and has even been incorporated into an even larger mixed style known as Diamond Feather, which rivals Kiráh's Fury as being one of the favorites of the Paksin nations.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Krátellah's Mandibles</u>	-0	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; if successful, subtracts 2 dice from opponent's next Defense roll. Contested.
Description: The thumb and fingers contract together to form a beak-like striking shape used to make concentrated pinpoint attacks. This very painful attack causes a slight distraction in the opponent, leaving them vulnerable for further attacks.			
<u>Krátellah's Wing</u>	-0	2	Damage: Subdue/Fatal = Successes + Weapon; a defensive maneuver that negates enemy's attack successes while causing damage. Uncontested.
Description: This whole-arm parry uses graceful upward and downward sweeps to move an arm or leg strike, as well as the body of the opponent. Properly executed, these parries shift the opponent off balance, forcing the target to reveal a vulnerable area which is simultaneously struck with the same motion.			
<u>Balance Stance</u>	-1	2	Damage: none = a contestable preparatory maneuver for the style. Success adds 3 dice to the practitioner's next attack utilizing the upper body or wings and subtracts 3 dice from the opponent's next Defense roll. Contested.
Description: This unique stance consists of a swaying motion of rapid upper-body attacks made while balancing on one foot or the other. The swaying motion is meant to set opponents off their guard.			
<u>Defending Rival</u>	-3	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to add 1 die to all Defense rolls and reduce all damage taken by half during that round. No attacks may be made by practitioner this round (though damaging defenses are allowed). Uncontested.
Description: This form emphasizes a pure defense technique that mimics the peculiar method that wild krátellah have while fighting one another during mating rituals. This method involves rapid, dexterous footwork and handwork while fending off blows.			

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

- Escape** - Targeted area struck for only 1 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.
- 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 get 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.
- Chitin Blade Foot/Hand** - Damage = (Successes + Weapon) x 3. Attacks involving small leaps and spins made in tight spaces, combined with lethally effective and accurately placed foot and hand strikes to the back, neck, or head causing incredible damage.

Limber Reed Style

Description : This agility-based Temple style, created in southern Rakbar a little over 300 years ago, combines a number of traits unique to Paksin martial styles. Developed in one of the temples of Kiráh, this style utilizes several special dodges and forms of defense that are often utilized to simultaneously cause damage to the opponent. That, along with certain rapid attack maneuvers, gives the style its name since many of the motions inherent in the system give the user a bending, springy quality to their movements reminiscent of limber water-reeds. These athletic movements allow the more fragile-boned Paksin the ability to evade damage after moving in to effect quick strikes.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Sun Fist</u>	+1	2	Damage: Subdue/Fatal = Successes + 3; a defensive maneuver that negates enemy's attack successes and successes rolled (regardless of the success of the defense) are also used as an immediate general attack roll. Cannot be used with weapon. Contested.
Description: A quick twisting of the body that allows the practitioner to strike with the fist at the opponent while simultaneously dodging a blow.			
<u>Stinger in Grass</u>	-0	2	Damage: Subdue/Fatal = Successes + Weapon; a defensive maneuver that negates enemy's attack successes and successes rolled (regardless of the success of the defense) are also used as an immediate attack roll. Contested.
Description: Similar to the Sun Fist Maneuver above, but allows the practitioner the use of a weapon.			
<u>Hurtful Steps</u>	-1	2	Damage: none = a preparatory maneuver for the style. Success allows practitioner to add one additional die to all Defense rolls and all kicks become low cost Disables (at -1), for that round. Uncontested.
Description: A unique pattern of footwork that allows the practitioner to avoid blows more easily and control the opponent by quick jabs with the foot to several nerve clusters in the enemy's body.			
<u>Two-Fist Wind</u>	-3	2	Damage: none = a preparatory maneuver that, if successful, causes all practitioner's Defenses rolled that round to also be considered simultaneous, contestable, general strikes against their opponent (causing the opponent to use an Action to defend each one). Uncontested.
Description: A series of postures, footsteps, and hand gestures that focus the practitioner in such a way as to allow them to anticipate whatever attacks may come, twist to avoid them and quickly counterstrike.			

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	-2	Friend and Foe	-1	Cover Hold / Lock	-3	Stun
NECK	-2	Friend and Foe	-1	Cover Hold / Lock	-3	Stun
SPINE	-2	Friend and Foe	-1	Cover Hold / Lock	-3	Stun
SHOULDER	0	Escape	0	Escape	-1	Disarm
ELBOW	-1	Disarm Throw	-1	Disable Hold / Lock	-3	Disable and Stun Broken (joint)
ARM	0	Escape	0	Escape	-2	Friend and Foe
HAND	0	Escape	-1	Disarm	-3	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) Throw / Sweep	-1	Disable Hold / Lock	-4	Stun Broken (joint)
LEG	0	Escape	0	Escape	-1	Lame (leg)
FOOT	0	Escape	-1	Lame (foot) Throw / Sweep	-1	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, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

- Escape** - Targeted area struck for only 1 level of damage to bring an end to Bind / Grab or Hold / Lock effects..
- 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 get 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.
- Friend and Foe** - Target individuals become shields for practitioner soaking all damage while they are held. Targets are held in this way by the practitioner until the targets Escape, are released, or Thrown by the practitioner. If the targets die, they become dead weight and the practitioner must make a Characteristic roll of ½ Strength each round in order to keep the target's body held up.

The Way of Muhjibh Style

Description : An advanced agility-based style that demands much of its practitioners, The Way of Muhjibh had its origins in Ullésh over 200 years ago. This style assumes that the opponent is larger and stronger, and compensates by making it hard to reach or hold onto its practitioner. The Muhjibh practitioner jumps, flips, rolls, and climbs to avoid his attacker. He attacks from peculiar angles, and contorts his body to strike when the opponent believes himself safe. Practitioners like to tease their opponents into rash action to take advantage of their rashness. Special dodges, special acrobatic attacks, and defenses are common fare within this style.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Double Arm Strike</u>	-1	2	Damage: Subdue = (Successes + Weapon) x 2; if successful, allows another separate attack of any kind (except for Double Arm Strike) to immediately follow (at chosen strike's standard penalty) using no additional Actions.

Description: A frenetic strike utilizing the lower portions of the arms that if successful, holds the opponent long enough for the practitioner to strike again. The extra attack may be of any variety as long as they are made with one or the other arm.

<u>Angry Hunter</u>	-2	2	Damage: Subdue = Successes rolled; a slightly damaging maneuver that both negates a number of the enemy's Action dice on their next attack, as well as adds to the practitioner's next Defense roll, a number of dice equal to the amount of successes that penetrate the opponent's Defense. Contested.
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Description: This maneuver allows these practitioners to acrobatically move around, but always near, their opponents, mercilessly taunting them with tiny but effective slaps, pinches, feints, and jabs that end up infuriating the opponents and driving them to the point of making poor choices and sloppy attacks of rage.

<u>Slippery Bandar</u>	-3	2	Damage: none = a contestable preparatory maneuver that, if successful, causes all practitioner's Defense rolls (that round) to also act as Throw/Sweeps (without the standard -1 penalty), thus forcing the opponent to use Defenses against them, and adds to the practitioner's next Attack roll a number of dice equal to the amount of successes that penetrate the opponent's Defense. Contested.
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Description: With this amazingly powerful but strenuous full body maneuver, practitioners are able to jump, spin, flip, and circle their opponents with a frantic pace that confuses them during the practitioners' attacks, leaving the targets briefly open for quick strike that can throw them off their feet.

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	-3	Bind / Grab	-2	Capering Bandar	-1	Stone Foot
NECK	-3	Bind / Grab	-2	Capering Bandar	-1	Stone Foot
SPINE	-3	Bind / Grab	-2	Capering Bandar	-1	Stone Foot
SHOULDER	0	Leaping Assault	0	Leaping Assault	-1	Disarm
ELBOW	-1	Disarm Throw	-2	Hold / Lock Capering Bandar	-3	Disable and Stun Broken (joint)
ARM	0	Leaping Assault	0	Leaping Assault	-3	Bind / Grab
HAND	0	Leaping Assault	-1	Disarm	-2	Disable
TORSO	0	Leaping Assault	0	Leaping Assault	-1	Broken (rib)
ABDOMEN	0	Leaping Assault	-1	Nausea	-2	Nausea Cover
GROIN	-1	Nausea	-2	Nausea Cover	-3	Nausea Stun
HIP	0	Leaping Assault	0	Leaping Assault	-1	Lame (hip)
KNEE	0	Throw / Sweep	-2	Hold / Lock Capering Bandar	-3	Stun Broken (joint)
LEG	0	Leaping Assault	0	Leaping Assault	-1	Lame (leg)
FOOT	0	Leaping Assault	0	Throw / Sweep	-2	Disable Capering Bandar
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, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

- 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 get 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.
- Leaping Assault** - No damage caused. A unique springboard maneuver using the target or surrounding terrain that, if successful, sets up the practitioner's next attack by adding an adjustment bonus equal to the total successes rolled during the Leaping Assault.
- Capering Bandar** - No damage caused. A dancing maneuver, which negates a number of dice from each of the opponent's remaining Defense rolls that round, equal to the number of Capering Bandar successes that get through opponent's defense.
- Stone Foot** - Damage = (Successes x 2) + Weapon, a lightning quick strike with the foot to the head, neck, or spine that always delivers fatal damage.

