

PORTRAIT	IDENTITY		MISCELLANEOUS		400 POINTS
	NAME		CREATED	Nov 19, 2024, 8:17 PM	0 UNSPENT
	TITLE		MODIFIED	Nov 20, 2024, 12:25 AM	0 ANCESTRY
	ORGANIZATION		PLAYER		221 ATTRIBUTES
DESCRIPTION					99 ADVANTAGES
	GENDER		HEIGHT	0'	-55 DISADVANTAGES
	AGE		WEIGHT	0 lb	0 QUIRKS
	BIRTHDAY		SIZE	+0	135 SKILLS
	RELIGION		TL		0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[70]	17 STRENGTH (ST)	[15]	13 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[80]	14 DEXTERITY (DX)	[0]	15 FRIGHT CHECK		EYES	-9	0		0 NONE	100 lb	7	11
[0]	10 INTELLIGENCE (IQ)	[10]	12 PERCEPTION (PER)	3-4	SKULL	-7	6/14	1	LIGHT	200 lb	5	10
[40]	14 HEALTH (HT)	[0]	12 VISION	5	FACE	-5	4/12	2	MEDIUM	300 lb	4	9
BASIC DAMAGE		[0]	12 HEARING	6-7	RIGHT LEG	-2	4/12	3	HEAVY	600 lb	2	8
2d+1	BASIC THRUST	[0]	12 TASTE & SMELL	8	RIGHT ARM	-2	4/12	4	X-HEAVY	1,000 lb	1	7
3d-1	BASIC SWING	[0]	12 TOUCH	9-10	TORSO	+0	4/12	LIFTING & MOVING THINGS				
POINT POOLS		[0]	7 BASIC SPEED	11	GROIN	-3	4/12	100 lb	BASIC LIFT			
[0]	14 OF 14 FP [RESTED]	[0]	7 BASIC MOVE	12	LEFT ARM	-2	4/12	200 lb	ONE-HANDED LIFT			
[6]	20 OF 20 HP [HEALTHY]			13-14	LEFT LEG	-2	4/12	800 lb	TWO-HANDED LIFT			
				15	HAND	-4	4/12	1,200 lb	SHOVE & KNOCK OVER			
				16	FOOT	-4	4/12	2,400 lb	RUNNING SHOVE & KNOCK OVER			
				17-18	NECK	-5	4/12	1,500 lb	CARRY ON BACK			
					VITALS	-3	4/12	5,000 lb	SHIFT SLIGHTLY			

±	REACTION	±	CONDITION
-2	from experienced NPCs	+3	on all HT rolls to avoid knockdown and stunning
-2	from others in any situation where No Sense of Humor becomes evident	+6	on all IQ rolls to wake up or to recover from surprise or mental stun
+2	from young or naive individuals who believe you are as good as you say you are	+1	to initiative rolls for your side (+2 if you are the leader)
+4	reaction bonus situation	+3	to resist torture

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Natural Attacks		Bite	14	No	No	2d+1 cr	C	
Natural Attacks		Kick	12	No	No	2d+2 cr	C,1	
Natural Attacks		Punch	14	11	No	2d+1 cr	C	
Ninja-To		Swung	18	13	No	3d+7 cut	1	8
Ninja-To		Thrust	18	13	No	2d+8 imp	1	8
Spike Shuriken		Punch	14	11	No	2d+1 cut	C	
Star Shuriken		Punch	14	11	No	2d+1 cut	C	

RANGED WEAPON		USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Spike Shuriken		Thrown	18	1	2d+6 imp	15/30	1	T			5
Star Shuriken		Thrown	18	1	2d+7 cut	15/30	1	T			5

