


| Portrait | Identity | Player Information | 300 Points |
|--|---------------------------|-------------------------------|---------------------------|
|  | Name: Niu Ang Ling | Player: Besitzer | Attributes: 160 |
| | Title: _____ | Campaign: _____ | Advantages: 143 |
| | Religion: _____ | Created On: 26.03.2009 | Disadvantages: -50 |
| Description | | | |
| Race: Human | Height: 5' 10" | Hair: Bald | Quirks: 0 |
| Gender: Male | Weight: 139 lb | Eyes: Brown | Skills: 47 |
| Age: 21 | Size: +0 | Skin: Tan | Spells: 0 |
| Birthday: Dezember 24 | 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): 16 | • None (0) 24 lb 8 11 | - Eye -9 0 | Basic FP: 12 |
| Intelligence (IQ): 10 | Light (1) 48 lb 6 10 | 3-4 Skull -7 4 | Tired: 3 |
| Health (HT): 12 | Medium (2) 72 lb 4 9 | 5 Face -5 2 | Collapse: 0 |
| Will: 11 | Heavy (3) 144 lb 3 8 | 6-7 R. Leg -2 2 | Unconscious: -12 |
| Fright Check: 13 | X-Heavy (4) 240 lb 1 7 | 8 R. Arm -2 2 | Current HP: _____ |
| Basic Speed: 7 | Lifting & Moving Things | 9-10 Torso 0 2 | Basic HP: 11 |
| Basic Move: 8 | Basic Lift: 24 lb | 11 Groin -3 2 | Reeling: 3 |
| Perception: 10 | One-Handed Lift: 48 lb | 12 L. Arm -2 2 | Collapse: 0 |
| Vision: 10 | Two-Handed Lift: 192 lb | 13-14 L. Leg -2 2 | Check #1: -11 |
| Hearing: 10 | Shove & Knock Over: 288 lb | 15 Hand -4 2 | Check #2: -22 |
| Taste & Smell: 10 | Running Shove & Knock Over: 576 lb | 16 Foot -4 4 | Check #3: -33 |
| Touch: 10 | Carry On Back: 360 lb | 17-18 Neck -5 2 | Check #4: -44 |
| thr: 1d sw: 2d-1 | Shift Slightly: 1.200 lb | - Vitals -3 2 | Dead: -55 |

| Advantages & Disadvantages | Pts | Ref |
|---|------------|---------------|
| Advantages | | |
| Chi Mastry | | DF1:21 |
| Power Modifier (Chi), -10%. | | |
| Catfall | 9 | B41 |
| Damage Resistance 2 | 5 | B47 |
| Tough Skin, -40%. | | |
| Striking ST 2 | 9 | B88 |
| Super Jump 1 | 9 | B89 |
| Chi Talent 3 | 45 | 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) | | |
| Fit | 5 | B55 |
| +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers) | | |
| Flexibility | 5 | B56 |
| High Pain Threshold | 10 | B59 |
| Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture | | |
| Style Familiarity (Shaolin Kung Fu) | 1 | MA49 |
| Trained by a Master | 30 | B93 |
| Disadvantages | | |
| Disciplines of Faith (Chi Rituals) | -10 | DF1:21 |
| Overconfidence | -5 | B148 |
| CR: 12 (Quite Often). | | |
| Sense of Duty | -5 | B153 |
| Friends & Companions | | |
| Social Stigma (Minority Group) | -10 | B155 |
| -2 Reaction from others; +2 Reaction in own group | | |
| Vow (Vegetarianism) | -5 | B161 |
| Wealth (Poor) | -15 | B25 |
| Languages | | |

| Skills | SL | RSL | Pts | Ref |
|---|-----------|---------------|----------|-------------|
| Acrobatics | 15 | DX-1 | 2 | B174 |
| Climbing | 18 | DX-1 | 1 | B183 |
| Fast-Draw (Shuriken) | 17 | DX+0 | 1 | B194 |
| Judo | 16 | DX+0 | 4 | B203 |
| Allows parrying two different attacks per turn, one with each hand. | | | | |
| Jumping | 16 | DX+0 | 1 | B203 |
| Karate | 17 | DX+1 | 8 | B203 |
| Pole-Vault Kick (Karate) | 14 | -3 | 2 | MA87 |
| Meditation | 10 | Will-1 | 2 | B207 |
| Philosophy (Buddhism) | 8 | IQ-2 | 1 | B213 |
| Running | 11 | HT-1 | 1 | B218 |
| Staff | 17 | DX+1 | 4 | B208 |
| Stealth | 15 | DX-1 | 1 | B222 |
| Tactics | 10 | IQ+0 | 4 | B224 |
| Thrown Weapon (Shuriken) | 16 | DX+0 | 1 | B226 |
| Special Skills | | | | |
| Blind Fighting | 11 | Per-2 | 2 | B180 |
| Parry Missile-Weapons | 18 | DX-1 | 2 | B212 |
| Breaking Blow | 12 | IQ-1 | 2 | B182 |
| Power Blow | 13 | Will-1 | 2 | B215 |
| Esoteric Medicine (Chi) | 12 | Per-1 | 2 | B192 |
| Flying Leap | 12 | IQ-1 | 2 | B196 |
| Push | 18 | DX-1 | 2 | B216 |

| Advantages & Disadvantages | Pts | Ref | Skills | SL | RSL | Pts | Ref |
|---|----------|------------|--------|----|-----|-----|-----|
| Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3. | 0 | B24 | | | | | |

| Melee Weapons | Usage | Lvl | Parry | Block | Damage | Reach | ST |
|-----------------------|---------------------|-----------|-----------|-----------|----------------|------------|-----------|
| Brass Knuckles | Punch | 17 | 12 | No | 1d+4 cr | C | |
| Natural | Kick | 15 | No | | 1d+2 cr | C,1 | |
| Natural | Kick w/Boots | 15 | No | | 1d+3 cr | C,1 | |
| Natural | Punch | 17 | 12 | | 1d+1 cr | C | |
| Quarterstaff | Swung | 17 | 14 | No | 2d+1 cr | 1,2 | 7↑ |
| Quarterstaff | Thrust | 17 | 14 | No | 1d+2 cr | 1,2 | 7↑ |

| Equipment (13,65 lb; \$200) | ? | # | \$ | Lb | \$ | L b | Ref |
|--|---|----|----|------|----|------|--------|
| ▼ Pouch 3 lb small items | E | 1 | 10 | 0,2 | 30 | 1,2 | DF1:23 |
| Paper, Heavy | E | 20 | 1 | 0,05 | 20 | 1 | DF1:24 |
| ▼ Pouch 3 lb small items | E | 1 | 10 | 0,2 | 65 | 3,2 | DF1:23 |
| Scribe's Kit | E | 1 | 50 | 2 | 50 | 2 | DF1:24 |
| Personal Basics Basic EQ for individual Survival | E | 1 | 5 | 1 | 5 | 1 | DF1:23 |
| Robe | E | 1 | 5 | 2 | 5 | 2 | |
| Quarterstaff | E | 1 | 10 | 4 | 10 | 4 | B273 |
| Brass Knuckles | E | 1 | 10 | 0,25 | 10 | 0,25 | B271 |
| Boots | E | 1 | 80 | 3 | 80 | 3 | B284 |

| Notes |
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