			core	<i>i</i> Cb		Mod	ifier		HP	Alt	HP	Dam.
Stre	ength	13		13	+		+]				sses	
	luscle	14		14	+2		+2		D:			nin)
	amina	12		12	+)		+j		DI	Divine Mind (Ronin)		nin)
•		11		11	+(+(Lev	evels	
De	Aim alance	10 12		10 12	+(+(2	?	
Constitu		11		11	+(+(F	xperien	ce Poi	nts
	Health	10		10	+(+0		Total:	xperien	cc i oi	1115
	itness	12		12	+,		+]		To next	Level:		
Mo	bility	12		12	+	1	+1	l	L	evel Adj	iustme	nts
	Speed	12		12	+,		+]		Racial:			
	ement	12		12	+)		+1		Special:	Ø 41		
Intellig Know		11		11 10	+(*	+(Cormu		NT	pravity:
	oning	12		10 12	+)		+j		Corruj		De	0
	sdom	10		10	+(+(_			
	uition	10		10	+(+0		San	ıty:		12/4
	power	10		10	+(9	+0)	Inca	aitu.		±0
Char		11		11	+(0	+(Insai	nuy:		±υ
	uence	12		12	+,		+)			Affin	itie	S
Phys. B		10	_	10	+(+0			• • •		
	<i>Fëa</i> Soul	10		10 10	+(*	+(Psyc			lystic
	Luck	10	_	10 10	+(+(50	%	9	0%
	Luck	10			se Att				l		1	
Base	Mus	scle	Size		/ Epic			i	Base Mele	e Attack	Progr	ession
+1	+		+0		+0		-0			+3		
Base	Ai	m	Size	Misc	/ Epic	Base	Bonus	В	ase Rang	ed Attac	k Prog	ression
+1	+	0	+0	-	⊦ 0	+	-0			+1		
			ipons,	Armo	r, Shi				rotection			
	rmor N			AC B		Max	x Dex to	AC				l Failure
	Ashig	aru Othan Buar	autias (+3 +5 s (Masterwork / Magical / Psionic)			-1 00% Speed Reduction					
				Do, L				nic)			_	·0 ft.
Absorb Ra	ato	LC		P; 0B				e· 13	R_15		-	-0 1ι.
103010 Itt		Shield Na		1,00	10111		C Boni		Check I	Penalty	Spel	l Failure
		ound Le					+2		-2			00%
		Other Prop	erties (s (Masterwork / Magical / Psionic)					-	Reduction		
											-	0 ft.
Absorb R						; Hit		nge: 11-13		<i>(G</i> 1		
Deflection	n A	Aagic / Psi	onic	Insight	_		Other		Profane/Sacred +()		Λ	atural
+0		+()		+(<u> </u>	+0			J		+0
W	eapon l				Melee .		Progre	ession		1 11	Dama	
Attack B	Kataı Damag		ial R		Rangad	+	4 k Progr	pesio	,			1 Fire Multiplier
+()	Damag +()	<u>е в Spec</u> +			Rungell	+		CSSIUI			18-20	
1 ()	~	r Properti	~	terwork	:/Magi		~			Тур		Range
10	Oine	rwork, l						d.		S		5ft
-		Weapon Name									Dama	
W	Maste <i>eapon l</i>	Vame									d8+1	
We Light S	Maste <i>eapon l</i> Steel (Vame Crossbov			Ranged Attack Progression Crit Ran					Multiplier		
WA Light S	Maste <i>eapon l</i> Steel (<i>Damag</i>	Vame Crossbov e B Spec	ial B					essivi	ı			
We Light S	Maste Leapon I Steel (Damag +0	Vame Crossbov e B Spec +	<i>ial B</i> 0	ı	Ranged	+	1	essioi	<i>1</i>	1	19-20	/x2
WA Light S	Maste Leapon I Steel (Damag +0	Vame Crossbov e B Spec	<i>ial B</i> 0	ı	Ranged	+	1	essioi	n	Typ	19-20	/x2 Range
WA Light S	Maste Leapon I Steel (Damag +0	Vame Crossbov e B Spec +	<i>ial B</i> 0	ı	Ranged :/Magi	+ cal / F	1 Psionic)	essioi		1	19-20	/x2
Light S Attack B +0	Maste Leapon D Steel (Damag +0 Othe	Name Crossbov e B Spec + r Propertion	<i>ial B</i> 0	ı	Ranged :/Magi	+ cal / F onics	1 Psionic)			Typ	19-20	/x2 Range
Light S Attack B +0	Maste feapon I Steel (Damag +0 Othe	Name Crossbov e B Spec + r Propertion	ial B () es (Mas	terwork	Ranged :/Magi Psi	+ ical / F onics	1 Psionic)	Nam	e	Typ	19-20	/x2 Range
Light S Attack B +0	Maste Leapon D Steel (Damag +0 Othe	Name Crossbov e B Spec + r Propertion	ial B () es (Mas	ı	Ranged :/Magi Psi	+ ical / F onics	1 Psionic)	Nam	e	Typ	19-20	/x2 Range
Light S Attack B +0	Maste feapon I Steel (Damag +0 Othe	Name Crossbov e B Spec + r Propertion	ial B () es (Mas	terwork	Ranged :/Magi Psi	+ ical / F onics	1 Psionic)	Nam	e	Typ	19-20	/x2 Range
Light S Attack B +0	Maste Jeapon I Steel (Damag +0 Othe Displa	Name Crossbov e B Spece + r Propertion (Talen	ial B () es (Mas	st – Yo	Ranged :/Magi Psi	+ ical / F onics	1 Psionic)	Nam	e	Type P	19-20 e	/x2 Range
Light S Attack B +0 PPE Cost	Maste Jeapon I Steel (Damag +0 Othe Displa Vi	Name Crossbov e B Spece + r Propertion (Talen	ial B 0 ees (Mass	st – Yo	Ranged :/Magi Psi	+ ical / F onics	1 Psionic)	Nam	e	Type P	19-20 e	/x2 Range 100'

