

Name	Chen		
Background	Marine Deserter (now Pirate)		
Role/Level	Warrior/5	Reputation	+1
Prof. Skill	Intimidate	Wealth	+7



Description/History		Details	
---------------------	--	---------	--

Chen came to the islands as part of a punitive fleet expedition, but when he saw how the Empire oppressed the courageous islanders, his heart was forever turned against the vast nation that had spawned him. Now he saves his special hatred for the agents of the Empire that always seek to overrun the free islands.



Size	Medium
Speed	30
Light Load	76 lb
Med. Load	153 lb
Heavy Load	230 lb

Virtue	Compassionate	Vice	Stubborn
--------	---------------	------	----------

Abilities		Combat		Saving Throws	
-----------	--	--------	--	---------------	--

Strength	+3	Initiative Bonus	+2	TOUGH Toughness	+5	FORT Fortitude	+7
Dexterity	+2	Combat Bonus	+5		REFLEX +3		WILL +0
Constitution	+1	Maneuver Bonus	+8	Skills		Bonus	
Intelligence	0	Defense		Climb	+8		
Wisdom	-1	Base Defense	Dodge	Parry	+3		
Charisma	+1	15	17	18	Concentration	+3	

Damage Track			
--------------	--	--	--

	0	5+	10+	15+
/	Bruised	Dazed	Staggered	Unconscious
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
x	Hurt	Wounded	Disabled	Dying Dead

Fatigue Track			
---------------	--	--	--

Strained	Winded	Fatigued	Exhausted
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapon	Attack Bonus	Damage	Range
--------	--------------	--------	-------

Battleaxe	+8	+7/19-20 +11	--
Bow	+7	+6/20 +10	40

Mark off each time you use a skill for Stunting.

Feats & Powers	
Key Ability:	
Power Ranks:	
Max Power Bonus:	
<small>Ranks + Key Ability</small>	
Max Power Save DC:	
<small>9 + 1/2 Ranks + Key Ability</small>	

Armour Training, Attack Focus (battleaxe), Attack Specialization (battleaxe), Improved Critical (battleaxe), Great Fortitude, Martial Weapon Training, Tireless, Tough (x3)

C, F, M, MC: Concentration, Fatiguing, Maintenance, Mental Contact

Special Abilities

Determination (spend a Conviction point to erase all bruised and hurt damage conditions)

Equipment

Leather Armour (+1 Toughness, -3 Armor Check)

Total Weight/Load:

Conviction

Mark boxes (in pencil) as you earn Conviction, and erase as you spend.





Name	Mbungo		
Background	Jungle Hunter		
Role/Level	Expert/5	Reputation	+2
Prof. Skill	Survival	Wealth	+4

Description/History	Details
---------------------	---------

Mbungo knows the ways of the jungle, and can track and follow the beasts that dwell within. He isn't the strongest, but he is nimble. He loves to show off his skills, but doesn't always recognize when he's outmatched.



Size	Medium
Speed	30
Light Load	33 lb
Med. Load	66 lb
Heavy Load	100 lb

Virtue	Generous	Vice	Over-Confident
--------	----------	------	----------------

Abilities	Combat	Saving Throws			
-----------	--------	---------------	--	--	--

Strength	0	Initiative Bonus	+4		TOUGH Toughness	+1	FORT Fortitude	+5																																																								
Dexterity	+4	Combat Bonus	+3			REFLEX		+5	WILL	+3																																																						
Constitution	+1	Maneuver Bonus	+3		<table border="1" style="width:100%"> <tr> <th colspan="3">Skills</th> <th>Bonus</th> <th>Stunts</th> </tr> <tr> <td>Acrobatics</td> <td colspan="2"></td> <td>+14</td> <td></td> </tr> <tr> <td>Climb</td> <td colspan="2"></td> <td>+10</td> <td></td> </tr> <tr> <td>Craft (butchering)</td> <td colspan="2"></td> <td>+6</td> <td></td> </tr> <tr> <td>Jump</td> <td colspan="2"></td> <td>+8</td> <td></td> </tr> <tr> <td>Medicine</td> <td colspan="2"></td> <td>+10</td> <td></td> </tr> <tr> <td>Notice</td> <td colspan="2"></td> <td>+10</td> <td></td> </tr> <tr> <td>Search</td> <td colspan="2"></td> <td>+8</td> <td></td> </tr> <tr> <td>Sense Motive</td> <td colspan="2"></td> <td>+10</td> <td></td> </tr> <tr> <td>Stealth</td> <td colspan="2"></td> <td>+12</td> <td></td> </tr> <tr> <td>Survival</td> <td colspan="2"></td> <td>+10</td> <td></td> </tr> </table>					Skills			Bonus	Stunts	Acrobatics			+14		Climb			+10		Craft (butchering)			+6		Jump			+8		Medicine			+10		Notice			+10		Search			+8		Sense Motive			+10		Stealth			+12		Survival			+10	
Skills			Bonus	Stunts																																																												
Acrobatics			+14																																																													
Climb			+10																																																													
Craft (butchering)			+6																																																													
Jump			+8																																																													
Medicine			+10																																																													
Notice			+10																																																													
Search			+8																																																													
Sense Motive			+10																																																													
Stealth			+12																																																													
Survival			+10																																																													
Intelligence	0	Defense																																																														
Wisdom	+2	Base Defense	Dodge	Parry																																																												
Charisma	-1	13	19	13																																																												

