

# BESKAR

<b>AGE:</b> 75 <b>EYES:</b> Amber <b>HAIR:</b> Black <b>HEIGHT:</b> 4'0" <b>WEIGHT:</b> 85 lbs <b>KIN:</b> Aeshi (Dwelf) <b>SEX:</b> _____ <b>SKIN:</b> Dusky <b>DRESS:</b> Sturdy clothing <b>DEMEANOR:</b> Caring, Helpful <b>TRUE ATTITUDE:</b> Caring, Helpful
<b>LVL:</b> 2 <b>VOCATION:</b> Sohei/Scout <b>CULTURE:</b> Arboreal <b>XP:</b> 22
<b>STATS:</b> Br: 2 <b>Dx:</b> 3 <b>St:</b> 3 <b>Ws:</b> 2 <b>In:</b> 2 <b>Ch:</b> 1 <b>Re:</b> 4 <b>TSR:</b> 14 <b>RSR:</b> 15 <b>WSR:</b> 15 <b>Mana:</b> 8 <b>Drive:</b> 2 <b>Heroic Path:</b> 2 <b>Mv:</b> 18'
<b>HITS:</b> 35 <b>DM:</b> 6 (9 - see notes) <b>AR:</b> B5/S8/P5/E6/SL0 <b>Sh:</b> None
<b>ATTACKS:</b> 11 Jitte (7b); 10 Martial Arts (see the <i>Unarmed &amp; Weapon Kata Attack Damages</i> table for attacks/damages); 5 Short Bow (9p, Rng: 65); <b>DUAL WEAPONS:</b> <i>Primary:</i> 9 Jitte (9b/ma); <i>Off-hand:</i> 5 Jitte (9b/ma); Usually puts minimum of 1 point of AB into Parry (already figured into Primary/Off-hand ABs), for +3 to DM total (see Notes);
<b>COMBAT SKILLS (5 DP):</b> Blunt [8] 10; Brawl [8] 10; Ranged [2] 5; Swashbuckling [3] 6;
<b>ADVENTURING SKILLS (5 DP):</b> Athletics [5] 7; Hunting [5] 7; Nature [6] 8; Ride [4] 7; Wandering [6] 8;
<b>ROGUERY SKILLS (4 DP):</b> Acrobatics [4] 7; Perception [8] 10; Stealth [8] 14;
<b>KNOWLEDGE SKILLS (4 DP):</b> Cultures [3] 5; Healing [3] 5; Lore [4] 6; Meditation [5] 9;
<b>SPELL LORES (0 DP):</b> —
<b>MISC. SKILLS:</b> Armor (2 DP) [4] 6; Body (2 DP) [7] 10; Mana (0 DP) [0] 4;
<b>LANGUAGES (2 DP):</b> Lihasa S3/W3; Æglits S3/W2; Gaelsh S2/W2; Ainu S2/W2;
<b>SPECIAL SKILLS:</b> <ul style="list-style-type: none"> <li>• <b>Dual Weapons</b> (2 Jitte; gain +1 DR to each; primary attack at -2, off-hand attack at -6; off-hand attack as Free Action; reduce penalties by 1 for every 3 ranks or portion thereof in Brawl skill)</li> <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 6) 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>Weapon Kata</b> (Gain 1 weapon as <i>Kata Weapon</i> (Kata) for every 2 ranks in Brawl; DR = weapon's DR + extra <i>Martial Arts</i> damage)</li> </ul>
<b>SPECIAL ABILITIES:</b> <ul style="list-style-type: none"> <li>• <b>Unusual Training</b> (1 BP — Gained Special Skill <i>Double Weapon: Jitte</i>)</li> <li>• <b>Unusual Training</b> (3 BP — Gained Special Skills <i>Focus &amp; Weapon Kata</i>)</li> <li>• <b>Dark Sight</b> (<i>Kin:</i> Can see in moon light as if Well Lit; in star light or Dimly Lit area, can see up to 75'; treating the first 30' as Well Lit, can see 10' in total darkness, can see double distance plus 10' in enclosed spaces with artificial light sources as Well Lit)</li> <li>• <b>Shadowling</b> (<i>Kin:</i> +2 <i>Stealth</i> in shadowy or woodland settings)</li> <li>• <b>Woodcrafty</b> (<i>Kin:</i> +3 <i>Nature</i> and <i>Wandering</i> for foraging and navigating in woods, forest &amp; similar terrain)</li> <li>• <b>Size</b> (<i>Small:</i> -5 Base Move (added in); +1 <i>Stealth</i> (added in); -1 <i>Weapon Damage</i> (added in); +2 AB/DM vs. foes ≥ size Large (not added))</li> </ul>
<b>PASSIONS:</b> <ul style="list-style-type: none"> <li>• <b>Motivation:</b> I want to travel and see the world.</li> <li>• <b>Nature:</b> I am always wanting to help others in any way I can.</li> <li>• <b>Allegiances:</b> I am loyal to my family and friends.</li> </ul>

