

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	-11500‡
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'  
 § Includes: +2 from 'Hard to Kill'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
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

LIFTING FEATS					
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.

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

CULTURAL FAMILIARITIES	
Name	Pts
Christian	[ 1]
Sahud (Native)	[ 0]

LANGUAGES			
Name	Spoken	Written	Pts
Anglish	Accented	-	[ 2]
Sahudese (Native)	Native	Native	[ 0]

ADVANTAGES	
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]
Patrons (Master Adolphe; 6 or less, *1/2) {p. B72}	[ 10]
Description: A powerful individual (usually built on at least 150% of the PC's starting points) or a fairly powerful organization (assets of at least 1,000 times starting wealth for the world): 10 POINTS An extremely powerful individual (built on at least twice the PC's starting points) or a powerful organization (assets of at least 10,000 times starting wealth): 15 POINTS An ultra-powerful individual (based on as many points as the GM wants!) or a very powerful organization (assets of at least 100,000 times starting wealth): 20 POINTS An extremely powerful organization (assets of at least 1 million times starting wealth): 25 POINTS A national government or giant multinational organization (net worth incalculable), or a true god who appears personally to intervene on your behalf: 30 POINTS	
Signature Gear 6 (The Family Katana) {p. B85}	[ 6]

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

DISADVANTAGES	
Name	Pts
Appearance (Ugly) {p. B21}	[ -8]
Chronic Depression (12 or less, *1) {p. B126}	[ -15]
Code of Honor (Sahudese) {p. B127, BS185}	[ -10]



DISADVANTAGES (continued)	
Name	Pts
Enemy (Clan Tsushuo; Medium-sized group (6-20 people); 9 or less, *1) {p. B135}	[ -20]

QUIRKS	
Name	Pts
Unused Quirk 2 {p. B163}	[ -1]
Jogs every evening before going to bed {p. B163}	[ -1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	12	DX-1	[ 2]
Area Knowledge (Kinkaku) {p. B176}	10	IQ+0	[ 1]
Broadsword {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]
Fast-Talk {p. B195}	11	IQ+1	[ 4]
First Aid/TL3 (Human) {p. B195}	11	IQ+1	[ 2]
Hiking {p. B20}	11	HT-1	[ 1]
Judo {p. B203}	13	DX+0	[ 4]
Parry: 10			
Karate {p. B203}	13	DX+0	[ 4]
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: 10			
Knife {p. B208}	14	DX+1	[ 2]
Parry: 10			
Observation {p. B211}	10	Per+0	[ 2]
Philosophy (Sahud) {p. B213}	8	IQ-2	[ 1]
Riding (Equines) {p. B217}	12	DX-1	[ 1]
Stealth {p. B222}	12	DX-1	[ 1]
Swimming {p. B224}	12	HT+0	[ 1]
Teaching {p. B224}	12	IQ+2	[ 8]
Thrown Weapon (Shuriken) {p. B226}	16	DX+3	[ 8]
Two-Handed Sword {p. B209}	18	DX+5	[ 20]
Parry: 13			

\* Conditional: +1 from 'Weapon Bond (The Family Katana)'  
 † Includes: +1 from 'Combat Reflexes'

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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife <i>Skill used: DX-4</i>	9	1d-1 imp	-	9.6 yd / 18 yd	1	T(1)	6	-2	-	4	
Spike Shuriken <i>Skill used: Thrown Weapon (Shuriken)</i>	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*.

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	9/10*	
Karate	DX	DX	Light	

  

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'

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

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

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

\* Only targetable by impaling, piercing, and light-beam burning attacks

See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11	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.

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.

SLAM TABLE		
1-2	3-4	5-7
1d-3	1d-2	1d-1

Qty	« Combat »	LOAD-OUTS	Cost	Weight
1	Holster, Belt		2665	6.5 lb
	Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 2640, Weight: 6 lb Description: TL:5 Notes: Fits most pistols.			
1	Large Knife/TL0		40	1 lb
	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]]			
1	The Family Katana/TL3 (Signature Gear, +0; Weapon Bond, +0; Fine Quality, *4)		2600	5 lb
	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]			
1	Light Scale Suit		610	49 lb
	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			
1	Ordinary Clothes		120	2.5 lb
	Per Unit - Cost: 120, Weight: 2 lb Contents - Weight: 8 oz 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.			
5	Spike Shuriken/TL3 (_Free, *0)		0	8 oz
	Per Unit - Weight: 1.6 oz 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			
<b>Totals:</b>			<b>3395</b>	<b>58 lb</b>
Qty	Everything	LOAD-OUTS	Cost	Weight
1	Backpack, Frame		13597	323.27 lb
	Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 13497, Weight: 313.27 lb Description: TL:1 Notes: Holds 100 lbs. of gear.			
1	Group Basics (_Free, *0)		0	20 lb
	Description: TL:0 Notes: Basic equipment for Cooking and Survival skill for a group. Cook pot, rope, hatchet, etc., for 3-8 campers.			
1	Tent, 4-Man (_Free, *0)		0	30 lb
	Description: TL:0 Notes: Includes ropes, requires 2 poles.			
1	Personal Basics		5	1 lb
	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.			
1	Purse		13042	231.27 lb
	Per Unit - Cost: 10 Contents - Cost: 13032, Weight: 231.27 lb Description: TL:0 Notes: Holds 3 lbs.			
11548	Coin: Copper Farthing		11548	230.96 lb
	Per Unit - Cost: 1, Weight: 5.12 dr			
7	Coin: Gold Mark		1400	3.58 oz
	Per Unit - Cost: 200, Weight: 8.19 dr			
21	Coin: Silver Penny		84	1.34 oz
	Per Unit - Cost: 4, Weight: 1.02 dr			
1	Sleeping Fur		50	8 lb
	Description: TL:0 Notes: Warm unless wet.			
10	Traveler's Rations		20	5 lb
	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.			
2	Wineskin (4 liters of Water)		20	16.5 lb
	Per Unit - Cost: 10, Weight: 8.25 lb Description: TL:0 Notes: Holds 1 gallon of liquid.			
1	Scroll of Great Haste		0	-
3	Health Potion (Heals 1d)		360	1.5 lb
	Per Unit - Cost: 120, Weight: 8 oz			
1	Holster, Belt		2665	6.5 lb
	Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 2640, Weight: 6 lb Description: TL:5 Notes: Fits most pistols.			
1	Large Knife/TL0		40	1 lb
	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]]			

Qty	Everything	LOAD-OUTS (continued)	Cost	Weight
1	Holster, Belt		2665	6.5 lb
1	The Family Katana/TL3 (Signature Gear, +0; Weapon Bond, +0; Fine Quality, *4)		2600	5 lb
	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]			
1	Light Scale Suit		610	49 lb
	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			
1	Ordinary Clothes		120	2.5 lb
	Per Unit - Cost: 120, Weight: 2 lb Contents - Weight: 8 oz 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.			
5	Spike Shuriken/TL3 (_Free, *0)		0	8 oz
	Per Unit - Weight: 1.6 oz 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			
<b>Totals:</b>			<b>16992</b>	<b>381.27 lb</b>

## SCRATCH PAD

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

## CAMPAIGN LOG

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

**CAMPAIGN LOG (continued)**

**Initial Character Creation**

Character created using GURPS Character Assistant 4

06.12.2011: 0 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...