Name Kanji

Abilities

Player Jake

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						Magic
Armor Cl	16	10	+1	+5	+0	+0
Fortitude	+3	+3	+0			
Reflex	+1	+0	+1			
Will	+3	+3	+0			
Soul	+2	+2	+0			
Initiative	+0		+0			

Movement & Encumbrance									
Weight	Move	Category	Max Dex	Check P					
58	36	Light	_	-					
116	36	Medium	+3	-3					
175	24	Heavy	+1	-6					
350	6	Lift	+0	*					
1,050	12	Push	*	*					

Special Qualities / Abilities
Human: +1 Skill Point/Level
Mantles: Energy (Fire)
+1 Fire Energy Damage or +1 AC
or +2 Spot/Listen/Sense Motive

Skills							
Skill Name	Total	Rank	Abil .	Mod			
Applied Science ()	+0	0		+0			
Appraise	+0	0	Re/Inu	+0			
Assense	+()	0	Intuitiion-	+()			
Autohypnosis	+2	2	Will	+0			
Balance	+1	0	Balance -	+1			
Bluff	+1	0	Influence-	+1			
Bureaucracy (cc)	+3	0	Inf+Soc	+1+2			
Climb	+1	0	Mus/Bal				
Concentration	+5	5	Willpow	+0			
Craft ()	+0	0	Varies	+0			
Craft ()	+0	0	Varies	+0			
Decipher Script	+()	0		+()			
Diplomacy	+5	2	Inf+Soc	+1+2			
Disable Device	+()	0	Inu/Dex	+()			
Disguise	+0	0	Inf/Rea	+0			
Engineering	+1	0	Reason	+1			
Escape Artist	+0	0	Dexterity-	+0			
First Aid	+0	0	Inu/Kno	+0			
Forgery	+0	0	Inf/Int	+0			
Handle Animal	+1	0	Infl	+1			
Hide	+1	0	Balance -	+1			
Intimidate	+0	0	Varies	+0			
Jump	+2	0	Muscle -	+2			
Knowledge (Origin)	+4	3	Know	+0+1			
Knowledge (Psionics)	+3	2	Know	+0+1			
Listen	+1	1	Intuition -	+0			
Move Silently	+1	0	Balance -	+1			
Nautical	+1	1	Intu/Reas	+0			
Open Lock	+()	0	Dx/Rea	+()			
Perform ()	+0	0	Varies	+0			
Profession ()	+()	0	Vaires	+()			
Psicraft	+3	2	Reason	+1			
Read Lips	+()	0	Intuition -	+()			
Ride	+1	0	Balance -	+1			
Scry	+1	0	Reason	+1			
Search	+2	1	Reason	+1			
Sense Motive	+0	0	Intuition -	+0			
Slight of Hand	+()	0	Dexterity-	+()			
Spellcraft	+1	0	Re or Inf-	+1			
Spot	+1	1	Intuition -	+0			
Survival	+0	0	Intu/Kno				
Swim	+1	0	Stam/Fit				
Tumble	+1	0		+1			
Use Magical Device	+1	0		+1			
Use Psionic Device	+1	0		⊤1 +1			
		v	Dex/Kno-				
Use Rope	+0	0		+0 +1			
Use Scientific Apparatus	+1	U	Reason	† <u>I</u>			

