

**CHARACTER SHEET**

<b>ST</b> 13* [ 30]	<b>HP</b> 13 [ 0]	<b>Basic Speed</b> 7 [ 5]
<b>DX</b> 15 [ 100]	<b>Will</b> 11 [ 5]	<b>Basic Move</b> 7 [ 0]
<b>IQ</b> 10 [ 0]	<b>Per</b> 11 [ 5]	<b>BL</b> 34 lb (ST×ST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d <b>Sw</b> 2d-1
<b>TL</b> 3 [ 0]	<b>SM</b> +0	

\* Conditional: +2 from 'Ninja Killing Strike'

<b>Vision</b> 11	<b>Fright Check</b> 13*	<b>High Jump</b> 2.92 ft
<b>Hearing</b> 11	<b>Consciousness</b> 12	<b>Money</b> -167207†
<b>Touch</b> 11	<b>Death Check</b> 12	
<b>Taste/Smell</b> 11	<b>Broad Jump</b> 4 yd	

\* Includes: +2 from 'Combat Reflexes'

† Includes: +4570 from 'Money', +2500 from 'Money'

**ENCUMBRANCE TABLE**

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

**LIFTING FEATS**

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 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.

**REACTION MODIFIERS**

Appearance: +0
Status: +0
Other: +0*

\* Conditional: +1 from 'Born War-Leader', -1 from 'Callous' when past victim, or has Empathy, -2 from 'No Sense of Humor', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Social Stigma (Minority Group)', -1 from 'Stubbornness'

**CULTURAL FAMILIARITIES**

Native	Pts
Human (Native) {p. B23}	[ 0 ]
Non-native	Pts
Far East {p. B23}	[ 1 ]

**LANGUAGES**

Native	Spoken	Written	Pts
Far Eastern (Native) {p. B24}	Native	Native	[ 0 ]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	-	[ 1 ]

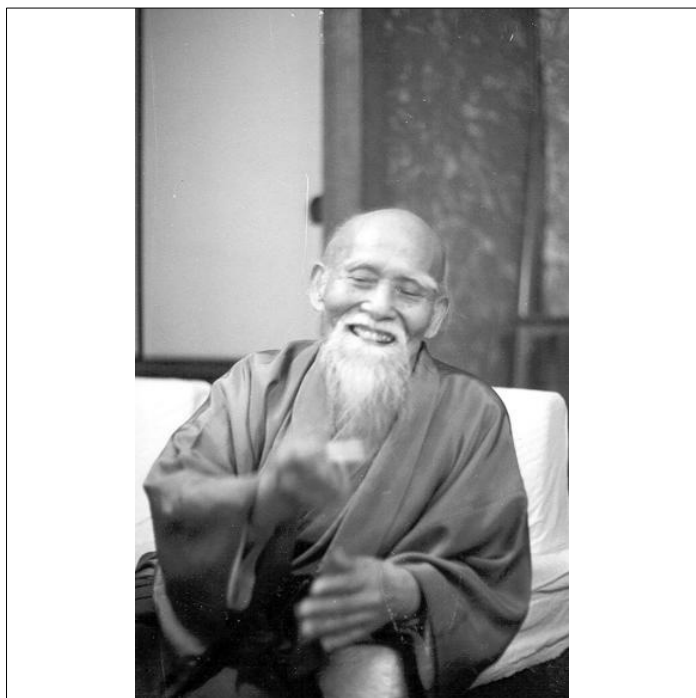
**TEMPLATES AND META-TRAITS**

Name	Pts
Ninja (Dungeon Fantasy) {p. DF12:8}	[ 0 ]
Ninja-Knight (Dungeon Fantasy) {p. DF12:10}	[ 0 ]

Description: An unusual lens, but a potentially powerful one. The ability to mix the exotic weapon mastery and stealth of a ninja with a heavier emphasis on strength and combat power is the appeal of the ninja-knight. The best weapon option to choose is usually enhancing a preexisting weapon skill . . . unless you have access to a knightly weapon with the Ninja modifier (p. 13) or tote a big weapon like the okusarigama (p. 13)!