TRAIT	PTS	SKILL / TECHNIQUE	SL	RSL	PTS
1 Advantages	95	1 Wildcards			96
Combat Reflexes	15	Ninja Weapons!	18	DX+4	72
Enhanced Critical (Ninja Weapons!) 2	10	Fist!	14	DX	24
High Pain Threshold	10	2 Athleticism			11
Lens	15	Acrobatics	18	DX+4	4
Luck	15	Climbing	18	DX+4	2
Super Throw 1	10	Jumping	18	DX+4	1
Talent (Agile) 4	20	Running	18	HT+4	2
2 Perks	4	Swimming	14	HT	1
Explosive Death	1	Breath Control	12	HT-2	1
Infinite Shuriken	1	3 Ninja			12
Off-Hand Training (Ninja Weapons!)	1	Stealth	15	DX+1	4
Urban Jungle Gym	1	Intimidation	13	Will	2
3 Disadvantages	-55	Urban Survival	12	Per	2
Bloodlust	-10	Esoteric Medicine	11	Per-1	2
CR: 12 (Resist quite often)		Gesture	11	IQ+1	2

TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS																																																								
Code of Honor (Ninja)		-5	<u>B127</u>	4 Know Thy Enemy				12																																																								
No Sense of Humor		-10	<u>B146</u>	Hidden Lore (Ninja)		11	IQ+1	4	<u>B199+</u>																																																							
Obsession (Rid the world of monsters)		-15	<u>B146</u>	Occultism		11	IQ+1	4	<u>B212</u>																																																							
CR: 9 (Resist fairly often)				Hidden Lore (Vampires)		10	IQ	2	<u>B199</u>																																																							
Overconfidence		-5	<u>B148</u>	Expert Skill (Conspiracy Theory)		9	IQ-1	2	<u>B193+</u>																																																							
CR: 12 (Resist quite often)				5 Background				4																																																								
Phantom Voices		-5	<u>B148</u>	Computer Operation		10	IQ	1	<u>B184</u>																																																							
Annoying				Current Affairs/TL (Headline News)		10	IQ	1	<u>B186</u>																																																							
Sense of Duty (Teammates)		-5	<u>B153</u>	Housekeeping		10	IQ	1	<u>B200</u>																																																							
Natural Attacks		0	<u>B271</u>	Savoir-Faire (Dojo)		10	IQ	1	<u>B218+</u>																																																							
<table border="1"> <thead> <tr> <th>✓</th> <th>#</th> <th>CARRIED EQUIPMENT (18.2 LB; \$5,506)</th> <th>USES</th> <th>TL</th> <th>LC</th> <th></th> <th></th> <th></th> <th></th> <th></th> </tr> </thead> <tbody> <tr> <td>✓</td> <td>1</td> <td>Spike Shuriken Fine</td> <td></td> <td>3</td> <td></td> <td>3</td> <td>0.1 lb</td> <td>3</td> <td>0.1 lb</td> <td><u>LT73</u></td> </tr> <tr> <td>✓</td> <td>1</td> <td>Star Shuriken Fine</td> <td></td> <td>3</td> <td></td> <td>3</td> <td>0.1 lb</td> <td>3</td> <td>0.1 lb</td> <td><u>LT73</u></td> </tr> <tr> <td>✓</td> <td>1</td> <td>Ninja-To Very Fine</td> <td></td> <td>1</td> <td></td> <td>1,600</td> <td>2 lb</td> <td>1,600</td> <td>2 lb</td> <td><u>LT61</u></td> </tr> <tr> <td>✓</td> <td>1</td> <td>Ninja Suit, Improved Kevlar</td> <td></td> <td></td> <td>4</td> <td>3,900</td> <td>16 lb</td> <td>3,900</td> <td>16 lb</td> <td></td> </tr> </tbody> </table>										✓	#	CARRIED EQUIPMENT (18.2 LB; \$5,506)	USES	TL	LC						✓	1	Spike Shuriken Fine		3		3	0.1 lb	3	0.1 lb	<u>LT73</u>	✓	1	Star Shuriken Fine		3		3	0.1 lb	3	0.1 lb	<u>LT73</u>	✓	1	Ninja-To Very Fine		1		1,600	2 lb	1,600	2 lb	<u>LT61</u>	✓	1	Ninja Suit, Improved Kevlar			4	3,900	16 lb	3,900	16 lb	
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