



Name Osho  
 Ht Wt Size Modifier 0 Age  
 Appearance Slightly stooped older man with a pinched look on his face. He wears a green and cream silk robe, two swords in the belt of his sash and a

Point Total 49

Unspent Points 1

|           |    |        |             |    |                        |       |
|-----------|----|--------|-------------|----|------------------------|-------|
| <b>ST</b> | 10 | [ 0 ]  | <b>HP</b>   | 10 | <small>CURRENT</small> | [ 0 ] |
| <b>DX</b> | 11 | [ 20 ] | <b>Will</b> | 10 |                        | [ 0 ] |
| <b>IQ</b> | 10 | [ 0 ]  | <b>Per</b>  | 10 |                        | [ 0 ] |
| <b>HT</b> | 10 | [ 0 ]  | <b>FP</b>   | 12 | <small>CURRENT</small> | [ 6 ] |

| Languages | Spoken | Written |
|-----------|--------|---------|
|           |        |         |

|         |                                       |
|---------|---------------------------------------|
| DR<br>0 | TL: 3<br>Cultural Familiarities [ 0 ] |
|---------|---------------------------------------|

BASIC LIFT 20      DAMAGE Thr 1d-2      Sw 1d  
 BASIC SPEED 5.25 [ 0 ]      BASIC MOVE 5 [ 0 ]

|                      |   |
|----------------------|---|
| PARRY<br>10<br>Spear | <b>Reaction Modifiers</b><br><br><b>Appearance:</b><br><b>Status:</b> +0<br><b>Other:</b> +1; <i>Includes:</i> +1 from 'Social Regard (Respected)'<br>Conditional: -1 from 'Stubbornness' |
| BLOCK<br>0           |   |

| ENCUMBRANCE                    | MOVE            | DODGE            |
|--------------------------------|-----------------|------------------|
| None (0) = BL      20          | BM x 1      5   | Dodge      8     |
| Light (1) = 2 x BL      40     | BM x 0.8      4 | Dodge - 1      7 |
| Medium (2) = 3 x BL      60    | BM x 0.6      3 | Dodge - 2      6 |
| Heavy (3) = 6 x BL      120    | BM x 0.4      2 | Dodge - 3      5 |
| X-Heavy (4) = 10 x BL      200 | BM x 0.2      1 | Dodge - 4      4 |

| SKILLS                      |       |                |        |
|-----------------------------|-------|----------------|--------|
| Name                        | Level | Relative Level |        |
| Armoury/TL3 (Melee Weapons) | 9     | IQ-1           | [ 1 ]  |
| Artist (Calligraphy)        | 8     | IQ-2           | [ 1 ]  |
| Bow                         | 10    | DX-1           | [ 1 ]  |
| Connoisseur (Tea)           | 9     | IQ-1           | [ 1 ]  |
| Spear                       | 14    | DX+3           | [ 12 ] |
| Teaching                    | 11    | IQ+1           | [ 4 ]  |
| Two-Handed Sword            | 10    | DX-1           | [ 1 ]  |
| <b>Techniques</b>           |       |                |        |
| Disarming (Spear)           | 14    |                | [ 0 ]  |

| ADVANTAGES AND PERKS                        |         |
|---|---------|
| Hard to Subdue 4                            | [ 8 ]   |
| Social Regard (Respected) 1                 | [ 5 ]   |
| Weapon Master (Spear) (one specific weapon) | [ 20 ]  |
| DISADVANTAGES AND QUIRKS                    |         |
| Bad Back (Mild)                             | [ -15 ] |
| Code of Honor (Soldier's)                   | [ -10 ] |
| Stubbornness                                | [ -5 ]  |
| Alcohol Intolerance                         | [ -1 ]  |



