



CHARACTER SHEET

Name: Nishinage Katayama
 Race: Human
 Appearance: Entstelltes Gesicht

Player: Denis Kozić
 Ht: 1.80m Wt: 85kg

Age: 35
 Spent: 174
 Unspent: 8

ST	12	[20]	HP	12	[0]	Basic Speed	6,25	[0]
DX	13	[60]	Will	10	[0]	Basic Move	6	[0]
IQ	10	[0]	Per	10	[0]	BL	29 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-1	Sw 1d+2
TL	3	[0]	SM	+0				

Vision	10	Fright Check	12*	High Jump	2.17 ft
Hearing	10	Consciousness	14†	Money	0‡
Touch	10	Death Check	14§		
Taste/Smell	10	Broad Jump	3 yd		

* Includes: +2 from 'Combat Reflexes'
 † Includes: +2 from 'Hard to Subdue'
 ‡ Includes: +2600 from 'The Family Katana', +2000 from 'Money', -108 from 'Money', +11600 from 'Money'
 § Includes: +2 from 'Hard to Kill'

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

Name	1-Hand Lift	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

Appearance: -2*
* Includes: -2 from 'Appearance'
Status: +0
Other: +0

Native	Pts
Sahud (Native) {p. B23, BS183}	[0]
Non-native	Pts
Christian {p. B23, BS183}	[1]

Native	Spoken	Written	Pts
Sahudese (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
English {p. B24}	Accented	-	[2]

Name	Pts
Combat Reflexes {p. B43}	[15]
Hard to Kill 2 {p. B58}	[4]
Hard to Subdue 2 {p. B59}	[4]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Patrons (Master Adolphe; 6 or less, *1/2) {p. B72}	[10]
Signature Gear 6 (The Family Katana) {p. B85}	[6]

Name	Pts
Weapon Bond (The Family Katana) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

Name	Pts
Appearance (Ugly) {p. B21}	[-8]
Chronic Depression (12 or less, *1) {p. B126}	[-15]
Code of Honor (Sahudese) {p. B127, BS185}	[-10]
Enemy (Clan Tsushuo; Medium-sized group (6-20 people); 9 or less, *1) {p. B135}	[-20]



Name	Pts
Unused Quirk 5 {p. B163}	[-1]
Jogs every evening before going to bed {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	12	DX-1	[2]
dBroadsword {p. B208}	15*	DX+2	[4]
Parry: 11			
Climbing {p. B183}	13	DX+0	[2]
Fast-Draw (Shuriken) {p. B194, MA56}	15†	DX+2	[2]
Fast-Draw (Sword) {p. B194}	15†	DX+2	[2]
Fast-Draw (Two-Handed Sword) {p. B194}	16†	DX+3	[4]
Judo {p. B203}	13	DX+0	[4]
Parry: 10			
Karate {p. B203}	13	DX+0	[4]
<small>Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.</small>			
Parry: 10			
Knife {p. B208}	14	DX+1	[2]
Parry: 10			
Riding (Equines) {p. B217}	12	DX-1	[1]
Stealth {p. B222}	12	DX-1	[1]
Thrown Weapon (Shuriken) {p. B226}	16	DX+3	[8]
Two-Handed Sword {p. B209}	18	DX+5	[20]
Parry: 13			
HT based	Level	Relative	Pts
Hiking {p. B20}	11	HT-1	[1]
Swimming {p. B224}	12	HT+0	[1]
IQ based	Level	Relative	Pts
Area Knowledge (Kinkaku) {p. B176}	10	IQ+0	[1]
Fast-Talk {p. B195}	11	IQ+1	[4]
First Aid/TL3 (Human) {p. B195}	11	IQ+1	[2]
Philosophy (Sahud) {p. B213}	8	IQ-2	[1]
Teaching {p. B224}	12	IQ+2	[8]
Per based	Level	Relative	Pts
Observation {p. B211}	10	Per+0	[2]
<small>* Conditional: +1 from 'Weapon Bond (The Family Katana)'</small>			
<small>† Includes: +1 from 'Combat Reflexes'</small>			

SCRATCH PAD			

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	—	1d-2 cr	C	—	—	
Karate: Punch	13	10	1d-1 cr	C	—	—	
Karate: Kick	11	—	1d cr	C,1	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	14	10	1d cut	C, 1	6	4	
Large Knife: Thrust	14	10	1d-1 imp	C	6	4	[1]
The Family Katana: 1H Swing	16	12	1d+4 cut	1, 2	11	4	
The Family Katana: 1H Thrust	16	12	1d+1 imp	1	11	4	
The Family Katana: 2H Swing	19	13	1d+5 cut	1, 2	10†	4	
The Family Katana: 2H Thrust	19	13	1d+1 imp	1	10†	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	9	1d-1 imp	—	9.6 yd / 18 yd	1	T(1)	6	-2	—	4	
Spike Shuriken	16	1d-3 imp	1	6 yd / 12 yd	1	T(1)	5	—	—	4	

