

# JIRO

<b>AGE:</b> 23 <b>EYES:</b> Amber <b>HAIR:</b> Black <b>HEIGHT:</b> 5'10" <b>WEIGHT:</b> 165 lbs <b>KIN:</b> Zhuan (Human) <b>SEX:</b> _____ <b>SKIN:</b> Tan <b>DRESS:</b> simple clothing <b>DEMEANOR:</b> Stoic <b>TRUE ATTITUDE:</b> Caring, Curious
<b>LVL:</b> 2 <b>VOCATION:</b> BountyHunter/Scout <b>CULTURE:</b> Rural <b>XP:</b> 22
<b>STATS:</b> Br: 2 Dx: 3 St: 3 Ws: 2 In: 2 Ch: 2 Re: 3 <b>TSR:</b> 12 <b>RSR:</b> 13 <b>WSR:</b> 13 <b>Mana:</b> 0 <b>Drive:</b> 2 <b>Heroic Path:</b> 0 <b>Mv:</b> 23
<b>HITS:</b> 38 <b>DM:</b> 6 (3+3 Martial Arts) <b>AR:</b> B7/S10/P7/E8/SL0 <b>Sh:</b> none
<b>ATTACKS:</b> 9 Scimitar (8s/6p); 9 Punch (7ma); 9 Kick (9ma); 9 Grapple (7g); 9 Sweep/Throw (9u); 9 Dagger (6s/7p); 6 Thrown Dagger (6s/7p; Rng: 10); 10 Rope Dart (6s/8p/6g; Reach 10); 6 Short Bow (10p, Rng: 65); 9 Baton (8b);
<b>COMBAT SKILLS (4 DP):</b> Blades [6] 8; Blunt [2] 4; Brawl [5] 9; Polearms [2] 4; Ranged [3] 6;
<b>ADVENTURING SKILLS (6 DP):</b> Athletics [5] 7; Hunting [5] 7 (9); Nature [5] 7 (9); Ride [5] 7; Wandering [6] 8;
<b>ROGUERY SKILLS (4 DP):</b> Perception [8] 10; Stealth [8] 11;
<b>KNOWLEDGE SKILLS (4 DP):</b> Appraisal [2] 4; Crafts [2] 4; Cultures [5] 7; Healing [2] 4; Influence [3] 5; Lore [4] 6; Meditation [3] 8;
<b>SPELL LORES (0 DP):</b> —
<b>MISC. SKILLS:</b> Armor (2 DP) [7] 9; Body (2 DP) [7] 10; Mana (0 DP) [0] 0;
<b>LANGUAGES (2 DP):</b> Ainu S 3/W 3; Æglits S3/W1; Gaelsh S2/W2; Varni S2/W0; Teangai S2/W1;
<b>SPECIAL SKILLS:</b> <ul style="list-style-type: none"> <li><b>Focus</b> (<i>Half Action Meditation</i> roll to gain +1/SL to Martial Arts attack in same round; <i>Meditation</i> roll, adds +1/SL to DM, requires spending <i>Free Action</i> each round to maintain; <i>Meditation</i> roll allows Jiro to regain (SL x 5) Hits over the course of the hour spent meditating; may only use one at a time)</li> <li><b>Martial Arts</b> (Gains +3 to DM, may Parry while unarmed, gain +1 Damage to Unarmed attack for every 3 ranks in Brawl, max of +5)</li> <li><b>Reconnoiter</b> (<i>Perception</i> roll to determine number/type of beings (sentient/animal) with 100' radius outdoors, 30' radius indoors)</li> <li><b>Tracker</b> (Gains +2 (adjusted scores listed in parenthesis) to <i>Hunting</i> and <i>Nature</i> rolls involving reading and following tracks)</li> </ul>
<b>SPECIAL ABILITIES:</b> <ul style="list-style-type: none"> <li><b>Enhanced Sight</b> (1 BP — <i>Night Sight</i>: See up to 100' in Dim Light, the first 50' as if Well Lit)</li> <li><b>Unusual Training</b> (3 BP — Gained the Special Skills <i>Martial Arts</i> and <i>Focus</i>, trained by his mentor, a former Monk turned bounty hunter)</li> <li><b>Destiny Sense</b> (1 BP — Spend 10 minutes meditating upon target that I know well, or have had described to me in detail, and I will know what direction it is in)</li> <li><b>Tough Skin</b> (1 BP — You have natural tough skin, giving you a natural B1/S1/P1/E1/SL0)</li> <li><b>Specialization</b> (<i>Kin</i>: Gains a +2 bonus to 2 skills, Brawl and Meditation)</li> </ul>
<b>PASSIONS:</b> <ul style="list-style-type: none"> <li><b>Motivation:</b> I like going new place and seeing new things and I do not like to stay in one place long.</li> <li><b>Nature:</b> I am fascinated by the many different cultures found in Anwyn and which to experience them all.</li> <li><b>Allegiances:</b> When I take a commission, I do my best to keep it. I will never betray those that I call friend.</li> </ul>

Jiro grew up in Utara, a small kingdom in the southwestern section of Tir Tuath on Anwyn. Unlike other humans, they have always been able to see in the dark. That and their uncanny ability to find things that they were looking for brought them to the notice of a local Bounty Hunter, who spent years as part of a Monestary before it was destroyed by Goblins.

This man arranged for Jiro to be his apprentice and together they were able to apprehend quite a few wanted criminals. In addition to teaching Jiro the trade of bounty hunting, their mentor also taught them some Martial Arts.

It was during this time that Jiro was exposed to the cultures found in Cymbri and beyond, and found them fascinating.

Their mentor recently retired and Jiro has struck out on their own, eventually finding and joining a small group of like-minded people looking for adventure.

## EQUIPMENT:

### Tools of the Trade:

- Soft Leather Hauberk (B4/S7/P4/E5; -3MvP)
- Leather Skullcap (B1/S1/P1/E1)
- Scimitar (8s/6p; Agile, Martial, Swift)
- Rope Dart (6s/8p/6g; Flexible, Martial, Reach, Unreliable; CF5)
- Short Bow (10p; Rng: 65; Load(1), Quick Load)
- Quiver (12 arrows)
- Baton (8b; Agile, Backstab, Swift)
- Dagger (6s/7p; Agile Backstab, Swift; Rng: 10)

### Standard Pack:

- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

### At Belt Items:

- Equipment belt
- 2 belt pouches

### Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

### Money:

- 5 bronze pieces

## NOTES:

## DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun