


Portrait	Identity	Player Information	300 Points
	Name: Huey Engnath	Player: Besitzer	Attributes: 180
	Title: Ninja	Campaign:	Advantages: 99
	Religion:	Created On: 18.04.2009	Disadvantages: -50
Description			
Race: Human	Height: 5' 6"	Hair: Black, Straight, Short	Quirks: -4
Gender: Male	Weight: 136 lb	Eyes: Brown	Skills: 75
Age: 18	Size: + 0	Skin: Tan	Spells: 0
Birthday: Dezember 10	TL: 3	Hand: Right	Race: 0
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 11	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 15	None (0) 24 lb 7 10	- Eye -9 0	Basic FP: 11
Intelligence (IQ): 13	• Light (1) 48 lb 5 9	3-4 Skull -7 3	Tired: 3
Health (HT): 11	Medium (2) 72 lb 4 8	5 Face -5 1	Collapse: 0
Will: 13	Heavy (3) 144 lb 2 7	6-7 R. Leg -2 1	Unconscious: -11
Fright Check: 15	X-Heavy (4) 240 lb 1 6	8 R. Arm -2 1	Current HP: _____
Basic Speed: 6	Lifting & Moving Things	9-10 Torso 0 1	Basic HP: 11
Basic Move: 7	Basic Lift: 24 lb	11 Groin -3 1	Reeling: 3
Perception: 14	One-Handed Lift: 48 lb	12 L. Arm -2 1	Collapse: 0
Vision: 14	Two-Handed Lift: 192 lb	13-14 L. Leg -2 1	Check #1: -11
Hearing: 14	Shove & Knock Over: 288 lb	15 Hand -4 1	Check #2: -22
Taste & Smell: 14	Running Shove & Knock Over: 576 lb	16 Foot -4 1	Check #3: -33
Touch: 14	Carry On Back: 360 lb	17-18 Neck -5 1	Check #4: -44
thr: 1d sw: 2d-1	Shift Slightly: 1.200 lb	- Vitals -3 1	Dead: -55

Advantages & Disadvantages	Pts	Ref
Advantages		
Chi Mastery		DF1:21
Power Modifier (Chi), -10%.		
Striking ST 2	3	B88
Only on surprise Attack, -60%.		
Chi Talent 1	15	DF1:22
Combat Reflexes	15	B43
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)		
Flexibility	5	B56
Gizmo 2	10	B57
High Manual Dexterity 1	5	B59
Perfect Balance	15	B74
Style Familiarity (Taijutsu)	1	MA49
Trained by a Master	30	B93
Disadvantages		
Bloodlust	-10	B125
CR: 12 (Quite Often).		
Callous	-5	B125
Disciplines of Faith (Chi Rituals)	-10	DF1:21
Dislikes Being seen	-1	B164
Greed	-15	B137
CR: 12 (Quite Often).		
Habit	-1	B164
Always covers his Face		
Loner	-5	B142
CR: 12 (Quite Often), -2 Reaction Penalty.		
Nosy	-1	B164
Proud	-1	B164
Sense of Duty	-5	B153
Friends & Companions		
Languages		
Language: Common	0	B24
Native, -6; Spoken (Native), +3; Written (Native), +3.		

Skills	SL	RSL	Pts	Ref
Acrobatics	14	DX-2	1	B174
Carousing	11	HT+0	1	B183
Chi Skills				
Blind Fighting	12	Per-3	1	B180
Flying Leap	13	IQ-1	2	B196
Immovable Stance	18	DX-2	1	B201
Light Walk	14	DX-2	1	B205
Parry Missile-Weapons	16	DX+0	4	B212
Power Blow	12	Will-2	1	B215
Pressure Points	13	IQ-1	2	B215
Throwing Art	16	DX+0	4	B226
Climbing	17	DX-1	1	B183
Combat Art (Karate)	13	DX-2	1	B184
Escape	16	DX-2	1	B192
Fast-Draw (Knife)	16	DX+0	1	B194
Fast-Draw (Shuriken)	16	DX+0	1	B194
Filch	15	DX+0	2	B195
Forced Entry	15	DX+0	1	B196
Gambling	12	IQ-1	1	B197
Garrote	15	DX+0	1	B197
Gesture	13	IQ+0	1	B198
Holdout	13	IQ+0	2	B200
Judo	14	DX-1	2	B203
Jumping	15	DX+0	1	B203
Karate	13	DX-1	2	B203
Lockpicking/TL3	15	IQ+1	4	B206
Pickpocket	15	DX-1	2	B213
Poisons/TL3	11	IQ-2	1	B214
Savoir-Faire (Dojo)	13	IQ+0	1	B218
Scrounging	14	Per+0	1	B218
Search	14	Per+0	2	B219
Shadowing	14	IQ+1	2	B219
Shortsword	15	DX+0	2	B209
Sleight of Hand	14	DX-2	1	B221
Smuggling	13	IQ+0	2	B221
Stealth	17	DX+3	12	B222
Streetwise	13	IQ+0	2	B223

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Thrown Weapon (Shuriken)	15	DX+0	1	B226
			Traps/TL3	14	IQ+1	4	B226
			Urban Survival	14	Per+0	2	B228

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	13	No		1d cr	C,1	
Natural	Kick w/Boots	13	No		1d+1 cr	C,1	
Natural	Punch	15	11		1d-1 cr	C	
Ninja-To	Swung	15	11	No	2d-1 cut	1	8
Ninja-To	Thrust	15	11	No	1d imp	1	8
Shuriken	Claw	15	11	No	1d-2	C	-
Small Knife	Swung	12	9	No	2d-4 cut	C,1	5
Small Knife	Thrust	12	9	No	1d-1 imp	C	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Shuriken	Thrown	16	1	1d cut	5/11	1	T(1)	0		5
Small Knife	Thrown	16	+ 0	1d imp	5/11	1	T(1)	-1		5

Equipment (29,42 lb; \$1.000)	?	#	\$	Lb	\$	Lb	Ref
Cloth Armor	E	1	30	6	30	6	B283
Cloth Mask	E	1	5	0	5	0	B284
Cloth Gloves	E	1	15	0	15	0	B284
Cloth Sleeves	E	1	20	2	20	2	B283
Leather Leggings	E	1	40	2	40	2	B283
▼ Sack 40 lb, DR 1, HP 5	E	1	30	3	120	8	DF1:24
Grapple Throw to STx2 yd. 300 lb.	E	1	80	2	80	2	DF1:25
Rope, 3/8", 20 yd Supports 300 lb	E	1	10	3	10	3	DF1:24
Ninja-To	E	1	400	2	400	2	B273
▼ Bandoleer 6 lb thrown weapons. Ready/Fast-Draw.	E	1	60	1	240	5	DF1:25
Shuriken	E	20	3	0,1	60	2	B276
Small Knife	E	4	30	0,5	120	2	B272
▼ Pouch 3 lb small items	E	1	10	0,2	90	2,42	DF1:23
Lockpicks Basic EQ for Lockpicking	E	1	50	0,1	50	0,1	DF1:25
Copper Farthing	E	15	1	0,008	15	0,12	B264
Caltrops, 1 hex Ready to deploy. Vision-2 to avoid, MoF hits. thr-3 imp (victim ST). Penetrating hits continue until removed (2 Ready)	E	2	5	0,5	10	1	DF1:25
Personal Basics Basic EQ for individual Survival	E	1	5	1	5	1	DF1:23
Shoes	E	1	40	2	40	2	B284

Notes