

PORTRAIT		IDENTITY			MISCELLANEOUS			210 POINTS							
		NAME	Hattori, Kazuya		CREATED	Aug 11, 2024, 2:33 PM		1	UNSPENT						
		TITLE	Samurai		MODIFIED	Aug 14, 2024, 12:35 AM		0	ANCESTRY						
		ORGANIZATION	Hattori Family		PLAYER	heja		135	ATTRIBUTES						
	DESCRIPTION							51	ADVANTAGES						
								-50	DISADVANTAGES						
			GENDER	Male		HEIGHT	5'7"		HAIR	Black					
			AGE	28		WEIGHT	148 lb		EYES	Brown					
			BIRTHDAY	December 11		SIZE	+0		SKIN	Pale					
			RELIGION			TL	4		HAND	Right					
									-5	QUIRKS					
									78	SKILLS					
									0	SPELLS					
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES			HUMANOID				ENCUMBRANCE, MOVE & DODGE						
[20]	12	STRENGTH (ST)	[0]	11	WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[80]	14	DEXTERITY (DX)	[0]	13	FRIGHT CHECK		EYES	-9	0		0	NONE	29 lb	6	10
[20]	11	INTELLIGENCE (IQ)	[5]	12	PERCEPTION (PER)	3-4	SKULL	-7	2		1	LIGHT	58 lb	4	9
[10]	11	HEALTH (HT)	[0]	12	VISION	5	FACE	-5	0		2	MEDIUM	87 lb	3	8
		BASIC DAMAGE	[0]	12	HEARING	6-7	RIGHT LEG	-2	0		3	HEAVY	174 lb	2	7
		1d+1 BASIC THRUST	[0]	12	TASTE & SMELL	8	RIGHT ARM	-2	0		4	X-HEAVY	290 lb	1	6
		2d+1 BASIC SWING	[0]	12	TOUCH	9-10	TORSO	+0	2		LIFTING & MOVING THINGS				
			[0]	6.25	BASIC SPEED	11	GROIN	-3	4		29 lb BASIC LIFT				
			[0]	6	BASIC MOVE	12	LEFT ARM	-2	0		58 lb ONE-HANDED LIFT				
						13-14	LEFT LEG	-2	0		232 lb TWO-HANDED LIFT				
						15	HAND	-4	0		348 lb SHOVE & KNOCK OVER				
						16	FOOT	-4	0		696 lb RUNNING SHOVE & KNOCK OVER				
						17-18	NECK	-5	0		435 lb CARRY ON BACK				
							VITALS	-3	2		1,450 lb SHIFT SLIGHTLY				
± CONDITION															
+6		on all IQ rolls to wake up or to recover from surprise or mental stun													
+1		to all HT rolls to stay conscious, avoid death, resist disease, or resist poison													
+1		to initiative rolls for your side (+2 if you are the leader)													
MELEE WEAPON								USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST	
Large Knife								Swung	12	9	No	2d-1 cut	C,1	6	
Large Knife								Thrust	12	9	No	1d+1 imp	C	6	
Natural Attacks								Bite	14	No	No	1d cr	C		
Natural Attacks								Kick	12	No	No	1d+1 cr	C,1		
Natural Attacks								Punch	14	11	No	1d cr	C		
Shortsword								Swung	15	11	No	2d+2 cut	1	8	
Wakizashi															
Shortsword								Thrust	15	11	No	1d+2 imp	1	8	
Wakizashi															
Star Shuriken								Punch	14	11	No	1d-1 cut	C		
Attack receives damage bonuses for whichever of Boxing (p. B182), Brawling (p. B182), or Karate (p. B203) is used to deliver it															
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST		
Large Knife				Thrown	10	0	1d+1 imp	9/18	1	T	-2		6		
Longbow				Shoot	18	3	1d+4 imp	180/240	1	1(2)	-8		11+		
Star Shuriken				Thrown	16	1	1d cut	6/12	1	T			5		
Attack receives damage bonuses for whichever of Boxing (p. B182), Brawling (p. B182), or Karate (p. B203) is used to deliver it															
TRAIT		PTS			SKILL / TECHNIQUE			SL	RSL	PTS					
Arm ST 3		15	B88+	!	Acrobatics			14	DX	4	B174+				
Using arms for striking, lifting etc.					Acting			13	IQ+2	8	B174				
Bloodlust		-10	B125		Artist (Calligraphy)			9	IQ-2	1	B179				
CR: 12 (Resist quite often)					Body Language			11	Per-1	1	B181				
You must make a self-control roll whenever you need to accept a surrender, evade a sentry, take a prisoner, etc.					Bow			18	DX+4	16	B182				
Combat Reflexes		15	B43		Camouflage			12	IQ+1	2	B183				
Never freeze					Choke Hold			13	+0	3	B230+				
					Default: Judo-2										

