

# BUSHIDO CHARACTER RECORD SHEET

CHARACTER <i>Uke</i>				PROFESSION <i>Bushi</i>				
PLAYER <i>NPC</i>								
ATTRIBUTES	PERMANENT	CURRENT	RAW ST	Budo/Shugendo:	On: <i>10</i>	Level: <i>2</i>		
Strength	<i>20</i>		<i>6 (8)</i>					
Deftness	<i>20</i>		<i>6 (8)</i>	Campaign entry date:	Age: <i>22</i>			
Speed	<i>15</i>		<i>5 (7)</i>	Caste: <i>Heimen</i>	Social Status:			
Health	<i>25</i>		<i>8 (10)</i>	Rank: <i>Low</i>	Personal Status:			
Wit	<i>5</i>		<i>1 (3)</i>	Group (position):	Group Status:			
Will	<i>10</i>		<i>3 (5)</i>	KI Permanent:	Current:			
				POWER Permanent:	Current:			
Unarmed Combat Damage: <i>d6</i>				Healing Rate: <i>5</i> Hit Points: <i>36</i>				
Damage modifier: <i>+1</i>				DAMAGE TAKEN				
Base Action Phase: <i>10</i>				Lethal:				
Primary Action Phase (s): <i>10</i>				Subdual:				
Secondary Action Phase (s): <i>5</i>				Total:				
Zanshin: <i>1</i>				Critical:				
Maximum Number of Actions: <i>2</i>				Location:				
Base Movement Allowance: <i>5</i>				CURRENT ARMOR CLASS: <i>6</i> Weight:				
Learning Rate: <i>1</i>				Other available Armor Classes: <i>1/2</i>				
				<i>Peasant Garb / Winter Clothes</i>				
WEAPONS				EQUIPMENT				
	BCS Mod.	DAM Mod.	Weight					
<i>Good Yari</i>	<i>+1</i>	<i>+1</i>	<i>d10, L</i>	<i>Quiver</i>		<i>Belt Pouch</i>	<i>Weight</i>	
<i>Wakizashi, Inf</i>	<i>-1</i>	<i>-1</i>	<i>d6, L</i>	<i>16 Arrows (10 WL, 3 BR, 3 AP)</i>		<i>Bowyer Kit</i>		
<i>Bo</i>	<i>0</i>	<i>0</i>	<i>d6, S</i>	<i>Average Peasant Garb</i>		<i>10 Bandages</i>		
<i>One Man Hankyu</i>	<i>0</i>	<i>0</i>		<i>Average Winter Garb</i>		<i>Flint &amp; steel</i>		
				<i>Straw Hat</i>		<i>2 Water bottle</i>		
				<i>Straw Raincoat</i>		<i>5 Furoshiki Sack</i>		
						<i>Geta</i>		
PROFESSIONAL	Score	Raw BCS	BUGEI	Score	Raw BCS	ARTS	Score	Raw BCS
<i>* Bowyer</i>	<i>25</i>	<i>5</i>	<i>* Kenjutsu</i>	<i>50</i>	<i>10</i>	<i>* Kata Kona</i>	<i>42</i>	<i>8</i>
<i>Bajutsu</i>	<i>10</i>	<i>1</i>	<i>* Kyujutsu</i>	<i>50</i>	<i>10</i>	<i>* Popular Dance</i>	<i>45</i>	<i>9</i>
			<i>* Sojutsu</i>	<i>50</i>	<i>10</i>			
			<i>Bojutsu</i>	<i>50</i>	<i>10</i>			
CAPABILITIES								
Brawling								<i>5</i>
Climbing								<i>10</i>
Leaping								<i>7</i>
Magic								
Swimming								
Gimmickry								<i>6</i>