**ADVANTAGES**

Name	Pts
Ally (Hirohito; 100% of starting points; 9 or less, *) {p. B36, P41}	[ 5 ]
Ambidexterity {p. B39}	[ 5 ]
Born War-Leader 1 {p. B89, BS184}	[ 5 ]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	
Combat Reflexes {p. B43}	[ 15 ]
High Pain Threshold {p. B59}	[ 10 ]
Roll to ignore pain: 14 (Will+3)	



**ADVANTAGES (continued)**

Name	Pts
Ninja Enhanced Parry 2 (All Weapons; Ninja Training, -10%) {p. B51}	[ 18 ]
Ninja Killing Strike 2 (Ninja Training, -10%; Once Per Weapon Per Battle, -10%) {p. DF12:5}	[ 8 ]
Ninja Mind Shield 1 (Ninja Training, -10%) {p. DF12:5}	[ 4 ]
Ninja Talent 2 {p. DF12:4}	[ 20 ]
Ninja Tools 2 (Ninja Gear Only, -10%; Ninja Training, -10%) {p. DF12:5}	[ 8 ]
Weapon Master (Ninja Weapons) {p. B99}	[ 35 ]

**PERKS**

Name	Pts
Ninja Dual Ready (Nageteppo/Ninja-To) {p. DF12:6}	[ 1 ]
Reach Mastery (Kasurigama) {p. PU2:7}	[ 1 ]

**DISADVANTAGES**

Name	Pts
Callous {p. B125}	[ -5 ]
No Sense of Humor {p. B146}	[ -10 ]
Sense of Duty (Adventuring companions) {p. B153}	[ -5 ]
Social Stigma (Minority Group) {p. B155}	[ -10 ]
Stubbornness {p. B157}	[ -5 ]
Vow (Ninja Secrecy) {p. B160, DF12:7}	[ -5 ]
Vow (Own no more than what can be carried) {p. B160, DF12:7}	[ -10 ]

**QUIRKS**

Name	Pts
Unused Quirk 1 {p. B163}	[ -1 ]
Unused Quirk 2 {p. B163}	[ -1 ]
Unused Quirk 3 {p. B163}	[ -1 ]
Unused Quirk 4 {p. B163}	[ -1 ]
Unused Quirk 5 {p. B163}	[ -1 ]

**SKILLS**

DX based	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-2	[ 1 ]
Axe/Mace {p. B208}	14	DX-1	[ 1 ]
Parry: 13			
Blowpipe {p. B180}	15	DX+0	[ 4 ]
Bow {p. B182}	14	DX-1	[ 1 ]
Climbing {p. B183}	15	DX+0	[ 2 ]
Fast-Draw (Shuriken) {p. B194, MA56}	16*	DX+1	[ 1 ]
Jitte/Sai {p. B208}	17	DX+2	[ 8 ]
Parry: 14			

