



Name: Martial Artist  
Race: Human  
Appearance:

Player: 100 points  
Ht:            Wt:

Age:            Spent: 100  
Unspent: 0

**CHARACTER SHEET**

|                    |                     |                                |
|--------------------|---------------------|--------------------------------|
| <b>ST</b> 10* [ 0] | <b>HP</b> 10 [ 0]   | <b>Basic Speed</b> 5 [ -15]    |
| <b>DX</b> 12 [ 40] | <b>Will</b> 10 [ 0] | <b>Basic Move</b> 6 [ 5]       |
| <b>IQ</b> 10 [ 0]  | <b>Per</b> 10 [ 0]  | <b>BL</b> 20 lb (ST×ST)/5      |
| <b>HT</b> 11 [ 10] | <b>FP</b> 11 [ 0]   | <b>Thr</b> 1d-1 <b>Sw</b> 1d+1 |

\* Cond. +1 from 'Chi Mastery Striking ST'

|                  |              |
|------------------|--------------|
| <b>TL</b> 4 [ 0] | <b>SM</b> +0 |
|------------------|--------------|

|            |                  |                   |
|------------|------------------|-------------------|
| Vision 10  | Taste/Smell 10   | Death Check 11    |
| Hearing 10 | Fright Check 12* | High Jump 2.17 ft |
| Touch 10   | Consciousness 11 | Broad Jump 3 yd   |

\* +2 from 'Combat Reflexes'

**HP** 3, 0, -10, -20, -30, -40, -50      **FP** 3, 0, -11

| ENCUMBRANCE TABLE |          |       |       |        |        |
|-------------------|----------|-------|-------|--------|--------|
| Name              | « None » | Light | Med   | Hvy    | X-Hvy  |
| Basic             | 20 lb    | 40 lb | 60 lb | 120 lb | 200 lb |
| Ground            | 6 yd     | 4 yd  | 3 yd  | 2 yd   | 1 yd   |
| Water             | 1 yd     | 1 yd  | 1 yd  | 1 yd   | 1 yd   |
| Jump              | 6 yd     | 4 yd  | 3 yd  | 2 yd   | 1 yd   |
| Dodge             | 9        | 8     | 7     | 6      | 5      |

| PARRY | PARRY | BLOCK | DODGE | DR    |
|-------|-------|-------|-------|-------|
| 10*   | 12*   | 8*    | 9*    | 0     |
| DX    | Staff | DX    | None  | Torso |

\* +1 from 'Combat Reflexes'

| REACTION MODIFIERS |  |
|--------------------|--|
| Appearance: +0     |  |
| Status: +0         |  |
| Other: +0*         |  |

\* Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs, Cond. -1 from 'Callous' when past victim, or has Empathy

| LANGUAGES       |        |         |      |
|-----------------|--------|---------|------|
| Name            | Spoken | Written | Pts  |
| Common (Native) | Native | Native  | [ 0] |

| TEMPLATES AND META-TRAITS              |      |
|--|------|
| Name                                   | Pts  |
| Martial Artist - 100 (Dungeon Fantasy) | [ 0] |

| ADVANTAGES                      |       |
|---------------------------------|-------|
| Name                            | Pts   |
| Ambidexterity                   | [ 5]  |
| Chi Mastery Striking ST 1 (Chi) | [ 5]  |
| Chi Talent 1                    | [ 15] |
| Combat Reflexes                 | [ 15] |
| Trained By A Master             | [ 30] |

| DISADVANTAGES                                      |        |
|--|--------|
| Name   | Pts    |
| Callous  | [ -5]  |
| Compulsive Vowing (12 or less)                     | [ -5]  |
| Disciplines of Faith (Chi Rituals)                 | [ -10] |
| Loner (12 or less)                                 | [ -5]  |
| Obsession (Perfect my art at any cost; 12 or less) | [ -10] |
| Overconfidence (12 or less)                        | [ -5]  |
| Wealth (Struggling)                                | [ -10] |

| SKILLS       |       |          |      |
|--------------|-------|----------|------|
| Name         | Level | Relative | Pts  |
| Acrobatics   | 11    | DX-1     | [ 2] |
| Autohypnosis | 10*   | Will+0   | [ 2] |

**SKILLS (continued)**

| Name                     | Level | Relative | Pts  |
|--------------------------|-------|----------|------|
| Blind Fighting           | 9*    | Per-1    | [ 2] |
| Breath Control           | 11*   | HT+0     | [ 2] |
| Climbing                 | 11    | DX-1     | [ 1] |
| Fast-Draw (Knife)        | 13†   | DX+1     | [ 1] |
| Flying Leap              | 10*   | IQ+0     | [ 2] |
| Hiking                   | 10    | HT-1     | [ 1] |
| Jumping                  | 12    | DX+0     | [ 1] |
| Karate                   | 13    | DX+1     | [ 8] |
| Parry: 10                |       |          |      |
| Light Walk               | 12*   | DX+0     | [ 2] |
| Meditation               | 9     | Will-1   | [ 2] |
| Parry Missile Weapons    | 12*   | DX+0     | [ 2] |
| Parry: 10                |       |          |      |
| Power Blow               | 10*   | Will+0   | [ 2] |
| Staff                    | 13    | DX+1     | [ 4] |
| Parry: 12                |       |          |      |
| Stealth                  | 11    | DX-1     | [ 1] |
| Tactics                  | 10    | IQ+0     | [ 4] |
| Thrown Weapon (Shuriken) | 12    | DX+0     | [ 1] |

\* +1 from 'Chi Talent'      † +1 from 'Combat Reflexes'

| POINTS SUMMARY                              |  | Pts        |
|---|--|------------|
| Basic Attributes, Secondary Characteristics |  | [ 40]      |
| Advantages, Perks                           |  | [ 70]      |
| Disadvantages, Quirks                       |  | [ -50]     |
| Skills, Techniques                          |  | [ 40]      |
| <b>Total Points Spent:</b>                  |  | <b>100</b> |
| <b>Unspent Points:</b>                      |  | <b>0</b>   |

| MELEE ATTACKS |       |       |         |       |    |    |       |
|---------------|-------|-------|---------|-------|----|----|-------|
| Name          | Skill | Parry | Damage  | Reach | ST | LC | Notes |
| Bite          | 12    | -     | 1d-2 cr | C     | -  | -  |       |
| Karate: Punch | 13    | 10    | 1d cr   | C     | -  | -  |       |
| Karate: Kick  | 11    | -     | 1d+1 cr | C,1   | -  | -  |       |

| EQUIPMENT |   |      |        |
|-----------|---|------|--------|
| Qty       | Item  | Cost | Weight |
| 1         | Ordinary Clothes (Status -2; TL0)<br>Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs. | 20   | 2 lb   |
| 1         | Sandals (TL0)<br>Description: TL:0 LC: DR:1* Locations: Feet Notes: [14] DR applies to underside only.<br>Location: Feet  | 25   | 8 oz   |