

Name Kanji					27	27	
<b>Abilities</b>							
		<b>Score</b>	<b>Modifier</b>		<b>HP</b>	<b>Alt HP</b>	<b>Dam.</b>
<b>Strength</b>	13	13	+1	+1	<b>Classes</b>		
Muscle	14	14	+2	+2	Divine Mind (Ronin)		
Stamina	12	12	+1	+1			
<b>Dexterity</b>	11	11	+0	+0	<b>Levels</b>		
Aim	10	10	+0	+0	2		
Balance	12	12	+1	+1			
<b>Constitution</b>	11	11	+0	+0	<b>Experience Points</b>		
Health	10	10	+0	+0	<b>Total:</b>		
Fitness	12	12	+1	+1	<b>To next Level:</b>		
<b>Mobility</b>	12	12	+1	+1	<b>Level Adjustments</b>		
Speed	12	12	+1	+1	<b>Racial:</b>		
Movement	12	12	+1	+1	<b>Special:</b>		
<b>Intelligence</b>	11	11	+0	+0	<b>TAINT</b>		
Knowledge	10	10	+0	+0	Corruption:	Depravity:	
Reasoning	12	12	+1	+1	0	0	
<b>Wisdom</b>	10	10	+0	+0	<b>Sanity:</b> 42/4		
Intuition	10	10	+0	+0	<b>Insanity:</b> ±0		
Willpower	10	10	+0	+0	<b>Affinities</b>		
<b>Charisma</b>	11	11	+0	+0	Psychic		
Influence	12	12	+1	+1	Mystic		
Phys. Beauty	10	10	+0	+0	50%		
<b>Fēa</b>	10	10	+0	+0	90%		
Soul	10	10	+0	+0			
Luck	10	10	+0	+0			

Base Attack Scores					
<b>Base</b>	<b>Muscle</b>	<b>Size</b>	<b>Misc / Epic</b>	<b>Base Bonus</b>	<b>Base Melee Attack Progression</b>
+1	+2	+0	+0	+0	+3
<b>Base</b>	<b>Aim</b>	<b>Size</b>	<b>Misc / Epic</b>	<b>Base Bonus</b>	<b>Base Ranged Attack Progression</b>
+1	+0	+0	+0	+0	+1

Weapons, Armor, Shields & Other Protection					
<b>Armor Name</b>	<b>AC Bonus</b>	<b>Max Dex to AC</b>	<b>Check Penalty</b>	<b>Spell Failure</b>	
Ashigaru	+3	+5	-1	00%	
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Speed Reduction</b>	
Leather Do, Leath. Haidate				-0 ft.	
<b>Absorb Rate</b>	2S; 1P; 0B 18HP; Hit Range: 13-15				
<b>Shield Name</b>	<b>AC Bonus</b>	<b>Check Penalty</b>	<b>Spell Failure</b>		
Round Leather	+2	-2	00%		
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Speed Reduction</b>	
				-0 ft.	
<b>Absorb Rate</b>	2S; 5P; 2B 20HP; Hit Range: 11-13				
<b>Deflection</b>	<b>Magic / Psionic</b>	<b>Insight / Luck</b>	<b>Other</b>	<b>Profane/Sacred</b>	<b>Natural</b>
+0	+0	+0	+0	+0	+0

Weapon Name		Melee Attack Progression		Damage	
Katana		+4		1d10+3+1 Fire	
<b>Attack B</b>	<b>Damage B</b>	<b>Special B</b>	<b>Ranged Attack Progression</b>		<b>Crit Range / Multiplier</b>
+0	+0	+0	+0		18-20/x2
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Type</b>	<b>Range</b>
Masterwork, Damascus, Double Tempered.				S	5ft

Weapon Name		Melee Attack Progression		Damage	
Light Steel Crossbow		-1 (1d3 Bludgeoning)		1d8+1 Fire	
<b>Attack B</b>	<b>Damage B</b>	<b>Special B</b>	<b>Ranged Attack Progression</b>		<b>Crit Range / Multiplier</b>
+0	+0	+0	+1		19-20/x2
<b>Other Properties (Masterwork / Magical / Psionic)</b>				<b>Type</b>	<b>Range</b>
				P	100'

Psionics		
<b>PPE Cost</b>	<b>Display</b>	<b>Power Name</b>
½	Vi	(Talent) Burst – You gain +10 Speed for 1 Round
<b>Total PPE</b>		<b>PPE Used</b>
3		
		<b>Surge Bonus</b>