SKILLS (continued)			
DX based	Level	Relative	Pts
Judo {p. B203} Parry: 13	14	DX-1	[ 2 ]
Jumping {p. B203}	15	DX+0	[ 1 ]
Karate {p. B203} 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. Parry: 13	14	DX-1	[ 2 ]
Knife {p. B208} Parry: 13	16	DX+1	[ 2 ]
Kusari {p. B209} Parry: 14	17	DX+2	[ 12 ]
Light Walk {p. B205}	17†	DX+2	[ 4 ]
Riding (Equines) {p. B217}	14	DX-1	[ 1 ]
Shortsword {p. B209} Parry: 14	16	DX+1	[ 4 ]
Staff {p. B208} Parry: 15	14	DX-1	[ 1 ]
Stealth {p. B222}	17	DX+2	[ 8 ]
Thrown Weapon (Shuriken) {p. B226}	17	DX+2	[ 4 ]
Tonfa {p. B209} Parry: 13	14	DX-1	[ 1 ]
HT based	Level	Relative	Pts
Hiking {p. B20}	11	HT-1	[ 1 ]
IQ based	Level	Relative	Pts
Armoury/TL3 (Melee Weapons) {p. B178}	10	IQ+0	[ 2 ]
Connoisseur (Weapons) {p. B185}	10	IQ+0	[ 2 ]
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[ 1 ]
Gesture {p. B198}	11	IQ+1	[ 2 ]
Holdout {p. B200}	10	IQ+0	[ 2 ]
Hypnotism (Human) {p. B201}	10†	IQ+0	[ 1 ]
Invisibility Art {p. B202}	11†	IQ+1	[ 4 ]
Leadership {p. B204}	10‡	IQ+0	[ 1 ]
Poisons/TL3 {p. B214}	9	IQ-1	[ 2 ]
Strategy (Land) {p. B222}	9‡	IQ-1	[ 1 ]
Per based	Level	Relative	Pts
Blind Fighting {p. B180}	12†	Per+1	[ 4 ]
Observation {p. B211}	11	Per+0	[ 2 ]
Will based	Level	Relative	Pts
Meditation {p. B207}	10	Will-1	[ 2 ]
Mental Strength {p. B209}	13†	Will+2	[ 1 ]
* Includes: +1 from 'Combat Reflexes'		‡ Includes: +1 from 'Born War-Leader'	
† Includes: +2 from 'Ninja Talent'			

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	—	1d-1 cr	C	—	—	
Karate: Punch	14	13	1d-1 cr	C	—	—	
Karate: Kick	12	—	1d cr	C,1	—	—	
Kick	13	—	1d cr	C,1	—	—	
Punch	15	13	1d-1 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Kusarigama (Very Fine, Balanced, Puissant, Penetrating, Vital Seeker 3, Barbed): Kusari, barbed	18	13U	2d+7(2) cr	1,2*	10†	4	[8]
Kusarigama (Very Fine, Balanced, Puissant, Penetrating, Vital Seeker 3, Barbed): Kama	18	13U	2d+8(2) cut	1,2*	11†	4	[8, 14]
Ninja-To (Balanced, Fine, Penetrating Weapon): Swing	17	14	2d+4(2) cut	1	8	4	
Ninja-To (Balanced, Fine, Penetrating Weapon): Thrust	17	14	1d+3(2) imp	1	8	4	
Ninja-To (Balanced, Very Fine, Greater Puissance): Swing	17	14	2d+7 cut	1	8	4	
Ninja-To (Balanced, Very Fine, Greater Puissance): Thrust	17	14	1d+6 imp	1	8	4	
Sai: Jitte/sai swing	17	14	2d+3 cr	1	7	4	[1, 10]
Sai: Jitte/sai thrust	17	14	1d+2 imp	1	7	4	
Sai: Main-gauche swing	13	12F	2d-1 cr	1	7	4	[1]
Sai: Main-gauche thrust	13	12F	1d imp	1	7	4	
Sai (Fine, Meteoric): Jitte/sai swing	17	14	2d+3 cr	1	7	4	[1, 10]
Sai (Fine, Meteoric): Jitte/sai thrust	17	14	1d+3 imp	1	7	4	
Sai (Fine, Meteoric): Main-gauche swing	13	12F	2d-1 cr	1	7	4	[1]
Sai (Fine, Meteoric): Main-gauche thrust	13	12F	1d+1 imp	1	7	4	
Shuriken (Spike): Claw	15	13	1d-2 cut	C	—	4	[4]
Shuriken (Spike, Meteoric, Fine): Claw	15	13	1d-1 cut	C	—	4	[4]
Shuriken (Star): Claw	15	13	1d-2 cut	C	—	4	[4]
Shuriken (Star, Meteoric, Fine): Claw	15	13	1d-1 cut	C	—	4	[4]
Small Knife (Superfine, Ninja Weapon): Swing	16	13	2d(2) cut	C,1	5	4	
Small Knife (Superfine, Ninja Weapon): Thrust	16	13	1d+2(2) imp	C	5	4	[1]
Tonfa: Butt jab	15	13	1d cr	C	—	4	[4]
Tonfa: Swing	14	13	2d-1 cr	1	7	4	[11]
Tonfa: Thrust	14	13	1d cr	C,1	7	4	

**Reach "C"**: The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.  
**Parry "F"**: The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).  
**Parry "U"**: The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).  
**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.

