

JADECLAW

Name: Furious Pi

d4 Race: Panda

Habitat: Forest

XXXXX d12 Career: Tomb Defender

Senses: Smell

XXXXX XXXXX

BODY: d12 SPEED: d6

XXXXX XXXXX XXXXX

MIND: d8 WILL: d8

XXXXX XXXXX XXXXX XXXXX Skills (Favored Use) Exp.

Ht.:19 hands Sz & Wt:14 st

d4 _____ _____ _____ _____ Camouflage 0000

Lift: +6 Strength: d12+d4

d4 _____ _____ _____ _____ Climbing 0000

d4 _____ _____ _____ _____ Herbalism 0000

GIFTS AND FLAWS:

d4 _____ _____ _____ _____ Qi-Sao 0000

Racial gifts & flaws:

_____ d12 _____ _____ d12 Staff (my favorite) 0000

Claws

_____ d12 _____ _____ _____ Lore: Hist 0000

Teeth

_____ d12 _____ _____ _____ Observation 0000

Strength +1

_____ d12 _____ _____ d12 Resolve (when standing
my ground) 0000

Night Vision

_____ d12 Dodge (arrows) 0000

Personal, Social &

_____ _____ _____ _____ _____ 0000

Esoteric Gifts:

_____ _____ _____ _____ _____ 0000

Increased Body

_____ _____ _____ _____ _____ 0000

Parry thrown objects

_____ _____ _____ _____ _____ 0000

Second parry

_____ _____ _____ _____ _____ 0000

Knockdown

_____ _____ _____ _____ _____ 0000

Sundering blow

_____ _____ _____ _____ _____ 0000

Tricky maneuver

Sure-footed

Encumbrance:

xx xx xx XX XX XX XX XX XX oo oo oo oo oo oo oo oo

External & Internal Flaws:

xx xx xx XX XX XX XX XX Xo oo oo oo oo oo oo oo oo

Bad reputation (among

+9 +8 +7 +6 +5 +4 +3 +2 +1 d12 d10 d8 d6 d4 -- --

Pandas - rash and violent)

Lift Bonus Encumbrance Limit

Corpulent -1

Wrathful

Equipment

Combat:

Gd Hand: Staff

Initiative: d8+d6

Off Hand: -"-

Resolve: 2d12+d8

Head: _____

Maneuvers:

Body: _____

Name

Rank

To-Hit Dice

Damage Dice

Special

Backup: _____

Strike First

1st

2d12+d6

d12+d10+d8+d4

Double Att.

Pack: _____

Strike Sure

2nd

3d12+d4

d12+d10+d8+d4

Double Att.

Strike Hard

2nd

2d12+d6

3d12+d6

Double Att.

Knockdown

1st

2d12+d6

Knockdown

Double Att.

Tricky Maneuver

2nd

2d12+d6

Special

Double Att.

Defenses

Normal

Guarding

Armor: Brigandine

Parry

3d12

4d12+d4

Dice: d10

Block

Total Soak: d12+d10

Dodge

d12+d6

2d12+d4

Hit Points: o o o o o o o o o o o o o o

Save Resolve: d4 d6 d8 d10 d12 2d12 3d12 4d12 4d12 4d12 4d12

Save vs Death: d4 d6 d8 d10 d12 2d12 3d12 4d12

Self-Improvement:

1: _____ 2: _____

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3: _____ 4: _____

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