

VIKLIN

(AESHI/HILLOCK/MONK) (100)

| | | |
|----------------------------------|--------------------|---------------------------------------|
| Hits: 35 | Wnds: 7/3/2 | CrTs: 7/9/11/13/15/17 |
| DT: 20 | AR: 1 | Move: 10' Fate Pts: 3 |
| Primary Stats: | | Secondary Stats: |
| Chr: 2 | Res: 4 | Aura: 4 Reflexes: 7 |
| Con: 3 | Spd: 4 | Init: 6 Stamina: 7 |
| Dex: 3 | Str: 2 | Insight: 4 Will: 6 |
| Int: 2 | Wis: 2 | Might: 6 Lift: 300 lbs |
| Skills: (stats not added) | | Attacks: (stats already added) |
| Acrobatics | 1 | 8 Disarm (0, 2 AP, notes) |
| Athletics | 3 | 8 Kick (7, 3AP, +1 init) |
| Casting (Monk Spells: Res) | 2 | 9 Legsweep (6, 3AP, +3 init, notes) |
| Crafts (Herbalist) | 2 | 8 Strike (6, 2AP, +2 init) |
| Crafts (Leatherworking) | 2 | 8 Throw (7, 2 AP, notes) |
| Crafts (Tanner) | 1 | 7 Off. Kick (10, 4AP, -2 init) |
| Healing | 2 | 7 Off. Strike (8, 4AP, -2 init) |
| Influence (Trading) | 1 | Skills (continued): |
| Lore (Kuo Sho) | 5 | Perform (Pipes) 2 |
| Lore (Xingyi) | 2 | Riding (Riding Dogs) 1 |
| Lore (Herlore) | 1 | Stealth 4 |
| Magecraft | 1 | Targeting 1 |
| Magelore (Herbals) | 1 | Thrown (Edged) 1 |
| Martial Arts (Wushu) | 5 | Trickery 3 |
| Perception | 2 | |

Size: 3'11 tall, 75 lbs

Special Skills & Abilities:

- **Darkvision:** 20' (see core rules for details)
- **Size:** Gain +2 to DT and Stealth; -1 to all attacks except spell and Chain Plus weapons (added in already)
- **Sense Magic:** +2 to Aura rolls to sense active magic
- **Hammerhands:** Gain +2 to DR of all Martial Arts attacks (already added in)
- **Weapon Focus:** Gain +1 DR to 7 core Wushu Combat Moves (already added in)
- **Adrenal Defense:** refer to Martial Arts notes
- **Kuo Sho Special Ability:** 3 CP ability, refer to Martial Arts notes for more information
- **Weapon Kata (Chains Plus):** refer to the Martial Arts notes (additions to damage not figured in and varies based on weapon) for more information

NOTES:

Equipment:

- **Tools of the Trade:**
 - Leather Bracers
 - Weapon Kata Weapons: Meteor Hammer, Rope Dart, Monkey Fist, & Nunchaku
 - Crystal Pendant (Casting Focus)
 - Spell Book (carried in pack)
- **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:**
 - 2 silver pieces
 - 5 bronze pieces
 - 12 copper pieces
- **Languages:**
 - Common
 - Dwelfish

Viklin's parents left their 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 monestary that housed a man that had previously saved them from bandits. Their personal honor demanded that they help him in some fashion in return.

Thus growing up near the monestary, it was almost inevitable that Viklin would eventually join. He spent many years there before graduating from Initiate to Brother.

This monestary has a tradition that once a monk reaches the status of Brother, they must leave the monestary and wander the world to learn more about it before returning and becoming a Master. Viklin made Brother just over a year ago, and began his journeys. He recently met up with a group of adventurers and joined them in their search for adventure, so that he could learn more about how people react to various things.

DAMAGE TAKEN

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

VIKLIN'S SPELLS & MARTIAL ARTS NOTES

SPELLS

EMPTY FIST (M) 2/MN 3/N 4)

CTN: 17 Fatigue: 1
Vs: DT Range: 50'
Duration: —

Description: The caster is able to externalize his Chi energy, allowing him to make the equivalent of a Martial Arts Punch at any single target within range. This attack does an amount of Base Damage equal to 4 + the caster's Resolve Stat and manifests as a translucent bolt of light that races out to strike the target.