Venerable Mentor Style

Description : This dexterity-based style is taught and learned almost exclusively by and taught to venerable senior instructors of the Nagmahn Pükharaji temple. It consists entirely of heinously annoying gripping attacks directed at small fragile body parts such as the fingers, snout or nostrils, ears, and tail. Allegedly developed by a monkey jánah monk named Kubarmánu, this style found its way northward to the Pükharaj. Its bizarre twists and hooking grapples painfully command the body into throws and falls, as well as excruciating skin pinches and rips.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Miser Clutches His Coin</u>	-1	2	Damage: Subdue = Successes + Weapon; a defensive maneuver that negates enemy's attack successes, and if fully successful, does damage and enemy is Thrown. Uncontested.
Description: This defensive throw consists of evading or misdirecting an incoming charge or punch and grabbing the passing foe's eyelid or nostrils in an unbreakable pinching grip, then using the inherent pain of the movement to force the opponent into a body-flipping throw directly to the ground below him.			
<u>Bandar Peels the Melon</u>	-1	2	Damage: Subdue/Fatal = Successes rolled; if successful, target is affected by Stun and loses 1 level of Presence (facial damage). Contested.
Description: Quickly grasping the base of the snout or jaw and driving the heel of the hand into the upper lip and nostrils, peeling the loose flesh away from its anchoring tendons in a bloody, disfiguring attack that is quite painful.			
<u>Song Unheard</u>	-2	2	Damage: Subdue/Fatal = Successes + Weapon OR Successes + Strength; if successful, does regular damage and target is Thrown and Stunned. If successful by more than the two minimum successes, practitioner may opt to tear off the ear. Though no Throw occurs in this case, there is greater damage and enemy is affected by Stun and loses 1 Presence. Contested.
Description: A grappling/throwing attack where the attacker grabs the ear of the opponent and uses painful pulling to throw the opponent to the ground. With greater skill, the practitioner may rip the ear off the opponent instead.			
<u>Cracking Autumn Nuts</u>	-2	2	Damage: Subdue = Successes rolled; a defensive maneuver that negates enemy's attack successes, and causes mild damage as the target's hand suffers from Disable for a number of rounds equal to the number of successes that penetrate target's Defense roll. Contested.
Description: A quick counter to a grab attempt, the practitioner catches an incoming hand by one or more fingers and drive his thumbnail into the quick of the victim's fingernail or claw deeply enough to gain purchase and rip it out either directly or to the side.			

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

- Escape** - Targeted area struck for only 1 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 get 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.
- Snip the Sting** - Damage = Successes rolled. Target is affected by effects of Stun for one Action and suffers the loss of 1 Presence from a bent tail until healed. A quick rush past the enemy to grab the tail and give it a hard snap and fold it in two.
- Parting the Curtain** - Damage = Successes + Weapon. Target is affected by effects of Disable on hand and must make a Characteristic roll of ½ Vigor or suffer from Full Knockout due to pain. The practitioner grabs the enemy's hand and quickly pulls the fingers apart in an attempt to rip the hand in half.

Vürtach Style

Description : An essence-based Temple style created to mimic the known and legendary powers of the Vürtach. Created originally in Benáng more than 1500 years ago it had its origins in the Temples of Nagamíssa where this secret style came to light during the Twilight Wars. Even now this style is rarely practiced outside northern sarpah temples.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Spiral Dance (standard)</u>	0	3	Damage: Subdue/Fatal = (Successes + Weapon) x 4; target hit by four standard strikes. Contested.
Description:			Close-range, sinuous, circling, multiple target strikes.
<u>Spiral Dance (disabling)</u>	-1	3	Damage: Subdue/Fatal = (Successes + Weapon) x 8; target hit by four separate Disabling strikes. Target defends at -1 dice for this attack. Contested.
Description:			Close-range, sinuous, circling, multiple target disabling strikes.
<u>Spiral Dance (stunning)</u>	-2	3	Damage: Subdue = (Successes + Weapon) x 4; target hit by four separate Stunning strikes. Target defends at -2 dice for this attack. Contested.
Description:			Close-range, sinuous, circling, multiple target stunning strikes.
<u>Spiral Dance (vital)</u>	-3	3	Damage: According to maneuver chosen (as per chosen strikes + Weapon) per strike; target hit by four separately chosen Vitals strikes. Target defends at -3 dice for this attack. Contested.
Description:			Close-range, sinuous, circling, multiple target vital strikes.
<u>Obsidian Claws</u>	-0	2	Damage: Fatal = (Successes + Weapon) x 3. Contested.
Description:			Two supernaturally hardened clawing strikes to any part of the body. The fingertips of masters of this art sometimes glow while in heavy battle.
<u>Snail's Grace</u>	-2	2	Damage: none = a defensive maneuver (Dodges) that negates 2 of the enemy's attack successes for each success rolled. Uncontested.
Description:			Surreal, supernaturally slow dodging movements that evade an enemy's attack, as if the practitioner "knew" what the opponent was about to do.
<u>Spirit Hands</u>	-2	2	Damage: Subdue = Successes + Weapon; a defensive maneuver (Blocks) that negates enemy's attack successes and Throws if successful. Uncontested.
Description:			The sweeping, almost phantom-like circular hand movements of the practitioner both help to defend against attacks as well as throw the opponent to the side.

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

- 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 get 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.
- Second Skin** - No damage caused. Practitioner supernaturally sheds own skin (certain Sarpah only) to allow end to Bind / Grab or Hold / Lock. Opponent takes no damage, but practitioner gets two additional Reactions they may use immediately, either to flee or fight, due to the confusion of the opponent after having the practitioner seemingly melt away from their grasp.

Archer's Way Style

Description : This dexterity-based Military style was developed by Andhi archer masters and taught to their troops. As archers are required to be fast-moving for efficient rapid battlefield positioning, their armor is exceptionally light. And, as archers tend to be the less massive of the footmen, they are doubly at risk and in need of a battlefield advantage. Hence, the practical and effective Archer's Way was devised. The maneuvers rely on light weapons and speedy, hand-to-hand attacks to disable or neutralize the threat of heavy infantry assaults. Commonly light and dexterous, the practitioners' aim is to bypass armor and inflict fast, disabling and lethal damage.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Arrow Fan / Rain of Pain</u>	-0	2	Damage: Subdue/Fatal = (Successes + Weapon) per arrow; allows four arrows to be fired at a single target or multiple targets. If fired at multiple targets, each target is considered to be a separate attack roll. Requires the use of the Fast Draw skill in order to employ this technique twice in one round. Bow use only. Contested.

Description: A peculiar bow fighting technique where the practitioner draws and rapidly fires multiple arrows in a single pull, even at different opponents.

<u>Weapon Catch</u>	-0	2	Damage: none = a defensive maneuver that negates enemy's attack successes and, in melee, opponent's weapon is considered under effect of Bind/Grab. Practitioner may then add 1 die to a Disarm attempt on their next action. Hurling objects or projectiles are simply caught if successful and may be thrown or fired back. Cannot be used against flying Valah projectiles. Contested.
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Description: With heightened reflexes and quick wits, practitioners defend against attack while gaining control of the enemy's weapon, allowing the user an advantage to a potential disarm. In the cases of non-Valah projectiles, the practitioner is able to anticipate the trajectory of an incoming weapon and intercept it before it reaches the target.

<u>Archer's Horns</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; if successful, target is affected by Stun and 4 dice are added to practitioner's next Defense roll. Bow use only. Contested.
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Description: When in close quarters, the practitioner may be forced to use their bow as a melee weapon. A quick thrust to the groin or a swing to the head slows the enemy down and allows the practitioner an added advantage when defending.

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	-2	Opening the Scarlet Oyster
SPINE	-1	Bind / Grab	-2	Cover Hold / Lock	-3	Stun
SHOULDER	0	Escape	0	Escape	-1	Disarm
ELBOW	-1	Disarm Bind / Grab	-2	Disable Hold / Lock	-4	Disable and Stun
ARM	0	Escape	0	Escape	-1	Bind / Grab
HAND	0	Escape Thread the Needle	-1	Disarm	-2	Disable
TORSO	0	Escape	0	Escape	-3	Stun
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	-2	Disable Hold / Lock	-4	Disable and Stun
LEG	0	Escape	0	Escape	-1	Lame (leg)
FOOT	0	Escape	-1	Lame (foot) Bind / Grab	-2	Disable Hold / Lock
HEAD VITALS	-3	Disable and Stun	-3	Full Knockout	-5	Lost Feature
TORSO VITALS	-3	Stun	-4	Stun and Nausea	-3	Sprouting Thorn
ARM VITALS	-3	Disable and Stun	-4	Disable and Stun	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun	-4	Disable and Stun	-5	Severed Leg / Foot

- 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.
- 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 get through Target's defenses negates equal # of Actions that round (and eventually begins negating Defenses).
- 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.
- Opening the Scarlet Oyster** - Damage = (Successes x 2) + Weapon, Ignores Armor, Target loses one Stamina level per round until treated or dead. Victim falls unconscious unless they have Toughness talent in which case they are allowed a Characteristic roll of ½ Vigor each round to remain conscious. A swift, close-quarter knife or short sword attack to the throat, where the practitioner slips the blade in the slim space between armor and helmet.
- Sprouting Thorn** - Damage = (Successes x 3) + Weapon, Ignores armor, Target loses one Stamina level per round until treated or dead. Bow attack that targets the specific weak points in an opponent's armor.
- Thread the Needle** - No damage caused. Using crescent-shaped arrowheads or specially designed throwing discs, the practitioner is able to target an enemy archer's bowstring, ropes, or fasteners and cut them from a distance.

Chains of Stone Style

Description : This strength-based Military style was developed especially for the Honor Guard of the Isvar of Gilárhi a few years after the Twilight Wars. With paranoia running high and the welfare of the Isvar of paramount importance, this style was created to focus on preventing enemies from reaching their objectives through the use of vice-like holds, binds, take-downs, and unmounting/unseating one's enemy. The practitioner also spends many rigorous hours training with weapons of all kinds, becoming equally lethal with every weapon type.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Rider-less Beast</u>	-2	2	Damage: Subdue/Fatal = Successes + Weapon; if successful, subtracts 2 die from target's next Defense roll and target is affected by Throw/Sweep, effectively dismounting them. Only used against a mounted opponent. Contested.
Description: With practiced timing and perfect placement of the weapon, practitioners are able to strike blows that displace riders from their mounts.			
<u>Barbed Wall</u>	-0	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to add 2 dice to their next Attack roll and add 2 dice to their next Defense roll. Weapon use only. Uncontested.
Description: By striking a quick and stable stance, practitioners are able to ready themselves for their next engagement.			
<u>Stone Blade</u>	-2	2	Damage: Subdue/ Fatal = (Successes + Strength) x 2; if successful, target is affected by a Throw/Sweep as well as Stun. Contested.
Description: The practitioner is able to step into a swing and put considerably more power into a Stunning blow, causing more damage and removing opponents from their feet.			
<u>Stone Grip</u>	-2	2	Damage: Subdue/Fatal = Successes + Strength (plus Hold/Lock damage, if desired); if successful, target is affected by Hold/Lock and Stun. If target is affected by Bind/Grab or Hold/Lock from a previous attack the practitioner gains an additional 2 die when attempting this maneuver. Contested.
Description: A brutal crushing attack that leaves the opponent dazed from pain and air loss.			

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

- Escape** - Targeted area struck for only 1 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 get 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.