ATTACKS TABLES COLUMN NOTES

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE				
1-2	3-4	5-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	10*	
Karate	DX	DX		

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	7	—
Hands	5	—
Legs	7	—
Feet	5	—

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35	36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52	53 54 55 56 57 58 59	

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

TECHNIQUES			
Name	Level	Relative	Pts
Close Combat (Broadsword) {p. MA69}	11	def+0	[0]
Close Combat (Two-Handed Sword) {p. MA69}	10	def+0	[0]
Disarming (Judo) {p. MA70, B230}	13	def+0	[0]
Disarming (Two-Handed Sword) {p. MA70, B230}	18	def+0	[0]

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item (Virtual)	730	51 lb
1	Light Scale Suit {p. L18} Description: TL:2 LC:- DR:3* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight. Location: all	610	49 lb
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
1	Belt {p. B289} Description: TL:5 Notes: Fits most pistols.	2665	6.5 lb
1	Large Knife/TL0 {p. LT67} Description: TL:0 LC:4, [Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3], [Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78)]. [Dam:thr imp ACC:0 Range:ST*0.8/ST*1.5 ROF:1 Shots:T(1) ST:6 Bulk:-2 Rcl:-Skill:Thrown Weapon (Knife), DX-4] Notes: [[1]]	40	1 lb
1	The Family Katana/TL3 {p. LT66} Description: TL:3 LC:4, [Dam:sw+1 cut Reach:1, 2 Parry:0 ST:11 Skill:Broadsword, DX-5, Force Sword-4, Rapier-4, Saber-4, Shortsword-2, Two-Handed Sword-4], [Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword, DX-5, Force Sword-4, Rapier-4, Saber-4, Shortsword-2, Two-Handed Sword-4], [Dam:sw+2 cut Reach:1, 2 Parry:0 ST:10 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 imp Reach:1 Parry:0 ST:10 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4]	2600	5 lb
5	Spike Shuriken/TL3 {p. LT76} Description: TL:3 LC:4, Dam:thr-2 imp ACC:1 Range:ST*0.5/ST*1 ROF:1 Shots:T(1) ST:5 Bulk:0 Rcl:- Skill:Thrown Weapon (Shuriken), DX-4, Throwing-2	0	8 oz
Totals:		3395	58 lb
Qty	Rucksack	Cost	Weight
1	Backpack, Frame {p. B288} Description: TL:1 Notes: Holds 100 lbs. of gear.	13697	95.12 lb
1	Group Basics {p. B288} Description: TL:0 Notes: Basic equipment for Cooking and Survival skill for a group. Cook pot, rope, hatchet, etc., for 3-8 campers.	0	20 lb
1	Tent, 4-Man {p. B288} Description: TL:0 Notes: Includes ropes, requires 2 poles.	0	30 lb
1	Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Purse {p. B288} Description: TL:0 Notes: Holds 3 lbs.	13142	3.12 lb
48	Coin: Copper Farthing {p. BS44}	48	15.36 oz
65	Coin: Gold Mark {p. BS44}	13000	2.08 lb
21	Coin: Silver Penny {p. BS44}	84	1.34 oz
1	Sleeping Fur {p. B288} Description: TL:0 Notes: Warm unless wet.	50	8 lb
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
2	Wineskin (4 liters of Water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb
3	Health Potion (Heals 1d)	360	1.5 lb
Totals:		13697	95.12 lb

CAMPAIGN LOG (continued)	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
06.12.2011: 0 pts	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	100
Advantages, Perks	53
Disadvantages, Quirks	-55
Skills, Techniques	76
Total Points Spent:	
Unspent Points:	
	174
	8

CAMPAIGN LOG	
Points: (logged) 32	+ (other) 0 = (total) 32
<enter caption here>	
<enter notes here>	
22.08.2011: 8 pts	
Patron: Master Adolphe	4. Juli 2011
<enter notes here>	
07.04.2011: 10 pts	
<enter caption here>	
<enter notes here>	
07.02.2011: 8 pts	
Nach a	
<enter notes here>	
28.06.2011: 6 pts	

