

Tibet the role playing game

concept

PC Name: Age: Character Class: KMA Emanation:

Player Name(s): Gender: Home Area:

Attachments:

Appearance:

Advantages:

Disadvantages:

attributes

Base	Current	Plusses/Minuses	
<input type="text" value="9"/>	<input type="text" value=""/>	<input type="text" value=""/>	AGY
<input type="text" value="10"/>	<input type="text" value=""/>	<input type="text" value=""/>	AWR
<input type="text" value="10"/>	<input type="text" value=""/>	<input type="text" value="-3 with simple folk, -3 with authorities"/>	CHM
<input type="text" value="8"/>	<input type="text" value=""/>	<input type="text" value=""/>	END
<input type="text" value="9"/>	<input type="text" value=""/>	<input type="text" value=""/>	INL
<input type="text" value="6"/>	<input type="text" value=""/>	<input type="text" value=""/>	KMA
<input type="text" value="8"/>	<input type="text" value=""/>	<input type="text" value=""/>	SPD
<input type="text" value="8"/>	<input type="text" value=""/>	<input type="text" value=""/>	STH
<input type="text" value="16"/>	<input type="text" value=""/>	<input type="text" value=""/>	WIL
Health Attributes			
<input type="text" value="3"/>	<input type="text" value=""/>	<input type="text" value=""/>	BLD
<input type="text" value="3"/>	<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
Simple Curses	WIL	<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"/>	16
Love Magic	INL	<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"/>	9
Demon Sorcery	INL	<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"/>	13
Poisons	INL	<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"/>	9
Thread Crosses	INL	<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"/>	13
Sucking Exorcism	WIL	<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"/>	16
Oath Binding	WIL	<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"/>	16
Fire Exorcism	INL	<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"/>	9
Oratory	CHM	<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"/>	10
Trading	INL	<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"/>	13
Mirror Gazing	AWR	<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"/>	10
Simple Divination	INL	<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"/>	9
Lance		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"/>
Oracular Ability	AWR	special	<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"/>
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equipment

43 Srang in Jewelry, Oracular Chair, Oracular Hat, Steel-Tipped Lance, Yak (Domestic), Boots, Common Chuba, Fine Chuba, Fur Hat, Barley beer, Horse Food, Wind Dried Meat, Saddle Bags, 20 ft. of Rope, Charm (Demon) (+5 vs. demons), Charm (Plague) (+5 vs. contraction), Oracle Ring (+2 KMA, +3 to call possessors), Ceremonial Arrow, Butter Lamp, Chopsticks, Dice, Divination Cards, Silver Mirror (+5), Dolma Pill, Fire Starter, Bellows, Sheep Dung, Kukuri (3 bladed, pierces as 5, hard strike)

advancement

Combat 13, Crafts 7, Divination 6, Exorcism 6, Folk Knowledge 6, Medicine 8,
Scholarship 12, Sorcery 15, Tantra 14, Travel 8, Weathermaking 12, Western Knowledge
20,
Special _____ Unspent XP _____, Total Earned XP _____,
Levels/Disciplines level 1 oracle

history

Norzom was born in a nomadic village in Western Tibet. At a young age she developed the power to call spirits in to her, and soon she had her family's ancestral spirit visiting her regularly. She was always willing to converse with dark powers and use sorcerous rituals to help the people of her nomadic community, until a red hat abbot learned of her practices and banished her from the area.

personality

Norzom is bitter about being banished, she feels that she always did what was best for her people and that the abbot that banished her was just trying to increase her own power. Norzom hates the Chinese and does whatever she can to aid the rebels.

motivations

Norzom Nyima is an oracle with a bad reputation. She is traveling the countryside trying to make a living using her abilities.

methods

Norzom makes money as a traveling oracle and exorcist, going from village to village helping people with their problems.

Typical Action: Vital Strike with lance INL (9) + AGY (9) +8 (skill) vs. 35 (or 1d20 vs. 9)

Typical Reaction: Parry with lance at STH (8) + AGY (9) + 1d20 vs. 25 (or 1d20 vs. 8)

save