

Name **Itsutsu - Ninja Administrative Assist Player**  
 Ht                      Wt                      Size Modifier **0**    Age

Point Total **175**  
 Unspent Points **0**

Notes    A rather junior trainee ninja, but really quite good at the ninja-ing, and now determined to be a really good personal assistant to the team leader.

<b>ST</b>	10	[ 0 ]	<b>HP</b>	10	CURRENT	[ 0 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	12		[ 10 ]
<b>IQ</b>	10	[ 0 ]	<b>Per</b>	10		[ 0 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	CURRENT	[ 0 ]

BASIC LIFT    20                      DAMAGE Thr 1d-2    Sw 1d  
 BASIC SPEED    6    [ 0 ]    BASIC MOVE    6    [ 0 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM x 1	6	Dodge	10
Light (1) = 2 x BL	40	BM x 0.8	4	Dodge - 1	9
Medium (2) = 3 x BL	60	BM x 0.6	3	Dodge - 2	8
Heavy (3) = 6 x BL	120	BM x 0.4	2	Dodge - 3	7
X-Heavy (4) = 10 x BL	200	BM x 0.2	1	Dodge - 4	6

#### ADVANTAGES AND PERKS

Administrative Rank 0	[ 0 ]
Ambidexterity	[ 5 ]
Combat Reflexes	[ 15 ]
Extra Attack 1	[ 25 ]
Flexibility	[ 5 ]
Legal Enforcement Powers (Agent of the Department of Despicable Necessities) 2	[ 10 ]
Patrons (The Department of Despicable Necessities) (6 or less)	[ 8 ]
Cutting-Edge Training (Explosives)	[ 1 ]
Dual Ready (Shortsword/Numknuts)	[ 1 ]

#### DISADVANTAGES AND QUIRKS

Bad Sight (Nearsighted) (Glasses)	[ -10 ]
Clueless	[ -10 ]
Compulsive Behavior (Neatness) (9 or less)	[ -7 ]
Duty (Government Ninja) (12 or less (quite often))	[ -10 ]
Easy to Read	[ -10 ]
Odious Personal Habit (Total Neat Freak) -1	[ -5 ]
Dull	[ -1 ]
Fiercely, obsessively loyal to any boss who goes by the book.	[ -1 ]
Thinks that it's possible to make combat neat and tidy.	[ -1 ]

<b>MP</b>	CURRENT		Magery:	[   ]
			Staff:	[   ]

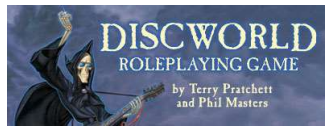
Languages	Spoken	Written
Agatean (Native Language)	(Native)	() [ 0 ]
Trob	(Broken)	(Broken) [ 2 ]

DR	TL: 4	[ 0 ]
0	Cultural Familiarities	
	Agatean (Native)	[ 0 ]

PARRY	Reaction Modifiers	
10	Appearance:	
DX	Status: +0	
BLOCK	Other: -2; Includes: -2 from 'Clueless'	
8	Conditional: -1 from 'Odious Personal Habit (Total Neat Freak)' when people notice your problem	
DX		

#### SKILLS

Name	Level	Relative Level
Acrobatics	14	DX+1 [ 8 ]
Administration	10	IQ+0 [ 2 ]
Carousing	12	HT+1 [ 2 ]
Climbing	15	DX+2 [ 1 ]
Includes: +3 from 'Flexibility'		
Crossbow	14	DX+1 [ 2 ]
Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties		
Escape	14	DX+1 [ 1 ]
Includes: +3 from 'Flexibility'		
Explosives/TL5 (Demolition)	11	IQ+1 [ 4 ]
Fast-Draw (Throwing Star)	14	DX+1 [ 1 ]
Includes: +1 from 'Combat Reflexes'		
Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties, -2 from 'Bad Sight (Nearsighted)'		
Flail	14	DX+1 [ 8 ]
Parry: 11		
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Judo	14	DX+1 [ 8 ]
Parry: 11		
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Karate	14	DX+1 [ 8 ]
Parry: 11		
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Knife	13	DX+0 [ 1 ]
Parry: 9		
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Knot-Tying	13	DX+0 [ 1 ]
Observation	10	Per+0 [ 2 ]
Poisons/TL4	10	IQ+0 [ 4 ]
Research/TL4	11	IQ+1 [ 4 ]
Riding (Equines)	12	DX-1 [ 1 ]
Shortsword	14	DX+1 [ 4 ]
Parry: 11		
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Sleight of Hand	12	DX-1 [ 2 ]
Stealth	15	DX+2 [ 8 ]
Thrown Weapon (Throwing Star)	14	DX+1 [ 2 ]
Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties		
Writing	11	IQ+1 [ 4 ]



Itsutsu - Ninja Administrative Assistant

### HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Agatean Numknuts Bite	1d+1 cr 1d-3 cr	1 C	14 (11)U7 13 (No)	[6]	20	2
	Karate Punch	1d-1 cr	C	14 (11)			
	Kick	1d cr	C,1	12 (No)			
1	Shortsword					400	2
	Swing	1d cut	1	14 (11) 8			
	Thrust	1d-1 imp	1	14 (11) 8			
3	Small Knife					90	1.5
	Swing	1d-3 cut	C,1	13 (9) 5			
	Thrust	1d-3 imp	C	13 (9) 5	[1]		

### RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
2	Pistol Crossbow (ST 10)	1d imp	1	150 / 200	1	1(4)	14	7	-4		4	[2]	300	8
3	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	9	5	-1		4		90	1.5
5	Throwing Stars	1d-3 cut	1	5 / 10	1	T(1)	14	5	0		4		15	.5

### SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

### HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

*Imp or Pi attacks can target vitals at -3 or eyes at -9.*

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### ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
10	Crossbow Bolt		20	.6
1	Hip Quiver		15	1
1	Ordinary Clothes		120	2

### APPEARANCE

### POINTS SUMMARY

Attributes/Secondary Characteristics	[ 80 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 72 ]
Disadvantages/Quirks	[ -55 ]
Skills/Standardised Spells	[ 78 ]
Other	[ ]