


Portrait	Identity	Player Information	300 Points
	Name: Haruki Shouto	Player: Besitzer	Attributes: 135
	Title: _____	Campaign: _____	Advantages: 111
	Religion: _____	Created On: 19.04.2009	Disadvantages: -35
Description			
Race: Human	Height: 6' 6"	Hair: Black, Wavy, Long	Quirks: -5
Gender: Male	Weight: 215 lb	Eyes: Brown	Skills: 94
Age: 22	Size: + 0	Skin: Tan	Spells: 0
Birthday: April 17	TL: 3	Hand: Left	Race: 0
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 14	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 14	None (0) 39 lb 6 10	- Eye -9 0	Basic FP: 13
Intelligence (IQ): 10	Light (1) 78 lb 4 9	3-4 Skull -7 6	Tired: 4
Health (HT): 13	• Medium (2) 117 lb 3 8	5 Face -5 4	Collapse: 0
Will: 10	Heavy (3) 234 lb 2 7	6-7 R. Leg -2 4	Unconscious: -13
Fright Check: 12	X-Heavy (4) 390 lb 1 6	8 R. Arm -2 4	Current HP: _____
Basic Speed: 6	Lifting & Moving Things	9-10 Torso 0 4	Basic HP: 14
Basic Move: 6	Basic Lift: 39 lb	11 Groin -3 4	Reeling: 4
Perception: 10	One-Handed Lift: 78 lb	12 L. Arm -2 4	Collapse: 0
Vision: 10	Two-Handed Lift: 312 lb	13-14 L. Leg -2 4	Check #1: -14
Hearing: 10	Shove & Knock Over: 468 lb	15 Hand -4 4	Check #2: -28
Taste & Smell: 10	Running Shove & Knock Over: 936 lb	16 Foot -4 2	Check #3: -42
Touch: 10	Carry On Back: 585 lb	17-18 Neck -5 0	Check #4: -56
thr: 1d sw: 2d	Shift Slightly: 1.950 lb	- Vitals -3 4	Dead: -70

Advantages & Disadvantages	Pts	Ref
Advantages		
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	15	B43
Form Mastery (Spear) Let you switch skill at any time	1	MA50
Grip Mastery (Katana) Let you change grip as a free action	1	MA50
Grip Mastery (Naginata) Let you change grip as a free action	1	MA50
High Pain Threshold Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59
Status Samurai	0	B28
Style Familiarity (Bajutsu)	1	MA49
Style Familiarity (Bojutsu)	1	MA49
Style Familiarity (Kenjutsu)	1	MA49
Style Familiarity (Kusarijutsu)	1	MA49
Style Familiarity (Kyujutsu)	1	MA49
Style Familiarity (Shurikenjutsu)	1	MA49
Style Familiarity (Naginatajutsu)	1	MA49
Style Familiarity (Sojutsu)	1	MA49
Talent (Born War Leader) 2	10	DF1:14
Wealth, Wealthy Starting wealth is 5 times average	20	B25
Weapon Master All weapons	45	B99
Disadvantages		
Broad-Minded	-1	B163
Code of Honor (Bushido)	-15	B127
Dislikes Stealth	-1	B164
Habit Battle Cries	-1	B164

Skills	SL	RSL	Pts	Ref
Animal Handling (Equines)	9	IQ-1	1	B175
Armoury/TL3 (Melee Weapons)	11	IQ+1	4	B178
Combat Skills				
Bow	15	DX+1	4	B182
Broadsword	16	DX+2	8	B208
Fast-Draw (Arrow)	15	DX+0	1	B194
Fast-Draw (Sword)	15	DX+0	1	B194
Judo Allows parrying two different attacks per turn, one with each hand.	13	DX-1	2	B203
Karate	11	DX-1	2	B203
Knife	14	DX+0	1	B208
Kusari	14	DX+0	4	B209
Polearm	15	DX+1	4	B208
Spear	16	DX+2	8	B208
Staff	15	DX+1	4	B208
Thrown Weapon (Shuriken)	14	DX+0	1	B226
Two-Handed Sword	16	DX+2	8	B209
Connoisseur (Weapons)	11	IQ+1	4	B185
First Aid/TL3	10	IQ+0	1	B195
Intimidation	9	Will-1	1	B202
Leadership	11	IQ-1	1	B204
Riding (Equine)	15	DX+1	4	B217
Savoir-Faire (Dojo)	12	IQ+0	1	B218
Savoir-Faire (High Society)	12	IQ+0	1	B218
Strategy (Land)	11	IQ-1	2	B222
Tactics	11	IQ-1	2	B224
Techniques				

