

Character: Takeda Miyoshi						Player: Jim											
Profession: Bushi																	
Creation Date: 25/05/2005		Age: 42		Campaign Start: 1455													
ATTRIBUTES		PRMNT	CRRNT	RAW ST		Caste:		Social Status:									
Strength		21	21	7	11	Rank:		Personal Status:									
Deftness		31.5	31	10	14	Group (position):		Group Status:									
Speed		18.3	18	6	10	LEVEL 4											
Health		17	17	5	9	BUDO/Shugendo 290.5											
Wit		13	13	4	8												
Will		9.4	9	3	7												
KI		4	4														
POWER						ON 449											
Unarmed Combat Damage: 1D6						HIT POINTS: 34						Healing Rate 3					
Armed Damage Modifier: +1						DAMAGE TAKEN											
Base Action Phase: 15		VALUABLES		Lethal:													
Primary Action Phase: 7		Gold: 6		Subdual:		Critical:		Location:									
Zanshin: 2		Silver: 5		CURRENT AC: 10 (6+4)		Complete light samurai armour 6		Wt 30									
Max No Actions: 2		Copper: 200		Other Available A/Cs: 8 (4+4)		Light samurai armour 4		Wt 20									
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 13				Unencumb 42		Katana 22 1d6+2 5											
				Carrying 49		Poisoned Yari 22 1d10+2 +L2 Paralytic poison											
						Superior Wakizashi 24 1d6+2 3											
						Daikyu 3MR 9											
						Good Dai-sho 1d10 10											
ATTACK MODES						WEAPONS											
ABCS DAM		ACS DAM Wt															
Kenj.(1°): 22 (1d6+2)		Katana +0 +0 (1d6+3) 5															
Kenj (2°): 15 (1d6+2)		Wakizashi +2 +2 (1d6+3) 3															
Kyujutsu: 21 (2d6)		Bow (dai-kyu) MR3 (3d6) 9															
Sojutsu 23 (1d10)		Thrusting Spear -1 +2 (1d10+3) 10															
Unarmed: 11		Unarmed (1D6) -															
SKILLS (PROF)		SCR	RW	ABCS	SKILLS (ARTS)		SCR	RW	ABCS	SKILLS (ARTS)		SCR	RW	ABCS			
Kenjutsu		93	18.6	22	Hawking		18	3.6	7	Ainu Language		85	17.0	17			
Ni-to-kenjutsu		66	13.2	17	Fishing		13	2.6	2	Katakana		69	13.8	17			
Kyujutsu		89	17.8	21	Hunting		35	7.0	7	Hiragana		54	10.8	14			
Sojutsu		99	19.8	23	Control Wolf/Dog		15	3.0	3	Kanji		24	4.8	4			
Precision Strike		99	19.8	19	Tattooing		55	11.0	11	Court Dance		55	11.0	15			
Senjojutsu		99	19.8	23	Woodworking		6	1.2	1	Ainu Classics		17	3.4	3			
Bajutsu		17	3.4	7	Sailing		58	11.6	11	Poetry		37	7.4	7			
Bowyer		50	10.0	14	Control Earthquake		4	0.8	0	Control Earthquake		4	0.8	0			
CAPABILITY		BCS	CAPABILITY		BCS	CAPABILITY		BCS	CAPABILITY		BCS	CAPABILITY		BCS			
Brawling 11		Climbing 9		Leaping 7		Magic -		Swimming 11		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	