Normal (M	lunda	ane / M	lasterwork) 1	Equipi	nent					Mo	oney		
Item Name	#	Lbs Tot	Item .	Name		#	Lbs	Tot		Aarks Di		Koji	Aros
Dagger	1		Tonto (short s			1			Stored	0	0	320	0
Crossbow light, steel	1		Round Leather	r Shield	1				Local	0	0	4	0
Ashigaru (Do, Haidate)	1		Backpack							0	0	324	0
Backpack	1		Crowbar						(Other V	aluab	les	
Flint Steel	1		Belt Pouch	_					Item	,		alue	Subtotal
Book of Origin (simple)			Explorer's out	fit					Crystal C)rbs	20 ~10	00mk	~2000mk
Katana													
										T 7 1		1	
											ables T		0 Mk
										G	rand T	Total	0 Mk
										Lang	uages		
									Language		Tot+	Rank	s Int+
									Imper		+5	5	+0
									Lega		+0	0	+0
									Myst		+0	0	+0
									Alterran		+5	5	+0
									Tarana (C	rient)	+5	5	+0
									OPEN S		+0	1	+0
									Fear	ts & Cl	ass Fe	ature	ç
Total Weigh	1.1	0	′	Total \	Weight			0	Starting	_			lge skills)
· · · · · · · · · · · · · · · · · · ·					- 0				Racial		antle (N		
Special (Ma	gicai	/ PStor	IIC / Artijaci) Special Power		pmeni ‡	4 1	Lbs	Total			` '	1eniui	1 ower)
nem Name			Бресіні 1 оме г	3	7	7 1	LUS .	1 Oilli	Weapon Gro Weapon Gro			la	
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					Total	Weiş	ght						
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	i 111je Gender		ge Height		Weight	Mai	rital S	tatus	Shield Group	o: Buckl	er, Sma	ll, Lar	ge
Human	M		6 5ft 0ii		110#		Sing				-	•	-
Eye Color Hair Color		ial Status	Soc. Stat N	Mod Se	oc. Rank		rth R		Wild Talent	[Class 1]		
Brown Bald		Warrion			14		1 of	2	Mantles [Cla	ıss 1]			
Mother (Profession)	Father	(Professio	on)		e of Origi	n			Psychic Aura	a [Class	1] 5ft A	ura	
Madas				1	arania	7	17.4.	.~	Psychic Wea	ipon [Ta	ctical 2] [Sae:	ros]
Notes							Vote						
Pathos			X				euti						
Ethos			$ \mathbf{X} $			N	euti	ral					
Cohort / Ani	mal (Compai	nion / Contro	olled U	Indead	!							
Name			Subtype)	HD	Нр		C/t/1	Ff					
Attack / I	ull Atta	ick		Moven	nent (Buri	row/F	ly/Sw	im)					
		Attacks (&	a Damage)										
	~								Learning				
	Sp	ecial Attac	ks / Qualities										

Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 00 00	50
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
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Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
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Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	50
1	Wand of Spell Name	DC 00	50
1	Wand of Spell Name	DC 00	50
1	Wand of Spell Name	DC 00	50

Game Notes

Training: Yaka (F) Decent Looks, solid/strog; Droku (M) Deft; Sembu (M) Weak, trainable, dull headed, violent; Imosami (M) Nasty, arrogant, intellectual; Vom (M Pigme) Crafty, arrogant; Orobura (F) Frail, strong, deft, attractive, Intellectual, and apathetic—name means "infinite life".

MP		Total	Expended			
Energy		0	0			
	P	repared Spe	ll Slots			
0						
0						
0						
1						
		Spells Kno	own			
0		_	1MP			
0			1MP			
0			1MP			
0			1MP			
0			1MP			
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1			1MP			
1			1MP			
1			1MP			
1			1MP			
2			1MP			
2 3 3			1MP			
3			1MP			