


Portrait 	Identity		Miscellaneous		253 Points
	✦ Name: Marty Joy Title: Human Martial Artist Player: captainjoy		Created: Dec 29, 2020 at 9:36 AM Modified: Jan 5, 2021 at 9:18 AM Options: wmdkstC		0 Unspent 0 Race 160 Attributes 100 Advantages -50 Disadvantages 0 Quirks 43 Skills 0 Spells
Description					
Gender: Male ✦ Age: 20 ✦ Birthday: February 1 Religion:		✦ Height: 6' ✦ Weight: 135 lb Size: +0 TL: 3		✦ Hair: Brown, Curly, Long ✦ Eyes: Violet ✦ Skin: Dark Brown Hand: Right	

Attributes		Fatigue Points		Hit Locations				Encumbrance, Move & Dodge			
[10] 11 Strength (ST) [120] 16 Dexterity (DX) [0] 10 Intelligence (IQ) [20] 12 Health (HT)		12 Current [0] 12 Basic 3 Tired 0 Collapse -1 Unconscious		Roll	Where	Penalty	DR	Level	Max Load	Move	Dodge
[5] 11 Will 13 Fright Check		Hit Points		-	Eye	-9	2	0 None	24 lb	8	11
[0] 7 Basic Speed [5] 8 Basic Move		[0] 11 Basic 3 Reeling 0 Collapse		3-4	Skull	-7	4	1 Light	48 lb	6	10
[0] 10 Perception (Per) 10 Vision 10 Hearing 10 Taste & Smell 10 Touch		-11 Check #1 -22 Check #2 -33 Check #3 -44 Check #4 -55 Dead		5	Face	-5	2	2 Medium	72 lb	4	9
1d-1 Basic Thrust 1d+2 Basic Swing				6-7	Right Leg	-2	2	3 Heavy	144 lb	3	8
				8	Right Arm	-2	2	4 X-Heavy	240 lb	1	7
				9-10	Torso	0	2	Lifting & Moving Things			
				11	Groin	-3	2	24 lb Basic Lift 48 lb One-Handed Lift 192 lb Two-Handed Lift 288 lb Shove & Knock Over 576 lb Running Shove & Knock Over 360 lb Carry On Back 1,200 lb Shift Slightly			
				12	Left Arm	-2	2				
				13-14	Left Leg	-2	2				
				15	Hand	-4	7				
				16	Foot	-4	6				
				17-18	Neck	-5	2				
				-	Vitals	-3	2				

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

Advantages & Disadvantages		Pts	Ref	Skills				SL	RSL	Pts	Ref
▼ Advantages		100		Acrobatics				16	DX+0	2	B174
▼ Chi Mastery Power Modifier (Chi)		24	DF1:21	Blind Fighting				10	Per+0	2	B180
Damage Resistance 2 Tough Skin		5	B47	Breaking Blow				11	IQ+1	2	B182
Perfect Balance		14	B74	Climbing				16	DX+0	1	B183
Striking ST 1		5	B88	Intimidation				10	Will-1	1	B202
Chi Talent 2		30	DF1:22	Judo Allows parrying two different attacks per turn, one with each hand.				16	DX+0	4	B203
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)		15	B43	Jumping				16	DX+0	1	B203
▼ Perks		1		Karate				17	DX+1	8	B203
Signature Gear 1 Gear worth \$500 -\$50(Discipline of Faith) = \$450. I have Heavy Gauntlets and Sollerets		1	B85	Kiai				13	HT+1	2	B203
Trained by a Master		30	B93	Kicking (Karate) Default: Karate - 2				17	+0	3	B231+
▼ Disadvantages		-50		Meditation				10	Will-1	2	B207
Bloodlust CR: 12 (Resist Quite Often) Make a self-control roll each turn. On a failure, you must target vitals, skull, eye, neck with a cutting attack, or face or torso with an All-Out Attack Strong or an Attack with Extra Effort-Mighty Blow.		-10	B125	Mental Strength				14	Will+3	2	B209
				Observation				9	Per-1	1	B211
				Parry Missile-Weapons				17	DX+1	2	B212
				Power Blow				12	Will+1	2	B215
				Pressure Points				11	IQ+1	2	B215
				Stealth				15	DX-1	1	B222
				Tactics				10	IQ+0	4	B224
				Throwing				15	DX-1	1	B226

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Disciplines of Faith (Chi Rituals) Roll 1d before each match: you have a 1d/16 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 unusual diet, incense, ointments, etc.	-10	DF1:21					
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
<p>This is pretty much a stock Martial Artist from Dungeon Fantasy 1: Adventurers, p. 9.</p> <p>Note that all his Disadvantages are on the approved list: http://captainjoy.chunkyboy.com/Gladiators/ArenaBattles/SuitableDisads.html.</p> <p>His three bonus points (GCS, token image, avatar image) were used to buy Kicking technique up to full Karate level.</p>	