

Name: Sho Kosugi Race: Human Appearance: Player: Sven Mangold Ht: Wt:

Age:

Spent: 257 Unspent: -7

ST	11*	[10]	HP	11	[0]	Basic 7 [5]
DX	15	[100]	Will	11	[5]	Basic 7 [0]
IQ	10	[0]	Per	11	[5]	BL 24 lb (S1	Γ×ST)/5
нт	12	[20]	FP	12	[0]	Thr 1d-1 Sw 1d	l+1
TL	3					[0]	SM +0	
* Conditional: +2 from 'Ninja Killing Strike'									

Vision	11	Fright Che	ck	13*	High Jump	2.92 ft
Hearing	11	Conscious	ness	12	Money	-10†
Touch	11	Death Che	ck	12		
Taste/Smell	11	Broad Jum	ıp 4	1 yd		
* Includes: +2 from 'Combat Reflexes'			† Inclu	des: +2	500 from 'Money'	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
		1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS						
1-Hand 2-Hand Shove / Carry on Shift Name Lift* Lift† Over‡ Back§ Slightly						
Basic					<u> </u>	
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb	
* Takes 2 seconds to complete						
† Takes 4 second	is to complete	ı§	Lose 1 FP/sec	wniie over X-Hv	/y enc.	

TEMPLATES AND META-TRAITS	
Name	Pts
Ninja (Dungeon Fantasy) {p. DF12:8}	[0]

Trinja (Bungcon rantasy) (p. Br 12.0)
REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Conditional: -2 from 'Social Stigma (Minority Group)', -1 from 'Callous' when past victim,
or has Empathy, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous
situations if Sense of Duty is known, -2 from 'No Sense of Humor', -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]	

ADVANTAGES	
Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes (p. B43)	[15]
Ninja Enhanced Parry 1 (All Weapons; Ninja Training, -10%)	[9]
{p. B51}	
Ninja Killing Strike 2 (Ninja Training, -10%; Once Per	[8]
Weapon Per Battle, -10%) {p. DF12:5}	
Ninja Talent 2 (p. DF12:4)	[20]
Weapon Master (Ninja Weapons) {p. B99}	[35]

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]



DISADVANTAGES (continued)	
Name	Pts
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]

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SKILLS DX based	Level	Relative	Pts
Acrobatics (p. B174)	13	DX-2	[1]
Acrobatics (p. B174) Axe/Mace (p. B208)	14	DX-2	[1]
Parry: 12	14	DX-1	l ']
Blowpipe {p. B180}	13	DX-2	[1]
Bow {p. B182}	14	DX-1	11
Climbing {p. B183}	14	DX-1	11
Fast-Draw (Shuriken) {p. B194, MA56}	16*	DX+1	<u>i</u> 1i
Jitte/Sai {p. B208}	17	DX+2	[8]
Parry: 13			
Judo {p. B203}	14	DX-1	[2]
Parry: 12	4.5	DV.0	r 41
Jumping {p. B203}	15	DX+0	[1]
Karate {p. B203} Description: Notes: Calculated damage takes into	14	DX-1	[2]
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: 12			
Knife (p. B208)	16	DX+1	[2]
Parry: 12			
Kusari (p. B209)	15	DX+0	[4]
Parry: 12	47+	DV 0	
Light Walk {p. B205}	17†	DX+2	[4]
Riding (Equines) {p. B217}	14	DX-1	[1]
dShortsword {p. B209}	16	DX+1	[4]
Parry: 13 Staff {p. B208}	14	DX-1	[1]
Parry: 14	1-7	DX 1	1
Stealth {p. B222}	17	DX+2	[8]
Thrown Weapon (Shuriken) {p. B226}	17	DX+2	[4]
Tonfa (p. B209)	14	DX-1	<u> </u>
Parry: 12			
HT based	Level	Relative	Pts
Hiking {p. B20}	11	HT-1	[1]
IQ based	Level	Relative	Pts
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[1]
Gesture (p. B198)	10	IQ+0	[1]
Holdout {p. B200}	10	IQ+0	[2]
Hypnotism (Human) {p. B201}	10†	IQ+0	[1]
Invisibility Art {p. B202}	11†	IQ+1	[4]
Poisons/TL3 {p. B214}	9	IQ-1	[2]
Per based	Level	Relative	Pts
Blind Fighting {p. B180}	12†	Per+1	[4]
Observation {p. B211}	10	Per-1	[1]
Will based	Level	Relative	Pts
Meditation (p. B207)	10	Will-1	[2]
Mental Strength (p. B209)	13†	Will+2	11
U 7		m 'Ninja Talent'	,
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SCRATCH PAD				