If the option, *Chi Cone*, is used the attack will form a cone attack. The cone starts at the caster's location and has a width of 5' and it ends at the maximum range of the spell and has a width of 3' for every 10' in length. Thus a 50' long cone has a width of 15' at its distant end. See p. 72 for more information on Attack Spells.

| Casting Options | CTN | Ftg |
|------------------------------|-----|-----|
| Increase Damage (per +1 hit) | +4 | +2 |
| Increase Range (per +50') | +4 | +2 |
| Chi Cone | +5 | +2 |

MARTIAL ARTS RELATED NOTES

ADRENAL DEFENSE

Adrenal Defense requires a Half Action (2 AP) to activate and the character must then spend a Snap Action (1 AP) each round to maintain it. While it is active, the player can split double his character's Resolve (8 points) between his Initiative and his Defensive Threshold (DT) in any manner. This split may only be changed during the Action Declaration Phase of the round.

The character may have this ability active for a number of rounds equal to double the sum of his Stamina and Will (26 rounds total). Regardless of how long it was active, once ended, the character must wait 10 minutes before he can use it again.

MAINTAINING KUO SHO STYLE

The character must spend a Snap Action (1 AP) each round to maintain and use any style related Abilities.

If used in conjunction with Adrenal Defense, this means that the character must spend 2 AP (2 Snap Actions) each round, leaving only 3 AP for other actions.

KUO SHO: 3 CP ABILITY

Any Combat Moves used with this style gain a+1 to their Initiative modifiers when used with this style. They also gain a +1 to their Damage Rating for every 2 ranks that the character has in the style skill, up to a maximum bonus of +5.

With 5 ranks in his Style skill, this provides +2 to all damage dealt when maintaining the style.

MARTIAL ARTS COMBAT MOVES

Disarm: Character makes an attack roll using Dex as the Stat, if it hits, it does no damage and foe makes a Might Save. If foe fails the Save, his weapon goes flying 1-10' in a random direction. The TN of the Save is increased by +1 for every 3 points over foe's DT the Disarm (attack) roll was. It requires 2 AP to use this Move

Legsweep: This attack deals no Scaled Damage, but if the attack is successful, the foe must make a Reflexes Save or be knocked prone. It requires 3 AP to use this Move.

Quickfire Attack: This Combat Move allows the character to gain +1 to their Init in exchange for each -1 to their AB for their attack this round. This Move can be used with any Strike or Kick attack that is not also using a Weapon Kata at the time. The exchange of points cannot exceed the number of ranks in Wushu. Using this Move increases the number of AP required by 1 for the Move it is used with.

Throw: Upon a successful attack, the foe must make a Reflexes Save or be knocked prone. It requires 2 AP to use this Move.

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. It requires 3 AP to use this Move.

Weapon Kata (Group): The character is able to use weapons from the Chains Plus group with his Martial Arts Attacks. Not every weapon listed below can be used with every move. When using a Weapon Kata, the character is able to use the Universal Combat Move: Block and the Melee Combat Moves: Fight Defensively and Full Parry with their Martial Arts skill. Using a Weapon Kata does not change the number of AP required for the Move(s) it is used with.

- **Meteor Hammer:** Gain +3 damage to the Combat Moves that this is used with; May be used to make attacks up to 6' from the character; May be used with Disarm, Kick, Strike, Offensive Kick and Offensive Block; May do Bash criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Rope Dart:** Gain +2 damage to the Combat Moves that this is used with; May be used to make attacks up to 6' from the character; May be used with Disarm, Kick, Strike, Offensive Kick and Offensive Block; May do Slash or Pierce criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Monkey Fist:** Gain +2 damage to the Combat Moves that this is used with; May be used with Disarm, Strike, and Offensive Strike; May do Bash criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Nunchaku:** Gain +3 damage to the Combat Moves that this is used with; May be used with Disarm, Strike, and Offensive Strike; May do Bash criticals instead of Martial Arts Criticals (player's choice)