

# Art of WUXIA

+0

-20

-40

-60

-80

-100

MULTI-ACTION TRACK

Name: \_\_\_\_\_

Descriptors: \_\_\_\_\_

CP

RANK

Moral Code \_\_\_\_\_

STR

DEX

LOG

WIL

## Skills

| ABILITY | LEVEL | P/S | SCORE | NOTES  |
|---------|-------|-----|-------|--|
| LOG/2   |       |     | %     | Alchemy, Diagnose, Wound Mending, Surgery                        |
| LOG/2   |       |     | %     | Detect Clues, Interrogation, Shadowing and Trailing, Connections |
| LOG/2   |       |     | %     | Hunch, Foresight, Reading, Identify Convergence Point            |
| WIL/2   |       |     | %     | Battle Commander, Guardian, Leader, Warlord                      |
| WIL/2   |       |     | %     | Qi Focus, Harmony Sense, Spirit Sword, Wards                     |
| LOG/2   |       |     | %     | Diplomat, High Scholar, Historian, Signs & Portents              |
| LOG/2   |       |     | %     | Animal Handling, Navigation, Stalking, Survival                  |
| WIL/2   |       |     | %     | High Sorcery, Low Sorcery, Raw Talent, Enchantment               |
| DEX/2   |       |     | %     | Deception, Security Systems, Sleight of Hand, Stealth            |

(\*) cannot be used unskilled.

INIT MOV

Warrior of the \_\_\_\_\_

(melee) STR/2

(ranged) DEX/2

Warrior of the \_\_\_\_\_

(melee) STR/2

(ranged) DEX/2

## Damage Modifier

Melee

Ranged

## Abilities, Techniques, Expertises, Spells, etc.

## Equipment

DR

BP

QI

## Weapons

RANGE SCORE DAMAGE AMMO NOTES

|  |  |   |  |  |  |
|--|--|---|--|--|--|
|  |  | % |  |  |  |
|  |  | % |  |  |  |
|  |  | % |  |  |  |
|  |  | % |  |  |  |
|  |  | % |  |  |  |

Improvised Weapon Damage: S=1D, M=1D+3, L=2D. Breaks on any critical or after 3rd turn of use.

Wealth: \_\_\_\_\_

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## Character Background & Plots

### Appearance/Description

*What do you see in the mirror?*

|  |
|--|
|  |
|--|

### Quote

|  |
|--|
|  |
|--|

### Passionate

*Describe why one or more Moral Code aspect's dedication is "Totally." How did that come to be?*

|  |
|--|
|  |
|--|

### Code of the Virtuous Hero

*(from most to least important to you)*

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

### Family and Friends

*Pick at least 3*

*What is your family known for?*

*List your family members:*

*What is your close relationship with two other PCs?*

*How does your character know one other PC?*

*What is the name and occupation of one NPC friend?*

*Name a place where you know everyone and everyone knows you.*

### Plot Hooks

*Pick at least 3*

*List something that you think is right or true but you will learn is not:*

*Who and why does someone want revenge on you or your family?*

*Who and how did someone wrong you in the past? What are you going to do about it?*

*List something from your past that may come back to haunt you.*