Beskar's parents left their home in the Duin Weald, the Dark Woods to move to a village in the high hills of the southern Bryni Weall (the Wall of Hills) that border Utara. They did so to be near the monastery that housed a man that had previously saved the family from bandits. Their personal honor demanded that they help him in some fashion in return.

Thus growing up near the monastery, one famous for producing *Warrior Monks*, it was almost inevitable that the siblings, Beskar and Viklin would eventually join.

They spent many years there before deciding that they had to follow another path, as they were not as talented in the Martial Arts as their giant of a sibling. Beskar left the monastery with the blessings of their teachers.

Beskar then joined with a group of traders heading for Hyb Rasil along the northern coast. Among these traders was a Zhuan Scout who taught Beskar what he knew about being a Scout. This lasted for a few more years, until recently when Beskar joined a new group of adventurers.

<b>EQUIPMENT:</b>	<ul style="list-style-type: none"> <li>• 1 small steel mirror</li> <li>• 1 waterskin (filled)</li> <li>• 1 flask of oil (padded)</li> <li>• 1 small lantern</li> <li>• 1 set of Flint &amp; Steel</li> <li>• 1 Bedroll</li> </ul>
<b>Tools of the Trade:</b>	<ul style="list-style-type: none"> <li>• Soft Leather Hauberk (B4/S7/P4/E5; -3MvP)</li> <li>• Leather Skullcap (B1/S1/P1/E1)</li> <li>• Jitte (x2; 8b; <i>Agile, Backstab, Martial, Parry(2), Swift, Kata weapon</i>)</li> <li>• Dagger (x2; 6s/7p; <i>Agile, Backstab, Swift, Kata weapon; one in boot sheath</i>)</li> <li>• Short Bow (10p; Rng: 65; <i>Load(1), Quick Load</i>)</li> <li>• Quiver (12 arrows)</li> </ul>
<b>Standard Pack:</b>	<ul style="list-style-type: none"> <li>• 50' of Superior Rope</li> <li>• 1 canvas sack</li> <li>• 2 weeks of iron rations</li> </ul>
<b>At Belt Items:</b>	<ul style="list-style-type: none"> <li>• Equipment belt</li> <li>• 2 belt pouches</li> </ul>
<b>Clothing:</b>	<ul style="list-style-type: none"> <li>• Cloak</li> <li>• Soft Leather boots</li> <li>• extra set of clothing (not including outfit worn)</li> </ul>
<b>Money:</b>	<ul style="list-style-type: none"> <li>• 6 bronze pieces</li> </ul>

**NOTES:**  
DM base is 6 (3 Dex + 3 from Martial Arts). When wielding Dual Jitte, his DM is 9 (base of 6, +2 from Jitte's Quality of *Parry(2)*, and +1 from subtracting 1 from Attack Bonus of both weapons).

UNARMED & WEAPON KATA ATTACK DAMAGES			
Attack Type	Unarmed Damage	Kata Weapon	Kata Damage
Punch	5ma	Jitte	9b
Kick	6ma	Dagger	7s/8p
Grapple/Wrestle	5g	—	—
Sweep/Throw	6u	—	—

\* =Criticals may be normal for weapon used or for Martial Arts attack; ma = Martial Arts, g = Grapple, u = Knock Down (g & u are Martial Moves)

DAMAGE RECEIVED			
Hits	Bleeding	Pain	Stun