




# SAMURAI

Name: \_\_\_\_\_ Haieruf the Lost  
Race: \_\_\_\_\_ High Elf  
Title: \_\_\_\_\_ Bushi  
Role: \_\_\_\_\_ Tank  
Play style: \_\_\_\_\_ Dual wield, high parry  
multi-target tank

NAME: Haieruf the Lost				TITLE: Bushi		LEVEL: 4		
RACE: High Elf				CLASS: Samurai		GENDER: Male		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 202	
MELEE-All		+5	5%	4% 97+	Damage	0	HEIGHT: 5'7"	
MELEE-Swords		+15	5%	4% 97+	Damage	0	WEIGHT: 145 lbs.	
RANGED-Bows		+2	5%	4% 97+	Damage	0	SIZE MODIFIER	
							Medium 0	
							STATS +/-	
							MOVEMENT 4	
							STRENGTH 9	
							AGILITY 12	
							STAMINA 9	
							INTELLECT 13	
							WISDOM 11	
							AVOIDANCE 9	
							PERCEPTION 12	
							RESOLVE 15	
							INITIATIVE 11	
							CHARM 12	
PRIMARY LOAD OUT		MAIN HAND Superior Katana: 1d8+1d4+1 dam, 27% Parry, Graceful						
		OFF HAND Superior Wakazashi: 1d6+1d4 dam, 17% Parry, Graceful						
SECOND LOAD OUT		MAIN HAND Short Bow (w/ War Arrows): 1d8+2 dam, Ranged 30"; Two-Handed						
		OFF HAND Small Quiver (5 War Arrows): 5						
BELT SLOTS		Light Healing Potion (1d10 HP)		###		PERCEPTION 12		
Light Belt		Light Healing Potion (1d10 HP)		###		RESOLVE 15		
3 slots		Minor Honor Potion (+3adv Honor tests 1hr)		###		INITIATIVE 11		
MONEY POUCH (GP.SP)		1.10					CHARM 12	
ARMOR & ITEMS (by slot)	LEGS	Quilted Trousers				2	DEFENSE	
	TORSO	Studded Gambeson				3	AC	27
	SHOULDERS	Quilted Mantle				2	ARMOR	18
	FEET	Quilted Boots				2	DODGE	9
	HANDS	Studded Handwraps				3	NOISY	0
	ARMS	Quilted Bracers				2	STIFF	0
	HEAD	Quilted Cap				2	DOUBLE	0
	BACK	Quilted Cape				2	TRIPLE	0
	NECK						RESISTANCES +/-	
	TRINKET						ARCANE	26
OTHER						ELEMENTAL	18	
BACK PACK		Sleeping Roll	X	###	###	NATURAL	25	
Standard Pack		Trail Rations (10)		###	###	HOLY	30	
10 Slot Pack		Flint & Steel		###	###	DEMONIC	31	
MAX CAPACITY		War Arrows (15)		###	###	MENTAL	24	
9 slots			###	###	###	INIT. SCORE 11+1d12		
HP (MAX: 57):								
TEMP HP/SHIELDS:								
HONOR (MAX:20)								
CURRENT: 12								
At the start of each turn, if passing an Honor Test, may stack a code of your choice (must be conscious and in control of mental faculties)								
FOCUS (MAX:2)		Focus		Glancing	Connecting	Solid (effects)	Perfect	
If taking >5 damage*, Lose 1 Focus if failing a Resolve test (once/rnd)		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 Meditation grants +1 Focus		3:		1 to 4	5 to 8	9 to 19	20	
EXPERIENCE: 160								
REPUTATION	COMMON: 13							
	HEROES GUILD: 11							
								
CCv1.6.2								

[illegible]

## Haieruf the Lost Focus (Primary) Skills - Armed, Ranged and Defensive skills

Known	Skill Name	Current Rank	Max Rank	Discipline	Damage (by rank)	Use	Effects (if landing Solid or Perfect)
✓	Rejuvenating Blow	1	4	Armed	as per Weapon not Rank	action	gain Fury or Vigor equal to 1d2/1d4/1d6/1d8 (based on Rank) OR 1 Stealth per Rank OR regain 1d6 per rank Spirit or HP
✓	Stomach Strike	1	4	Armed	as per Weapon not Rank	action	target is Winded for one round/rank, if they pass a Stamina test on subsequent rounds the effect ends immediately
✓	Vicious Strike	1	3	Armed	as per Weapon not Rank	action	does +2 damage per rank
✓	Distracting Shot	1	2	Ranged	as per Weapon. Rank1 x0.5, Rank2 x1	action	if target fails a Resolve test you may choose one of two outcomes: • treat target as Taunted • turn the targets attention in a direction of your choosing
✓	Supreme Parry	1	4	Defense	n/a	OT instant	once per battle per rank, activate to use parry stat against up to 1 physical ranged projectile per current Focus for a full round
✓	Reversal	3	3	Defense	n/a	OT instant	in opponents turn may turn one of their own melee attacks against them, once/battle/rank, announce before hit roll, counts as an instant in the next turn, must pass agility test (can reverse Critical Hits)
✓	Superior Defense	2	5	Defense	n/a	instant	activate once per battle (or 1 hour outside of combat) to trigger one of the following effects for 1 round per Rank • increase your parry or block chance by 3% per current Focus • +1 Advantage per current Focus to Initiative stat roll-offs for Ward-offs • +1 AC per Current Focus • +2 per Current Focus to all Resistances