Crystal Warrior Style

Description : This strength/vigor-based Mixed Military Style has its roots in the temples of the Crystal Mountain style and the practitioners of the Undying Warrior style. Although those styles are considered quite ancient, it wasn't until within the last 400 years that anyone thought the combination of the two would be a most suitable style for a warrior to learn.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Mountain Base Palms</u>	-0	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; target knocked away as per Throw/Sweep. Contested.
Description: A powerful simultaneous double strike to the chest, back, stomach, or face of the opponent. If successful, target is knocked away.			
<u>Avalanche</u>	-1	3	Damage: Subdue/Fatal = (Successes + Weapon) x 4; target is Disarmed (if applicable), Disabled, and Stunned. Contested.
Description: A swift enactment of three different blows, the first meant to disarm, the second meant to disable, and the third meant to stun. If successful, all three effects occur, one after the other, in that order.			
<u>Stone Wall</u>	-0	2	Damage: Subdue = Successes + Weapon; a defensive maneuver that negates enemys' attack successes while damaging them with those same successes, and Disarms them (if all successes are negated). Uncontested.
Description: This maneuver is a combination of arm movements that can block an enemy so abruptly and with such strength that it not only damages the opponent (whether the block is successful or not) but also can disarm them (if successful, and the enemy carries a weapon).			
<u>Vigorous Judgment</u>	-3	2	Damage: none = a defensive maneuver that negates enemys' attack successes and adds the practitioners' Vigor in dice to their next Attack roll. Uncontested.
Description: By using the energy of the enemy's attack, practitioners are able to gauge their opponent's position and quickly perform a surprisingly powerful counterattack using the very momentum of the strike being used against them.			
<u>Painless Jánah</u>	-1	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to ignore the effects (though not the damage) of Disable, Broken and Stun for the rest of the round. Uncontested.
Description: Practitioners are able to focus themselves in such a way as to seemingly feel no ill effects associated with certain attacks.			

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

- 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 get 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.
- Chinti Rearing** - Damage = (Successes + Weapon) x 4, Target must make a Characteristic roll of ½ Vigor or suffer from Stun due to a double kick to the chest.

Demon Storm Style

Description : This darkly named style's strength lies in its furious attacks and whirlwind blade defenses. An agility-based Military style which has become one of the most notorious sword schools in existence, this style utilizes only the sword as the weapon of choice in any of its maneuvers. Created originally in Sustrum by Grandmaster Miyam Omar Sedhetta, the Demon Storm Style was reputed to have been the life's work of the Legendary Master who came to have the title "Savior of Sustrum" for his training the "Hundred and One Shining Swordsmen" of the original school. Each of these warrior heroes fought with the ferocity of ten against the demon legions of The Isvar of Suffering, saving lives beyond measure and becoming the beloved legendary heroes of the nation of Sustrum. The untraditional techniques and philosophies of combat, such as its now widely imitated twin sword technique and strict code of spiritual and contemplative character-building meditations, brought this style to the forefront not only during the tribulations of the Twilight Wars but also centuries that followed as a discipline superior to most rival schools. The Demon Storm Style uses a combination of hard-won agility training, and quasi-spiritual communion with one's weapon to bring about spectacular and near supernatural abilities with the sword. Throughout the ages, practitioners have amazed and dismayed opponents with seemingly impossible victories against tremendous odds. In this day, the noble practitioners of this school are regarded with respect and admiration almost universally.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Wind Strike</u>	-1 + ?*	2	Damage: According to maneuver chosen (as per chosen strikes + Weapon); if initiative lost, practitioner chooses any maneuver requiring only 1 Action to perform, which may be attempted before opponent can act. Sword use only. Contested. *NOTE: The Adjustment modifier is -1 IN ADDITION TO the modifier of the chosen maneuver performed. This additional variable modifier does not affect the cost of this maneuver (1 point) when buying the Martial Style.
Description: Practitioners move like the wind in order to attempt a single chosen maneuver before their opponents can act.			
<u>Broken Harmony</u>	-2	2	Damage: Fatal = Successes + Weapon; a low-cost Stun strike followed by an immediate full move (thus forcing opponent to use 1 Reaction to close). Sword use only. Contested.
Description: This maneuver allows a practitioner to make a stunning sword strike while passing by the enemy and getting out of their immediate range of attack.			
<u>Wall of Righteous Harmony</u>	-0	2	Damage: Subdue = Successes rolled; a defensive maneuver that negates enemies' attack successes and damages them (if all successes are negated). Sword use only. Uncontested.
Description: This maneuver is a combination of sword movements that can block enemies with such agility that it not only defends against the opponents, but also can harm them.			

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	-2	Bind / Grab	-2	Cover Hold / Lock	-3	Stun
NECK	-2	Bind / Grab	-2	Cover Hold / Lock	-3	Stun
SPINE	-2	Bind / Grab	-2	Cover Hold / Lock	-3	Stun
SHOULDER	0	Escape	0	Escape	0	Mercy's Justice
ELBOW	-2	Bind / Grab	-2	Disable Hold / Lock	-3	Disable and Stun Broken (joint)
ARM	0	Escape	0	Escape	-2	Bind / Grab
HAND	0	Escape	0	Mercy's Justice	-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	-2	Bind / Grab	-2	Disable Hold / Lock	-3	Stun Broken (joint)
LEG	0	Escape	0	Escape	-1	Lame (leg)
FOOT	0	Escape	-1	Lame (foot) Throw / Sweep	-2	Disable Hold / Lock
HEAD VITALS	-3	Disable and Stun Broken (feature)	-4	Stone Splitting Cut	-4	Blossom Cut
TORSO VITALS	-3	Stun and Broken (rib)	-4	Stun, Broken (rib), and Nausea	-2	Passing the Dead
ARM VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

- Escape** - Targeted area struck for only 1 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.
- 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 get 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.
- 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.
- Mercy's Justice** - No damage caused. Weapon is forced or knocked from target's grasp. Must use Action to retrieve or draw new one.
- Stone Splitting Cut** - Damage = (Successes x 3) + Weapon. Target is struck with a powerful and terrible downward sword cut.
- Passing the Dead** - Damage = Successes + Weapon. Practitioner must sacrifice all remaining Actions that round, each Action sacrificed become one additional die to roll to perform this sword maneuver. Target is knocked unconscious plus begins bleeding at the rate per round equal to the number of successes that penetrated the Target's defense, till healed or dead.
- Blossom Cut** - Target's head is severed from the body by practitioner's sword, causing instant death.

Kiráh's Fury Style

Description : Originating among the military schools of Rakbar nearly 400 years ago, this agility-based style was created to help give lighter-boned paksin more of an advantage in hand-to-hand combat. In the many years that followed, Kiráh's Fury has spread throughout much of the world, and has become a favorite among the western nations as well as the gulf nations of the south, especially Dar-Purám. The Rákbarani even claim that many of the maneuvers of the Way of Muhjibh style were inspired by this earlier system. The strategic assumption of Kiráh's Fury style is that the opponent is larger and stronger. The practitioner of Kiráh's Fury compensates by leaping in to deliver a flurry of strikes and then leaping back out of range; or, again, by goading the opponent into a charge and sidestepping while striking. The style relies on quick transitions between low and high attacks and stances, sudden reversals of direction, long-range jumps to cover ground quickly, and well-developed stamina. Kiráh's Fury maneuvers emphasize edge of hands, kicks, and finger thrusts to soft targets.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Flutter Strike</u>	+1	2	Damage: Subdue = (Successes + Weapon) x 2; if successful, adds 2 dice to the next attack rolled that round. Contested.
Description: A quick flourish of a cloak or feathers that masks a quick strike and takes the opponent slightly by surprise, thus leaving them open for further attacks.			
<u>Triple Wind Kick</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 3; if successful, target suffers from Disable. Attacks with legs only allowed. Contested.
Description: A jump into the air such that the arms (or wings) are extended to the sides and the legs are in position to allow 3 quick kicks to an opponent's body.			
<u>Spinning Feather</u>	-3	2	Damage: none = a preparatory maneuver for the style. Successes may be added to any single Defense rolled by the practitioner that round. That same number of successes may be subtracted from any single of the opponent's Defense rolls that round as decided by the practitioner. Uncontested.
Description: A series of small evasive maneuvers, combining little leaps, spins, and wing or cloak flourishes, all meant to set opponents off-guard as well as misguide their senses during attacks.			

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 Blinding Wing	-3	Stun
NECK	-1	Bind / Grab	-2	Cover Hold / Lock	-3	Stun
SPINE	-1	Bind / Grab	-2	Cover Hold / Lock	-3	Stun Crystal Sword Hand
SHOULDER	0	Escape	0	Razor Edge	-1	Disarm
ELBOW	-1	Disarm Bind / Grab	-2	Disable Hold / Lock	-3	Disable and Stun Broken (joint)
ARM	0	Escape	0	Razor Edge	-1	Bind / Grab
HAND	0	Escape	-1	Disarm	-2	Disable
TORSO	0	Escape	0	Razor Edge	-3	Crystal Sword Hand
ABDOMEN	0	Escape	-1	Nausea	-2	Nausea Cover
GROIN	-1	Nausea	-2	Nausea Cover	-3	Nausea Stun
HIP	0	Escape	0	Razor Edge	-1	Lame (hip)
KNEE	-1	Lame (knee)	-2	Disable Hold / Lock	-3	Stun Broken (joint)
LEG	0	Escape	0	Razor Edge	-1	Lame (leg)
FOOT	0	Escape	-1	Lame (foot) Bind / Grab	-2	Disable Hold / Lock
HEAD VITALS	-3	Disable and Stun Broken (feature)	-4	Full Knockout	-3	Crystal Sword Hand
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, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

Escape - Targeted area struck for only 1 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.

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 get 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.

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.

Blinding Wing - No damage caused. Target is affected by Stun and is blinded for the length of the Stun. A quick flick of a cloak or wingtip across the opponent's eyes.

Crystal Sword Hand - Damage = (Successes x 3) + Weapon. A quick and powerful open-handed strike to the head, neck, torso or spine using the edge of the hand to chop, or the tips of the fingers to jab.

Razor Edge - Damage = (Successes + 4) + Weapon. A slicing attack using the forearm, elbow, wing, wingtip or cloak, or even a weapon held along the forearm.

