Portrait

## ス Name: Marty Joy

Gender: Male

Religion:

Age: 20

≯Birthday: February 1

Title: Human Martial Artist Player: captainjoy

Miscellaneous

Created: Dec 29, 2020 at 9:36 AM Modified: Jan 5, 2021 at 9:18 AM

Options: wmdkstC

0 Unspent 0 Race 160 Attributes

253 Points

100 Advantages -50 Disadvantages

0 Quirks 43 Skills

0 Spells

Description ≯ Height: 6' → Hair: Brown, Curly, Long

≯Weight: 135 lb ≯ Eyes: Violet ≯ Skin: Dark Brown Size: +0

_	•	
_	Hand:	Right

Attributes	Fatigue Points
[10] <u>11</u> Strength (ST)	12 Current
[120] 16 Dexterity (DX)	[0] <u>12</u> Basic
[0] 10 Intelligence (IQ)	3 Tired
[20] 12 Health (HT)	0 Collapse
[5] <u>1 1</u> Will	- 1: Unconsciou
13 Fright Check	Hit Points
[0] <u>7</u> Basic Speed	11 Current
[5] 8 Basic Move	[0] 11 Basic

1d+2 Basic Swing

[5] <u>1 1</u> Will	- 1: Unconscious
13 Fright Check	Hit Points
[0] <u>7</u> Basic Speed	11 Current
[5] <u>8</u> Basic Move	[0] 11 Basic
[0] 10 Perception (Per)	3 Reeling
10 Vision	0 Collapse
10 Hearing	-11 Check #1
10 Taste & Smell	-22 Check #2
10 Touch	-33 Check #3
1d-1 Basic Thrust	-44 Check #4

-55 Dead

		Hit Location	ns	
	Roll	Where	Penalty	DR
	-	Eye	- 9	2
	3-4	Skull	- 7	4
	5	Face	- 5	2
;	6-7	Right Leg	- 2	2
	8	Right Arm	- 2	2
	9-10	Torso	0	2
	11	Groin	- 3	2
	12	Left Arm	- 2	2
	13-14	Left Leg	- 2	2
1	15	Hand	- 4	7
	16	Foot	- 4	6
2   3	17-18	Neck	- 5	2
4	-	Vitals	- 3	2
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TL: 3

Encumbr	ance, Move		
Level	Max Load	Move	Dodge
• 0 None	24 lb	8	11
1 Light	48 lb	6	10
2 Medium	72 lb	4	9
3 Heavy	144 lb	3	8
4 X-Heavy	240 lb	1	7

Lif	ting & Moving T	hings	
24 lb	Basic Lift		
48 lb	One-Handed Lif	ft	
192 lb	Two-Handed Li	ft	
288 lb	Shove & Knock	Over	
576 lb	Running Shove	& Knoc	k Over
360 lb	Carry On Back		
,200 lb	Shift Slightly		

Melee Weapons	Usage	LvI	Parry	Block	Damage	Reach	ST
Heavy Gauntlets	Punch	17	12	No	1d+1 cr	С	
Natural Attacks	Bite	16	No	No	1d-2 cr	С	
Natural Attacks	Kick	15	No		1d+1 cr	C,1	
Natural Attacks	Punch	17	12		1d cr	С	
Sollerets	Kick	17	12	No	1d+2 cr	C,1	

