

Tibet the role playing game

concept

PC Name: Age: Character Class: KMA Emanation:

Player Name(s): Gender: Home Area:

Attachments:

Appearance:

Advantages:

Disadvantages:

མཁུ་ལྡན་པའི་མཁུ་ལྡན་

Base	Current	Plusses/Minuses	
<input type="text" value="12"/>	<input type="text" value=""/>	<input type="text" value="Poor Precision (-3)"/>	AGY
<input type="text" value="12"/>	<input type="text" value=""/>	<input type="text" value="+3 People, +3 Detail, -3 Introspection"/>	AWR
<input type="text" value="7"/>	<input type="text" value=""/>	<input type="text" value=""/>	CHM
<input type="text" value="7"/>	<input type="text" value=""/>	<input type="text" value=""/>	END
<input type="text" value="14"/>	<input type="text" value=""/>	<input type="text" value=""/>	INL
<input type="text" value="2"/>	<input type="text" value=""/>	<input type="text" value=""/>	KMA
<input type="text" value="10"/>	<input type="text" value=""/>	<input type="text" value=""/>	SPD
<input type="text" value="12"/>	<input type="text" value=""/>	<input type="text" value=""/>	STH
<input type="text" value="10"/>	<input type="text" value=""/>	<input type="text" value="Poor Temper (-3), Weak Stomach (-3)"/>	WIL
Health Attributes			
<input type="text" value="4"/>	<input type="text" value=""/>	<input type="text" value=""/>	BLD
<input type="text" value="5"/>	<input type="text" value=""/>	<input type="text" value=""/>	BDY
<input type="text" value="3"/>	<input type="text" value=""/>	<input type="text" value=""/>	INCY

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Skill	Attribute Type	Levels	AV	
Whip	Combat	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value=""/>	
Archery	Combat	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value=""/>	
Rifle	Combat	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value=""/>	
Wrestling	Combat	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value=""/>	
Staff	Combat	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value=""/>	
Riding	AGY	Travel	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="12"/>
Tracking	AWR	Travel	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="12"/>
Meditation	AWR	Folk	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="16"/>
Literacy	INL	Schol	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="14"/>
Pure Vision	AWR	Tantra	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="16"/>
Breath Yoga	AWR	Tantra	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="16"/>
Yidam Tantra	WIL	Tantra	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="10"/>
Fire Yoga	WIL	Tantra	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="10"/>
Death Tantra	WIL	Tantra	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text" value="10"/>
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Domestic Yak, Elemental Astrology Book, Funerary Rites Book, Medical Mantras Book, Monk's Hat, Monk's Robes, Barley Flour x4, Butter, Tea Brick, Lake Mansarovar Water, Prayer Beads, Written Prayer, Chopsticks, Fire Starter, Khata x3, Saddle Bags, Tsampa Bowl, Long Bow with 10 arrows, Knife, WWI Rifle with 15 bullets, Rifle Stand, Whip, Staff, 78 Srang in coins.

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Combat 4, Crafts 8, Divination 12, Exorcism 15, Folk Knowledge 7, Medicine 14, Scholarship 15, Sorcery 15, Tantra 6, Travel 10, Weathermaking 15, Western Knowledge 15, Special _____, Unspent XP _____, Total Earned XP _____, Levels/Disciplines Level 1 Dobbob

history

Norbu Tsono was a wild and occasionally cruel young child who occasionally dreamed of being a cruel warlord in some ancient time. Unable to control him, his mother sent him to a monastery at a young age. He was a poor student, unable to sit still or pay attention in classes, so he was chosen to join the ranks of the Dobbob, who kept order within the monastery by force of intimidation. As Norbu became older and wiser he became an integral part of the safety and order of his monastery, not just enforcing the laws but investigating unsolved crimes.

personality

Norbu dislikes the Chinese, he has whipped young monks for showing such disrespect as the most polite of the Chinese officials show. Still, Tibet is not actually at war with the Chinese, so Norbu is content to let the Chinese trample Tibetan soil. Norbu foresees a day when he might have to take up his rifle and stand with his fellow Dobbobs to defend his monastery against the Chinese.

motivations

Norbu is well known as an investigator of crimes. His abbot often loans him out to nearby monasteries who have unsolved crimes.

methods

Norbu knows how to get what he wants by intimidation, using his appearance and manner to scare others. He intimidates people in to telling what they know, and from their statements he pieces together the truth. When intimidation doesnt work, he often uses the Pure Vision skill to see in to places (and occasionally times) he would not otherwise be able to see.

Typical Action: Strike with rifle at INL (14) + AGY (12) +6 (skill) + 1d20 vs. 25 (-1 per 8 ft.) or 1d20 +7 vs. 0

Typical Reaction: Simultaneous Strike with Rifle at INL (14) + AGY (12) + WIL (10) +10 (skill) +1d20 vs. 45 (-1 per 8 ft.) or 1d20 +1 vs. 0

save