

# Art of WUXIA



MULTI-ACTION TRACK

Name: \_\_\_\_\_  
 Descriptors: \_\_\_\_\_

CP  RANK

Moral Code \_\_\_\_\_

STR

DEX

LOG

WIL

Skills	ABILITY	LEVEL	P/S	SCORE	NOTES
Alchemist*	LOG/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>Alchemy, Diagnose, Wound Mending, Surgery</i>
Detective	LOG/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>Detect Clues, Interrogation, Shadowing and Trailing, Connections</i>
Diviner*	LOG/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>Hunch, Foresight, Reading, Identify Convergence Point</i>
Leader*	WIL/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>Battle Commander, Guardian, Leader, Warlord</i>
Mystic*	WIL/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>Qi Focus, Harmony Sense, Spirit Sword, Wards</i>
Scholar*	LOG/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>Diplomat, High Scholar, Historian, Signs &amp; Portents</i>
Scout	LOG/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>Animal Handling, Navigation, Stalking, Survival</i>
Sorcerer*	WIL/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>High Sorcery, Low Sorcery, Raw Talent, Enchantment</i>
Thief	DEX/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	% <i>Deception, Security Systems, Sleight of Hand, Stealth</i>

(\* cannot be used unskilled.)

INIT MOV

Warrior of the	ABILITY	LEVEL	P/S	SCORE	NOTES
(melee)	STR/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
(ranged)	DEX/2	<input type="text"/>	<input type="text"/>	<input type="text"/>	%

Damage Modifier

Melee  Ranged

Abilities, Techniques, Expertises, Spells, etc.

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Equipment

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Wealth: \_\_\_\_\_

DR

BP

QI

Weapons	RANGE	SCORE	DAMAGE	AMMO	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Improvised Weapon Damage: S=1D, M=1D+3, L=2D. Breaks on any critical or after 3rd turn of use.

# Art of WUXIA

## Character Background & Plots

### Appearance/Description

*What do you see in the mirror?*

### Quote

### Passionate

*Describe why one or more Moral Code aspect's dedication is "Totally." How did that come to be?*

### Code of the Virtuous Hero

*(from most to least important to you)*

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

### Family and Friends

*Pick at least 3*

*What is your family known for?*

*List your family members:*

*What is your close relationship with two other PCs?*

*How does your character know one other PC?*

*What is the name and occupation of one NPC friend?*

*Name a place where you know everyone and everyone knows you.*

### Plot Hooks

*Pick at least 3*

*List something that you think is right or true but you will learn is not:*

*Who and why does someone want revenge on you or your family?*

*Who and how did someone wrong you in the past? What are you going to do about it?*

*List something from your past that may come back to haunt you.*