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sai: Thrown	11	1d imp	—	10 yd / 20 yd	1	T(1)	7	-3	—	4	
Sai (Fine, Meteoric): Thrown	11	1d+1 imp	—	10 yd / 20 yd	1	T(1)	7	-3	—	4	
Shuriken (Spike): Thrown	17	1d+1 cut	1	7 yd / 13 yd	1	T(1)	5	—	—	4	
Shuriken (Spike, Meteoric, Fine): Thrown	17	1d+2 cut	1	7 yd / 13 yd	1	T(1)	5	—	—	4	
Shuriken (Star): Thrown	17	1d+1 cut	1	7 yd / 13 yd	1	T(1)	5	—	—	4	
Shuriken (Star, Meteoric, Fine): Thrown	17	1d+2 cut	1	7 yd / 13 yd	1	T(1)	5	—	—	4	
Small Knife (Superfine, Ninja Weapon): Thrown	11	1d+1(2) imp	—	7 yd / 13 yd	1	T(1)	5	-1	—	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	13*	9†	11†	
Judo	DX	DX	None	

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	7	—
Hands	5	—
Legs	7	—
Feet	5	—
<b>Bonus DR:</b>	<b>0</b>	
<b>Bonus DB:</b>	<b>0</b>	
<b>Notes:</b>		

\* Includes: +1 from 'Combat Reflexes', +2 from 'Ninja Enhanced Parry (All Weapons)'  
 † Includes: +1 from 'Combat Reflexes'

HP				0 HP				-1xHP				-2xHP				-3xHP				-4xHP									
13	12	11	10	9	0	-1	-2	-3	-4	13	14	15	16	17	26	27	28	29	30	39	40	41	42	43	52	53	54	55	56
8	7	6	5	4	-5	-6	-7	-8	-9	18	19	20	21	22	31	32	33	34	35	44	45	46	47	48	57	58	59	60	61
3	2	1			-10	-11	-12			23	24	25			36	37	38			49	50	51			62	63	64		

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 immediately and at the start of 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	0	-1	-2	-3	-4
7	6	5	4	3	-5	-6	-7	-8	-9
2	1				-10	-11			

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.

SLAM TABLE			
1	2-3	4-7	8
1d-3	1d-2	1d-1	1d

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.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

\* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

LOAD-OUTS			
Qty	Burg	Cost	Weight
1	<b>Burg</b> Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	0	—
<b>Totals:</b>		0	0 gr
Qty	« Combat »	Cost	Weight
1	<b>Combat</b> Contents - Cost: 61985, Weight: 18 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	61985	18 lb
1	<b>Armor</b> Contents - Cost: 59025, Weight: 10 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	59025	10 lb
1	<b>Armored Ninja Suit (2x Fortify) (Armored, +300%; Weapon Holder, +900%; ~Fortify (All) (+2), +4000) {p. DF12:16}</b> Description: location: full suit DR:1 Usernotes: Weapon Holder = Black Bag of Tricks Location: full suit, face, skull	5950	4 lb
1	<b>Cloth Armor (Giant Spider Silk, +9900%; ~Lighten (Groin, Torso and Vitals) (x1/2), +6000) {p. B283}</b> Description: TL:1 LC:-- DR:1* Locations: torso, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: torso, groin	9000	3 lb
1	<b>Cloth Sleeves (Giant Spider Silk, +9900%; ~Lighten (Arms) (x1/2), +75) {p. B283}</b> Description: TL:1 LC:-- DR:1* Locations: arms Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms	2075	1 lb
1	<b>Cloth Leggings (Giant Spider Silk, +9900%; ~Deflect (All) (+3), +4000) {p. B283}</b> Description: TL:1 LC:-- DR:1* Locations: arms Notes: [1] Concealable as or under clothing. Notes: [1] Location: legs	42000	2 lb
1	<b>Bandoleer {p. DF1:25}</b> Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1140, Weight: 5 lb Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	1200	6 lb
5	<b>Nageteppe, Flash {p. DF1:25}</b> Per Unit - Cost: 40, Weight: 3.2 oz Description: When hurled, everyone within 10 yards of where it lands must roll vs. HT or suffer Blindness (a Vision-Based affliction). Roll vs. HT to recover every turn.	200	1 lb
10	<b>Shuriken (Star) (Weapon Master Damage Bonus, +0) {p. B276, MA226, DF12:14}</b> Per Unit - Cost: 3, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	30	1 lb
10	<b>Shuriken (Spike) (Weapon Master Damage Bonus, +0) {p. B276, MA226, DF12:14}</b> Per Unit - Cost: 3, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	30	1 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	<b>Bandoleer {p. DF1:25}</b>	1200	6 lb
2	<b>Caltrops (Per hex) {p. DF1:25}</b> Per Unit - Cost: 5, Weight: 8 oz Description: Take a Ready maneuver to deploy. Victims who miss a Vision-2 roll step on a number of spikes equal to margin of failure. Each inflicts thr-3 imp - based on his ST - to the foot. Caltrops that penetrate DR continue to do damage each turn until removed (two Ready maneuvers).	10	1 lb
5	<b>Shuriken (Star, Meteoric, Fine) (Weapon Master Damage Bonus, +0; Fine, +900%; Meteoric, +1900%) {p. B276, MA226, DF12:14}</b> Per Unit - Cost: 87, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	435	8 oz
5	<b>Shuriken (Spike, Meteoric, Fine) (Weapon Master Damage Bonus, +0; Fine, +900%; Meteoric, +1900%) {p. B276, MA226, DF12:14}</b> Per Unit - Cost: 87, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	435	8 oz
1	<b>Bandoleer {p. DF1:25}</b> Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1700, Weight: 1 lb Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	1760	2 lb
1	<b>Agility Potion (Drinkable) {p. DF1:29}</b> Description: +1d DX for 1 hour.	700	8 oz
1	<b>Bladeblack (Utility) {p. DF1:28}</b> Description: Deadliest manmade blade venom, from the legendary Assassins' Guild. A living victim must make an immediate HT-5 roll or suffer 6d injury.	1000	8 oz
<b>Totals:</b>		61985	18 lb
Qty	Rucksack	Cost	Weight
1	<b>Quick-Release Backpack {p. DF1:25}</b> Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 772, Weight: 22.66 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	1072	25.66 lb
1	<b>Purse {p. B288}</b> Per Unit - Cost: 10 Contents - Cost: 547, Weight: 2.56 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	557	2.56 oz
5	<b>Gold Mark</b> Per Unit - Cost: 100, Weight: 2.56 dr	500	12.8 dr
7	<b>Copper Farthing</b> Per Unit - Cost: 1, Weight: 2.56 dr	7	1.12 oz
4	<b>Silver Penny</b> Per Unit - Cost: 10, Weight: 2.56 dr	40	10.24 dr
0	<b>Platinum Franc</b>	0	—
1	<b>Wineskin (filled with water) {p. B288}</b> Description: TL:0 Notes: Holds 1 gallon of liquid.	10	4 oz
20	<b>Traveler's Rations {p. B288}</b> Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	40	10 lb
1	<b>Sleeping Fur {p. B288}</b> Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
1	<b>Personal Basics {p. B288}</b> Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	<b>Wineskin {p. B288}</b> Description: TL:0 Notes: Holds 1 gallon of liquid.	10	4 oz
1	<b>Tonfa {p. MA226, MA230, DF12:14}</b> Description: TL:3 LC:4 [Mode:butt jab Damage:thr or Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Damage:sw or Reach:1 Parry:0 ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr or Reach:C,1 Parry:0 ST:7 Skill:Tonfa], [4] This attack receives Brawling or Karate damage bonuses. Notes: [4][11]	40	1.5 lb