Kramah's Footstep Style

Description : An agility-based Military style designed originally for use by footmen with pole or two-handed weapons. Making use of the feet for evasive footwork and kicking attacks, this style served well the Vajrah nations of central and South-East Dárdünah throughout the Twilight Wars.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Theft of Wind</u>	-2	2	Damage: Subdue/Fatal = Successes + Weapon; if successful causes Stun and adds 2 dice to the practitioner's next Defense roll. This move ignores armor for the sake of damage. Contested.
Description: A close quarters feint with the pole-arm leading directly to a driving knee to the abdomen leaving the opponent gasping for breath and the practitioner in a ready position for any incoming attacks.			
<u>Twisting Throw</u>	-1	2	Damage: Subdue = Successes + Weapon; if successful, target suffers from Throw / Sweep and adds 2 dice to the next Defense roll. Pole-arm use only. Contested.
Description: A dancing full-body maneuver that places the shaft of the pole-arm between the opponent's legs. With a quick twist of the weapon, the enemy is launched from their feet and the pole-arm is brought forward into a ready position.			
<u>Dancing Path</u>	-1	2	Damage: none = a defensive maneuver that negates enemy's attack successes and subtracts 2 dice from opponent's next Defense roll. Pole-arm use only. Uncontested.
Description: A swirling, twisting maneuver with the torso and pole-arm that allows the practitioner to avoid an incoming attack and places opponents in a weaker position leaving them open for further attacks.			
<u>Stinging Foot</u>	-0	2	Damage: Subdue/Fatal = Successes + Weapon; a defensive maneuver that negates enemy's attack successes and causes damage as a strike. Contested.
Description: A series of rapid jabbing foot-strikes against an opponent that both fends off an attack and simultaneously causes damage.			
<u>Crippling Foot</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; a defensive maneuver that negates enemy's attack successes and causes a Disable. Contested.
Description: A crushing foot-strike against an opponent that both fends off an attack and simultaneously causes disabling damage.			

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	-3	Bind / Grab	-2	Cover	-1	Stun
NECK	-3	Bind / Grab	-2	Cover	-1	Stun
SPINE	-3	Bind / Grab	-2	Cover	-1	Stun
SHOULDER	0	Escape	0	Escape	-1	Disarm
ELBOW	-1	Disarm Bind / Grab	-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	-1	Kramah's Stomp	-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) Throw / Sweep	-1	Snapping Knee	-3	Stun Broken (joint)
LEG	0	Escape	0	Escape	-1	Lame (leg)
FOOT	0	Escape	-1	Lame (foot) Throw / Sweep	-2	Disable
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, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

Escape - Targeted area struck for only 1 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 get 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.

Snapping Knee - Damage = (Successes + Weapon) x 2, Target is affected by Disable. A quick, hard strike with the butt of the pole-arm to the inside or outside of the opponent's knee.

Kramah's Stomp - Damage = (Successes + Weapon) x 2, Using the pole-arm as leverage, practitioners launch themselves to kick with both feet into the opponent's chest.

Undying Warrior Style

Description : This vigor-based Military style actually derived its basis from one of the temple styles, Endurance of Will, about 600 years ago. It was then changed and put through the rigors of military discipline to become what it is today. With a reliance on a higher stamina and the seeming disregard of pain, the practitioner of this style adopts an implacable quality that can be very unnerving to some.

Multi-Maneuvers:

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>River Runs Dry</u>	-2	2	Damage: none = preparatory maneuver for the style. Success allows practitioners to increase their Stamina by an amount equal to their Vigor for the rest of the round and, if the majority of damage taken by practitioners throughout the combat is Fatal, practitioners may ignore the effects of bleeding for a number of hours equal to their Vigor. Practitioners must find medical attention within that time or begin bleeding normally. Uncontested
			Description: Through sheer force of will, these practitioners increases their Stamina and are able to slow down the blood flow within their bodies so as to seemingly not bleed when they are cut.
<u>Vigorous Judgment</u>	-3	2	Damage: none = a defensive maneuver that negates enemys' attack successes and adds the practitioners' Vigor in dice to their next Attack roll. Uncontested.
			Description: By using the energy of the enemy's attack, practitioners are able to gauge their opponents' position and quickly perform a surprisingly powerful counterattack using the very momentum of the strike being used against them.
<u>Painless Jánah</u>	-1	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to ignore the effects (though not the damage) of Disable, Broken and Stun for the rest of the round. Uncontested.
			Description: Practitioners are able to focus themselves in such a way as to seemingly feel no ill effects associated with certain attacks._
<u>Warrior's Will</u>	-3	2	Damage: none = preparatory maneuver for the style. Success allows practitioners to add a number of dice equal to their Vigor to their next Defense roll and their next Attack roll. Uncontested.
			Description: Practitioners adopt a stance that allows them to focus all their energy into one seemingly unstoppable attack as well as one impenetrable defense.

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

- Escape** - Targeted area struck for only 1 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 get 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.
- Chinti Rearing** - Damage = (Successes + Weapon) x 2, Target must make a Characteristic roll of ½ Vigor or suffer from Stun. A double kick to the chest.

Wind in Mist Style

Description : This agility-based, Military style centers most of its maneuvers on kicks, sweeps, and special acrobatic attacks and defenses that are unique compared to most utilitarian military styles. Created originally in Sustrüm and coveted by the lithe feline warriors of the military nobility, the Wind in Mist Style generally involves the disruption of opponents balance or stance in one way or another so as to knock them off their feet or use their bodies against them while setting them up for a following strike, usually from the practitioner's feet or legs. In addition, this style revolves around maneuvers conveying acrobatic grace, which form the foundations from which most offensive strikes emerge. The flowing, swirling motions serve either to distract opponents, allowing for more effective surprise strikes, or to confuse opponents, causing their own attempted offense to be less effective. Though the style is a fairly simple one, with mechanics that seem to be similar in all of the offensive maneuvers, the flourishes and dance-like look of the acrobatics make the entire visual form seem quite complex.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Fog Hides the Pit</u>	-1	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; if successful, target suffers from Throw/Sweep and Stun effects. Contested.
Description: A quick, damaging sweep that leaves the opponent prone, followed by a hard kick to the head, which stuns the opponent.			
<u>Cloud Armor</u>	-2	2	Damage: none = An Acrobatic preparatory maneuver, if successful, the number of successes rolled indicates an additional number of dice that may be distributed to any remaining Defense rolls that round. If used, then its sister maneuver, Hail and Mist, may not be used in the same round. Uncontested.
Description: A complex series of footwork, flips, and twists that focus the practitioner in such a way as to make incoming attacks easier to perceive thus easier to defend against.			
<u>Hail and Mist</u>	-2	2	Damage: none = An Acrobatic preparatory maneuver, if successful, the number of successes rolled indicates an additional number of dice that may be distributed to any remaining Attack rolls that round. If used, then it's sister maneuver, Cloud Armor, may not be used in the same round. Uncontested.
Description: Similar to the Cloud Armor skill except the focus is more on the offensive. The practitioner perceives the various openings an opponent may leave unprotected thus being able to take fuller advantage when making a strike.			

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	0	Ascending Wind Throw	-1	Ascending Wind Hold	-3	Ascending Wind Knockout
NECK	-2	Bind / Grab	-2	Hold / Lock	-3	Stun
SPINE	-2	Bind / Grab	-2	Hold / Lock	-3	Stun
SHOULDER	0	Escape	0	Escape	-1	Disarm
ELBOW	-1	Disarm Throw	-2	Disable Hold / Lock	-3	Disable and Stun Broken (joint)
ARM	0	Escape	0	Escape	-2	Bind / Grab
HAND	0	Escape	-1	Disarm	-2	Disable
TORSO	0	Escape	0	Escape	-2	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	0	Lame (knee) Throw / Sweep	-2	Heaven Meets Earth	-3	Stun Broken (joint)
LEG	0	Escape	0	Escape	-1	Lame (leg)
FOOT	0	Escape	0	Lame (foot) 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, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

- Escape** - Targeted area struck for only 1 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 get 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.
- Ascending Wind** - Damage = (Successes + Weapon) + chosen effect. Practitioner launches off the target's upper thigh and engages the opponent in one of three ways; by leaping over the enemy and kicking the back thus creating a Throw, leaping up to the head and grasping the head and neck area with the legs to perform a Hold / Lock effect, or leaping up to the same body region to constrict with the legs while attempting a Full Knockout.
- Heaven Meets Earth** - Damage = (Successes + Weapon) x 2. Target is thrown as per Throw / Sweep rules. An incredibly focused sweep to the legs that particularly damages the opponent.

Devah's Chosen Style

Description : This strength/dexterity-based Mixed Arena style was created in Tishínia, drawing from the style created by the Stone Prince for the Spiral Arena, Will of the Búthán Style, and the lineal Azure Spider Fist Style.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Stone Kiss</u>	-1	2	Damage: Subdue/Fatal = Successes + Strength; if successful, target suffers from Stun and Broken (nose/snout). Contested.
Description: The practitioner rams the forehead hard into the opponent's face, breaking the nose and stunning the opponent.			
<u>Snapping Twigs</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; target suffers the effects of Bind/Grab, Broken (knee), and Throw/Sweep. Contested.
Description: The practitioner grabs the enemy by the neck and quickly, stomping on the outside of the opponent's knee while simultaneously pushing hard on the throat, drives the opponent painfully to the ground.			
<u>Búthán Driver's Whip</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; a defensive maneuver that negates enemy's attack successes, and if all are fully negated target is affected by Bind/Grab and Broken (elbow). Uncontested.
Description: The practitioner grabs the incoming punch or weapon strike with one hand and drives the other hand through the elbow, bending the opponent's arm backwards until it breaks.			
<u>Spider Bites His Prey</u>	-1	2	Damage: Subdue = Successes + Dexterity; if successful, subtracts 2 dice from opponent's next Defense roll, plus target must make a Characteristic roll of ½ Vigor or remain inactive for the rest of the round due to pain. Cannot be used against externally armored foe. Contested.
Description: A quick thrust of the fingertips into any one of the many nerve clusters scattered throughout the body that leaves the opponent slightly stunned and open to further attacks.			
<u>Weave the Cocoon</u>	-1	2	Damage: none = a defensive maneuver that negates enemy's attack successes, plus target is affected by Disarm while simultaneously having their arm affected by a Hold/Lock. Only used against opponent wielding a single-handed weapon. Only used against opponents wearing 2 levels of armor or less. Contested.
Description: As part of a defensive maneuver, a grasping of the opponent's arm and twisting it counter to the joint's natural movement in an effort to painfully bind the limb while breaking the opponent's grip with the free hand.			

