

VILKIN

AGE: 65 EYES: Amber HAIR: Black HEIGHT: 4'0" WEIGHT: 75 lbs KIN: Aeshi (Dwelf) SEX: _____ SKIN: Ruddy DRESS: simple clothing DEMEANOR: Calm, unemotional TRUE ATTITUDE: Caring, helpful
LVL: 1 VOCATION: Sohei/Sohei CULTURE: Hillock XP: 10
STATS: Br: 2 Dx: 3 St: 3 Ws: 2 In: 2 Ch: 1 Re: 4 TSR: 13 RSR: 14 WSR: 14 Mana: 0 Drive: 2 Heroic Path: 0 Mv: 18
HITS: 31 DM: 8 (see Notes) AR: B12/S9/P8/E10/SL0 Sh: none
ATTACKS: 9 Martial Arts (see the <i>Unarmed & Weapon Kata Attack Damages</i> table for attacks/damages); 7 Thrown Dart (5p, Rng: 10)
COMBAT SKILLS (6 DP): Blades [2] 4; Blunt [1] 3; Brawl [7] 9; Polearms [1] 3; Ranged [4] 7; Swashbuckling [1] 4;
ADVENTURING SKILLS (4 DP): Athletics [2] 4; Hunting [1] 3; Nature [3] 8; Ride [2] 5; Wandering [4] 9;
ROGUERY SKILLS (4 DP): Acrobatics [2] 5; Perception [5] 7; Stealth [5] 11;
KNOWLEDGE SKILLS (4 DP): Acumen [1] 3; Appraisal [1] 3; Crafts (Scrimshaw) [1] 3; Cultures [1] 3; Healing [4] 6; Influence [2] 4; Lore [4] 6; Meditation [5] 9;
SPELL LORES (0 DP): —
MISC. SKILLS: Armor (2 DP) [3] 5; Body (2 DP) [5] 8; Mana (0 DP) [0] 0;
LANGUAGES (2 DP): Lihasa S3/W3; Æglits S3/W0; Ainu S2/W2; Tauro S2/W0; Gaelsh S2/W0;
SPECIAL SKILLS: <ul style="list-style-type: none"> • Focus (Meditation roll required for each ability; Attacks: Half Action roll to gain +1/SL to Martial Arts AB; Defense: Half Action to activate, Free Action to maintain, adds +1/SL to DM; Heal Self: SL x 6 hits regained during 1 hour trance; May only use one ability at a time) • Martial Arts (Gains +3 to DM, may Parry while unarmed, gain +1 Damage to Unarmed attack for every 3 ranks in Brawl, max of +5) • Weapon Kata (Gain 1 weapon as <i>Kata Weapon</i> (Kata) for every 2 ranks in Brawl; DR = weapon's DR + extra damage from <i>Martial Arts</i>)
SPECIAL ABILITIES: <ul style="list-style-type: none"> • Chivalrous (-1 BP — always gives sentient foes the init on first round (often using a <i>Full Parry</i> as well), will never fight from mount if foe on foot, and always allow foe to pick up dropped weapon; if asked, will always grant quarter, accepting surrender & treating foes honorably) • Hammerhands (3BP — Unarmed attacks have +4 DR (not counted in <i>Weapon Kata</i> damage); gain +2 DM, gain B2/S2/P2/E2/SL0; also being courted by rival monastery;) • Tough Skin (1 BP — Gain natural AR of B1/S1/P1/E1/SL0) • Unusual Training (1 BP — Gained the Special Skill, <i>Weapon Kata</i>) • Dark Sight (Kin: 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) • Shadowling (Kin: +2 <i>Stealth</i> in shadowy or woodland settings) • Woodcrafty (Kin: +3 <i>Nature</i> and <i>Wandering</i> for foraging and navigating in woods, forest & similar terrain) • Size (Small: -5 Base Move (added in); +1 <i>Stealth</i> (added in); -1 <i>Weapon Damage</i> (added in); +2 AB/DMvs. foes ≥ size Large (not added in))
PASSIONS: <ul style="list-style-type: none"> • Motivation: The Monks of the temple where I trained are the reason that I, and my parents, are even alive. I must do whatever I can to assist the temple. • Nature: One must always uphold one's honor. My choices are made by taking that into consideration. • Allegiances: I help those that are in need, to the best of my ability.

Viklin'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. Viklin spent many years there before graduating from Initiate to Disciple. Viklin is also one of the largest pure blood Aeshi that anybody has ever seen.

This monastery has a tradition that once a monk reaches the status of Disciple, they must leave the monastery 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 as a fledgling *Warrior Monk*. Viklin recently met up with a group of adventurers and joined them in their search for adventure, so that they could learn more about people and the world, and as such, rarely uses his title of *Jasriq* (which is Ainu for *Young Fist*).

EQUIPMENT:

Tools of the Trade:

- Padded Gambeson (B8/S5/P4/E6; -2MvP; Cold(2), Flammable)
- Arming Cap (B1/S1/P1/E1)
- Monkey Fist (8b; Flexible, Martial, Swift, Unreliable; Kata weapon; CF3)
- Dagger (x2; 6s/7p; Agile, Backstab, Swift; Rng: 10; one in boot sheath)
- Quarterstaff (12b; Martial, Swift; Kata weapon)
- Darts (x12; 6p; Rng: 10; shaped as throwing stars)

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:

- 6 bronze pieces

NOTES:

Defensive Modifier is 8 (3 Dex + 3 from Martial Arts + 2 from Hammerhands).

UNARMED & WEAPON KATA ATTACK DAMAGES

Attack Type	Unarmed Damage	Kata Weapon	Kata Damage
Punch	9ma	Monkey Fist	9b
Kick	10ma	Dagger	7s/8p
Grapple/Wrestle	9g	Quarterstaff	13b
Sweep/Throw	10u	—	—

* =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