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	1072	25.66 lb
1	Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw cr Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:-3 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][1]]	60	1.5 lb
<b>Totals:</b>		<b>1072</b>	<b>25.66 lb</b>
Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Black Bag of Tricks (Artefact Item, Weapon Holder in Ninja Suit) Contents - Cost: 112220, Weight: 11.5 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	112220	11.5 lb
1	Ninja-To (Balanced, Fine, Penetrating Weapon) (Weapon Master Damage Bonus, +0; Balanced, +400%; Fine, +300%; ~Penetrating Weapon (+1), +5000) {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	8200	2 lb
1	Sai (Fine, Meteoric) (Weapon Master Damage Bonus, +0; Fine, +300%; Meteoric, +1900%) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw cr Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:-3 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][1]]	1380	1.5 lb
1	Kusarigama (Very Fine, Balanced, Puissant, Penetrating, Vital Seeker 3, Barbed) (Weapon Master Damage Bonus, +0; Increased Cost (+40000), +40000; Balanced, +400%; Very Fine, +19 CF; ~Penetrating Weapon (+1), +5000; ~Puissance (+1), +5000) {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 cr Reach:1,2* Parry:-2U ST:10† Skill:Kusari Notes:[8]], [Mode:kama Damage:sw+2 cut Reach:1,2* Parry:-2U ST:11† Skill:Kusari Notes:[8, 14]], [8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, life-preserver, and weighted scarf. Barbed=extra -2 escape from entanglement. Crit=1d-2 Cut to hands Notes: [8][8, 14]	56120	4.5 lb
1	Ninja-To (Balanced, Very Fine, Greater Puissance) (Weapon Master Damage Bonus, +0; Ninja, +0.5 CF; Balanced, +4 CF; Very Fine, +19 CF; ~Puissance (+2), +20000) {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	29800	2 lb
1	Small Knife (Superfine, Ninja Weapon) (Weapon Master Damage Bonus, +0; Increased Cost (+5000), +5000; Superfine, *6) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]	16520	8 oz

LOAD-OUTS (continued)			
Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Black Bag of Tricks (Artefact Item, Weapon Holder in Ninja Suit)	112220	11.5 lb
5	Nageteppo, Smoke {p. DF1:25} Per Unit - Cost: 40, Weight: 3.2 oz Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.	200	1 lb
<b>Totals:</b>		<b>112220</b>	<b>11.5 lb</b>

## SCRATCH PAD

## NOTES

+3 Vital Seeker nicht vergessen!

## CAMPAIGN LOG

Points: (logged) 0 + (other) 0 = (total) 72

**Ally Hirohito**Wasserdrachen  
Jung  
*02.03.2012: 5 pts***9. B&S Session**13 von der Session  
4 fürs Kochen

Alle benutzt um Schulden abzubauen.

*02.03.2012: 17 pts***Blut und Schaeetz 8**

&lt;enter notes here&gt;

*20.01.2012: 8 pts***aufschliessen zur Gruppe**

&lt;enter notes here&gt;

*22.12.2011: 15 pts***Blut & Schätze 7**7 Punkte von Kämpfen  
1 Meisterleistung  
5 Abschluss  
1 Bonus für Befreiung Bauern/Burg  
*18.12.2011: 14 pts*

&lt;enter caption here&gt;

&lt;enter notes here&gt;

*30.10.2011: 13 pts***Initial Character Creation**

Character created using GURPS Character Assistant 4

*21.08.2011: 0 pts*

<b>POINTS SUMMARY</b>	<b>Pts</b>
Basic Attributes, Secondary Characteristics	[ 170 ]
Advantages, Perks	[ 137 ]
Disadvantages, Quirks	[ -55 ]
Skills, Techniques	[ 88 ]
<b>Total Points Spent:</b>	<b>340</b>
<b>Unspent Points:</b>	<b>-18</b>