

Character: Kachamaru					Player: AMH							
Profession: Kabuki Warrior												
Creation Date:		25/05/2005		Age: 42		Campaign Start:		1455				
ATTRIBUTES		PRMNT	CRRNT	RAW ST		Caste:		Social Status:				
Strength		17	17	5	9	Rank:		Personal Status:				
Deftness		23	23	7	11	Group (position):		Group Status:				
Speed		20.1	20	6	10	LEVEL 4						
Health		14	14	4	8	BUDO/Shugendo		440.2				
Wit		15.7	15	4	8							
Will		12	12	4	8	Shugendo (1/10ths)						
KI		4	4									
POWER		18	18			ON		563.5				
Unarmed Combat Damage: 1D6					HIT POINTS: 38					Healing Rate 3		
Armed Damage Modifier: +0					DAMAGE TAKEN							
Base Action Phase:		11		VALUABLES		Lethal:						
Primary Action Phase:		5		Gold:		Subdual:		Critical:		Location:		
Zanshin:		2		Silver:		CURRENT AC: 14 (10+4)		Master full samurai armour		10	Wt 60	
Max No Actions:		2		Copper:		Other Available A/Cs: 9 (5+4)		Partial heavy samurai armour		5	Wt 15	
Base Move Allowance:		6		Gems:		2 (2+4)		Gd summer&winter garb		2	Wt 4	
Learning Rate:		2		Other:		WEIGHT		EQUIPMENT		ABCS DAM Wt		
Freely Improveable Skills		15				Unencumb 34		Legendary Katana		1d6+6 5		
						Carrying 76		Good Dai-sho				
ATTACK MODES				WEAPONS		Hankyū		2MR		6		
						Stage makeup						
ABCS DAM				ACS DAM Wt								
Kenj.(1°): 26 (1d6+2)		Katana		+4 +4 (1d6+6)		5						
Kenj (2°): 17 (1d6+2)		Katana		+4 +4 (1d6+6)								
Kyujutsu: 20 (2d6)		Bow (han-kyū)		MR2 (2d6)		6						
Yari 14 (1d10)		Thrusting Spear		(1d10+0)		10						
Unarmed: 9		Unarmed		(1D6)		-						
SKILLS (PROF)		SCR	RW	ABCS	SKILLS (ARTS)		SCR	RW	ABCS	SPELLS		
Kenjutsu		90	18.0	22	Ainu Language		60	12.0	12			
Karumijutsu		50	10.0	14	Katakana		65	13.0	17			
Kyujutsu		81	16.2	20	Hiragana		50	10.0	14			
Monomane		70	14.0	18	Kanji		20	4.0	4			
Kabuki		96	19.2	23	Court Dance		59	11.8	15			
Bajutsu		25	5.0	9	Ainu Classics		21	4.2	4			
Ainu Magic		60	12.0	12	Fishing		6	1.2	1			
Yadomejutsu		33	6.6	6	Hunting		10	2.0	2			
Taisabaki		44	8.8	12	Hunting with Dogs		42	8.4	8			
					Control Wolf/Dog		9	1.8	1			
					Armourer		52	10.4	10			
					Music		40	8.0	8			
CAPABILITY		BCS	CAPABILITY		BCS	CAPABILITY		BCS	CAPABILITY		BCS	
Brawling		9	Climbing		12	Leaping		10	Magic		5	
Swimming		9	Gimmickry		-							
NOTES					Increasing Attributes			# of BCS			Physical(0.1) Mental(0.05)	
					1 month of training = +1 attribute			improvements				
					Studying Skills							
					Study turn = 1 week			30 Cu = 1 Ag, 12 Ag = 1 Au				
					Adj LR = (LR + Bonuses)/(2*Hind)			1 month = 3 weeks, 1 week = 10 days				