DESCRIPTION

Nishinage Katayama - played by Denis Kozic

Ein Sahudese kaukasischer Abstammung, dessen direkte Vorfahren nach Sahud transferiert wurden. Etwas über 30 Jahre alt, fällt er besonders durch seine Erscheinung und überdurchschnittliche Grösse auf (nur in Sahud), die hauptsächlich auf seine kaukasische Abstammung zurückzuführen ist. Wurde von seiner Familie, die dem Tsushuo-Clan angehört, in grundlegenden Kenntnissen des Kampfes und Überlebens trainiert, was in Sahud üblich ist. Sein anfängliches Ziel, das Training abzuschliessen und ev. ein Wächter zu werden, waren der Grund, loszuziehen und Erfahrungen (u.a. in Klöstern) zu sammeln, in Kriegskunst und Philosophie.

Während seiner Reise, auf dem Marktplatz der Hauptstadt Kinkaku, rettete er durch Zufall Hanatatsu, die junge Tochter des Clanführers, die von räuberischen Ninjas angegriffen wurde. Eigentlich im Schutze ihres Cousins Tetsuho unterwegs, wäre sie ohne Eingreifen Katayamas in grosser Gefahr gewesen. Aus Dank für die Rettung wurde Katayama Unterkunft und Training beim Clanführer gewährt. Dies missfiel Cousin Tetsuho ganz besonders, da er selbst als Schüler des Grossen Sensais, durch Katayama ständig an die Demütigung, versagt zu haben, erinnert wird. Nebenbei galt Tetsuho als Nachfolger für den alternden Sensai.

Die Tsushuo selber, gelten als vertriebener Clan, der beim Clan Akiuji Unterschlupf gefunden hat. So hatte sich eine unerbittliche Mentalität entwickelt, die nicht viel übrig hat für Mitgefühl, Gnade und Solidarität. Alles im Hinblick auf die Rückeroberung ihres Heimatlandes - koste es, was es wolle. Katayama stieg inzwischen nebst Tetsuho zu den besten Schülern empor. Im Gegensatz zu Tetsuho, der im Training jeden Befehl des Sensai ohne Überlegung folge leistete, brachte Katayama oftmals seine philosophischen Ansichten ein, und lehnte Rücksichts- und Gnadenlosigkeit offen ab. Diese Haltung brachte selbst den strengen Sensai zum Nachdenken, welcher folglich beabsichtigte, durch Umdenken der Traditionen des Clans in eine neue Ära zu führen; nur schon seiner Tochter zugute, die sich bereits eifrig in Kriegskunst übte. Vielen älteren Clanmitgliedern waren diese neuen Ausrichtungen ein Gräuel, so auch Tetsuho; Er schwur seinen Leuten, zu den alten Traditionen zurückzukehren, sobald er die Nachfolge antreten würde. Dies blieb auch dem Sensai nicht verborgen, der insgeheim als Ausweg seine Nachfolge durch Katayama anstrebte.

Bei einer Zusammenkunft zwischen dem Sensai und Katayama wurde der Sensai durch vergifteten Tee getötet, der von Tetsuho für Katayama bestimmt war, um seine Nachfolge zu sichern. Beim Versuch, den Sensai zu retten, wurde Katayama selber vom Gift im Gesicht getroffen und entstellt. Die hereinstürmenden Wachen in Begleitung von Tetsuho griffen Katayama sofort an, in der Annahme, er sei ein Verräter. Dieser setzte sich zur Wehr, indem er das heilige Familienschwert aus dem Ständer zog (das nur vom Clanführer berührt werden darf). Überwältigt von den vielen Wachen, und ohne Möglichkeit, den Vorfall zu erklären, flüchtete Katayama kurzerhand, und verliess Sahud, um seine Familie zu schützen, die ihn aufgrund der Vorfälle versties. Katayama selbst wird seither zudem von einer kleinen Schar von Soldaten verfolgt, unter der persönlichen Führung von Tetsuho. Unter anderem, um die Ehre des Clans wiederherzustellen, und das Familienschwert wiederzuerlangen.

Während Jahren der Flucht fiel Katayama wegen des Geschehenen in eine Depression, schwor sich aber, die Schande, die auf ihm und seiner Familie lastet, zu bereinigen. Inzwischen wurde Hanatatsu (inzwischen 22-jährig), die Tochter des Sensai und Clanführers, selbst zur erbitterten Anführerin ihres Clans. Ihre Taten führten u.a. zur Rückeroberung ihres Heimatlandes, schwor aber auch, Rache am Mörder ihres Vaters zu nehmen, obschon der sie einst gerettet hat. - to be continued...