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	-1	Büthán's Hug	-2	Hold / Lock	-2	Stun
NECK	0	Bind / Grab	-2	Hold / Lock	-2	Stun
SPINE	0	Bind / Grab	-2	Hold / Lock	-2	Stun
SHOULDER	-1	Still the Beetle's Limbs	-1	Disarm	-2	Broken (joint)
ELBOW	0	Disarm Bind / Grab	-2	Disable Hold / Lock	-2	Disable and Stun Broken (joint)
ARM	-1	Throw	-1	Escape	-2	Disable
HAND	-1	Escape	-1	Disarm	-2	Disable
TORSO	-1	Escape	-2	Büthán Shrugs	-2	Broken (rib)
ABDOMEN	-1	Escape	-2	Büthán Shrugs	-2	Nausea
GROIN	-1	Nausea	-1	Nausea	-2	Stun
HIP	-1	Still the Beetle's Limbs	-1	Escape	-1	Lame (hip)
KNEE	0	Lame (knee) Bind / Grab	-2	Disable Hold / Lock	-2	Broken (joint)
LEG	-1	Escape	-1	Escape	-1	Lame (leg)
FOOT	-1	Escape Throw / Sweep	0	Lame (foot) Bind / Grab	-2	Disable Hold / Lock
HEAD VITALS	-2	Disable and Stun Broken (feature)	-3	Full Knockout	-5	Lost Feature
TORSO VITALS	-2	Stun and Broken (rib)	-3	Stun, Broken (rib), and Nausea	-5	Internal Damage
ARM VITALS	-2	Disable and Stun Broken (joint)	-3	Disable, Stun, and Broken (bone)	-6	Severed Arm / Hand
LEG VITALS	-2	Disable and Stun Broken (joint)	-3	Disable, Stun, and Broken (bone)	-6	Severed Leg / Foot

- 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.
- 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 get 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.
- Büthán Shrugs** - Damage = Successes + Strength, target is affected by EITHER Broken (rib) and Nausea, OR Stun and Nausea (practitioner's choice). The practitioner drives their shoulder into the opponent's midsection.
- Büthán's Hug** - Damage = Successes + Strength, target is affected by Hold/Lock and must make a Characteristic roll of ½ Vigor or suffer Full Knockout. Practitioner puts a pressure hold on the opponent's head depriving them of air.
- Still the Beetle's Limb** - Damage = none, Target limb is affected by Disable for a number of rounds equal to the amount of the practitioner's successes that penetrate the opponent's defense. Opponent must make a Characteristic roll of ½ Vigor or remain inactive for one full round due to pain. Cannot target individuals wearing external armor. This maneuver is accomplished by a quick jab with the fingers to the nerve cluster in either the hip or shoulder.

Spiral Dancer Style

Description : Brought to the Spiral Arenas of Kütta by an unremembered jánah of the mongoose jenu some 600 years ago, this dexterity-based Arena style focuses the practitioner on quick shots to the various nerve clusters throughout the body in an attempt to stun, disable, or disarm the opponent.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Toothless Jánah</u>	-1	2	Damage: Subdue = (Successes + Weapon) x 2; if successful, target is affected by Stun and Disarm. Contested.
Description: The practitioner drives the tips of his fingers deep into the opponent's armpit causing the entire arm to convulse and drop whatever weapons that may have been carried.			
<u>Swirling Breeze</u>	-0	2	Damage: none = a defensive maneuver that negates enemy's attack successes and practitioners add 2 dice to their next Attack roll. Uncontested.
Description: Practitioners spin away from the incoming blow and rush behind the opponent and then readies themselves for a quick strike.			
<u>One Half Warrior</u>	-2	2	Damage: Subdue = (Successes + Weapon) x 4; if successful, target is affected by Disable (leg) and Disable (arm). Uncontested.
Description: A quick strike to both the nerve clusters in the hip and in the shoulder of the opponent leaving the entire side stinging and immobilized.			
<u>Stopping the Wind</u>	-3	2	Damage: Subdue = Successes + Weapon; a defensive maneuver that negates enemy's attack successes and target is affected by Stun. Practitioner adds Dexterity to the Stun effects. Uncontested.
Description: The practitioner deflects the incoming blow and delivers a quick open-handed strike to the middle of the opponent's chest.			
<u>Broken Tooth</u>	-1	2	Damage: Subdue = (Successes + Weapon) x 2; if successful, target is affected by Disarm. Target receives a penalty (equal to ½ the practitioner's Dexterity) applied to an immediate Weapon Rating Check (a dice roll equal to their weapon's rating) to see if the weapon breaks. Contested.
Description: Knocking the opponent's weapon away with a strike to the hand, the practitioner then strikes the flying weapon with a second blow that either breaks it, or sends it spinning off away from the enemy.			

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

- 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 get 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.
- 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.
- Dance of the Motionless** - Damage = none, target is immobilized for the remainder of the round and must make a Characteristic roll of ½ Vigor or be affected by Full Knockout. The practitioner makes a quick thrust to the base of the opponent's skull that strikes the nerve cluster there.

Standing Jánah Style

Description : Originating out of Magár, this vigor-based style was born out of the spiral arenas and slave pits. This empty-handed martial style is a style based exclusively on force and endurance. The essence of this style is focused on driving the opponent back, inflicting injury without flourish or finesse, and evading damage through specialized blocks, dodges, and even absorbing strikes through breathing and focus. The style's name merely reflects its purpose; to be the jánah still standing when combat has ended.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Guarded Arena Stance</u>	-0	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to suffer no Action modifier penalties due to Stamina loss when using in-style maneuvers during the round and adds 2 dice to next defense roll. Uncontested.

Description: This preparatory movement consists of assuming a position, posture, and footwork allowing the practitioner to overcome the effects of lost Stamina, as well as gain a better defensive stance.

<u>Sarpa Hiss</u>	-2	2	Damage: none = a defensive maneuver that accepts enemy's attack successes, but negates an amount of Subdue damage to the torso equal to Vigor + Martial Skill roll and reduces the dice pool of the enemy's next Defense roll by the number of successes rolled. Uncontested.
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Description: The practitioner exhales sharply with a hissing sound as they are struck, their abdominal muscles tightening to absorb less damage, and thus gaining an inside position on the opponent for an easier attack.

<u>Spiral Form</u>	-1	2	Damage: none = a defensive maneuver that negates enemy's attack successes and adds a +2 bonus to the adjustment of the practitioner's following Undeclared Action (if taken as an attack). Uncontested.
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Description: The practitioner bobs and weaves around the opponent's strike without changing the range or striking distance, thus allowing them to dodge a blow while standing their ground against their opponent. This allows an immediate counterstrike to be more easily taken.

<u>Stone Block</u>	-0	2	Damage: Subdue = Successes rolled; a defensive maneuver that negates enemy's attack successes while causing damage. Uncontested.
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Description: Only effective against blunt strikes, this reactionary Dodge/Block uses shins or forearms to receive and absorb the strike directly and is delivered with such strength, that the force of the blow is redirected back at the opponent, sending shivers of pain throughout the enemy's body.

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

Crystal Fist - Damage = Successes + Vigor. A powerful strike utilizing a full body pivot focusing the blow into an incredibly damaging fist attack.

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.

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 get 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.

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.

Magári Handshake - Damage = Successes + Weapon, Target is Thrown by hand (distance = Vigor + successes) after misdirecting foot-jab. Target must use Action to rise. If thrown further than 10 feet, then must use Action or ½ Move to close.

Hidden Blade - Damage = Successes + Vigor. A surprise strike with the elbow to the temple or forehead. Target must roll Vigor to see if Stunned or roll perception to see if blinded due to excessive bleeding.

Slave Kick - Damage = (Successes + Vigor) x 2 OR just Successes even if maneuver is fully defended against. A hard, focused kick using the knee or shin. Target must successfully roll Vigor to avoid being affected by Stun or bone-breaking Disable.

Will of the Būthán Style

Description : The creation of this strength-based Arena style is mainly attributed to an Ulléshi hero by the name of Vinod Do-rje, literally Vinod the Stone Prince, a great gorilla who, 100 years ago, retired from the Spiral Arena after 20 years of combat. He developed his own personal style focusing on greater holds and binds, bone breaks, and stuns leaving his opponents bruised and battered on the arena floor. Surely the devah smiled upon his life, for he remained undefeated all those years and his combat style has been carried on by many of the young vajrah within Ullésh today.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Stone Kiss</u>	-1	2	Damage: Subdue/Fatal = Successes + Strength; if successfully, target suffers from Stun and Broken (nose/snout). Contested.
Description: The practitioner rams the forehead hard into the opponent's face, breaking the nose and stunning them.			
<u>Harness the Būthán</u>	-0	2	Damage: Subdue = Strength; if successful, target is affected by Throw/Sweep followed by a Hold/Lock. Contested.
Description: Practitioners grab their opponents and with a twisting motion drive them to the ground capturing their arms and torso in a lock and squeezing.			
<u>Snapping Twigs</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; target suffers the effects of Bind/Grab, Broken (knee), and Throw/Sweep. Contested.
Description: The practitioner grabs the enemy by the neck and quickly, stomping on the outside of the opponent's knee while simultaneously pushing hard on the throat, drives the opponent painfully to the ground.			
<u>Grazing on Flowers</u>	-4	2	Damage: Subdue/Fatal = (Successes + Weapon) x 3; if successful, target is affected by Bind/Grab and Throw/Sweep. If successful by more than the minimum 2 needed, target must make a Characteristic roll of ½ Vigor or suffer a broken neck, dying instantly. Contested.
Description: Practitioners leap into the air and wrap their legs around their opponent's neck and head and with their momentum twist the enemy to the ground.			
<u>Būthán Driver's Whip</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; a defensive maneuver that negates enemy's attack successes, and if all are fully negated target is affected by Bind/Grab and Broken (elbow). Uncontested.
Description: The practitioner grabs the incoming punch or weapon strike with one hand and drives the other hand through the elbow, bending the opponent's arm backwards until it breaks.			

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

- 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 get 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.
- Büthán Shrugs** - Damage = Successes + Strength, target is affected by EITHER Broken (rib) and Nausea, OR Stun and Nausea (practitioner's choice). Practitioners drive their shoulders into the opponents' midsections.
- Büthán's Hug** - Damage = Successes + Strength, target is affected by Hold/Lock and must make a Characteristic roll of ½ Vigor or suffer Full Knockout. Practitioners put a pressure hold on the opponents' heads depriving them of air.