| HAND WEAPONS |                   |          |       |          |     |       | Cost | Weight |
|--------------|-------------------|----------|-------|----------|-----|-------|------|--------|
| Qty          | Weapon            | Damage   | Reach | Lvl(Pry) | ST  | Notes |      |        |
| 1            | Bite              | 1d-3 cr  | C     | 11 (No)  |     |       | 650  | 5      |
|              | Katana            |          |       |          |     |       |      |        |
|              | one-handed swing  | 1d+1 cut | 1,2   | 5 (5)    | 11  |       |      |        |
|              | one-handed thrust | 1d-1 imp | 1     | 5 (5)    | 11  |       |      |        |
|              | two-handed swing  | 1d+2 cut | 1,2   | 10 (8)   | 10† |       |      |        |
|              | two-handed thrust | 1d-1 imp | 1     | 10 (8)   | 10† |       |      |        |

| RANGED WEAPONS |         |          |     |           |     |       |     |     |      |     |    |       | Cost | Weight |
|----------------|---------|----------|-----|-----------|-----|-------|-----|-----|------|-----|----|-------|------|--------|
| Qty            | Weapon  | Damage   | Acc | Range     | RoF | Shots | Lvl | ST  | Bulk | Rcl | LC | Notes |      |        |
| 1              | Longbow | 1d imp   | 3   | 150 / 200 | 1   | 1(2)  | 9   | 11† | -8   |     | 4  | [3]   | 200  | 3      |
| 1              | Spear   |          |     |           |     |       |     |     |      |     |    |       | 40   | 4      |
|                | thrown  | 1d+1 imp | 2   | 10 / 15   | 1   | T(1)  | 7   | 9   | -3   |     | 4  |       |      |        |
|                | woomera | 1d+3 imp | 2   | 15 / 20   | 1   | 1(1)  | 7   | 7   | -6   |     | 4  |       |      |        |

**SPEED/RANGE TABLE**  
For complete table, see p. 550.

| Speed/<br>Range<br>Modifier | Linear<br>Measurement<br>(range/speed) |
|-----------------------------|--|
| 0                           | 2 yd or less                           |
| -1                          | 3 yd                                   |
| -2                          | 5 yd                                   |
| -3                          | 7 yd                                   |
| -4                          | 10 yd                                  |
| -5                          | 15 yd                                  |
| -6                          | 20 yd                                  |
| -7                          | 30 yd                                  |
| -8                          | 50 yd                                  |
| -9                          | 70 yd                                  |
| -10                         | 100 yd                                 |
| -11                         | 150 yd                                 |
| -12                         | 200 yd                                 |
| -13                         | 300 yd                                 |
| -14                         | 500 yd                                 |
| -15                         | 700 yd                                 |

**HIT LOCATION**

| Modifier | Location |
|----------|----------|
| 0        | Torso    |
| -2       | Arm/Leg  |
| -3       | Groin    |
| -4       | Hand     |
| -5       | Face     |
| -5       | Neck     |
| -7       | Skull    |

*Imp* or *Pi* attacks can target vitals at -3 or eyes at -9.

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**ARMOR & POSSESSIONS**

| Qty | Item | Location | Cost | Weight |
|-----|------|----------|------|--------|
|     |      |          |      |        |

**CHARACTER NOTES**

**POINTS SUMMARY**

|  |         |
|--|---------|
| Attributes/Secondary Characteristics                   | [ 26 ]  |
| Advantages/Perks/TL/Languages/<br>Cultural Familiarity | [ 33 ]  |
| Disadvantages/Quirks                                   | [ -31 ] |
| Skills/Techniques                                      | [ 21 ]  |
| Other  | [ ]     |

**HAND WEAPONS (continued)**

| <b>Qty</b> | <b>Weapon</b>     | <b>Damage</b> | <b>Reach</b> | <b>Lvl(Pry)ST</b> | <b>Notes</b> | <b>Cost</b> | <b>Weight</b> |
|------------|-------------------|---------------|--------------|-------------------|--------------|-------------|---------------|
|            | Kick              | 1d-2 cr       | C,1          | 9 (No)            |              |             |               |
|            | Punch             | 1d-3 cr       | C            | 11 (8)            |              |             |               |
| 1          | Spear             |               |              |                   |              | 40          | 4             |
|            | one-handed thrust | 1d imp        | 1*           | 14 (10) 9         | [1]          |             |               |
|            | two-handed thrust | 1d+1 imp      | 1,2*         | 14 (10) 9†        |              |             |               |