

**CHARACTERISTICS**

30 STR 000cm (0'0"), 000kg (000#), 1m(1m) reach, -0" KNB  
 15 DEX +1 Run 11" ( 22"), 52.8 kph 32.8 mph, 1.8 m/mi, DCV 4, 8 END/t  
 23 CON +3 Swim 2" ( 4"), 9.6 kph, 6.0 mph, 10.0 m/mi, DCV 0, 0 END/t  
 15 BOD Leap 6" ( 12"), 7.2 kph, 4.5 mph, 13.4 m/mi, DCV 3, 12 END/t  
 13 INT +1  
 13 EGO +1  
 13 PRE +1  
 10 COM +0  
 24 PDr OCV 5, DCV 5 (16) // ECV 4 (15)  
 21 EDr  
 4 SPD  
 11 REC  
 46 END PER +1, Combat Sense.  
 42 STUN Heal 11/30, 1/2.7d

**MARTIAL ART (KENJITSU)**

Sword only

Name	OCV	DCV	DC	DAM	NOTES	OCV	DCV	DC	DAM	With Sword
Offensive Strike	3	17	10 d		STR+4d	4	17	3d+1	K	Roll 10n or 10k
Fast Strike	7	16	8 d		STR+2d	8	16	3d	K	Roll 9n or 9k
Martial Block	7	18			Abort, Block	8	18			
Martial Dodge	5	21			Abort, vs all attacks	5	21			

+1 level with Swords

Missile Deflection, May use on "adjacent" attacks. As Block.

**SKILLS**

<b>WF</b>	Hand-to-hand, Clubs. Swords	<b>PRE</b>	-3 Conversation	<b>AK</b>	-3 UNKNOWN
<b>DEX</b>	+1 Acrobatics +1 Breakfall -3 Climbing -3 Stealth	<b>GEN</b>	+0 Co-ordination -3 Shadowing -3 Weaponsmith (Common Melee)	<b>KS</b>	-3 Martial Art Style: Izayoi-ryu sword-style
<b>INT</b>	-3 Concealment -3 Deduction -3 Paramedic +1 Tactics			<b>PS</b>	-3 Bodyguard -3 Fine-art painter
				<b>Languages</b>	Japanese (native+1) English (accent+1)
				<b>Tr</b>	Automobiles

**POWERS**

ELEMENTAL COMMAND - Izayoi-ryu sword-powers

a: Hidden Sword (KA/PH), +1 OCV, Can be thrown, "Real" weapon,  
STR MIN -5, 2h weapon.

OCV	Dam	STNx	STT	Notes
+1	5DC	0	12	M, Thr, 1/2hand

B: Resistant Defense 24/21

C: Missile Deflection. (thrown, arrows, projectiles, bullets, shrapnel)  
May use to deflect attacks on adjacent targets.

**DISADVANTAGES**

- Hunted (PC+, NCI, 11) The Hunters
- DistFeat (Easy/Notice) Modern Samurai
- Psych (C/S) Accepts good-faith surrenders
- Psych (C/S) Personal honor, always courteous
- Psych (C/T) Personal honor, always tells the truth
- Psych (U/M) Elaborate personal grooming
- Psych (U/S) Personal honor, accept no insult
- Psych (C/T) Places safety of charge above his own
- Rivalry (Prof) DEFINED BY GM
- Secret ID
- Watched (PC+, NCI, 8) Father's people

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**Todo**

- Untaken Disadvantages: 30pts
- Unspent Points: 13
- Height, Weight
- AK: UNKNOWN
- Is 6" of leaping enough? (12m or 40 feet. Half that straight up.)
- I made up a name for the EC. Confirm or revise.

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**FYI: Combat Sense**

The character has the innate "feel" for combat situation, and can fight even while in darkness or blinded. Combat Sense is a form of Perception roll. A successful Combat Sense Roll allows the character who is attacked hand-to-hand to counterattack on their next Phase with no penalty, even if blinded. A character who makes a successful roll also has their full DCV against all hand-to-hand attacks. The character should roll each Phase to keep track of their opponents. Should the roll fail, the character takes normal penalties.