Wind Blade Style

Description : An arena style developed in Sustrüm nearly four decades ago by the House of Sartrám of the Line of Kunardín, this agility-based form combines exceptional speed with various combinations of kicks and stunning open-hand maneuvers that revere the very qualities of the wind itself. A weapon, preferably a sword, is often used in conjunction with these maneuvers. This style was once preferred for use within the arenas of the Kramahn Games before being adopted by other countries, including Rakbar, where it has been taught in recent years by defectors from Sustrum, warriors who had begun to defy the will of the ruling Line of Ráhunim.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Whirlwind</u>	0	2	Damage: Subdue/Fatal = Successes + Weapon; a single kick that, if successful, allows practitioner to immediately make 2 regular sword attacks at no additional cost of actions. The sword strikes are rolled separately from the kick with normal adjustment penalties. Contested.

Description: A whirling, spinning kick that brings the practitioner's counterbalanced blade swinging around to strike at the opponent, potentially several times.

<u>Grace's Theft</u>	-2	2	Damage: none = if successful, target suffers from Stun and is pushed back away from practitioner causing the opponent to use an Action to re-close to close-range distance. Contested.
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Description: A series of movements and gestures culminating in a focused push with the open hands toward the target's chest, which jarringly shoves the foe out of attack range. Especially skilled practitioners have been seen to generate this force at close range even if their hands don't actually touch the opponent. Students of this form practice this maneuver by attempting to blow out candles with it at a distance.

<u>Tying the Knot</u>	+2	2	Damage: Subdue/Fatal = Successes + Weapon; if successful, target suffers from Bind/Grab as they are rapidly kicked. Contested.
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Description: A quick grabbing and binding of the opponent's hands simultaneous to a single kick attack from the practitioner.

<u>Shield of Wind</u>	+2	2	Damage: Subdue = defense Successes rolled in excess of opponent's attack successes; a defensive maneuver that negates enemy's attack successes while causing damage. Uncontested.
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Description: Practitioners perform quick, defensive whirling motions with their arms, with or without a weapon, that causes opponents to strike themselves with their own deflected weapons or body parts.

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	-2	Disarm
ELBOW	-1	Bind / Grab Throw	-2	Disable Hold / Lock	-3	Disable and Stun Broken (joint)
ARM	0	Escape	0	Escape	-1	Bind / Grab
HAND	0	Escape	-2	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	-2	Disable Hold / Lock	-3	Stun Broken (joint)
LEG	+1	Monsoon	+1	Monsoon	-1	Lame (leg)
FOOT	0	Escape	-1	Lame (foot) Bind / Grab	-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, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

Escape - Targeted area struck for only 1 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 get 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.

Monsoon - Damage = Successes + Weapon, Target suffers from effects of a Throw / Sweep. Enacting a feinting maneuver, the practitioner distracts the foe with motion using the tail, feathers, whirling fabric, etc. This happens simultaneously with an easy Throw / Sweep at a modifier bonus.

Azure Spider Fist Style

Description : A fairly common dexterity-based Lineal style, patterned after the Tishínian Azure Day-Spider, whose venom is potently paralytic. This style's aim is to render limbs inoperable by inflicting excruciating nerve pain at major limb joints. Often directed at shoulders, knees, elbows, and hips, with variations concentrating on wrists and ankles, this style is designed to combat unarmored opponents, dressed in robes and soft clothing, and often is useless versus armored opponents. Largely the domain of the genteel sunborn, this style is rarely seen outside of House or Line members.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Spider Bites His Prey</u>	-1	2	Damage: Subdue = Successes + Dexterity; if successful, subtracts 2 dice from opponent's next Defense roll, plus target must make a Characteristic roll of ½ Vigor or remain inactive for the rest of the round due to pain. Cannot be used against externally armored foe. Contested.
			Description: A quick thrust of the fingertips, into any one of the many nerve clusters scattered throughout the body, which leaves the opponent slightly stunned and open to further attacks.
<u>Pinning on the Web</u>	-2	2	Damage: Subdue = Successes + Weapon; if successful, causes both lower legs to be completely immobilized for a number of hours equal to the successes penetrating the opponent's defenses. Contested.
			Description: A flurried mixture of small, simultaneous kicks and hand strikes performed low to the ground that crushes and stabs at the lower legs joints causing immobilizing agony and effectively resigning the opponent to fighting from the ground, without the use of kicks, leg-sweeps, or other leg-based attacks and defenses.
<u>Weave the Cocoon</u>	-1	2	Damage: none = a defensive maneuver that negates enemy's attack successes, plus target is affected by Disarm while simultaneously having an arm affected by a Hold/Lock. Only used against opponent wielding a single-handed weapon. Only used against opponents wearing 2 levels of armor or less. Contested.
			Description: As part of a defensive maneuver, a grasping of the opponent's arm and twisting it counter to the joint's natural movement in an effort to painfully bind the limb while breaking the opponent's grip with the free hand.

HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD	-1	Bind / Grab	-2	Hold / Lock	-3	Stun
NECK	-1	Bind / Grab	-2	Hold / Lock	-3	Stun
SPINE	-1	Bind / Grab	-2	Hold / Lock	-3	Stun
SHOULDER	-1	Still the Beetle's Limbs	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	-1	Nausea
GROIN	-1	Nausea	-1	Nausea	-3	Nausea Stun
HIP	-1	Still the Beetle's Limbs	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, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

- Escape** - Targeted area struck for only 1 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.
- 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 get 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.
- Still the Beetle's Limb** - Damage = none, Target limb is affected by Disable for a number of rounds equal to the amount of the practitioner's successes that penetrate the opponent's defense. Opponent must make a Characteristic roll of ½ Vigor or remain inactive for one full round due to pain. Cannot target individuals wearing external armor. This maneuver is accomplished by a quick jab with the fingers to the nerve cluster in either the hip or shoulder.

Barrier of Honor Style

Description : Started in Hanálu shortly after the great temple of Nagamíssa became the Academy of Nilám, this vigor-based Lineal style had its basis in the temple techniques taught by the mángai there. Purely defensive in nature, this style focuses on disabling the opponent quickly and painlessly and ending the engagement, doing as little actual damage to the foe as possible. This suited the peaceful minded people of Nilám perfectly as they endeavored to remain neutral in the world's political and social strife, dedicating their lives to the pursuit of knowledge and understanding.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Barrier of Wind</u>	-0	2	Damage: none = a defensive maneuver that negates enemy's attack successes, plus, if successful, opponent is affected by Disarm. If used against an opponent using ranged weapons, the projectile is merely knocked to the ground. Weapon use only. Uncontested.
			Description: Practitioners seemingly create a wall between themselves and their opponents by quickly spinning their weapons in front of them in a continuous and fluid pattern.
<u>Untouched Jánah</u>	-2	2	Damage: none = preparatory maneuver for the style. Success indicates that each of a single opponent's attacks for that round are made at a negative equal to ½ the practitioner's Vigor (in addition to any other adjustments), plus the practitioner adds 2 dice to their next attempt to Disarm or Stun. Uncontested.
			Description: Practitioners set themselves into a purely defensive posture, avoiding blows until the opponent presents an opening.
<u>Unbreakable Tree</u>	-1	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to ignore the various effects of Broken and Disable (but not the damage) for the rest of the round. Uncontested.
			Description: Through sheer force of will, practitioners appear to make their bones harden, making them able to withstand a possibly debilitating blow.
<u>Slumber of the Adversary</u>	-3	2	Damage: none = if successful, target is effected by Full Knockout, plus (as long as the practitioner rolled at least two successes, regardless of whether they were contested or not) practitioners add a number of dice equal to their Vigor to their next Defense roll. Contested.
			Description: Practitioners deliver a quick strike to the nerve cluster at the base of the enemy's neck and ready themselves for their next opponent (assuming there is still one standing).

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

Escape - Targeted area struck for only 1 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 get 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.

Jánah's Repose - Damage = none, Target is affected by Stun and must make a Characteristic roll of ½ Vigor or fall unconscious for a number of minutes equal to the practitioner's Vigor. The practitioner makes a series of quick jabs with a blunt object or fist to several nerve clusters in the opponent's torso effectively immobilizing them.

Gajah Style

Description : In truth, this strength-based Lineal style was started 4000 years ago within the ritualized wrestling events of the Gajah known as the ceremonial Ghar. This was then stopped during the Twilight Wars by the occupying Visedháran forces that viewed the sport as an unwanted form of aggression that didn't suit a slave race. In an attempt to preserve their timeless ritual, the Gajah adapted the ghar into a dance that kept the spirit of the form alive and seemed to entertain the Sarpah invaders. Here the style was formed, and when the Talons of Kramah came north to expel the forces of the Isvar of Suffering, the true nature of the dance was revealed. Focusing on powerful strikes, crushing blows, tramples, and throws, this style is custom-made for the larger, stronger jánah.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Raging Jánah</u>	-0	2	Damage: none = preparatory maneuver for the style. Success subtracts a number of dice equal to the number of successes rolled from the opponent's next Defense roll and adds 2 dice to the practitioner's next Stun or Disable attempt. Uncontested.
Description: The practitioner sets their feet wide and emits a deafening roar that shakes the enemy to their core, leaving them shaken and vulnerable to the next attack.			
<u>Rushing Wind</u>	-1	2	Damage: Subdue/Fatal = (Successes + Strength) x 2; if successful, target is affected by Throw/Sweep, and additionally suffers the affects of a bone being Broken (leg, arm or rib). Contested.
Description: The practitioner charges opponents with the intention of trampling them to the ground.			
<u>Stones From Heaven</u>	-2	2	Damage: Subdue/Fatal = (Successes + Strength) x 3; if successful, target is affected by Stun and Disable. Target must make a Characteristic roll of ½ Vigor or be affected by Full Knockout. Contested.
Description: A double-fisted blow that the practitioner brings down upon the opponent's head and shoulders.			
<u>Wall of Stone</u>	-1	2	Damage: none = a defensive maneuver that negates enemy's attack successes and opponent's weapon or striking hand/foot is affected by Bind/Grab. Uncontested.
Description: Practitioners anticipate the incoming blow and catch it in their hands, thus reducing the opponent's attack capabilities.			

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

- 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 get 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.
- Gajah Takes a Step** - Damage = (Successes + Strength) x 2. Target must make a Characteristic roll of ½ Vigor or be affected by Stun. Quite literally, the jānah steps on the torso of their opponent causing considerable damage.

