JADECLAW 玉爪

ANTHROPOMORPHIC FANTASY ROLE-PLAYING

Name . . . . . .

Race . . . . . Habitat: . . . . . Senses: . . . . . .

Career . . . . . .

. . . . . .

. . . . . .

List your Trait Dice in the dotted blank at the top of each scroll.

Below, copy those Trait Dice next to Skills to which they apply.

Skills *(Favored Use)* **Experience**

Body 體 Speed 巧 Mind 智 Will 毅

Ht: . . . . *hands* Size & Wt. : . . . . *stone*

Dash: . . . . . *paces* Stride: . . . . *paces*

Lift: . . . . . Strength: . . . . . .

Magic Points

Magic Points = Will Trait + all Wizard Traits

Gifts and Flaws

Racial Gifts & Flaws

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Personal, Social, & Esoteric Gifts

(For starting characters, not to exceed 10 points)

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External & Internal Flaws

(For starting characters, not to exceed -10 points)

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Self-Improvement

1) . . . . . .

2) . . . . . .

3) . . . . . .

4) . . . . . .

Experience Earned

Use "/" for Fatigue, "X" for Wounds. Only Wounds force Death rolls.

4d12 4d12 4d12 4d12 3d12 2d12 d12 d10 d8 d6 d4

Hit Points

Save Resolve each round or pass out –

Save Body vs. Death at each hit or die –

Encumbrance

A negative number is a Move penalty. List Move in blanks, below. This limits the size of Dodge Dice, et al.

+9 +8 +7 +6 +5 +4 +3 +2 +1 ◀◀Lift Bonus Encumbrance▶▶ -1 -2 -3 -4 -5 -6 -7 -8 -9

Block out All "+" boxes greater than your Lift Bonus. For each stone you carry, fill in a box. Once you run out of "+" boxes, you are Encumbered.

. . . . d12 . . . . d10 . . . . d8 . . . . d6 . . . . d4 = Encumbrance Limit

Equipment

Good Hand _____

Off Hand _____

Head _____

Body _____

Backup _____

Pack _____

Purse _____

Starting Bu-qian = Sum of all Career Dice

Initiative *(Speed Dice & Mind Dice)*

Resolve *(Will Dice and Resolve Skill Dice)*

Maneuvers

Name	Rank	To-Hit Dice	Damage	Special
Strike First	First			
Strike Sure	Second			
Strike Hard	Second			

Defenses *(Note: include Cover Dice (from shield) with all Defenses.)*

Name	Dice	Armor
Block		Name
Parry		Dice
Dodge		and Soak

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