




MARTIAL ARTIST

Name: _____ Tsaal Tal'inara
Race: _____ High Elf
Title: _____ Second Degree
Role: _____ Melee Damage
Play style: _____ High mobility, multi attack

| | | | | | | | | | | | |
|---------------------------------------------------------------------------------------|------------------------|--------------------------------------------------------------------------|-----------------------------------------------------------------|---------------|----------------|----------------|-----------------|-----------------|---------|---------|-----|
| NAME: Tsaal Tal'inara | | | TITLE: First Degree | | | LEVEL: 4 | | | | | |
| RACE: High Elf | | | CLASS: Martial Artist | | | GENDER: Female | | | | | |
| MODIFIERS | | HIT/CAST | CRIT MISS/FAIL | CRIT HIT/CAST | OTHER | +/- | | AGE: 963 | | | |
| MELEE-All | | +7 | 5% | 4% 97+ | Damage | 0 | | HEIGHT: 5'-8" | | | |
| MELEE-Hand Weapons | | +7 | 5% | 4% 97+ | Damage | +1 | | WEIGHT: 130lbs. | | | |
| MELEE-Unarmed, Kicks | | +7 | 5% | 4% 97+ | Damage | +1 | | SIZE MODIFIER | | | |
| RANGED-All | | +6 | 5% | 4% 97+ | Damage | 0 | | Medium | 0 | | |
| | | | | | | | | STATS | +/- | | |
| | | | | | | | | MOVEMENT | 5 | | |
| | | | | | | | | STRENGTH | 8 | | |
| | | | | | | | | AGILITY | 13 | | |
| | | | | | | | | STAMINA | 7 | | |
| | | | | | | | | INTELLECT | 11 | | |
| | | | | | | | | WISDOM | 11 | | |
| | | | | | | | | AVOIDANCE | 12 | | |
| | | | | | | | | PERCEPTION | 12 | | |
| | | | | | | | | RESOLVE | 16 | | |
| | | | | | | | | INITIATIVE | 12 | | |
| | | | | | | | | CHARM | 12 | | |
| COMBAT SPEC | | Paired Weapon | Double Strike: can apply successful main hand strike to offhand | | | | | | | | |
| PRIMARY LOAD OUT | MAIN HAND | Superior Bladed Tonfa [1d8 dam, Paired; Parry 13%] | | | | | | | | | |
| | OFF HAND | Superior Bladed Tonfa [1d8 dam, Paired; Parry 13%] | | | | | | | | | |
| SECOND LOAD OUT | MAIN HAND | Throwing Knife [1d6 dam, Stealthy; Thrown +5; 1d2 dam in melee] | | | | | | | | | |
| | OFF HAND | Throwing Knife [1d6 dam, Stealthy; Thrown +5; 1d2 dam in melee] | | | | | | | | | |
| BELT SLOTS | | Throwing Knife | | | Throwing Knife | | | PERCEPTION | | 12 | |
| Heavy Belt | | Throwing Knife | | | Throwing Knife | | | RESOLVE | | 16 | |
| 4 slots | | | | | | | | INITIATIVE | | 12 | |
| MONEY POUCH (GP.SP) | | 27.5 | | | | | | | CHARM | | 12 |
| ARMOR & ITEMS (by slot) | LEGS | Quilted Trousers | | | | 2 | | DEFENSE | | | |
| | TORSO | Quilted Shirt | | | | 2 | | AC | | | 29 |
| | SHOULDERS | Earth-Bound Ironweave Mantle (auto-resist stun, KD, KB, KU; once/day) | | | | 3 | | ARMOR | | | 17 |
| | FEET | Spiked Leather Boots of Imp. Force (+1 dam already added, 3" knock back) | | | | 2 | | DODGE | | | 12 |
| | HANDS | Quilted Gloves | | | | 2 | | NOISY | | | 0 |
| | ARMS | Quilted Bracers | | | | 2 | | STIFF | | | 0 |
| | HEAD | Quilted Headband of Improved Grace (+1 to Focus dice* when Focus <= 2) | | | | 2 | | DOUBLE | | | 0 |
| | BACK | Quilted Cape | | | | 2 | | TRIPLE | | | 0 |
| | NECK | | | | | | | RESISTANCES | | | +/- |
| | TRINKET | Bright Brass Brooch (on command, emits 8" light source) | | | | | | ARCANE | | | 22 |
| OTHER | | | | | | | ELEMENTAL | | | 14 | |
| BACK PACK | | Sleeping Roll | x | | | | NATURAL | | | 23 | |
| Standard | | Silk Rope | (20 feet) | | | | HOLY | | | 32 | |
| 10 Slot Pack | | | | | | | DEMONIC | | | 32 | |
| MAX CAPACITY | | | | | | | MENTAL | | | 22 | |
| 8 slots | | | | | | | INIT. SCORE | | | 12+1d12 | |
| HP (MAX:53) | | | | | | | | | | | |
| FOCUS (MAX:2) | | | | | | | | | | | |
| Lose 1 Focus if failing a Resolve test after taking damage (once/round) | | | | Focus* | Glancing | Connecting | Solid (effects) | | Perfect | | |
| | | | | 1: | 1 to 4 | 5 to 10 | 11 to 19 | | 20 | | |
| Cannot be reduced below 1 Focus | | | | 2: | 1 to 4 | 5 to 9 | 10 to 19 | | 20 | | |
| Successful Deep Meditation grants +1 Focus | | | | 3: | 1 to 4 | 5 to 8 | 9 to 19 | | 20 | | |
| EXPERIENCE: 160 | | | | | | | | | | | |
| REPUTATION | COMMON: 10 | | | | | | | | | | |
| | CAILHAST: 13 | | | | | | | | | | |
| | WHITE PHOENIX DOJO: 14 | | | | | | | | | | |
| | REPUBLIC OF GANT: 8 | | | | | | | | | | |
|  | | | | | | | | | | | |
| CCv1.5 | | | | | | | | | | | |