TRAIT				PTS		
Cynophobia (Dogs)				-5	<u>B149</u>	
CR: 12 (Resist quite often), -2 Action Penalty This includes all canines: foxes, wolves, coyotes, wild dogs, etc.						
Duty (Hattori Family)				-10	<u>B133</u>	
FR: 12						
Extra Hit Points 1				2	<u>B16</u>	
Fit				5	<u>B55</u>	!
Recover FP at twice the normal rate; +1 to HT rolls avoiding death / unconsciousness.						
Gluttony				-5	<u>B137</u>	
CR: 12 (Resist quite often) Make a self-control roll when presented with a tempting morsel or good wine that, for some reason, you should resist. If you fail, you partake – regardless of the consequences.						
High Status 2				10	<u>B28</u>	
Samurai Bushi						
Ku-phobia (Number 9)				-5	<u>B150</u>	!
CR: 12 (Resist quite often), -2 Action Penalty You must make a self-control roll whenever you have to deal with the number 9. Roll at -5 if 4 and 9 are involved!						
Language: Japanese				2	<u>B24</u>	
Written (Accented)						
Natural Attacks				0	<u>B271</u>	–
Signature Gear 2				2	<u>B85</u>	!
Extra starting budget used for Bow and Clothing						
Sense of Duty				-15	<u>B153</u>	
Friends and Companions; Hattori Family						
Likes ...				-1	<u>B164</u>	
Likes ...				-1	<u>B164</u>	
Likes ...				-1	<u>B164</u>	
Dislikes ..				-1	<u>B164</u>	
Dislikes ..				-1	<u>B164</u>	

SKILL / TECHNIQUE		SL	RSL	PTS		
Climbing		13	DX-1	1	<u>B183</u>	
Fast-Draw (Arrow)		15	DX+1	1	<u>B194+</u>	
Fast-Draw (Knife)		15	DX+1	1	<u>B194+</u>	!
Incl. Shuriken						
Fast-Draw (Sword)		15	DX+1	1	<u>B194+</u>	
First Aid/TL4		12	IQ+1	2	<u>B195</u>	
Forced Entry		14	DX	1	<u>B196</u>	
Games (Go)		11	IQ	1	<u>B197+</u>	
History (Japanese Wars)		9	IQ-2	1	<u>B200</u>	
Holdout		11	IQ	2	<u>B200</u>	
Intimidation		11	Will	2	<u>B202</u>	
Default: Acting-3						
Combat Sport (Sumo)		14	DX	1	<u>B184+</u>	
Judo		13	DX-1	2	<u>B203+</u>	
Allows parrying two different attacks per turn, one with each hand.						
Knife		12	DX-2	0	<u>B208</u>	
Default: Shortsword-3						
Observation		12	Per	2	<u>B211</u>	
Riding (Equines)		13	DX-1	1	<u>B217</u>	
Savoir-Faire (Dojo)		11	IQ	1	<u>B218+</u>	
Savoir-Faire (High Society)		12	IQ+1	2	<u>B218+</u>	
Search		12	Per	2	<u>B219</u>	
Shadowing		12	IQ+1	2	<u>B219</u>	
Default: Stealth-4						
Shortsword		15	DX+1	4	<u>B209</u>	
Stealth		15	DX+1	4	<u>B222</u>	
Swimming		11	HT	1	<u>B224</u>	
Tactics		10	IQ-1	2	<u>B224+</u>	
Throwing		13	DX-1	1	<u>B226</u>	
Thrown Weapon (Shuriken)		16	DX+2	4	<u>B226</u>	
Default: Throwing-2						
Two-Handed Sword		13	DX-1	1	<u>B209</u>	

✓	#	CARRIED EQUIPMENT (28.36 LB; \$2,033.5)	USES	TL	LC						
✓	1	Clothing, Ordinary Status 2 (Landless knight, mayor, business leader)		0		600	2 lb	600	2 lb	<u>LT98</u>	
✓	1	Cord/Rope (1/4") Silk (10 Yards) Supports 312.5 lbs. static load		1		6.25	0.31 lb	6.25	0.31 lb	<u>LT23</u>	
✓	1	Hardened Leather, Medium Torso (Roll 1d; on 1, the vitals are hit.; Don time: 30 secs.); Abdomen (Hit location 11. Roll 1d; on 1, the vitals are hit.; Don time: 23 secs.) DR 2; Holdout: -2.		2		156.25	18.75 lb	156.25	18.75 lb	<u>LT105</u>	
✓	1	Large Knife		0		40	1 lb	40	1 lb	<u>LT58</u>	
✓	1	Longbow Fine (Fencing weapons, knives, swords, and missile weapons.)		0		800	3 lb	800	3 lb	<u>LT72</u>	
✓	1	Shortsword Fine Quality (-1 to break; for blades that do cutting and impaling damage) Wakizashi		2		400	2 lb	400	2 lb	<u>B273</u>	!
✓	5	Star Shuriken Attack receives damage bonuses for whichever of Boxing (p. B182), Brawling (p. B182), or Karate (p. B203) is used to deliver it		3		3	0.1 lb	15	0.5 lb	<u>LT73</u>	
✓	8	Arrow		0		2	0.1 lb	16	0.8 lb	<u>B276</u>	

#	OTHER EQUIPMENT (\$356)	USES	TL	LC							
1	Clothing, Ordinary Status 1 (Squire, merchant, priest, doctor, councilor)		0		240	2 lb	240		2 lb	<u>LT98</u>	
12	Arrow		0		2	0.1 lb	24		1.2 lb	<u>B276</u>	
6	Arrow, Bodkin Changes damage to piercing with armor divisor of (2).		3		2	0.1 lb	12		0.6 lb	<u>B277</u>	
1	Grappling Hook, Padded		1		30	3 lb	30		3 lb	<u>LT125</u>	
1	Ladder, Rope, 30 feet		1		50	22 lb	50		22 lb	<u>LT125</u>	