

WU XING: THE NINJA CRUSADE

Name: _____ Player: _____
 Clan: _____ Passion: _____
 Element: _____ Concept: _____
 Gender/Age: _____ Height/Weight: _____ Hair/Eyes: _____
 Personality: _____

HEALTH

1/2	-2	NL Damage
1/4	-4	
1/8	-6	L Damage

CHI

YANG ○○○○○○○○○○○○○○○○○
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YIN ○○○○○○○○○○○○○○○○○
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ATTRIBUTES

Lvls _____ Lvls _____

POW (Power)... _____ **IQ (Intellect)....** _____

AGY (Agility)... _____ **INS (Insight)....** _____

VIG (Vigor)..... _____ **CHM (Charm)..** _____

Other Traits

Stamina

vs. Balance + _____ vs. Fear/Awe + _____ vs. Poison + _____ vs. Pain + _____
 vs. Disease + _____ vs. Insanity + _____ vs. Death + _____ vs. Unconscious + _____
 Memorize + _____ Carry / Lift _____ / _____ Strength Check+ _____ Max Hold Breath _____ sec.

GIFTS

DRAWBACKS

SKILLS

Lvls	+/-		Lvls	+/-
Acrobatics.....	_____	Intimidation....	_____	_____
Arts.....	_____	Knowledge.....	_____	_____
Athletics.....	_____	Linguistics.....	_____	_____
Beast Handling...	_____	Legerdemain...	_____	_____
Crafts.....	_____	Perception.....	_____	_____
Deception.....	_____	Performance...	_____	_____
Discipline.....	_____	Persuasion.....	_____	_____
Empathy.....	_____	Stealth.....	_____	_____
Fortitude.....	_____	Survival.....	_____	_____
Holistics.....	_____	Travel.....	_____	_____

Specialties: _____

COMBAT BONUSES

+ _____ Strike + _____ Throw + _____ Parry + _____ Dodge
 + _____ Roll + _____ Grapple + _____ Initiative + _____ Damage
 Actions _____ Movement _____ Armor Rating (AR) _____

Weapon: _____ Dmg _____ Size _____
 Spd + _____ Strike + _____ Throw + _____ Parry + _____
 Range _____ / _____ / _____ Payload _____ RS _____

Combat Actions and Reactions
 Light Strike (Spd 2, +3 Strike, +1 Dmg), Full Strike (Spd 4, +3 Dmg),
 Strong Strike (Spd 6, -3 Strike, +6 Dmg), Finishing Strike (Spd 10, -6 Strike, -1 Stam, +10 Dmg),
 Throw Weapon (page 156), Hurl Weapon (Spd Sizex3, Range AGY+IQ/x2/x3), Aim (Spd 3),
 Coop Attack (Spd +2, -4 penalty, +25% Dmg), Disarm (Spd 4, -5 Strike)
 Draw Weapon (Spd 1+Size), Feint (Spd 3), Initiate Grapple (Spd 4), Grapple Action (Spd 5),
 Grapple Reaction (Spd 3), Hold Action (Spd 1), Mold Chi (Spd 8, -2 Actions),
 Move-Normal (Spd 4/2/1), Move-Sprint/Rush (Spd 6), Push (Spd 3), Stand (Spd 4)
 Sweep (Spd 3, Stam 1), Touch (Spd 1, +2 Strike), Use Skill (Spd 6+), Entangle (Spd 3, -4 Parry)
 Parry (Spd 3, -4 vs. Throw), Dodge (Spd 3, -4 vs. Strike), Roll (Spd 2)
 Take Hit (Spd 0), Take Hit Strategically (Spd 1, -4 Roll)

XP Total _____ / XP Spent _____

FIGHTING STYLES

Lvls _____

1st _____
 2nd _____
 Other _____
 Techniques: _____

Weapon Training

WUSHU

Name	Lvl	Chi	Spd	Check	Effect
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Name	Lvl	Chi	Spd	Check	Effect
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____