

NAME Xue-jia Xue-sheng Yong-yuan ("Scholar Student Eternal")

NATIONALITY: Khimal

ARCANUM: Inattentive (Flaw) - the GM may activate this flaw to cause you to fail a Perception check automatically, or suffer a -2 dice penalty on a Surprise check.

YOUR I CHING: K'un - Oppression. *Thus the superior man stakes his life on following his will.* You gain the Indomitable Will advantage for free.

CHARACTERISTICS

BRAWN 2
FINESSE 3
WITS 3
RESOLVE 3
PANACHE 2

ADVANTAGES

Indomitable Will - you gain +2k0 on all contested Social rolls
Magic - Huan Shu

SWORDSMAN SCHOOL/MAGIC

Huan Shu - You gain the Athlete and Hard Martial Arts for free. In addition all Advanced Athletics knacks are considered to be Basic Knacks at character creation. When rolling an Athletics knack or the Balance knack, roll and keep both the dice from your characteristic and your skill. You may spend Drama Dice to give yourself additional Action dice for your Initiative roll.

SKILLS

MARTIAL SKILLS

Athlete

Climbing 3
Footwork 3
Sprinting 2
Throwing 1
Breakfall 3
Leaping 3
Long Distance Running 1
Lifting 1
Rolling 1
Swimming 1
Swinging 3
Side Step 1

Hard Martial Arts

Attack (Martial Arts): 1
Balance: 1
Block (Martial Arts): 1
Footwork: 3
Jab: 3

CIVIL SKILLS

Cao Yao (Healer)

Diagnose: 3
First Aid: 1
Masseur: 1
Surgery: 3

COMBAT INFORMATION

Initiative Roll: 2k2

Soak Roll: 2k2

Dramatic Wounds: 3+3

DEFENSE

Name	Passive	Active
Footwork	20	6k6
Balance	10	4k4
Rolling	10	4k4
Side Step	10	4k4
Block (Martial Arts)	10	4k3

ARMOR

None

ATTACKS

Type	To Hit	Damage	Range	Short	Long
Attak (Martial Arts)	4k3	2k1	-	-	-
Jab*	6k3	2k1			

*Declare that you are using the Jab maneuver before rolling to attack. You make two attacks, but the target's TN is raised by 10.

BACKGROUND

Your family has studied the healing arts for generations, and your father and grandfather taught you that in order to understand how best to heal others you must understand the true limits of your own body and mind. Thus from an early age you trained in the mystic arts of Huan Shu. By the time you were eighteen you performed a daily regimen of leaping, balancing, running, swimming, and swinging that would kill or injure most men or women in an hour. You also began your studies of the healing arts. Now as part of your training you have been sent to the Celestial City to study with some of the healers there, and learn from the vast libraries collected from all over the Empire. Your family, though dedicated, was not rich, and you arrived in the Celestial City with little more than two sets of clothing (one for formal court events, and one for everyday wear - the latter much travel stained from your long journey) and a letter of introduction from your father to an old friend to get you into the palace to study. Nevertheless you were delighted by the vast breadth of knowledge to be found in the libraries of the Palace, and were soon lost in your research and learning.

The power of Huan Shu comes naturally to you now, and you rarely think about what it is that you can do. Ofttimes your mind wanders down strange paths, and you sometimes lose track of what is going on around you. Indeed you sometimes forget that not everyone has the ability to leap 20' from a standing start, run up walls, or balance on a bamboo shoot. You also have something of a tendency to not pay much attention to where you are or where you are going, particularly when you are struggling with a particularly difficult problem or trying to work through some formula or healing activity. In fact just this morning you were returning from the herb garden, lost in thought, when you appear to have taken a wrong turn somewhere. Now the corridors and chambers that you pass are unfamiliar to you - a situation not helped by your absent minded nature. Perhaps in retrospect it was a bad idea to attempt a short cut by running up one of the interior walls and through a high window, but you thought you recognized it at the time. But it is not important - the Palace can only contain so many rooms (though thus far it appears to contain a large number) - eventually you will see something you recognize, or will get hungry enough to think about asking for directions. For now you simply wander the halls, which are certainly interesting enough. Something will turn up.