Bushido Character Record Sheet

CHARACTER Daiginjoshu Chowei **PROFESSION** Bushi (Warrior)

PLAYER Howard

ATTRIBUTES	PERMANENT	CURRENT	RAW ST
Strength	26		9
Deftness	20		7
Speed	13		4
Health	23		8
Wit	7		2
Will	11		4

Budo/Shugendo: 0 **On:** 300 **Level:** 2

Campaign entry date: **Age:** 20
Current campaign date:

Caste: Samurai **Social Status:** 6
Rank: Medium **PersonaL Status:** 26
Group (position): Member **Group Status:** 10

KI **Permanent:** 2 **Current:**

POWER **Permanent:** **Current:**

Unarmed Combat Damage: 1d6

Damage modifier: 2

Base Action Phase: 10

Primary Action Phase (s): 10

Secondary Action Phases (s):

Zanshin: 1

Maximum Number of Actions: 1

Base Movement Allowance: 4

Learning Rate: 2

Healing Rate: 5 **Hit Points:** 28

DAMAGE TAKEN:

Lethal:

Subdual: **Critical:**

Total: **Location:**

CURRENT ARMOR CLASS: 1 **Weight:**

Other available Armor Classes:

Valuables

Gold: 8 **Gems:**
Silver: 15 **Other:**
Copper: 150

WEAPONS	BCS Mod.	DAM Mod.	Weight
Avg Katana	0	1d6+4	
Avg Wakaizashi	0	1d6+2	
Yari	0	1d6+2	

EQUIPMENT		Weight
Avg Dai-sho	Yari	
Good Samurai Garb	3 Man Dai-Kyu	
Good Winter Garb		
AC 7 - Heavy Samurai Armour		
Willow Leaf (0/3d6)		
Arm Pers (-1/3d5)		
Bowel Rack (-2/3d6+3d3)	Weight = 62lb	

PROFESSIONAL	Score	Raw BCS
Kenjutsu (Sword)	62	**12 + Lvl**
Kyujustu (Bow)	62	**12 + Lvl**
Bajutsu (Riding)	27	**5 + Lvl**
Koboshi Ninshiki	5	**1 + Lvl**
Go	18	**3 + Lvl**
Kogaku (Court Dance)	40	**8 + Lvl**

BUGEI	Score	Raw BCS
Bojutsu (Stick)	62	12 + Lvl

ARTS	Score	Raw BCS
Katakana (Common Script)	54	**10 + Lvl**
Hiragana (Japanese Script)	34	**7**
Kanji (Chinese Script)	?	?
Carving	38	7

CAPABILITIES	
Brawling	5
Climbing	10
Leaping	6
Magic	-
Swimming	8
Gimmickry	-

The BCS for Bonus Skills are indicated in bold type. Non freely improvable skills are indicated in italic type.