

Name Mittsu - Ninja Security Guard

Player

Point Total 175

Ht Wt

Size Modifier 0 Age

Unspent Points 0

Notes A bit large, stolid, and gullible for a ninja, but something of a natural for working security; intimidating and impossible to intimidate.

<b>ST</b>	13	[ 30 ]	<b>HP</b>	13	CURRENT	[ 0 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	13		[ 15 ]
<b>IQ</b>	10	[ 0 ]	<b>Per</b>	10		[ 0 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	CURRENT	[ 0 ]

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 6 [ 0 ] BASIC MOVE 6 [ 0 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	34	BM x 1	6	Dodge	10
Light (1) = 2 x BL	68	BM x 0.8	4	Dodge - 1	9
Medium (2) = 3 x BL	102	BM x 0.6	3	Dodge - 2	8
Heavy (3) = 6 x BL	204	BM x 0.4	2	Dodge - 3	7
X-Heavy (4) = 10 x BL	340	BM x 0.2	1	Dodge - 4	6

**ADVANTAGES AND PERKS**

Administrative Rank 1	[ 5 ]
Combat Reflexes	[ 15 ]
High Pain Threshold	[ 10 ]
Legal Enforcement Powers (Agent of the Department of Despicable Necessities) 2	[ 10 ]
Patrons (The Department of Despicable Necessities) (6 or less)	[ 8 ]
Single-Minded	[ 5 ]
Unfazeable	[ 15 ]
Fearsome Stare (Can use Intimidation without saying anything.)	[ 1 ]

**DISADVANTAGES AND QUIRKS**

Appearance (Unattractive)	[ -4 ]
Duty (Government Ninja) (12 or less (quite often))	[ -10 ]
Gullibility (12 or less)	[ -10 ]
Ham-Fisted -1	[ -5 ]
Innumerate	[ -5 ]
Stubbornness	[ -5 ]
Alcohol Intolerance	[ -1 ]
Attentive	[ -1 ]
Broad-Minded	[ -1 ]

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

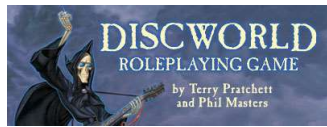
Languages	Spoken	Written
Agatean (Native Language)	(Native)	() [ 0 ]

<b>DR</b>	<b>TL: 4</b>	[ 0 ]
<b>2</b>	<b>Cultural Familiarities</b>	
	Agatean (Native)	[ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
<b>10</b>	<b>Appearance: -1/-1</b>
<b>DX</b>	<i>Unappealing Includes: -1 from 'Appearance'</i>
<b>BLOCK</b>	<i>Appealing Includes: -1 from 'Appearance'</i>
<b>8</b>	<b>Status: +0</b>
<b>DX</b>	<b>Other: +0</b>
	Conditional: -1 from 'Stubbornness', -1 from 'Ham-Fisted' when being tidy or well-groomed matters

**SKILLS**

Name	Level	Relative Level
Acrobatics	12	DX-1 [ 2 ]
Armoury/TL4 (Melee Weapons)	10	IQ+0 [ 2 ]
Armoury/TL4 (Missile Weapons)	10	IQ+0 [ 2 ]
Brawling	15	DX+2 [ 4 ]
Parry: 11		
Climbing	12	DX-1 [ 1 ]
Connoisseur (Poetry)	9	IQ-1 [ 1 ]
Escape	11	DX-2 [ 1 ]
Fast-Draw (Throwing Star)	11	DX-2 [ 1 ]
Includes: +1 from 'Combat Reflexes', -3 from 'Ham-Fisted'		
Flail	12	DX-1 [ 2 ]
Parry: 10		
Forced Entry	14	DX+1 [ 2 ]
Gardening	11	IQ+1 [ 2 ]
Intimidation	14	Will+1 [ 4 ]
Riding (Equines)	12	DX-1 [ 1 ]
Shortsword	12	DX-1 [ 1 ]
Parry: 10		
Stealth	13	DX+0 [ 2 ]
Thrown Weapon (Throwing Star)	13	DX+0 [ 1 ]
Wrestling	14	DX+1 [ 4 ]
Parry: 11		



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**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Agatean Numknuts Brawling	2d cr	1	12 (10U)	7	[6]	20	2
	Punch	1d cr	C	15 (11)				
	Bite	1d cr	C	15 (No)				
	Kick	1d+1 cr	C,1	13 (No)				
1	Shortsword						400	2
	Swing	2d-1 cut	1	12 (10)	8			
	Thrust	1d+1 imp	1	12 (10)	8			
1	Small Knife						30	.5
	Swing	2d-4 cut	C,1	9 (7)	5			
	Thrust	1d-1 imp	C	9 (7)	5	[1]		
1	Small Truncheon						20	1
	Swing	2d-1 cr	1	12 (10)	6			
	Thrust	1d cr	1	12 (10)	6			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Small Knife	1d-1 imp	0	7 / 13	1	T(1)	9	5	-1		4		30	.5
5	Throwing Stars	1d-1 cut	1	7 / 13	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	Light Armour	all	350	20
1	Ordinary Clothes		120	2

**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 115 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 69 ]
Disadvantages/Quirks	[ -42 ]
Skills/Standardised Spells	[ 33 ]
Other	[ ]