Greater Kellédu Style

Description : This Mixed Lineal style was developed using many of the maneuvers of both the Southern and Northern Kellédu Styles. Though not generally used by Paksin, this style has become very prominent among the Vajrah and Sarpah nations of central and Southern Dárdünah.

Multi-Maneuvers :

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

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

- Escape** - Targeted area struck for only 1 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.
- 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 get 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.
- 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.
- Kellédu Clutches Song** - Damage = (Successes + Weapon) x 3, Target's voice is irrevocably harmed. The practitioner quickly snatches at the throat of the opponent horribly damaging both the throat and larynx itself.
- Piercing Fist (stun)** - Damage = (Successes + Weapon) + 4, Target is affected by Stun. A powerful strike to the head, neck, or spine that leaves the opponent stunned.
- Piercing Fist (lethal)** - Damage = (Successes + Weapon) + 4, Target begins bleeding internally at a rate per round equal to the number of successes that penetrated the Target's defense, till healed or dead. A powerful strike to the midsection of the opponent that punctures the internal organs and causes profuse internal bleeding.

Northern Kellédu Style

Description : This Dexterity-based Lineal style was created originally in Pükharaj over 500 years ago and has since spread over much of Northern Dárdünah, though specifically concentrated in the Sarpah nations. Several prominent families lay claim to having come up with one or more of the maneuvers for this system and most believe that it was originally taught in the palaces of Benáng. Certain breeds of kellédu native to the Northern regions inspire its fast-paced handwork and coordination. Masters of the style claim that this was the first and therefore original version of the Kellédu Style, and often engage in rivalries with purist and mixed Southern Style practitioners when originality is questioned.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Swift Fist</u>	-1	2	Damage: Subdue/Fatal = 4d6; if successful, opponent must use 3 Reactions to defend against it. Contested.
Description: This closed fist strategy involves using a rapid set of four staccato punches in sequence that swiftly move past opponents' ability to defend, often forcing them to over-compensate in an attempt to fend off the blows.			
<u>Prithya's Prayer</u>	-2	2	Damage: none = preparatory maneuver for the style. Success allows practitioner to turn any successful hand-to-hand Defense into a simultaneous Bind/Grab for the rest of that round, thus requiring an opponent to use an Action to defend against it. Uncontested.
Description: Relying entirely on handwork, the wrists and elbows are kept bent, and hands cupped in order to allow any simple open-handed defense to become a lightning-fast attempt to grab and restrain the opponent. The hands and arms resemble the kellédu's forelegs in appearance, positioned at times as if in strange prayer.			
<u>Leaping Hunter</u>	-1	2	Damage: Subdue/Fatal = Successes + Weapon (plus secondary effect); if successful, target is affected by two effects, first a Bind/Grab, and then the practitioner's choice between either a Hold/Lock, or a Disable. Contested.
Description: With a quick hopping motion, the practitioner shoots past the opponents' defenses and grapples with them, thus seeking to pin them down with the goal of either restraining the foe or doing them disabling harm.			

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

- Escape** - Targeted area struck for only 1 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.
- 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 get 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.
- Kellédu Clutches Song** - Damage = (Successes + Weapon) x 3, Target's voice is irrevocably harmed. The practitioner quickly snatches at the throat of the opponent horribly damaging both the throat and larynx itself.
- 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.
- Piercing Fist (stun)** - Damage = (Successes + Weapon) + 4, Target is affected by Stun. A powerful strike to the head, neck, or spine that leaves the opponent stunned.
- Piercing Fist (lethal)** - Damage = (Successes + Weapon) + 4, Target begins bleeding internally at a rate per round equal to the number of successes that penetrated the Target's defense, till healed or dead. A powerful strike to the midsection of the opponent that punctures the internal organs and causes profuse internal bleeding.

Raskah's Chain Style

Description : This dexterity/agility-based, mixed Lineal style's name refers to style's strength as opposed to any preferred weapon. Raskah's Chain was created originally in Kütta by combining many of the elements of the Crushing Talon and Kramah's Footsteps. Style utilizes joint locks, pressure points, throws, kicks, and strikes for practical self-defense. When striking, deriving power from hip rotation is strongly emphasized. A major goal in most situations is to get inside for a close-in strike, lock, or throw.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Double Elbow</u>	-1	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; if successful, adds 2 dice to each of the next two Defense rolls that round. Contested.
Description: A close in, rapid double elbow strike to the opponent. If successful, practitioner becomes more difficult to hit while at such close range.			
<u>Angry Escape</u>	-2	2	Damage: Subdue/Fatal = (Successes + Weapon) x 3; an Escape combined with a low cost Disable. Contested.
Description: Practitioners, if successful, escape from their opponents' clutches by painfully disabling the limbs that bind them.			
<u>Burning Touch</u>	-1	2	Damage: none = target suffers from Disable and Stun effects without damage. Can be cancelled by additional touches. Contested.
Description: Nerve strikes which cause no real damage, but effectively disable and stun an opponent with excruciating pain.			
<u>Manacle of Flesh</u>	-1	2	Damage: Subdue = (Successes + Weapon) x 2; if successful, target is Held/Locked and may be Thrown at will (if desired by practitioner). Contested.
Description: An excellent joint lock used to control an individual through pain and loss of balance. If successful, target may be thrown at any time while held.			
<u>Dancing Path</u>	-1	2	Damage: none = a defensive maneuver (dodging footwork) that negates enemy's attack successes and reduces enemy's next Defense roll by successes rolled. Uncontested.
Description: This dancing maneuver can be used to evade attack while throwing opponents off balance, thus opening them up for attack.			
<u>Crippling Foot</u>	-1	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; a defensive maneuver, using the foot only, that negates enemy's attack successes, and the roll acts as a separate low cost Disable. Contested.
Description: A swift, powerful, defensive foot-strike to opponents' legs used to ward off a kick while simultaneously damaging and disabling them.			

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

- 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, opponent can be lead anywhere while held, plus attacker's Strength in damage per round till Escape or release.
- Stun** - Any successes that get 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.
- 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.
- Waiting Death** - Number of successes penetrating Defense = number of seconds/minutes/hours/days victim has left to live (choice of practitioner). Can possibly be counteracted by practitioner of equal or higher skill.

Shard Storm Style

Description : This Linear dexterity-based Assassin Style arose in the lairs of the assassin organization known as the “Giving Ones” of Sustrüm over the many centuries of that group’s rise and formation. This style’s techniques utilize the inherent dexterity of the practitioners to use light handy weapons that are easily wielded and thrown with one hand and are thereby small and easily concealed as befits the needs of their calling. Rife with fast, multiple attacks and deadly accuracy, these practitioners can take small weapons and deal out large, deadly damage quickly. The use of their preferred weapon, the amber chain whip, is also displayed to devastating effect in this style. Even deprived of that, however, any length of properly weighted or heavy cord, rope, or chain can be picked up and used in a most deadly fashion by the practitioners of this style.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Shard Storm</u>	-2	?	Damage: Subdue/Fatal = (Successes + ?) x ?; Practitioners use as many of their Actions as they choose to launch a multi-shard projectile attack; the number of actions chosen fills in the “?” above. All remaining Actions must be converted to Undeclared Actions. Contested.

Description: The maneuver which is the source of this style’s name. In a flurry of motions, the practitioner discharges a terrible barrage of small crystal throwing shards or needles at the unlucky target.

<u>Díshasüd</u>	-1	2	Damage: Subdue/Fatal = (Successes + Weapon) x 3; another, simpler, thrown multi-missile attack. Contested.
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Description: In two, swift arm motions, practitioners discharge multiple hurled projectiles toward their target from hidden receptacles within the clothing.

<u>Passing Scythe</u>	-0	2	Damage: Subdue = (Successes + Weapon) x 2; target suffers from Bind (to the lower legs) and Sweep effects at a distance (half-move). Uses chain, whip, or rope-like weapon only. Like missiles, this attack occurs before standard initiative. Contested.
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Description: Any whip, cord, chain, or rope-like weapon may be used at a distance to bind the opponents’ legs, and sweep their feet out from under them.

<u>Flying Noose</u>	-1	2	Damage: Subdue = (Successes + Strength per round held) x 2; target suffers from Bind (to the neck) and Hold effects at a distance (half-move). Uses chain, whip, or rope-like weapon only. Like missiles, this attack occurs before standard initiative. Contested.
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Description: Any whip, cord, chain, or rope-like weapon may be used at a distance to bind opponents’ necks, choking them till they are released or escape.

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	-1	Bind / Grab	0	Escape	-1	Disarm
ELBOW	-1	Bind / Grab Throw	-2	Disable Hold / Lock	-3	Disable and Stun Broken (joint)
ARM	-1	Bind / Grab Throw	0	Escape	-1	Throw
HAND	0	Escape	0	Helpless Loss	-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)	-3	Felling the Tree	-5	Terrible Thorn
TORSO VITALS	-3	Stun and Broken (rib)	-4	Stun, Broken (rib), and Nausea	-5	Terrible Thorn
ARM VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Arm / Hand
LEG VITALS	-3	Disable and Stun Broken (joint)	-4	Disable, Stun, and Broken (bone)	-5	Severed Leg / Foot

- Escape** - Targeted area struck for only 1 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 get 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.
- 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.
- Felling the Tree** - Damage = Successes only. Target unconscious for 1-6 minutes due to a sharp blow to the back of the neck or head.
- Terrible Thorn** - Damage = (Successes + Weapon) + 4. Target is struck unconscious, and begins bleeding internally at the rate per round equal to the number of successes that penetrated the Target's defense, till healed or dead.
- Helpless Loss** - No damage caused. Opponent's weapon is struck and destroyed by practitioner. Must use Action to retrieve or draw new one.