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MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes	
Bite	15	_	1d-2 cr	С	_	_		
Karate: Punch	14	12	1d-2 cr	С	_	_		
Karate: Kick	12		1d-1 cr	C,1				
Kick	13	_	1d-1 cr	C,1	_	_		
Punch	15	12	1d-2 cr	С	_	_		
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes	
Kusarigama: kusari	15	10U	1d+3 cr	1,2*	10†	4	[8]	
Kusarigama: kama	15	10Ū	1d+3 cut	1,2*	11†	4	[8, 14]	
Ninja-To: swing	16	13	1d+2 cut	1	8	4		
Ninja-To: thrust	16	13	1d+1 imp	1	8	4		
Sai: jitte/sai swing	17	13	1d+3 cr	1	7	4	[1, 10]	
Sai: jitte/sai thrust		13	1d+1 imp	1	7	4		
Sai: main-gauche swing	13	11F	1d+1 cr	1	7	4	[1]	
Sai: main-gauche thrust	13	11F	1d-1 imp	1	7	4		
Shuriken (Spike)	15	12	1d-3 imp	С	_	4	[4]	
Shuriken (Star)	15	12	1d-3 cut	С	_	4	[4]	
Tanto: swing	16	12	1d cut	C,1	6	4		
Tanto: thrust	16	12	1d imp	C	6	4 -	[1]	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sai	11	1d-1 imp	_	8.8 yd / 16.5 yd	1	T(1)	7	-3	_	4	
Shuriken (Spike)	17	1d-1 imp	1	5.5 yd / 11 yd	1	T(1)	5	_	_	4	
Shuriken (Star)	17	1d cut	1	5.5 yd / 11 yd	1	T(1)	5	_	_	4	
Tanto	11	1d-1 imp	_	8.8 yd / 16.5 yd	1	T(1)	6	-2	_	4	

ATTACKS TABLES COLUMN NOTES

Reach "*": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

SLAM TARLE

Parry "P": 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.

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

SLAM TABLE								
1-2 1d-3			3–4 1d-2	3–4 1d-2		5–8 1d-1		
PARRY	PARR	Y	BLOC	K	DODGI		OTHE	ER
12 *	12*		9†		11†			
Judo	DX		DX					
Eyes DR: 0 DB: 0 Neck DR: 1 DB: 0 Torso DR: 1 DB: 0	Skull DR: 2 DB: 0 Face DR: 0 DB: 0 D	Armonia de la composición del composición de la composición del composición de la co	: 1 : 0 ands R: 1 B: 0		es ck ill ee so iin ns nds et nus l	HP 2 6 4 6 4 4 DR: 0 DB: 0	#	
* Includes: +1 from † Includes: +1 from				apons)	', +1 fi	rom 'Comba	t Reflexes'	

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

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.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP 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.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

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	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 crushing, cutting, impaling, piercing, and tight-beam burning attacks
 Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
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See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, New Hit Locations, p. MA137, and Hit Locations, p. LT100.

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	LOAD-OUTS		
Qtv	« Combat »	Cost	Weigh
1	Armor	1950	10 lk
	Description: Parent Item	1050	40 11
1	Armored Ninja Suit {p. DF12:16} Location: full suit	1950	10 lk
1	Bandoleer {p. DF1:25}	560	7 lb
	Description: Carries 6 lbs. of throwing weapons (24 daggers		f caltrops, 30
5	nageteppo, etc.). Wearer can reach them with Ready or Fa	st-Draw. 200	1 lk
5	Nageteppo, Smoke {p. DF1:25} Description: When hurled, fills a two-yard radius with sn		
	seconds.	<u> </u>	
5	Nageteppo, Flash {p. DF1:25}	200	1 lk
	Description: When hurled, everyone within 10 yards of v HT or suffer Blindness (a Vision-Based affliction). Roll v		
	turn.	0.111 10 1000	voi every
15	Shuriken (Star) {p. B276, MA226,	45	1.5 lb
	DF12:14}	Accid Bongoi	OT*0 E/OT*1
	Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut // RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Sh		
	Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling,		
15	Notes: [4] Shuriken (Spike) {p. B276, MA226,	45	1.5 lb
15	DF12:14}	45	1.5 1
	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 (Sh	uriken)], [Mod	de:claw
	Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Notes: [4]	Karate, DX No	otes:[4]]
2	Caltrops (Per hex) {p. DF1:25}	10	1 lk
	Description: Take a Ready maneuver to deploy. Victims		
	step on a number of spikes equal to margin of failure. Eabased on his ST - to the foot. Caltrops that penetrate DF		
	each turn until removed (two Ready maneuvers).		
	Totals:	2510	17 lk
Qty	Rucksack	Cost	Weigh
1	Quick-Release Backpack (p. DF1:25)	420	25.57 lk
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure).	ee action. Iter	ms liable to
1	Purse	25	1.12 oz
	Description: Parent Item		0.
0	Platinum Franc	0	_
0	Gold Mark	0	
5	Copper Farthing	5	12.8 d
2	Silver Penny	20	5.12 d
1	Wineskin (filled with water)	10	8.25 lk
	{p. B288}		
10	Description: TL:0 Notes: Holds 1 gallon of liquid.	20	5 lk
10			5 lk
10	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288}	e, etc. 50	8 lk
1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave	e, etc. 50 es, arctic adv	
	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288}	e, etc. 50 es, arctic adve	8 lk entures, etc. 1 lk
1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caw Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel.	e, etc. 50 es, arctic adve	8 lk entures, etc. 1 lk
1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288}	e, etc. 50 es, arctic adve	8 lk entures, etc. 1 lk without it.
1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	e, etc. 50 es, arctic adverses, survival roll 10	8 lk entures, etc. 1 lk without it.
1 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals:	e, etc. 50 es, arctic adverses, y Survival roll 10 420	8 lk entures, etc. 1 lk without it. 4 oz
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1 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit	e, etc. 50 es, arctic adverses, y Survival roll 10 420	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weigh
1 1 1 Qty 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't	e, etc. 50 es, arctic advurs 5 y Survival roll 10 420 Cost 580 count as ence	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weigh 9 lk sumbrance
1 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231,	e, etc. 50 es, arctic advi 5 y Survival roll 10 420 Cost 580	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weight 9 lk
1 1 1 Qty 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave. Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231, DF12:14}	e, etc. 50 es, arctic advis 5 y Survival roll 10 420 Cost 580 count as enc. 60	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weight 9 lk
1 1 1 Qty 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231,	e, etc. 50 es, arctic adverses, arctic a	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weigh 9 lk eumbrance 1.5 lk
