

Name Futatsu - Ninja Accountant

Player

Point Total 175

Ht Wt

Size Modifier 0 Age

Unspent Points 0

Notes Recruited for ninja training by people who saw a quick, unpopular kid, but who never found out the reason for the unpopularity. (Grandad was a fox...) Determined to be humanly respectable.

ST	10	[0]	HP	10	CURRENT	[0]	MP	CURRENT		Magery:	[]
										Staff:	[]
DX	13	[60]	Will	11		[0]	Languages Agatean (Native Language) (Native) () [0] Morporkian (Broken) (Broken) [2] Trob (Broken) (Broken) [2]				
IQ	11	[20]	Per	12		[5]					
HT	11	[10]	FP	11	CURRENT	[0]					

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

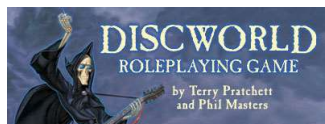
ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM x 1	6	Dodge	10
Light (1) = 2 x BL	40	BM x 0.8	4	Dodge - 1	9
Medium (2) = 3 x BL	60	BM x 0.6	3	Dodge - 2	8
Heavy (3) = 6 x BL	120	BM x 0.4	2	Dodge - 3	7
X-Heavy (4) = 10 x BL	200	BM x 0.2	1	Dodge - 4	6

DR	TL: 4	[0]
1	Cultural Familiarities	
	Agatean (Native)	[0]
PARRY	Reaction Modifiers Appearance: +1/+1 <i>Unappealing Includes:</i> +1 from 'Appearance' <i>Appealing Includes:</i> +1 from 'Appearance' Status: +0 Other: +0	
10		
DX		
BLOCK		
8		
DX		

ADVANTAGES AND PERKS		
Administrative Rank 1		[5]
Alternate Form (Fox Person: 0-point template)		[15]
Animal Empathy		[5]
Appearance (Attractive)		[4]
Combat Reflexes		[15]
Legal Enforcement Powers (Agent of the Department of Despicable Necessities) 2		[10]
Lightning Calculator		[2]
Patrons (The Department of Despicable Necessities) (6 or less)		[8]
Silence 2		[10]

DISADVANTAGES AND QUIRKS		
Duty (Government Ninja) (12 or less (quite often))		[-10]
Gluttony (15 or less)		[-2]
Secret (Part Fox) (Utter Rejection)		[-10]
Trickster (15 or less)		[-7]
Hidden Tail (Functions as Unnatural Features 3 if it is exposed.)		[-1]
Nosy		[-1]

SKILLS			
Name	Level	Relative Level	
Accounting	14	IQ+3	[16]
Acrobatics	12	DX-1	[2]
Brawling	14	DX+1	[2]
Parry: 11			
Climbing	12	DX-1	[1]
Escape	12	DX-1	[2]
Fast-Draw (Throwing Star)	14	DX+1	[1]
Includes: +1 from 'Combat Reflexes'			
Flail	12	DX-1	[2]
Parry: 10			
Riding (Equines)	12	DX-1	[1]
Shortsword	12	DX-1	[1]
Parry: 10			
Stealth	14	DX+1	[4]
Conditional: +2 from 'Silence' when moving, vs. hearing only, +4 from 'Silence' when standing still, vs. hearing only			
Thrown Weapon (Throwing Star)	13	DX+0	[1]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Agatean Numknuts	1d+1 cr	1	12 (10U)	7	[6]	20	2
	Brawling							
	Punch	1d-3 cr	C	14 (11)				
	Bite	1d-3 cr	C	14 (No)				
	Kick	1d-2 cr	C,1	12 (No)				
1	Shortsword						400	2
	Swing	1d cut	1	12 (10)	8			
	Thrust	1d-1 imp	1	12 (10)	8			
1	Small Knife						30	.5
	Swing	1d-3 cut	C,1	9 (7)	5			
	Thrust	1d-3 imp	C	9 (7)	5	[1]		

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	9	5	-1		4		30	.5
5	Throwing Stars	1d-3 cut	1	5 / 10	1	T(1)	13	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
1	Ordinary Clothes		120	2
1	Very Light Armour	all	150	9

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[95]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[78]
Disadvantages/Quirks	[-31]
Skills/Standardised Spells	[33]
Other	[]