

NAME: Ronin				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
25	Strength	x1	10	15
23	Dexterity	x3	10	39
20	Constitution	x2	10	20
15	Body	x2	10	10
10	Intelligence	x1	10	0
23	Ego	x2	10	26
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
10	Physical Defex	x1	5	5
10	Energy Defens	x1	4	6
5	Speed	x10	3.3	17
10	Recovery	x2	9	2
40	Endurance	x1/2	40	0
40	Stun	x1	38	2
Characteristics Cost:				150

STR Roll: 14-	Run	10"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	5"
EGO Roll: 14-		
PER Roll: 11-		

Experience: 69

DISADVANTAGES	BASE: 100+PTS
Distinctive, "Detects as a mutant", easily concealable, major	10
Enraged, "Attacked by a mental power", uncommon, occur 14-, recover 11-	10
Hunted, "FBI", less powerful, non-combat influence, harsh, appear 8-	10
Hunted, "UNTIL", as powerful, non-combat influence, harsh, appear 8-	15
Hunted, "PSI", as powerful, non-combat influence, harsh, appear 11-	20
Psych Lim, "Hates mentalists, will attack them first", uncommon, strong	10
Psych Lim, "Casual killer", common, moderate	10
Psych Lim, "Obsessed with the past", common, moderate	10
Psych Lim, "Honorable, will not attack by surprise", common, total	20
Unluck, 3D6	15

Disadvantages Total : 130
Experience Spent + 69
Total Points = 299

ENEMIES

PTS	POWERS	END
20	50% Damage Reduction (Mental)	
5	Discriminatory, Mental Awareness	
5	10 Lack Of Weakness, Only vs. Mental Defense(-1)	
3	Mental Awareness	
19	20 Mental Defense, x1 Hardened(+1/4)	
10	20 Power Defense, Only vs. mental debilitating attacks(-1)	
8	10" Running ==Skills==	2
3	Acting 13-	
3	Breakfall 14-	
5	Choke Hold	
16	Damage Class +4DC	
3	KS: Noh Theater 12-	
2	KS: Samurai Culture 11-	
3	Lang: English, fluent w/accnt	
0	Lang: Japanese, native	
4	Martial Disarm	
4	Martial Escape	
3	Martial Throw	
0	PS: Ronin 8-	
2	SC: Parapsychology 11- ==Equipment==	
15	10/10 Armor, OIF(-1/2), 14- Activation(-1/2)	
16	1 1/2D6 HKA, "Katana", vs physical defense, OAF(-1), No Knockback (-1/4), 0 END(+1/2)	0

149 : Powers Total
150 + Characteristic Total
299 = Total Cost

Base OCV: 8 Base DCV: 8
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Choke Hold	1/2	-2	+0	4D6
Martial Disarm	1/2	-1	+1	55 STR
Martial Escape	1/2	+0	+0	60 STR
Martial Throw	1/2	+0	+1	9D6 + v/5

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 23 SPD: 5 ECV: 8
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 20/ 10 ED/rED 20/ 10
END: 40 STUN: 40 BODY: 15

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
0 Enemies For Hire (439) p50
Name: Akira Fujimoto
Species: Human mutant
Gender: Male
Height: 5 feet 5 inches
Weight: 142 pounds
Hair: Black
Eyes: Brown