Small Disciple Style

Description : This agility-based Lineal style was created in Dar-Purám roughly 300 years ago with the smaller janah in mind. It combines a number of different moves that allow for low-to-the-ground attacks and specialized defenses that often result in larger opponents being clung to or run around entirely, sometimes allowing unique and unexpected targets to become open on the opponent.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Double Snapping Knee</u>	-0	2	Damage: Subdue/Fatal = (Successes + Weapon) x 4; both target's knees are affected by a Disable to each. Contested.
Description: By moving between the opponent's legs, the practitioner is able to deliver two simultaneous disabling strikes to the inside of the knees.			
<u>Chinti Plucks Fruit</u>	-2	2	Damage: Subdue = (Successes x 2) + Weapon; target is Stunned, and Practitioner receives +2 dice on next Defense roll. Contested.
Description: This maneuver is accomplished at a more defensible close range by delivering a stunning strike to either the exposed neck or genital area.			
<u>Vatha Strikes Prey</u>	-3	2	Damage: Subdue/Fatal = (Successes + Weapon) x 2; target suffers the effects of Stun and Internal Damage. Contested.
Description: A horribly damaging combination of two deep punching strikes to the soft tissues of the body.			
<u>Dancing Karcha</u>	-1	2	Damage: none = a defensive maneuver (dodging footwork) that negates enemy's attack successes and adds 2 dice to practitioner's next Defense. Uncontested.
Description: This dancing maneuver can be used to evade attack while improving practitioner's defensive capabilities.			
<u>Mite Finds Opening</u>	-2	2	Damage: none = a preparatory maneuver for the style taken after clinging, climbing, or leaping onto an opponent. Success increases practitioner's remaining Defense rolls that round by 3, and negates 3 dice from opponent's remaining Defense rolls that round. Works only on janah twice practitioner's size or greater. Uncontested.
Description: This maneuver relies on practitioners approaching and clinging to their opponents in some way (often climbing around to the back of the targets' bodies), and guiding their smaller bodies into an easily defensible position, somewhat out of reach of the opponents.			

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

- 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.
- Stun** - Any successes that get 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.
- 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.
- Snapping Knee** - A low-cost Disable to the knee, causes Double Damage plus 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.
- Dromi Steals Grub** - Damage = (Successes + Weapon) + 4. A targeted feature of the head, neck, or face is irrevocably torn off or cut off in some way.
- 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.

Southern Kellédu Style

Description : This agility-based Lineal style originated in Bakári over 500 years ago and has since spread over much of southern and central Dárdünah. Its intricate footwork was inspired by the mannerisms of wild southern desert kellédu. Masters of the style make no claims of being the first Kellédu Style created, but often engage in rivalries with purist Northern Style practitioners when effectiveness is questioned.

Multi-Maneuvers :

<u>Name</u>	<u>Adj.</u>	<u>Actions</u>	<u>Effect</u>
<u>Wind in Reeds</u>	-1	2	Damage: none = a preparatory maneuver for the style. Success allows practitioner to add 2 dice to all Defense rolls for the rest of the round. Uncontested.
			Description: A series of footwork and postures that resemble the way in which a kellédu moves when its antennae sense a potential enemy. These movements allow practitioners a greater awareness of their surroundings.
<u>Kellédu's Dance</u>	-0	2	Damage: none = a preparatory maneuver for the style. Success allows practitioner to add 1 die to Defense rolls, and 1 die to Attack rolls for the rest of the round. Uncontested.
			Description: Spinning footwork that helps to defend against an attack through sinuous evasive moves while striking in a hard, snapping manner with the fists or feet.
<u>Circle the Prey</u>	-2	2	Damage: none = a preparatory maneuver for the style. Success allows remaining round's successful Defense rolls to be simultaneously used as contestable Throws / Sweeps, plus 1 die is added to all Disarm attempts that round. No other attacks are allowed that round. Uncontested.
			Description: By maintaining a defensive posture while continuously circling the enemy, the practitioner gains some insight into possible weaknesses that may be exploited to allow easier attempts at sweeps, throws, and disarms.
<u>Clinging Step Stun</u>	-2	2	Damage: none = a preparatory maneuver for the style. Success allows practitioner to add 1 die to all Defense rolls, and 1 die to any Stuns performed that round. Use of the Dodge/Block skill is not allowed that round. Uncontested.
			Description: Practitioners seek to keep their hands in contact with their opponents at all times, leading to openings for more effective stunning attacks.
<u>Guiding Pain</u>	-1	2	Damage: Subdue/Fatal = Successes + Weapon; if successful, target is Disabled and must subtract 1 die from each of the remaining round's Defense rolls. Contested.
			Description: Very low, incredibly quick kicks delivered with a snap to the enemy's lower legs used to guide the enemy into less defensible positions.

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

Escape - Targeted area struck for only 1 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 get 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.

General Guidelines for Creating Martial Styles

There will eventually come a time when either the GM or the players will wish to create their own unique Martial Styles to add to the flavor of the world, and the fun of the Shard System. Doing this requires a bit of mathematical finesse, a sense of fair game-balance, and a creative love of the cinematic nature of the martial arts genre in general. Many of those who helped contribute to the Styles that you have already been presented did so using inspiration from many different sources; martial arts action films, treatises on martial arts both ancient and present-day, and in some cases, first-hand experience practicing these arts themselves.

Though we encourage others to attempt the same, we also caution that it is easy to go a little crazy adding all kinds of powers and abilities that could very well imbalance the game mechanics if allowed. We have therefore created a basic list of considerations to apply when attempting to create new Martial Styles of your very own. Along with these, reference of the existing Styles, and use of the two blank templates on the following pages, you should have what you need to try your hand at something that may very well enrich your game (or at least give you a healthy respect for what we went through during development).

Style Name

Start with the name of the Style you are making. In the blank before "Style", fill in a name that you think best sums up the Style with one or several iconic words, such as the name of a deity, the style's purpose, a sutra name, a force of nature, or some representative poetic phrase. Do your best to make fictional world references.

Description

Write a basic description pertaining to the Characteristic of the style, its Category, where the Style originated (country, region, people), how old it is, and various details pertaining to what the Style is all about.

Multi-Maneuvers

Create a number of Multi-Maneuvers that define the Style's more complex feats, using the examples presented in this book as a basis.

- A Martial Style may have up to 8 Multi-Maneuvers (as long as they fit within that single page's formatting).
- Multi-Maneuvers generally cause two or more special things to happen (Stun + Extra Damage, Full Knockout + Broken, Hold + Disable + Throw, etc.) in addition to causing regular damage (if desired).
- In general, the cost in Actions for Multi-Maneuvers is judged based on all the "certain" effects they cause if the maneuver is successful. There may be one or two other "uncertain" effects (i.e. effects that, even if the Multi-Maneuver is successful, the victim must still roll against some Characteristic to determine if additional effects occur), but these are not calculated into the cost.

Example: In the Gajah Style, the Multi-Maneuver "Stones From Heaven", if successful, causes Disable and Stun (the affect of the single Head Vitals/Subdue maneuver on the basic Location Maneuver Table), and it ALSO causes Extra Damage (x3 in fact),

these two "certain" effects cause the Multi-Maneuver to cost 2 Actions to perform (which is why it's considered a Multi-Maneuver... If the only "certain" effect that "Stones From Heaven" caused was Disable and Stun, it could merely have taken the place of that particular effect on the Gajah Style Hit Location Table...). In addition, if this Multi-Maneuver is performed successfully, then the target must make a 1/2 Vigor roll to see if they suffer a Full Knockout. Though this additional effect could happen, it's an "uncertain" effect, so it is not counted toward the Action cost of the Multi-Maneuver. The total Action cost for this Multi-Maneuver is therefore 2.

- In general, the Adjustment value (negative applied to the dice-pool) for Multi-Maneuvers is based on the largest negative "certain" effect the Multi-Maneuver is made to accomplish, then made slightly less difficult by a factor of 1 ranking.

Example: Once again in the Gajah Style, the Multi-Maneuver "Stones From Heaven", if successful, causes Disable and Stun, and Extra Damage as "certain" effects. Therefore these are considered for purposes of figuring Adjustment, while Full Knockout (the "uncertain" effect) is not. Disable and Stun, as a single Maneuver on the standard Table, has an Adjustment of -3, Extra Damage I generally adjust as -1 for any "x2" damage, and -2 for any "x3" damage. Out of all these the "Disable and Stun" effect has the greatest Adjustment (-3), and so is used to determine this Multi-Maneuver's Adjustment. I then decrease that number by a factor of 1 ranking, thus making the final Adjustment of for this Multi-Maneuver a -2.

- The "Effect" regions are for listing the specific game-mechanics. The "Description" region is for more narrative and fictional information.

Location Maneuver Table

On this page you'll fill in all the Standard and Special single-action Maneuvers for the Style as well as their adjustment # modifiers. Below this are the functional effects and descriptions of these maneuvers.

- Maneuvers generally cause one "effect" to happen (Stun, Insta-kill, Knockout, Broken Bone, Extra Damage, etc.) in addition to causing regular damage (if desired). They all cost 1 Action to perform, even though some of the more difficult ones actually combine more than one effect.
- Standard Maneuvers can be taken straight from the basic Location Maneuver Table on the back of the character sheet, but they can be omitted and have modifier changes as necessary to fit the Style or allow for the inclusion of any Special Maneuvers.
- Special Maneuvers generally replace Standard Maneuvers typically found on the basic Location Maneuver table (perhaps it works differently, having a slightly different effect and name), but can sometimes be in addition to those found there (whatever will fit below the table comfortably). They can be made slightly less difficult than normal for that type of maneuver (by no more than a factor of 1 or 2 rankings), but this shift in difficulty MUST be balanced across the table over-all, so that the total adjustments on the table ALWAYS add up to -98.

General Rule of Thumb

In general, unless the Martial Style is based on Essence, try to stay away from any blatantly supernatural or physically impossible effects. Even when based on Essence, try to tone down such supernatural effects so that they don't become "video-game cheesy". We never want "flashy and way over-the-top" to replace "surprisingly cool and mystifyingly mysterious".

Style

Description : _____

Multi-Maneuvers :

Name	Adj.	Actions	Effect
_____	_____	_____	Damage: _____ = _____ _____ ; _____

Description: _____

_____	_____	_____	Damage: _____ = _____ _____ ; _____
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Description: _____

_____	_____	_____	Damage: _____ = _____ _____ ; _____
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Description: _____

_____	_____	_____	Damage: _____ = _____ _____ ; _____
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Description: _____

_____	_____	_____	Damage: _____ = _____ _____ ; _____
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Description: _____

_____	_____	_____	Damage: _____ = _____ _____ ; _____
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Description: _____





HIT LOCALE	DAMAGE TYPE					
	Subdue		Subdue/Fatal		Fatal	
	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT	ADJ #	MANEUVER EFFECT
HEAD						
NECK						
SPINE						
SHOULDER						
ELBOW						
ARM						
HAND						
TORSO						
ABDOMEN						
GROIN						
HIP						
KNEE						
LEG						
FOOT						
HEAD VITALS						
TORSO VITALS						
ARM VITALS						
LEG VITALS						

- Escape** - Targeted area struck for only 1 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 get 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.
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