

Qi Yüan Mi Shang

Character created with [Hero Designer](#), version 2.41

Alternate Identities :

Player Name : Michael Dowling

Genre : High Fantasy

Campaign : The Western Shores

[qi.hdc](#)

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
16	STR	10	6	12-	HTH Damage 3d6 END [3]
19	DEX	10	27	13-	OCV 6 DCV 6
17/20	CON	10	14	12- / 13-	
13/16	BODY	10	6	12-	
13	INT	10	3	12-	PER Roll 15-/18-
11	EGO	10	2	11-	ECV: 4
25	PRE	10	0	14-	PRE Attack: 5d6
10	COM	10	0	11-	
6/11	PD	3	3		6/11 PD (0/5 rPD)
4/10	ED	3	1		4/10 ED (0/5 rED)
4	SPD	2.9	11		Phases: 3, 6, 9, 12
10/11	REC	6	8		
48/54	END	34	7		
40/45	STUN	30	10		
8"	Running	6	4		
2"	Swimming	2	0		
4"	Leaping	3	1		

103 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **15**

Spent: **15**

Unspent: **0**

Base Points: **150**

Disad Points: **100**

Total Points: **265**

POWERS

Cost	Name	END
5	Broad Weapon Training: +10 STR, Reduced Endurance (0 END; +1/2) (15 Active Points); Limited Power Only for Calculating STR min (-1), No Figured Characteristics (-1/2), No Knockback (-1/4)	
9	Perceptive: +3 PER with All Sense Groups	0
6	Forest Awareness: +3 PER with Single Sense Group, Analyze and Discriminatory (13 Active Points); Limited Power Only vrs. Forest Concealment Modifiers (-1)	0
8	Precognitive Clairsentience (Sight Group And Normal Hearing), x2 Range (520"), Discriminatory, Transmit (57 Active Points); No Conscious Control (-2), Fixed Perception Point (-1), Precognition/Retrocognition Only (-1), Limited Power Only in Forests (-1), Requires A Analyze Roll (-1/2), Vague and Unclear (-1/2)	6
7	Guarded Self Reliance: +15 PRE (15 Active Points); Limited Power Only for PRE defense (-1)	
5	Tail: Extra Limb (1), Inherent (+1/4) (6 Active Points); Limited Manipulation (-1/4)	0
6	Nightvision, Inherent (+1/4) (6 Active Points)	0
8	Claws: HKA 1/2d6 (1d6+1 w/STR) (10 Active Points); Reduced Penetration (-1/4)	1

54 Total Powers Cost

MARTIAL ARTS

Cost	Martial Arts Maneuver
5	Takeaway: 1/2 Phase, +0 OCV, +0 DCV, Grab Weapon, 26 STR to take weapon away
4	Shove: 1/2 Phase, +0 OCV, +0 DCV, 31 STR to Shove
5	Passing Strike: 1/2 Phase, +1 OCV, +0 DCV, 3d6 +v/5; FMove
4	Martial Escape: 1/2 Phase, +0 OCV, +0 DCV, 31 STR vs. Grabs
4	Martial Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
4	Martial Strike: 1/2 Phase, +0 OCV, +2 DCV, 5d6 Strike
4	Counterstrike: 1/2 Phase, +2 OCV, +2 DCV, 5d6 Strike, Must Follow Block

30 Total Martial Arts Cost

SKILLS

Cost	Name
0	Acting 8-
0	Bribery 8-
0	Climbing 8-
0	Conversation 8-
0	Deduction 8-
0	CuK: Kartaran 8-
0	AK: Kartar 8-
0	Native: Language: Kartaran (common) (idiomatic; literate) (5 Active Points)
0	PS: Scout 8-
0	Shadowing 8-
0	TF: Equines

Cost	Name
1	Language: Irolan (basic conversation)
1	WF: Thrown Knives, Axes, and Darts, Thrown Rocks
2	WF: Common Melee Weapons
3	Analyze: Tactical Skills 12-
3	Defense Maneuver I
3	KS: Ambush tactics 12-
4	Animal Handler (Birds) 15-
4	KS: Kartaran Forests 13-
4	AK: City: Pei-lei-gang 13-
4	PS: Military Officer 13-
5	Concealment 13-
5	Riding 14-
5	Stealth 14-
5	Survival (Marine Surface, Mountain, Temperate/Subtropical Coasts, Temperate/Subtropical Forests, Temperate/Subtropical Plains) 12-
5	Trading 15-
9	Teamwork 16-
10	+2 with HTH Combat

73 Total Skills Cost

PERKS

Cost	Name
5	Money: Well Off

5 Total Perks Cost

EQUIPMENT

Cost	Equipment	END
	Eviscerator: HKA 2d6, +1 Increased STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2), Armor Piercing (+1/2) (67 Active Points); OAF (-1), STR Minimum 15 (-3/4), Required Hands Two-Handed (-1/2), Real Weapon (-1/4)	0
	Sword, Broad: Killing Attack - Hand-To-Hand 1d6+1, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), STR Minimum 12 (-1/2), Real Weapon (-1/4)	0
	Armoured Gauntlet: HA +2d6, Required Hands One-Handed (+0), Reduced Endurance (0 END; +1/2) (15 Active Points); Hand-To-Hand Attack (-1/2), Real Weapon (-1/4), STR Minimum 3 (-1/4)	0
\$125	Lamellar (Splint Armor): Armor (5 PD/5 ED) (15 Active Points); Independent (-2), OIF Durable (-1/2), Real Armor (-1/4)	0
\$30	Medium Metal Shield: (Total: 20 Active Cost, 4 Real Cost) EB 2d6 (10 Active Points); Independent (-2), OAF Durable (-1), STR Minimum 13 (-1/2), No Range (-1/2), Real Weapon (-1/4) (Real Cost: 2) plus +2 with DCV (10 Active Points); Independent (-2), OAF Durable (-1) (Real Cost: 2)	1
\$13000	Ring of Vampiric Healing: Transfer 2d6 (Body to Body), Reduced Endurance (0 END; +1/2) (45 Active Points); Independent (-2), OIF (Ring; -1/2)	0

Cost	Equipment	END
\$4000	Amulet of Health: (Total: 12 Active Cost, 4 Real Cost) +3 CON (6 Active Points); Independent (-2), IIF (Amulet; -1/4) (Real Cost: 2) plus +3 BODY (6 Active Points); Independent (-2), IIF (Amulet; -1/4) (Real Cost: 2)	0

Equipment costs shown above are for reference only, and are not included in Total Cost.

DISADVANTAGES

Cost	Name
0	Normal Characteristic Maxima
15	Psychological Limitation: Blind to the Guile of Men: (Very Common, Moderate)
15	Psychological Limitation: Honourable: (Common, Strong)
5	Enraged: Honour slighted (Uncommon), go 8-, recover 14-
15	Reputation: Kartaran barbarian, 14-
10	Social Limitation: Kartaran social mores (Frequently, Major, Not Limiting In Some Cultures)
10	Social Limitation: Kartaran Sense of Independence (Frequently, Major, Not Limiting In Some Cultures)
15	Hunted: Church 11- (Mo Pow, NCI, Limited Geographical Area, PC has a Public ID or is otherwise very easy to find, Watching)
15	Distinctive Features: Feline (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

100 Total Disadvantages Cost

APPEARANCE

Hair Colour: Black
 Eye Colour: Black
 Height: 1.75 m
 Weight: 87.00 kg
 Description:

BACKGROUND

PERSONALITY

QUOTE

POWERS/TACTICS

CAMPAIGN USE

Character created by Peter Cobcroft

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