

GEAR	

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ■ are core skills. † armor check penalty, if any, applies.  
\* This skill requires a specialization; see the skill's listing for details.  
†† This skill cannot be taken during character creation.

Character Notes:

Combat Option: Offense

Good saves/Bad saves

- Fortitude: Bad
- Reflex: Bad
- Will save: Good

Specializations:

	Name	Rank	Bonus	Total	Core
Craft #1:	Gamble	0		-	■
Craft #2:		0		-	□
Craft #3:		0		-	□
Craft #4:		0		-	□
Craft #5:		0		-	□
Craft #6:		0		-	□
Knowledge #1:	Gambling	3		5	■
Knowledge #2:	Buddhism	1		3	□
Knowledge #3:	Christianity	1		3	□
Knowledge #4:	Seamanship	1		3	□
Knowledge #5:	Commerce	1		3	□
Knowledge #6:		0		-	□
Knowledge #7:		0		-	□
Knowledge #8:		0		-	□
Perform. #1:		0		-	□
Perform. #2:		0		-	□
Pilot #1:		0		-	□
Pilot #2:		0		-	□
Language #1:	Cantonese	4		6	□
Language #2:	Mandarin	2		4	□
Language #3:		0		-	□

Primary Weapon:

Secondary Weapon:

Armor: None

- Education: 1
- Savings: \$ 1000
- Yearly Income: \$ 500

Gear	Price	Price
Name	1920	2000+