

# tibet the role playing game

## concept

PC Name: Sandeep Kumaraswami Age: 25 Character Class: Foreigner KMA Emanation: 0  
 Player Name(s): Gender: M Home Area: 0  
 Attachments: Authority, Loyal, Moral, Brutality, Justice  
 Appearance: Young Indian male, Tibetan clothes over tattered army uniform, large unhealed wound on chest  
 Advantages: Dud Tormented  
 Disadvantages: Clumsy, Known Enemy of Chinese, Opium Addiction

## attributes

Base	Current	Plusses/Minuses	
10		Poor Balance (-3), Good Prowling (+3)	AGY
12			AWR
5			CHM
5			END
11		Good Memory (+3)	INL
10	0		KMA
12			SPD
12			STH
6			WIL
Health Attributes			
4			BLD
4			BDY
10			INCY

## इकाई

Skill	Attribute Type	Levels	AV
Rifle		<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"/>	
Gun Repair	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"/>	11
Prowling	AGY	<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"/>	12
Tracking	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"/>	16
Mountain Climbing	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"/>	11
Wilderness Survival	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"/>	15
Military Science	INL	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	24
Western Medicine	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"/>	15
Mechanics	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"/>	11
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## equipment

Sniper Rifle (6 bullet damage, pierces as 8, ROF 8, FR 25 ft., MR 1000ft.), 40 bullets, Common Chuba, 5 doses Opium, Binoculars, Backpack, Camera, Swiss Army Knife, 800 Srang in Indian gold coins

## advancement

Combat 13, Crafts 10, Divination 12, Exorcism 11, Folk Knowledge 10, Medicine 13,  
Scholarship 14, Sorcery 14, Tantra 17, Travel 12, Weathermaking 14, Western Knowledge  
5,  
Special \_\_\_\_\_ Unspent XP \_\_\_\_\_, Total Earned XP \_\_\_\_\_,  
Levels/Disciplines level 1 foriegner

## history

Sandeep Kumaraswami is a special reconnaissance officer in the Indian army. He was on a mission to gather information on incursions by the Chinese army on to Indian soil. He was scouting on the Chinese/Indian border, and while moving over a tenuous bridge he fell and was seriously injured. Sharp rocks drove a rib in to his lungs and he started to drown in your own blood. Just as he were fading out, he felt something enter him and use its strength to keep him alive. Some Tibetan nomads found him and took care of him, but for months he lingered, almost dead and in constant pain. The nomads carried him with them on their travels.

## personality

Sandeeps chest injury never healed and he is in constant pain. Opium dulls the pain but does not make it go away. The pain has made him very grumpy, cynical and tired. He is also afraid that something inside him is keeping him alive to feed on his pain and that if this thing leaves he will die. Sandeep has great respect for the Tibetan people. He is a Hindu and knows that many of their religious beliefs are the same as his own.

## motivations

When Sandeep recovered, he found his nomadic saviors had taken him far away from India. He has left the nomads and has started the long trip back to India. You worry about Tibets fate. He wishes that India could help Tibet defend themselves against the Chinese, but India has only just gained its independence and still has very little military power. If anything, he is afraid that India will soon follow Tibet as a victim of Chinese aggression.

## methods

As a special reconnaissance officer, Sandeep has been trained to travel harsh wildernesses, stay incognito, dress in local dress, gather information and, when necessary to defend his country, kill people from a distance with his rifle.

Typical Action: Vital Strike with Rifle at INL (11) + AGY (10) +8 (skill) +1d20 vs. 35 (-1/25 ft.) (or 1d20 vs. 6)

Typical Reaction: Simultaneous Strike with Rifle at INL (11) + AGY (10) + WIL (6) +10 (skill) +1d20 vs. 45 (-1/25 ft.) (or 1d20 vs. 8)

save