## Haieruf the Lost Honor (Primary) Skills - Oaths, Virtues, and Codes

Active	Skill Name	Discipline	Polarity	School	Required Honor	Use	Duration	Range	Description
OATHS (Effects Knight and any friendly within range)									
<input type="checkbox"/>	Service	None	Order	Oath	14	passive	battle	0.5"/honor radius	+2HP per level of caster
<input type="checkbox"/>	Excellence	None	Order	Oath	13	passive	battle	0.5"/honor radius	once per round may re-roll any miss (including a critical) but must abide by second roll
<input type="checkbox"/>	Protection	None	Order	Oath	12	passive	battle	0.5"/honor radius	grants +1 AC/level of caster to all friendlies w/in oath radius but reduces the casters AC by the same amount, any un-engaged enemy inside the oath radius must attack the caster if they are the closest target unless passing a Resolve test
<input type="checkbox"/>	Purity	None	Order	Oath	11	passive	battle	0.5"/honor radius	all resistances increased by 1 per level of caster
<input type="checkbox"/>	Valor	None	Order	Oath	10	passive	battle	0.5"/honor radius	Gain +0.5 damage/level when facing an enemy group or single opponent that has a higher Threat Rating than the party (where the parties Threat rating is equal to the combined level of all PCs +Threat Rating of any pets/minions), gain +0.5 damage/level • recalculate the Threat Rating of both groups each time someone is knocked unconscious or killed
<input type="checkbox"/>	Voracity	None	Order	Oath	9	passive	battle	0.5"/honor radius	+1 melee damage from level 1-5, +2 melee damage from level 6-10, +3 melee damage from level 11-20
<input type="checkbox"/>	Vitality	None	Order	Oath	8	passive	battle	0.5"/honor radius	+1 Vigor/round OR +1 Spirit/round OR +1 Fury/round, increases to +2 at level 6-10, +3 at level 11-20
<input type="checkbox"/>	Authority	None	Order	Oath	7	passive	battle	0.5"/honor radius	gain +1 /5 levels to Initiative Score when determining turn order and may re-roll failed Resolve tests (not including Focus reduction rolls)
<input type="checkbox"/>	Perseverance	None	Order	Oath	6	passive	battle	0.5"/honor radius	+1 hit per level for all types of damage
<input type="checkbox"/>	Purpose	None	Order	Oath	5	passive	battle	0.5"/honor radius	choose one enemy at start of battle, until that enemy is destroyed/incapacitated gain +1 movement
VIRTUES (self-cast only)									
<input type="checkbox"/>	Sacrifice	None	Order	Virtue	14	passive	battle	self	if a blow would put a friendly below 0, may move out of turn (up to 2x maximum movement on foot) to intercept and take the damage onto self • costs entire next turn • if this puts caster below 0, all enemies w/on 1"/lvl are stunned for two rounds
<input type="checkbox"/>	Patience	None	Order	Virtue	13	passive	battle	self	if no offensive instants or actions are taken for one round (including as a result of CC) on the next round caster has +1 damage/level and +1 hit/level
<input type="checkbox"/>	Resilience	None	Order	Virtue	12	passive	battle	self	negates all types of physical damage (at 0.5/level) does not stack with any other form of damage negation or absorption
<input type="checkbox"/>	Wisdom	None	Order	Virtue	11	passive	battle	self	choose one resistance before the battle begins, increase that resistance by 3 per level of caster
<input type="checkbox"/>	Courage	None	Order	Virtue	10	passive	battle	self	Gain +2HP/level and +3 Resolve whenever the combined Threat Rating of enemies within 3" is greater your level
<input type="checkbox"/>	Faithfulness	None	Order	Virtue	9	passive	battle	self	reduces difficulty of faith based abilities by 1 for level 1-10, 2 for level 10+ (can't reduce below 1) and increases all faith based healing effects used on you by 20%
<input type="checkbox"/>	Battle	None	Order	Virtue	8	passive	battle	self	+3 Initiative Score • while the virtue is active any 'strike', 'shot', or unarmed attack has +0.5 dam/level • if you did not attack with your main hand on the previous round may attack twice with your main hand, however the second attack cannot be a special ability/skill of any kind
<input type="checkbox"/>	Justice	None	Order	Virtue	7	passive	battle	self	while active, grants two mutually exclusive instant abilities against any humanoid target w/in 10" that attacked someone in your party (or a non-combatant) • Justice Demanded: an instant that treats the target as Taunted if failing a Resolve test • Justice Served: an instant that grants +0.5 hit/level on your next attack, and if hitting automatically stacks an honor code
<input type="checkbox"/>	Honor	None	Order	Virtue	6	passive	battle	self	+1 to hit per level for all types of damage and +5 Advantage on Honor tests when rolling to stack a Code • may also use an Instant to auto-stack a Code
<input type="checkbox"/>	Strength	None	Order	Virtue	5	passive	battle	self	+1 physical damage and +0.5 Advantage/level for Strength Stat rolls
BUSHIDO (CODE) - Must consume Bushido Stacks to activate									
Rank2	Honor in Death	Bushido	Order	Code	1	instant	immediate	10"	taunts up to one enemy per stack (within Range = to their perception) that fails a Resolve test • if the taunted target dies (or is critically injured) while in base contact, gain a free Bushido code stack • if the Samurai dies (or is critically injured) any taunted target (regardless of base contact) takes max damage for the remainder of the battle
Rank1	Kamikaze	Bushido	Order	Code	1	instant	next strike or unarmed attack	self	If there is more than one opponent and no conscious friendlies within 6" the next strike or unarmed attack does +100% damage per stack (before bonuses)