Damage Track				
--------------	--	--	--	--

0	5+	10+	15+	
/	Bruised	Dazed	Staggered	Unconscious
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
X	Hurt	Wounded	Disabled	Dying Dead

Fatigue Track				
---------------	--	--	--	--

Strained	Winded	Fatigued	Exhausted	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Weapon	Attack Bonus	Damage	Range
--------	--------------	--------	-------

Quarterstaff	+7	+2/20 +5	--
Wrist Knife	+7	+1/20 +4	--

Mark off each time you use a skill for Stunting.

Feats & Powers
Key Ability:
Power Ranks:
Max Power Bonus: <small>Ranks + Key Ability</small>
Max Power Save DC: <small>9 + 1/2 Ranks + Key Ability</small>

Dodge Focus, Evasion, Exotic Weapon Training (wrist knife), **Favoured Opponent** (animals), **Improved Evasion, Skill Mastery** (Acrobatics, Climb, Sense Motive, Stealth), **Talented** (Acrobatics, Climb), **Track, Trailblazer**

C, F, M, MC: Concentration, Fatiguing, Maintenance, Mental Contact

Special Abilities	Expertise (spend a Conviction point to gain 4 ranks in any skill)
-------------------	--

Equipment

Total Weight/Load:

Conviction

Mark boxes (in pencil) as you earn Conviction, and erase as you spend.



Name	Nobuhiro		
Background	Ninja Sword		
Role/Level	Warrior/5	Reputation	+2
Prof. Skill	Stealth	Wealth	+5



Description/History		Details	
---------------------	--	---------	--

From the Shadow Claw clan, Nobuhiro is a devoted young warrior sent into the world by his Master, Hisakino. Nobuhiro cleaves strictly to the Sacred Six Laws of the ninja -- he's a serious-minded fellow determined to defend his clan's honour and the freedom of the Dino-Pirate islands.



Size	Medium
Speed	30
Light Load	58 lb
Med. Load	116 lb
Heavy Load	175 lb

Virtue	Honourable	Vice	Fanatic
--------	------------	------	---------

Abilities		Combat			Saving Throws		
-----------	--	--------	--	--	---------------	--	--

Strength	+2	Initiative Bonus	+3		TOUGH Toughness	+3	FORT Fortitude	+4
Dexterity	+3	Combat Bonus	+5			REFLEX +4	WILL +2	
Constitution	+0	Maneuver Bonus	+7		Skills			
Intelligence	+0	Defense			Bonus			Stunts
Wisdom	+1	Base Defense	Dodge	Parry	Acrobatics			+11
Charisma	+0	15	19	18	Climb			+10

Damage Track				
--------------	--	--	--	--

	0	5+	10+	15+
/	Bruised	Dazed	Staggered	Unconscious
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
X	Hurt	Wounded	Disabled	Dying Dead

Fatigue Track				
---------------	--	--	--	--

	Strained	Winded	Fatigued	Exhausted
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapon	Attack Bonus	Damage	Range
--------	--------------	--------	-------

Ninja-to	+9	+6/19-20 +9	--
Shuriken	+8	+1/20 +3	10
Unarmed Strike	+8	+2/20 +5	--

Feats & Powers	
Key Ability:	
Power Ranks:	
Max Power Bonus:	
<small>Ranks + Key Ability</small>	
Max Power Save DC:	
<small>9 + 1/2 Ranks + Key Ability</small>	

Attack Focus (ninja-to), **Attack Specialization** (ninja-to), **Ninja Weapon Training**, **Improved Strike**, **Night Vision**, **Skill Focus** (Stealth), **Sneak Attack**, **Tough** (x3)

Mark off each time you use a skill for Stunting.

C, F, M, MC: Concentration, Fatiguing, Maintenance, Mental Contact

Special Abilities

Determination (spend a Conviction point to erase all bruised and hurt damage conditions)

Equipment

Total Weight/Load:

Conviction

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Mark boxes (in pencil) as you earn Conviction, and erase as you spend.



