

CHARACTER INFORMATION

Name: Akmurha Tynoc
 Race: Jakara
 Vision: Night Vision
 Heroic Luck:
 Rank:
 Insanity Points:
 Initiative:
 Philosophy: Neutral
 Redemption Points:
 Temptation Points:
 Skill Focus: Knowledge
 Merit Requirement:
 Size: Medium
 Move: 15'
 Weight: 150 lbs Height: 6' 3"
 Motivations:
 +10 Perception (Hearing)
 +5 to any two Social Skills
 Miscellaneous:

ATTRIBUTES

		Adj.	Mod.
PHYSICAL	Str	<input type="text" value="60"/>	<input type="text" value="+0"/>
	Sta	<input type="text" value="75"/>	<input type="text" value="+4"/>
	Agi	<input type="text" value="70"/>	<input type="text" value="+3"/>
	Per	<input type="text" value="70"/>	<input type="text" value="+3"/>
MENTAL	Int	<input type="text" value="70"/>	<input type="text" value="+3"/>
	Wits	<input type="text" value="55"/>	<input type="text" value="-1"/>
	Will	<input type="text" value="85"/>	<input type="text" value="+7"/>
	Chr	<input type="text" value="60"/>	<input type="text" value="+0"/>

LIFE	
Health Points	Fatigue Points
Base <input type="text" value="51"/>	Base <input type="text" value="89"/>
Beaten <input type="text"/>	Battered <input type="text"/>
<input type="text"/>	<input type="text"/>

CHARACTER SKILLS

Skill Name	Ctrl Att.	Skill Base	Focus Bonus	Addtl Bonus	Skill Total
Jinhu Discipline	Will	42	+15		57
Martial Arts	Agi	38	+0		38
Meditation	Will	42	+15		57
Hide	Agi	38	+0		38
Acrobatics	Agi	38	+0		38
WeaponCraft (Agi)	Agi	38	+0		38
Alertness	Per	38	+0		38
Skepticism (Racial)	Wits	50	+0	-1	49
Read Languages: Derah (Focus)	Int	38	+15		53
Scribing (Focus)	Int	38	+15		53
Alchemy (Focus)	Int	38	+15		53

BASIC SKILLS

Jump (# feet equal to 1/2 height + 1' per 25 Str)	10'
Leap (# feet equal 1/2 of height)	5'
Climb (Basic - Climb 1' per 10 of Str/Phase, equal to 35 + Agi or Per Mod)	39
Throw (Untrained Weaponcraft Per)	38
Sneak (Can Move 1/4 of normal Move)	See Book pg. 36
Swim (Basic - Can swim 1' per 10 of Sta/AP)	7'/AP for 38 Turns
Bluff	30
Disbelieve	35
Lifting (TS 1 per 75 lbs vs. Str)	See Book pg. 36

WEAPONS AND ATTACKS

Weapon Name	Base Skill	Skill Adjst	Dmg Base	Dmg Bns	APC	Strike Range
Staff	38	+0	2	+0	2	15'

DEFENSES

	Base	Adjst.
Physical Defense		21
Magic Defense		22
Divine Defense		15
Jinhu Defense		25

ARMOR

Armor Type	Armor Absorb	Armor Points	Base Dmg Reduction
Leather	10		
Total Absorption	10		

TRAITS AND ABILITIES

Cat Jump: +5' to Jump; Claws: +20 to Climb Checks, Base Damage 2; Roar: See Rulebook pg. 16;
 Burst of Speed: Free 15' movement once per turn; Combative Leap, Fatigue Substitution, Enlightened