[illegible]

Tsaal Tal'inara Focus (Primary) Skills - Armed and Kick attacks

| Known | Skill Name | Current Rank | Max Rank | Discipline | Damage (by rank) | Use | Effects (if landing Solid or Perfect) |
|-------|----------------|--------------|----------|------------|------------------------|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ✓ | Vicious Strike | 1 | 3 | Armed | as per Weapon not Rank | action | does +2 damage per rank |
| ✓ | Arm Strike | 1 | 5 | Armed | as per Weapon not Rank | action | disarms target and arm/hand cannot be used again for one round/rank, if scoring a Perfect that arm also immediately counts as injured (see Injuries page) • rank1 = superficial • rank2 = minor • rank3 = serious • rank4 = stabilized critical • rank5 = critical |
| ✓ | Head Strike | 1 | 5 | Armed | as per Weapon not Rank | action | Stuns the target for 1 round per rank (damage on subsequent rounds breaks the effect) • if scoring a Perfect, 20% per rank chance to decapitate target or completely crush the skull, resulting in instant death |
| ✓ | Jump Kick | 2 | 3 | Kick | 1d4 / 1d6 / 1d8 | instant or action | before or after kicking can jump a distance of up to 1" per skill point for free (if attempting to jump prior to kicking roll your Focus dice first to see if you get effects) •does not count as disengaging from combat |
| ✓ | Lance Kick | 2 | 4 | Kick | 1d4 / 1d6 / 1d8 / 1d10 | instant or action | if moved prior to using then add +2 damage per inch moved, counts as crushing blow 2/rank |
| ✓ | Wall Running | 1 | 1 | Kick | n/a | instant | must be used as an instant, allows movement along vertical surfaces as a normal move, any subsequent attacks on targets below can benefit from elevation bonuses & treat the target as though knocked down for combo purposes even if they are not actually knocked down |
| ✓ | Stomp | 2 | 3 | Kick | 1d4 / 1d6 / 1d8 | instant or action | if the target is standing their movement is reduced to zero on their next turn, if knocked down the stomp does triple damage |