

THE WANDERING HEROES OF OGRE GATE

Name _____ Martial Name _____
 Nickname _____ Sifu _____ Player _____
 Ht. / Wt. _____ Sex _____ Title (s) _____ Campaign _____

Homeland/Clan _____ Sect _____
 Occupation _____ Family _____
 Reputation _____ Age _____

DEFENSES

Hardiness 3 + ○○○+○○○= _____
 Parry 3 + ○○○+○○○= _____
 Evade 3 + ○○○+○○○= _____
 Stealth 6 + ○○○+○= _____
 Wits 6 + ○○○+○= _____
 Resolve 6 + ○○○+○= _____

COMBAT

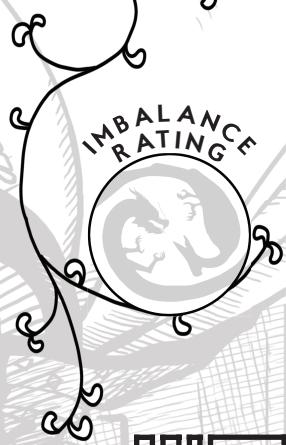
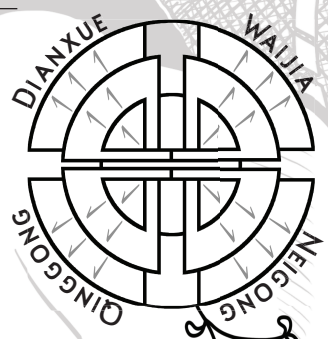
Arm Strike ○○○
 Leg Strike ○○○
 Grapple ○○○
 Throw ○○○
 Light Melee ○○○
 Medium Melee ○○○
 Heavy Melee ○○○
 Small Ranged ○○○
 Large Ranged ○○○

SPECIALIST

Medicine ○○○
 Divination ○○○
 Meditation ○○○
 Talent: ○○○
 Talent: ○○○
 Trade: ○○○
 Trade: ○○○
 Survival: ○○○
 Survival: ○○○
 Ritual: ○○○
 Ritual: ○○○
 Ritual: ○○○

MENTAL

Command ○○○
 Persuade ○○○
 Deception ○○○
 Empathy ○○○
 Reasoning ○○○
 Detect ○○○



QI	
1	2
3	4
5	6

COMBAT TECHNIQUES

[Empty box for Combat Techniques]

MARTIAL HERO

WOUNDS

Max (Qi x 2 + 1)	Current
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PHYSICAL

Athletics	○○○	Expertise
Swim	○○○	
Speed	○○○	
Muscle	○○○	
Endurance	○○○	
Ride:	○○○	
Sail:	○○○	

KNOWLEDGE

History:	○○○	Expertise
History:	○○○	
Creatures:	○○○	
Creatures:	○○○	
Places/Cultures:	○○○	
Places/Cultures:	○○○	
Martial Disc.:	○○○	
Martial Disc.:	○○○	
Institutions:	○○○	
Institutions:	○○○	
Language:	○○○	
Language:	○○○	
Read Script:	○○○	
Read Script:	○○○	
Religion/Gods:	○○○	
Religion/Gods:	○○○	
Classics:	○○○	
Classics:	○○○	

FLAWS

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