



Name: Tetsuhara Minobu

Race: Human

Appearance: Dark brown eyes, black hair. Asian, taut and toned.

Player: Jason

Ht: 5' 10"

Wt: 165 lbs.

Age: 25

Spent: 322

Unspent: 10

CHARACTER SHEET

ST 14* [40]	HP 14 [0]	Basic Speed 7 [0]
DX 15 [100]	Will 10 [0]	Basic Move 7 [0]
IQ 10 [0]	Per 13 [15]	BL 39 lb (STxST)/5
HT 13† [30]	FP 13 [0]	Thr 1d+2 Sw 3d-1

* Conditional: +3 from 'Striking ST'

† Conditional: +1 from 'Fit'

TL 8 [0]	SM +0
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Vision 13	Taste/Smell 13	Death Check 15*
Hearing 13	Fright Check 12†	High Jump 2.67 ft
Touch 13	Consciousness 14‡	Broad Jump 3.67 yd

* Includes: +1 from 'Hard to Kill', +1 from 'Fit'

‡ Includes: +1 from 'Fit'

† Includes: +2 from 'Combat Reflexes'

HP 4, 0, -14, -28, -42, -56, -70 **FP** 4, 0, -13

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0

LANGUAGES

Native	Spoken	Written	Pts
English (Native)	Native	Native	[0]
Non-native	Spoken	Written	Pts
Japanese	Native	Native	[6]

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	9*	11*	
Two-Handed Sword	Karate	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

Bonus DR: 2†
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

† Includes: +1 from 'Damage Resistance (Supernatural)', +1 from 'Damage Resistance'

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]
Damage Resistance 1 {p. B46}	[5]
Damage Resistance 1 (Supernatural; Limited (Supernatural)) {p. B46}	[4]
Fit {p. B55}	[5]
Hard to Kill 1 {p. B58}	[2]
Initiate (+2 Senses, +1 Combat, Magery 0)	[0]
Striking ST 3 {p. B89, P78}	[15]
Weapon Master (Katana; one specific weapon) {p. B99}	[20]

DISADVANTAGES

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]
Code of Honor (Bushido) {p. B127}	[-10]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-2	[1]
Bow {p. B182}	15	DX+0	[2]
Broadsword {p. B208}	16	DX+1	[4]
Parry: 12			
Climbing {p. B183}	14	DX-1	[1]
Diplomacy {p. B187}	10	IQ+0	[4]
Driving/TL8 (Automobile) {p. B188}	14	DX-1	[1]
First Aid/TL8 (Human) {p. B195}	12	IQ+2	[4]
Guns/TL8 (Pistol) {p. B198}	15	DX+0	[1]
Intimidation {p. B202}	12	Will+2	[8]
Judo {p. B203}	14	DX-1	[2]
Parry: 11			
Karate {p. B203}	17	DX+2	[12]
Parry: 12			
Knife {p. B208}	15	DX+0	[1]
Parry: 10			
Power Blow {p. B215}	10	Will+0	[4]
Savoir-Faire (Dojo) {p. B218}	10	IQ+0	[1]
Search {p. B219}	13	Per+0	[2]
Shadowing {p. B219}	11	IQ+1	[4]
Spear {p. B208}	14	DX-1	[1]
Parry: 11			
Staff {p. B208}	14	DX-1	[1]
Parry: 13			
Stealth {p. B222}	16	DX+1	[4]
Streetwise {p. B223}	11	IQ+1	[4]
Sumo Wrestling {p. B223}	14	DX-1	[1]
Parry: 11			
Throwing {p. B226}	14	DX-1	[1]
Two-Handed Sword {p. B209}	17	DX+2	[8]
Parry: 12			

TECHNIQUES

Name	Level	Relative	Pts
Kicking (Karate) {p. B231}	17	def+2	[3]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite <i>Skill used: DX</i>	15	-	1d+1 cr	C	-	-	
Karate: Punch <i>Skill used: Karate</i>	17	12	1d+3 cr	C	-	-	
Karate: Kick <i>Skill used: Kicking (Karate)</i>	17	-	1d+4 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Katana: 1H Swing <i>Skill used: Broadsword</i>	16	12	3d+5 cut	1,2	11	4	
Katana: 1H Thrust <i>Skill used: Broadsword</i>	16	12	1d+6 imp	1	11	4	
Katana: 2H Swing <i>Skill used: Two-Handed Sword</i>	17	12	3d+9 cut	1,2	10†	4	
Katana: 2H Thrust <i>Skill used: Two-Handed Sword</i>	17	12	1d+7 imp	1	10†	4	
Large Knife: Swing <i>Skill used: Knife</i>	15	10	3d-3 cut	C,1	6	4	
Large Knife: Thrust <i>Skill used: Knife</i>	15	10	1d+2 imp	C	6	4	[1]
Quarterstaff: Staff swing <i>Skill used: Staff</i>	14	13	3d+1 cr	1,2	7†	4	
Quarterstaff: Staff thrust <i>Skill used: Staff</i>	14	13	1d+4 cr	1,2	7†	4	
Quarterstaff: Sword swing <i>Skill used: Two-Handed Sword</i>	17	12	3d+1 cr	1,2	9†	4	
Quarterstaff: Sword thrust <i>Skill used: Two-Handed Sword</i>	17	12	1d+3 cr	2	9†	4	
Spear: 1H Thrust <i>Skill used: Spear</i>	14	11	1d+4 imp	1*	9	4	[1]
Spear: 2H Thrust <i>Skill used: Spear</i>	14	11	1d+5 imp	1,2*	9†	4	

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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Glock 17, 9x19mm <i>Skill used: Guns (Pistol)</i>	15	2d+2 pi	2	160 yd / 1.02 mi	3	17+1(3)	8	-2	2	3	[4]
Large Knife: Thrown <i>Skill used: DX-4</i>	11	1d+2 imp	-	14 yd / 26 yd	1	T(1)	6	-2	-	4	
Spear: Thrown <i>Skill used: DX-4</i>	11	1d+5 imp	2	17 yd / 26 yd	1	T(1)	9	-3	-	4	

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

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 cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

NOTES

Tetsuhara grew up in Japan, listening with wonder to his grandfather's tales of how the Minobu family and clan had served as defenders against Evil for centuries. Though he never really believed the stories of supernatural creatures, the battles sounded glorious. He's spent most of his life in combat training.

His father moved the family to America when Tetsuhara was 13, at least in part to put some distance between him and his grandfather's "foolish nonsense."

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[185]
Advantages, Perks		[77]
Disadvantages, Quirks		[-15]
Skills, Techniques		[75]
Total Points Spent:		322
Unspent Points:		10