Chi Mastery         24         DF1:21         Blind Fighting         10         Per+0         2         E           Damage Resistance 2 Tough Skin         5         B47         Climbing         16         DX+0         1         E         E         Climbing         16         DX+0         1         E         E         E         Climbing         16         DX+0         1         E         E         E         Intimidation         10         Will-1         1         E         E         Intimidation         10         Will-1         1         E         E         Allows parrying two different attacks per turn, one with each hand.         Jumping         16         DX+0         4         E         E         Allows parrying two different attacks per turn, one with each hand.         Jumping         16         DX+0         1         E         B         Allows parrying two different attacks per turn, one with each hand.         Jumping         16         DX+0         1         E         E         Karate         17         DX+1         8         E         Karate         Karate         17         DX+1         8         E         Kicking (Karate)         Kicking (Karate)         Kicking (Karate)         Will-1         2         E         E         Meditation </th <th>Advantages &amp; Disadvantages</th> <th>Pts</th> <th>Ref</th> <th>Skills</th> <th>SL</th> <th>RSL</th> <th>Pts</th> <th>Ref</th>	Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Power Modifier (Chi)	antages	100		Acrobatics	16	DX+0	2	B174
Damage Resistance 2   Tough Skin   Damage Resistance 2   Tough Skin   Perfect Balance   14   B74   Striking ST 1   Striking	Chi Mastery	24	DF1:21	Blind Fighting	10	Per+0	2	B180
Tough Skin   Perfect Balance   14   B74   Striking ST 1   5   B88   Chi Talent 2   30   DF1:22   Combat Reflexes   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)   Perks   1   B85   Signature Gear 1   Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets   Trained by a Master   30   B93   Parry Missile-Weapons   17   DX+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   Power Blow   12   Will+1   2   Empire Signature Gear 1   Characteristics   Power Blow   Power	Power Modifier (Chi)  Damage Resistance 2			Breaking Blow	11	IQ+1	2	B182
Striking ST 1  Striking Striking tow different attacks per turn, one with each hand.  Striking Striking Striking tow different attacks per turn, one with each hand.  Striking Striking Striking tow different attacks per turn, one with each hand.  Striking Striking Striking Striking tow different attacks per turn, one with each hand.  Striking Strikin			В47	Climbing	16	DX+0	1	B183
Chi Talent 2  Combat Reflexes 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)  Perks  Signature Gear 1 Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Allows parrying two different attacks per turn, one with each hand.  Jumping  Karate  Kiai  Signature (Marate) Default: Karate - 2  Meditation  Mental Strength Observation  Perry Missile-Weapons  To DX+1  Mental Strength Observation  Perry Missile-Weapons  Power Blow  12 Will+1  2 Expression  Power Blow  Allows parrying two different attacks per turn, one with each hand.  Jumping  Karate  17 DX+1  Expression  New Holditation 10 Will-1  Disadvantages  Perry Missile-Weapons 17 DX+1  Disadvantages	Perfect Balance	14	B74	Intimidation	10	Will-1	1	B202
Combat Reflexes 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)  Perks  Signature Gear 1 Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Disadvantages  Disadvantages  Per turn, one with each hand.  Jumping Karate  Kiai  Jumping Karate  17 DX+1 8 E Kiai  13 HT+1 2 E Kicking (Karate) Default: Karate - 2  Meditation Mental Strength Observation 9 Per-1 1 E Parry Missile-Weapons 17 DX+1 2 E Power Blow 12 Will+1 2 E	Striking ST 1	5	B88	0.0.0	16	DX+0	4	B203
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)  Perks  Signature Gear 1 Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Disadvantages  Narate  Karate  17 DX+1 8 E Kiai 13 HT+1 2 E Kicking (Karate) Default: Karate - 2  Meditation 10 Will-1 2 E Mental Strength Observation 9 Per-1 1 E Power Blow 12 Will+1 2 E Observation 15 DX+1 2 E Disadvantages	Chi Talent 2	-						
to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)  Perks  Signature Gear 1 Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Disadvantages  Kiai  Kiai  13 HT+1 2 E  Kicking (Karate) Default: Karate - 2  Meditation 10 Will-1 2 E  Mental Strength Observation 9 Per-1 1 E  Parry Missile-Weapons 17 DX+1 2 E  Power Blow 12 Will+1 2 E			B43	Jumping	16	DX+0	1	B203
side gets +1 to initiative rolls (+2 if you're the leader)  Perks  Signature Gear 1 Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Disadvantages  Kiai  Kiai  13 HT+1 2 E  Kicking (Karate) Default: Karate - 2  Meditation 10 Will-1 2 E  Mental Strength Observation 9 Per-1 1 E  Power Blow 12 Will+1 2 E				Karate	17	DX+1	8	B203
Perks  Signature Gear 1 Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Disadvantages  Altoking (Karate) Default: Karate - 2 Meditation 10 Will-1 2 E Mental Strength 14 Will+3 2 E Parry Missile-Weapons 17 DX+1 2 E Power Blow 12 Will+1 2 E	side gets +1 to initiative rolls (+2 if you're the leader)  Perks			Kiai	13	HT+1	2	B203
Signature Gear 1 Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Disadvantages  Signature Gear 1 B85 Meditation 10 Will-1 2 E Mental Strength 14 Will+3 2 E Observation 9 Per-1 1 E Parry Missile-Weapons 17 DX+1 2 E Power Blow 12 Will+1 2 E				Kicking (Karate)	17	+ 0	3	B231+
Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Disadvantages  Mental Strength 14 Will+3 2 E Observation 9 Per-1 1 E Power Blow 12 Will+1 2 E				Default: Karate - 2				
= \$450. I have Heavy Gauntlets and Sollerets  Trained by a Master  Disadvantages  Sollerets  Observation  Parry Missile-Weapons  17 DX+1 2 E  Power Blow  12 Will+1 2 E			B85	Meditation	10	Will-1	2	B207
Sollerets  Trained by a Master  Disadvantages  Observation  Parry Missile-Weapons  17 DX+1 2 E  Power Blow  12 Will+1 2 E	` '			Mental Strength	14	Will+3	2	B209
Disadvantages -50 Power Blow 12 Will+1 2 E				Observation	9	Per-1	1	B211
v 0	rained by a Master	30	B93	Parry Missile-Weapons	17	DX+1	2	B212
Bloodlust -10 B125 Pressure Points 11 IQ+1 2 E	advantages	-50		Power Blow	12	Will+1	2	B215
		- 10	B125	Pressure Points	11	IQ+1	2	B215
, , , , , , , , , , , , , , , , , , ,	CR: 12 (Resist Quite Often)			Stealth	15	DX-1	1	B222
Make a self-control roll each turn. On a failure, you must target vitals, skull, eye,				Tactics	10	IQ+0	4	B224
	•			Throwing	15	DX-1	1	B226
with an All-Out Attack Strong or an Attack with Extra Effort-Mighty Blow.				5				