Advantages & Disadvantages	Pts	Ref
Like Sharp Blades	-1	B164
Overconfidence CR: 12 (Quite Often).	-5	B148
Proud	-1	B164
Sense of Duty Friends & Companions	-5	B153
Vow (Never refuse a challenge to combat)	-10	B161
▽ Languages		
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24

Skills	SL	RSL	Pts	Ref
Choke Hold (Kusari)	13	-1	3	MA69
Combat Riding (Riding)	16	+1	2	MA69
Entangle (Kusari)	11	-3	2	MA71
Hands-Free Riding (Riding)	14	-1	3	MA73
Horse Archery (Bow)	13	-2	3	B231, MA74
Staying Seated (Riding)	17	+2	2	MA81
Sweep (Staff)	14	-1	3	B232, MA81
Targeted Attack (Bow Shot/Face) (Bow)	12	-3	3	
Targeted Attack (Two-Handed Sword Swing/Neck) (Two-Handed Sword)	13	-3	3	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Bo Counts as 6' Pole	Swung	15	13	No	2d+4 cr	1,2	7†
Bo Counts as 6' Pole	Thrust	15	13	No	1d+4 cr	1,2	7†
Katana	Swung	16	12	No	2d+3 cut	1,2	11
Katana	Swung	16	12	No	2d+4 cut	1,2	10†
Katana	Thrust	16	12	No	1d+3 imp	1	10†
Katana	Thrust	16	12	No	1d+3 imp	1	11
Kusari	Swung	14	9U	No	2d+2 cr	1-4*	11
Naginata	Swung	15	11U	No	2d+4 cr	1,2	9†
Naginata	Swung	15	11U	No	2d+4 cut	1,2*	9†
Naginata	Thrust	15	11	No	1d+4 cr	1,2	9†
Naginata	Thrust	15	11	No	1d+5 imp	2	9†
Natural	Kick	12	No		1d cr	C,1	
Natural	Kick w/Boots	12	No		1d+1 cr	C,1	
Natural	Punch	14	11		1d-1 cr	C	
Tanto	Swung	14	10	No	2d-2 cut	C,1	6
Tanto	Thrust	14	10	No	1d imp	C	6

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Dai-Kyu		15	3	1d+4 imp	280/350	1	1(2)	-7		10†
Shuriken		10	1	1d-1 cut	7/14	1	T(1)	0		5
Tanto	Thrown	10	+0	1d imp	11/21	1	T(1)	-2		6

Equipment (112,2 lb; \$5.000)	?	#	\$	Lb	\$	Lb	Ref
Bo Counts as 6' Pole	E	1	10	4	10	4	B273
Boots	E	1	80	3	80	3	B284
Dai-Kyu	E	1	900	4	900	4	B275
Face Mask	E	1	100	2	100	2	B284
▽ Bandoleer 6 lb thrown weapons. Ready/Fast-Draw.	E	1	60	1	90	2	DF1:25
Shuriken	E	10	3	0,1	30	1	B276
▽ Pouch 3 lb small items	E	1	10	0,2	10	0,2	DF1:23
Gauntlets	E	1	100	2	100	2	B284
▽ Hip Quiver Holds 20 arrows/bolts	E	1	15	1	55	3	DF1:24
Arrow	E	20	2	0,1	40	2	B276
Katana	E	1	650	5	650	5	B274
Kusari	E	1	70	5	70	5	B272

Equipment (112,2 lb; \$5.000)		?	#	\$	Lb	\$	Lb	Ref
Naginata		E	1	100	6	100	6	B272
Pot-Helm		E	1	100	5	100	5	B284
▽ Saddle Horse		-	1	1.200	1.100	1.815	1.185	
Bit and Bridle		-	1	35	3	35	3	
Horseshoes		-	1	50	4	50	4	
▽ Saddlebags		-	1	100	3	280	43	
Holds 40 lbs.								
Group Basics		-	1	50	20	50	20	DF1:23
Basic EQ for Cooking/Survival for 3-8 people								
Sleeping Fur		-	1	50	8	50	8	DF1:23
Tent, 2-Man		-	1	80	12	80	12	B288
Includes ropes; requires one 6' pole								
War Saddle		-	1	250	35	250	35	
Scale Armor		E	1	420	35	420	35	B283
Scale Leggings		E	1	250	21	250	21	B283
Scale Sleeves		E	1	210	14	210	14	B283
Tanto		E	1	40	1	40	1	B272

Notes