1 1 1 Qty 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damag Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damagersw	e, etc. 50 es, arctic advival 5 y Survival roll 10 420 Cost 580 count as enc 60 cr Reach:1 F gethr imp Rea Damage:sw cr	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weigh 9 lk eumbrance 1.5 lk Parry:0 ST:7 ach:1 Reach:1
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1 1 1 Qty 1 1 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw Skill:Jitte/Sai Notes:[1, 10]], [Mode:main-gauche swing I Parry:0 F3T:7 Skill:Main-Gauche Notes:[1]], [Mode:main Damage:thr imp Reach:1 Parry:0F S7:7 Skill:Main-Gauche Damage:thr imp Reach:1 Parry:0F S7:7 Skill:Main-Gauche Damage:thr jimp Acc:0 Range:S7*0.8/S7*1.5 R0F:1 Sho Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] G wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][[1]] Kusarigama {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 cr R S7:10† Skill:Kusari Notes:[8], [Mode:kama Damage:sw-2 U S7::11† Skill:Kusari Notes:[8]], [Mode:kama Damage:sw-2 U S7::11† Skill:Kusari Notes:[8], [1], [8] Attempts to pa at -4; fencing weapons ("F" parry) can't parry at all! Atte weapons are at -2. Halve these penalties for the bola pe preserver, and weighted scarf. Notes: [8] [8, 14] Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:	e, etc. 50 es, arctic advector 5 y Survival roll 10 420 Cost 580 count as ence 60 cor Reach:1 F e:thr imp Rea Damage:sw cr n-gauche thru thel, [Mode:th ts:T(1) ST:7 F ets +2 to disa 80 each:1,2* Pai +2 cut Reach: rry flails and impts to block pridida, bolas, 40 0 Range:ST*(8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weighi 9 lk eumbrance 1.5 lk Parry:0 ST:7 ach:1 Reach:1 strown Bulk:-3 urm when 4.5 lk rry:-2U 11,2* Parry:- kusaris are such life- 1 lk 0.8/ST*1.5
1 1 1 Qty 1 1 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw Skill:Jitte/Sai Notes:[1, 10]], [Mode:main-gauche swing I Parry:0F ST:7 Skill:Main-Gauch Notes:[1]], [Mode:main Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauc Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Sho Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] G wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10] [1] Kusarigama {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 cr R ST:10f Skill:Kusari Notes:[8]], [Mode:kama Damage:sw-2 U ST:11 Skill:Kusari Notes:[8]], [Mode:kama Damage:sw-2 cr R ST:10f Skill:Kusari Notes:[8]], [Mode:kama Damage:sw-2 cr R	e, etc. 50 es, arctic advividation of the second of the se	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weigh 9 lk eumbrance 1.5 lk Parry:0 ST:7 ach:1 Reach:1 st urrown Bulk:-3 urm when 4.5 lk rry:-2U :1,2* Parry:- cusaris are such life- 1 lk 0.8/ST*1.5 1 Parry:-1
1 1 1 Qty 1 1 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw Skill:Jitte/Sai Notes:[1, 10]], [Mode:main-gauche swing II Parry:0 F3:7:7 Skill:Main-Gauch Notes:[1]], [Mode:main Damage:thr imp Reach:1 Parry:0F S7:7 Skill:Main-Gauch Damage:thr imp Reach:1 Parry:0F S7:7 Skill:Main-Gauch Damage:thr imp Acc:0 Range:S7*0.8/S7*1.5 R0:1 Sho Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] G wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10] [1] Kusarigama {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 cr R S7:10† Skill:Kusari Notes:[8], [Mode:kama Damage:sw 2U S7:11† Skill:Kusari Notes:[8], [Mode:kama Damage:sw 2U S7:11† Skill:Kusari Notes:[8], [1] [8] Attempts to pa at -4; fencing weapons ("F" parry) can't parry at all! Atte weapons are at -2. Halve these penalties for the bola pe preserver, and weighted scarf. Notes: [8] [8, 14] Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc: R0F:1 Shots:T(1) S7:6 Bulk:-2], [Mode:swing Dam:sw-2 S7:6 Skill:Knife], [Mode:thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown D	e, etc. 50 es, arctic advisor 5 y Survival roll 10 420 Cost 580 count as enc 60 cor Reach:1 F gethr imp Rea Damage:sw cri-gauche thru ths:T(1) ST:7 E ets +2 to disa 80 each:1,2* Par +2 cut Reach:4 mpts to block erdida, bolas, 40 0 Range:ST*(1) 0 Range:ST*(2) 0 Range:ST*(3) 0 Range:ST*(3)	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weigh 9 lk eumbrance 1.5