Player Jake						
	<b>Total</b>	<b>Base</b>	<b>Abil</b>	<b>Misc</b>	<b>Epic</b>	<b>Magic</b>
<b>Armor Cl</b>	16	10	+1	+5	+0	+0
<b>Fortitude</b>	+3	+3	+0			
<b>Reflex</b>	+1	+0	+1			
<b>Will</b>	+3	+3	+0			
<b>Soul</b>	+2	+2	+0			
<b>Initiative</b>	+0		+0			

Movement & Encumbrance				
<b>Weight</b>	<b>Move</b>	<b>Category</b>	<b>Max Dex</b>	<b>Check P</b>
58	36	Light	-	-
116	36	Medium	+3	-3
175	24	Heavy	+1	-6
350	6	Lift	+0	*
1,050	12	Push	*	*

Special Qualities / Abilities	
Human: +1 Skill Point/Level	
Mantles: Energy (Fire)	
+1 Fire Energy Damage or +1 AC	
or +2 Spot/Listen/Sense Motive	

Skills				
<b>Skill Name</b>	<b>Total</b>	<b>Rank</b>	<b>Abil</b>	<b>Mod</b>
Applied Science ( )	+0	0	Know	+0
Appraise	+0	0	Re/Inu	+0
Assense	+0	0	Intuition	+0
Autohypnosis	+2	2	Will	+0
Balance	+1	0	Balance	+1
Bluff	+1	0	Influence	+1
Bureaucracy (cc)	+3	0	Inf+Soc	+1+2
Climb	+1	0	Mus/Bal	+1
Concentration	+5	5	Willpow	+0
Craft ( )	+0	0	Inf+Soc	+0
Craft ( )	+0	0	Varies	+0
Decipher Script	+0	0	Inu/Rea	+0
Diplomacy	+5	2	Inf+Soc	+1+2
Disable Device	+0	0	Inu/Dex	+0
Disguise	+0	0	Inf/Rea	+0
Engineering	+1	0	Reason	+1
Escape Artist	+0	0	Dexterity	+0
First Aid	+0	0	Inu/Kno	+0
Forgery	+0	0	Inf/Int	+0
Handle Animal	+1	0	Infl	+1
Hide	+1	0	Balance	+1
Intimidate	+0	0	Varies	+0
Jump	+2	0	Muscle	+2
Knowledge (Origin)	+4	3	Know	+0+1
Knowledge (Psionics)	+3	2	Know	+0+1
Listen	+1	1	Intuition	+0
Move Silently	+1	0	Balance	+1
Nautical	+1	1	Intu/Reas	+0
Open Lock	+0	0	Dx/Rea	+0
Perform ( )	+0	0	Varies	+0
Profession ( )	+0	0	Varies	+0
Psicraft	+3	2	Reason	+1
Read Lips	+0	0	Intuition	+0
Ride	+1	0	Balance	+1
Sery	+1	0	Reason	+1
Search	+2	1	Reason	+1
Sense Motive	+0	0	Intuition	+0
Slight of Hand	+0	0	Dexterity	+0
Spellcraft	+1	0	Re or Inf	+1
Spot	+1	1	Intuition	+0
Survival	+0	0	Intu/Kno	+0
Swim	+1	0	Stam/Fit	+1
Tumble	+1	0	Balance	+1
Use Magical Device	+1	0	Influence	+1
Use Psionic Device	+1	0	Influence	+1
Use Rope	+0	0	Dex/Kno	+0
Use Scientific Apparatus	+1	0	Reason	+1



Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	00	
1	Ability 4	00	
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1	Ability 1	00	50
1	Ability 2	00	
1	Ability 3	Ray	
1	Ability 4		
1	Wand of Spell Name	DC 00	50
1	Wand of Spell Name	DC 00	50
1	Wand of Spell Name	DC 00	50

Game Notes		
<p>Training: <b>Yaka</b> (F) Decent Looks, solid/strog; <b>Droku</b> (M) Deft; <b>Sembu</b> (M) Weak, trainable, dull headed, violent; <b>Imosami</b> (M) Nasty, arrogant, intellectual; <b>Vom</b> (M Pigme) Crafty, arrogant; <b>Orobura</b> (F) Frail, strong, deft, attractive, Intellectual, and apathetic—name means “infinite life”.</p>		
<b>MP</b>	<b>Total</b>	<b>Expended</b>
Energy	<b>0</b>	<b>0</b>
<b>Prepared Spell Slots</b>		
0		
0		
0		
1		
<b>Spells Known</b>		
0		1MP
0		1MP
0		1MP
0		1MP
0		1MP
0		1MP
0		1MP
1		1MP
1		1MP
1		1MP
1		1MP
2		1MP
3		1MP
3		1MP