

Hits: 36	Wnds: 6/4/2	CrTs: 6/8/10/12/14/16
DT: 20	AR: 6	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 2	Res: 2	Aura: 4 Reflexes: 8
Con: 4	Spd: 4	Init: 6 Stamina: 6
Dex: 4	Str: 4	Insight: 4 Will: 4
Int: 2	Wis: 2	Might: 6 Lift: 300 lbs
Skills: (stats not added)		Attacks: (stats already added)
Archery	2	9 Bastard Sword (9, 3AP, -1 init)
Blades (Heavy Blades)	5	(2h: 11, 3AP, -1 init)
Bludgeoning (Clubs)	2	6 Baton (6, 2AP, +4 init)
Crafts (Herbalist)	2	4 Short Bow (6, 2AP, +2 init, RI 50)
Crafts (Trap-Making)	2	7 Jab (6, 2AP, +2 init)
Crafts (Woodcarving)	1	7 Kick (7, 3AP, -1 init)
Foraging (Forests)	3	3 RP (7, -2 init, 3AP)
Gimmickry	3	7 Strike (Punch) (6, 2AP, +2 init)
Healing	1	7 Takedown (7, 3AP)
Influence (Trading)	1	Skills (continued):
Martial Arts (Boxing)	3	Survival (Forests) 2
Perception	4	Tracking 4
Riding (Horses)	2	Trickery 1
Stealth	4	Two-Handed (Great Blades) 5

Size: 5'0" tall, 175 lbs

Special Skills & Abilities:

- **Darkvision:** 30' (see core rules for details)
- **Destiny Sense:** Spend Full Action contrating to know direction to goal. No sense of distance or obstacles.
- **Judge of Arms:** Know pluses/minuses or magical abilities of any weapon or armor that he touches.
- **Waylaying:** May knock foe unconscious for 1d10 minutes if they fail their Stamina Save (TN 20); requires using blunt or heavy weapon (blackjack, club, mace, etc.); Must attack from behind and/or with surprise; attack deals 2x Base Damage & no Scaled Damage; Helms provide bonus to Save.
- **Boxing Combat Moves:** description
 - **Jab:** No Scaled Damage
 - **Quickfire Attack:** This Comat Move allows the character to gain +1 to their Init in exchange for each -1 to their AB for their attack this round, up to max ranks in Boxing. This Move can be used with any Strike or Kick attack.
 - **Roundhouse Punch (RP):** Double amount of Scaled Damage (SD) after figuring it. It may exceed normal SD limits.
 - **Takedown:** On successful attack, both character & foe are prone. Foe makes Stamina Save or be Stunned (Dazed, Shaken if fail by 3+, Staggered if failed by 5+). Increase Save TN by trading 2 pts Scaled Dmg for each +1 to TN.
 - **Unarmed Block:** The character uses his AB to make a Save against the incoming attack. The TN of this Save is 10 + the foe's Attack Bonus (AB). Success means that the character takes no damage. Failing this Save means that the character takes damage normally. This Combat Move is also known as an Interrupt, meaning that it can be used as an Abort Action.

Equipment:

Tools of the Trade:

- Bastard Sword
- Baton
- Short Bow (& Quiver with 20 arrows)
- Soft Leather Armor and Helm
- Reinforced Leather Bracers & Greaves

Standard Pack:

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

At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger

Clothing:

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

Money:

- 3 silver pieces
- 4 bronze pieces
- 6 copper pieces

Languages:

- Common
- Elvish

Jiro grew up in Utara, a small kingdom in the southwestern section of Tir Tuath on Anwyn. Unlike other humans, he he always been able to see in the dark. That and his uncanny ability to find things that he was looking for brought him to the notice of a local Bounty Hunter.

This man arranged for Jiro to be his apprentice and together they were able to apprehend quite a few wanted criminals. It was during this time that Jiro was exposed to the northern culture found in Cymbri, and found it fascinating. So much so that he took up Boxing, rather than the Wushu of his native land.

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

NOTES:

DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
	ROUNDS OF STUN		
	STAGGERED	SHAKEN	DAZED