1 1 1 1 1 1 1 1 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw Skill:Jitte/Sai Notes:[1, 10]], [Mode:main-gauche swing I Parry:0 F3:7:7 Skill:Miden/Sail, [Mode:main-gauche swing ID Parg:0F S7:7 Skill:Main-Gauche Notes:[1]], [Mode:main Damage:thr imp Reach:1 Parry:0F S7:7 Skill:Main-Gauc Damage:thr imp Reach:1 Parry:0F S7:7 Skill:Main-Gauc Damage:thr imp Acc:0 Range:S7*0.8/S7*1.5 R0F:1 Sho Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] G wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][[1]] Kusarigama {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 cr R S7:10† Skill:Kusari Notes:[8], [Mode:kama Damage:sw-2 U S7::11† Skill:Kusari Notes:[8], [Mode:kama Damage:sw-2 U S7::11† Skill:Kusari Notes:[8, 14]], [B] Attempts to pa at -4; fencing weapons ("F" parry) can't parry at all! Atte weapons are at -2. Halve these penalties for the bola pe preserver, and weighted scarf. Notes: [8][8, 14] Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc: R0F:1 Shots: T(1) S7:6 Bulk:-2], [Mode:swing Dam:sw-2 S7:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach: C Par Notes: [1] Can be thrown. See Muscle Powered Ranged Notes: [1]	e, etc. 50 es, arctic advector 5 y Survival roll 10 420 Cost 580 count as enc 60 cr Reach:1 Figethr imp Recompanage:sw crn-gauche thruthel, [Mode:this:T(1) ST:7 Fiets +2 to disa 80 each:1,2* Parille 2 cut Reach:rry flails and impts to block erdida, bolas, 40 0 Range:ST*(cut Reach:C, rry:-1 ST:6 Sk 1 Weapon Tat	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weigh 9 lk eumbrance 1.5 lk Parry:0 ST:7 ach:1 Reach:1 Reach:1 strown Bulk:-3 urm when 4.5 lk rry:-2U :1,2* Parry:- kusaris are such life- 1 lk 0.8/ST*1.5 1 Parry:-1 iill:Knife ole (p. 275)]
1 1 1 Qty 1 1 1	Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't Sai {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw Skill:Jitte/Sai Notes:[1, 10]], [Mode:main-gauche swing II Parry:0 F3:7:7 Skill:Main-Gauch Notes:[1]], [Mode:main Damage:thr imp Reach:1 Parry:0F S7:7 Skill:Main-Gauch Damage:thr imp Reach:1 Parry:0F S7:7 Skill:Main-Gauch Damage:thr imp Acc:0 Range:S7*0.8/S7*1.5 R0:1 Sho Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] G wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10] [1] Kusarigama {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 cr R S7:10† Skill:Kusari Notes:[8], [Mode:kama Damage:sw 2U S7:11† Skill:Kusari Notes:[8], [Mode:kama Damage:sw 2U S7:11† Skill:Kusari Notes:[8], [1] [8] Attempts to pa at -4; fencing weapons ("F" parry) can't parry at all! Atte weapons are at -2. Halve these penalties for the bola pe preserver, and weighted scarf. Notes: [8] [8, 14] Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc: R0F:1 Shots:T(1) S7:6 Bulk:-2], [Mode:swing Dam:sw-2 S7:6 Skill:Knife], [Mode:thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Reach: 1 Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown D	e, etc. 50 es, arctic advividation of the control o	8 lk entures, etc. 1 lk without it. 4 oz 25.57 lk Weight 9 lk eumbrance 1.5 lk Parry:0 ST:7 ach:1 Reach:1 st urrown Bulk:-3 urm when 4.5 lk rry:-2U :1,2* Parry:- cusaris are such life- 1 lk 0.8/ST*1.5 1 Parry:-1 ill:Knife ole (p. 275)] 2 lk

LOAD-OUTS	(continued)		
	Totals:	580	9 lb
POINTS SUMMARY			Pts
Basic Attributes, Secondary Chara-	cteristics	[150]
Advantages, Perks		[94]
Disadvantages, Quirks		[-55]
Skills, Techniques		[68]
	Total Points	s Spent:	257
	Unspent	Points:	-7
CAMPAI	GN LOG		
Points: (logged) 0 + (other	r) 0 = ((total) 0	
Initial Character Creation			
Character created using GURPS C	haracter Assis	tant 4	
21.08.2011: 0 pts			

Printed: 8/21/2011