Beskar

Age: 75 **Eyes:** Amber **Hair:** Black **Height:** 4'0" **Weight:** 85 lbs
Kin: Aeshi (Dwelf) **Sex:** Male **Skin:** Dusky **Dress:** Sturdy clothing
Demeanor: Caring, Helpful **True Attitude:** Caring, Helpful

Lvl: 1 **Vocation:** Sohei/Scout **Culture:** Arboreal **XP:** 12

Stats: Br: 2 **Dx:** 3 **St:** 3 **Ws:** 2 **In:** 2 **Ch:** 1 **Re:** 4
TSR: 13 **RSR:** 14 **WSR:** 14 **Mana:** 8 **Drive:** 2 **Heroic Path:** 2 **Mv:** 18'

Hits: 31 **DM:** 6 (9 - see notes) **AR:** B5/S7/P5/E6/SL0 **Sh:** None

Attacks: 9 Jitte (7b); 8 Martial Arts (see the ***Unarmed & Weapon Kata Attack Damages*** table for attacks/damages); 5 Short Bow (9p, Rng: 65);
Dual Weapons: *Primary:* 8 Jitte (9b/ma); *Off-hand:* 5 Jitte (9b/ma); Usually puts minimum of 1 point of AB into Parry (already figured into Primary/Off-hand ABs), for +3 to DM total (see Notes);

Combat Skills (5 DP): Blunt [6] 8; Brawl [6] 8; Ranged [2] 5; Swashbuckling [2] 5;

Adventuring Skills (5 DP): Athletics [4] 6; Hunting [4] 6; Nature [5] 7; Ride [3] 6; Wandering [5] 7;

Roguery Skills (4 DP): Acrobatics [4] 7; Perception [6] 8; Stealth [6] 11;

Knowledge Skills (3 DP): Cultures [2] 4; Healing [3] 5; Lore [3] 5; Meditation [3] 7;

Spell Lores (0 DP): —

Misc. Skills: Armor **(1 DP)** [1] 3; Body **(2 DP)** [5] 8;
Mana **(0 DP)** [0] 4;

Languages (0 DP): Lihasa S3/W3; Æglits S3/W0; Ainu S2/W2;

Special Skills:
- ***Dual Weapons*** (2 Jitte; gain +1 DR to each; primary attack at -2, off-hand attack at -6; reduce penalties by 1 for every 5 ranks or portion thereof in Brawl skill)
- ***Focus*** (*Half Action Meditation* roll to gain +1/SL to Martial Arts attack in same round; *Meditation* roll, adds +1/SL to DM, requires spending *Free Action* each round to maintain; *Meditation* roll allows Jiro to regain (SL x 6) Hits over the course of the hour spent meditating; may only use one at a time)
- ***Martial Arts*** (Gains +3 to DM, may Parry while unarmed, gain +1 Damage to Unarmed attack for every 3 ranks in Brawl, max of +5)
- ***Reconnoiter*** (*Perception* roll to determine number/type of beings (sentient/animal) with 100' radius outdoors, 30' radius indoors)
- ***Weapon Kata*** (Gain 1 weapon as *Kata Weapon* (Kata) for every 2 ranks in Brawl; DR = weapon's DR + extra *Martial Arts* damage)

Special Abilities:
- ***Unusual Training*** (1 BP — Gained the Special Skill *Double Weapon: Jitte*)
- ***Unusual Training*** (3 BP — Gained the Special Skills *Focus* and *Weapon Kata*
- ***Dark Sight*** (*Kin:* Can see in moon light as if Well Lit; in star light or Dimly Lit area, can see up to 75', treating the first 30' as Well Lit, can see 10' in total darkness, can see double distance plus 10' in enclosed spaces with artifical light sources as Well Lit)
- ***Shadowling*** (*Kin:* +2 *Stealth* in shadowy or woodland settings)
- ***Woodcrafty*** (*Kin:* +3 *Nature* and *Wandering* for foraging and navigating in woods, forest & similar terrain)
- ***Size*** (*Small:* -5 Base Move (added in); -1 Weapon Damage (added in); +2 AB/DM vs. foes of Size Large or greater(not added in))

Passions:
- **Motivation:** I want to travel and see the world.
- **Nature:** I am always wanting to help others in any way I can.
- **Allegiances:** I am loyal to my family and friends.

Beskar's parents left their home in the Duin Weald, the Dark Woods to move to a village in the high hills of the southern Bryni Weall (the Wall of Hills) that border Utara. They did so to be near the monestary that housed a man that had previously saved the family from bandits. Their personal honor demanded that they help him in some fashion in return.

Thus growing up near the monastary, one famous for producing *Warrior Monks*, it was almost inevitable that Beskar and his brother Viklin would eventually join. He spent many years there before deciding that he had to follow another path, as he was not as talented in the Martial Arts as his giant of a brother. He left the monestary with the blessings of his teachers.

Beskar then joined with a group of traders heading for Hyb Rasil along the northern coast. Among these traders was a Zhuan Scout who taught Beskar what he knew about being a Scout. This lasted for a few more years, until recently when Beskar joined a new group of adventurers.

Equipment:

Tools of the Trade:
- Soft Leather Hauberk *(B4/S6/P4/E5; -3MvP)*
- Leather Skullcap *(B1/S1/P1/E1)*
- Jitte *(x2; 8b; Agile, Backstab, Martial, Parry(2), Swift; Kata weapon)*
- Dagger *(x2; 6s/7p; Agile, Backstab, Swift; Kata weapon; one in boot sheath)*
- Short Bow *(10p; Rng: 65; Load(1), Quick Load)*
- Quiver *(12 arrows)*

Standard Pack:
- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:
- Equipment belt
- 2 belt pouches

Clothing:
- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:
- 6 bronze pieces

Notes:

DM base is 6 (3 Dex + 3 from Martial Arts). When wielding Dual Jitte, his DM is 9 (base of 6, +2 from Jitte's Quality of *Parry(2)*, and +1 from subtracting 1 from Attack Bonus of both weapons).

Unarmed & Weapon Kata Attack Damages

Attack Type	Unarmed Damage	Kata Weapon	Kata Damage
Punch	5ma	Jitte	9b
Kick	6ma	Dagger	7s/8p
Grapple/Wrestle	5g	—	—
Sweep/Throw	6u	—	—

* =Criticals may be normal for weapon used or for Martial Arts attack;
ma = Martial Arts, g = Grapple, u = Knock Down (g & u are Martial Moves)

Damage Received

Hits	Bleeding	Pain	Stun