Advantages & Disadvantages	Pts	Ref
Disciplines of Faith (Chi Rituals) Roll 1d before each match: you have a 1d/16		DF1:21
chance of being down 1FP at the start of that match due to missed sleep Additionally, you may only spend 90% of your money on		
equipment; the other 10% goes to your unusul diet, incense, ointments, etc.		
Nightmares CR: 12 (Resist Quite Often) Make a self-control roll each morning upon awakening. If you fail, you suffered nightmares; this costs you 1 FP that you can only recover through sleep. On a roll of 17 or 18, you are left shaking, and are at -1 to all skill and Perception rolls for the entire day.	- 5	B144
Wealth Dead Broke (Starting wealth is \$0)	-25	B25
Natural Attacks	0	B271

Qty	Carried Equipment (11.5 lb; \$400)	Uses	\$	Weight	\$	Weight	Ref
1	Clothing, Ordinary, Freeman (Status 0)		0	2 lb	0	2 lb	LT98
1	Heavy Gauntlets		250	2.5 lb	250	2.5 lb	B284
1	Sollerets		150	7 lb	150	7 lb	B284

Notes Ref

This is pretty much a stock Martial Artist from Dungeon Fantasy 1: Adventurers, p. 9.

Note that all his Disadvantages are on the approved list: http://captainjoy.chunkyboy.com/Gladiators/ ArenaBattles/SuitableDisads.html.

His three bonus points (GCS, token image, avatar image) were used to buy Kicking technique up to full Karate level.