Portrait		ldentity							Miscellaneous					200 Points				
		*	Name Ryongu						May 22, 2					0 Uns	pent			
	{ }		Title		Modified May 23, 2022 at 9:57 AM					0 Race 125 Attributes								
) /	Organ	ization		Player Vladislav								-					
									62 Advantages -35 Disadvantage									
		Description							Hair Redhead, Curly, Medium							ntages		
		✓ Age 28 ✓ Weight				lb	_ >¢ Ey	ves Brown					-4 Quirks					
1 1	1 1	>≄ Birt	hday May 21	Size	+0		_ >\$ S	kin <mark>Tan</mark>					5	52 Skil				
/	1	Rel	igion	TL	6		_ >< Ha	and Right						0 Spe	ells			
	Primary Attribu	tes	Secondary Attributes		Hui	manoid			Encu	ımbra	ance, M	love &	Doc	lae				
] 12 Strength ([0] 10 Will	Roll		ocation	DR		Level					<u> </u>	ove	 Dodge		
] 14 Dexterity		[0] 10 Fright Check	-	Eyes			△ 0 None						lb	7	10		
[0]	[0] 10 Intelligence (IQ) [0] 10 Perception (Per) 3-4		Sku			 1 Light					58	3 lb	5	9				
			Fac	e -	5 6	2 Medi					87	lb	4	8				
1d+1 Basic Thrust [0] 10 Hearing 6-7			Righ	nt Leg -2	2 4	3 Heav	у				174	lb	2	7				
			[0] <u>10</u> Taste & Sme ll	8	Righ	nt Arm -2	2 4	4 X-He	avy				290) lb	1	6		
2d+2 Basic Swing [0] 10 Touch 9-10			Tors	so +(0 4	Lifting & Moving Things												
			[0] 6.5 Basic Speed	11	Groi	n -	3 4	29 lb Basic Lift					i igo					
			[5] 7 Basic Move	12		:Arm -2												
		Point	Pools	13-14	Left	Leg -2		4 232 lb Two-Handed Lift										
[0]	12	2 of	12 FP [Rested]	15	Han	d -4	4 2		348 lb 3				er					
[0]	12	of	12 HP [Healthy]	16	Foo		4 0											
			. ,.	17-18				0 435 lb Carry On Back										
				-	Vita	ls -	3 4	4 1,450 lb Shift Slightly										
Μo	odifier		Reaction			l M	lodifier				Condi	tion						
IVIO	-2 from ex	nerienc					+3 on all HT rolls to avoid knockdown a						nd stunning					
			aive individuals who believe	vou ar	e as (boor						vii aiiu	Stu	illilig				
	as you s	_		o you ui	c us ;		.0	to resist to	ortare									
	,	,,	Melee Weapons					Usa	ogo	Livil	Parry	Block	l na	ımage	lpos	ch ST		
Jia	n		Melee Weapons					Broadswo		16		DIOCK		+4 cut		10		
Jia								Broadswo		16				+4 imp		10		
								Rapier Sw		20				+4 cut		10		
Jian Jian							Rapier Thi	_		14F			+4 imp		10			
Light Cloak								Kupici IIII	ust			0	-	, Tillip		_		
Natural Attacks								Bite		14		No	1d	cr	С			
Natural Attacks								Kick		12	-			+1 cr	C,1			
Natural Attacks								Punch		14			1d		С			
Ranged Weapons							Τī	Jsage LvI	Acc Dan	nage	Rang	e l Rof	: Ish	nots B	ulk I	Relist		
l ia	ht Cloak		rangea weapono						+1 Spe		2	1	T(5		
9		(antaga	s & Disadvantages		Dto				Skills	-			SL					
	Natural Attack		s & Disauvantages		Pts	B271	Doni	o	SKIIIS					DX+6	Pts	B208		
	Weapon Mast		ior)			B99	Rapi	er batics						DX+0		B174		
	One weapon	еі (кар	iei)		20	699		g Leap						DX+1		B174		
	High Pain Thre	eshold			10	B59	Jum							DX+0		B203		
	•		Ities when injured					er Blow						Will-2	1			
	Sheer Speed (1				anier)				20	+0		MA83		
Signature Gear (Jian) 3				3	B85	Flying Lunge (Rapier) Default: Rapier - 4								1117100				
For equipment normally bought with money, each point gives						batic Stanc	(Acrobati	cs)			11	-4	2	MA65				
	goods worth up wealth (but neve		of the average campaign starti	ing			Defau	ılt: Acrobatic	s-6	•								
_	Disadvantage				-35													
			it gunmen with a sword)			B146												
		-	Often); Long term			5.70												
Make a self-control roll whenever it would be wise to																		
			oal. If you fail, you continue to	pursue														
		sion, reg	ardless of the consequences.		10	D161												
	Vow Major				-10	B161												
	Never Use G	Guns Or e	explosives															

Advantages & Disadvantages	Pts	
Skinny	-5	B18
-2 ST vs. knockback		
Overconfidence CR: 12 (Resist Quite Often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!	-5	B148
▼ Exotics	28	
Injury Tolerance Diffuse (Immune to crippling injuries. Brain, Vitals and Groin cannot be targeted. Most foes cannot slam or grapple you (GM's decision). Do not bleed. Unaffected by blood-borne toxins. Immune to attacks that rely on cutting off blood to part of your body. Impaling and piercing attacks of any size never do more than 1 HP of injury, regardless of penetrating damage. Other attacks never do more than 2 HP of injury. Exception: Area-effect, cone, and explosion attacks cause normal injury); Limited (Bullets Only); Pact (Vow); PM (Biological)	20	B60
Striking ST 4 One Attack Only (Jian, Rapier Thrust)	8	B88
▼ Quirks	-4	
Loves Fair duels	-1	B162
Preferes to hide his face		B162
Talks to his sword		B162
Thinks That Swords are superior to Guns	-1	B162

⊘ :	*	Carried Equipment (27.5 lb; \$16,407)	Uses	\$		\$\$	\$ ▲	
0	1			14,000	3 lb	14,000	3 lb	MA227+
		Very Fine Quality (-2 to break; for fencing weapons and swords only); Signature Gear						
	1	•		20	2 lb	20		B287
_	1			0	0 lb		22.5 lb	
9	1			30	0 lb	30		B284
9	1	,		1,500	3 lb	1,500	3 lb	
		Orichalcum ((triple DR))						
	1			32	0 lb	32		B284
_	1	3 , , ,		300	5 lb	300		HT68
9	1			350	8 lb	350		HT68
9	1			25	0.5 lb	25	0.5 lb	B284
		Flexible; Concealable; Gives DR 1 to underside of foot		4 = 0			4 11	
9	1	Composite Body Armor		150	6 lb	150	6 10	HT66
		D						