

**Character Name:** Kayla "Kay" Wilson ([PDF](#))

Alternate Identities:

Player Name: Jennifer Griffen



## CHARACTERISTICS

Val Char	Base	Points	Total	Roll	Notes
13 STR	10	3	13	12-	HTH Damage 2 1/2d6 END [1]
17 DEX	10	21	17	12-	OCV 6 DCV 6
20 CON	10	20	20	13-	
10 BODY	10	0	10	11-	
10 INT	10	0	10	11-	PER Roll 11-
13 EGO	10	6	13	12-	ECV: 4
13 PRE	10	3	13	12-	PRE Attack: 2 1/2d6
14 COM	10	2	14	12-	
7 PD	3	4	7/14		7/14 PD (0/7 rPD)
7 ED	4	3	7/14		7/14 ED (0/7 rED)
4 SPD	2.7	13	4		Phases: 3, 6, 9, 12
7 REC	7	0	7		
40 END	40	0	40		
25 STUN	27	-2	25		
8" Running	6	4	8"		
2" Swimming	2	0	2"		
2" Leaping	3	0	2 1/2"		

**77 Total Characteristics Points**

## CHARACTER IMAGE

## EXPERIENCE POINTS

Total earned:	25
Spent:	25
Unspent:	0
Base Points:	125
Disad Points:	75
Total Points:	225

## MOVEMENT

Type	Total
Run (6)	8" [16" NC]
Swim (2)	2" [4" NC]
H. Leap (3")	2 1/2"
V. Leap (1")	1"

## DEFENSES

Type	Amount
Physical Defense	7/14
Res. Phys. Defense	0/7
Energy Defense	7/14
Res. Energy Defense	0/7
Mental Defense	0
Power Defense	0

## COMBAT INFORMATION

Level	OCV	To Hit (OCV + 11)	DCV
Base	6	17	6
"Half"	3	14	3
"Zero"	0	11	0

## COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon
Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Kick	1/2	-2	+1	6 1/2d6 Strike
Punch	1/2	+0	+2	4 1/2d6 Strike

## COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

Die Roll	Hit Location	KA Stun X	NA Stun X	Body X	OCV
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	Stomache	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

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## SKILLS

Cost	Name
	Everyman Skills
0	1) Acting 8-
0	2) Conversation 8-
0	3) Language: English (idiomatic) (4 Active Points)
0	4) Paramedics 8-
0	5) Persuasion 8-
0	6) TF: Everyman, Small Motorized Ground Vehicles
	Ninja Training
6	1) +3 with Blades
3	2) +1 with Climbing, Lockpicking & Security Systems
3	3) Acrobatics 12-
3	4) Breakfall 12-
2	5) CK: Vibora Bay 11-
3	6) Climbing 12-
3	7) Concealment 11-
3	8) Deduction 11-
3	9) Ki Focus 12-
2	10) KS: Ninjutsu 11-
2	11) Language: Ninja Clan Codes and Symbols (Fluent Conversation)
3	12) Lockpicking 12-
0	13) PS: Ninja (Everyman) 11-
3	14) Security Systems 11-
5	15) Shadowing 12-
5	16) Stealth 13-
4	17) WF: Common Martial Arts Melee Weapons, Common Melee Weapons

**53 Total Skills Cost**

## PERKS

Cost	Name
1	<i>Megan Thomson</i> : False Identity Resource Pools
0	1) Equipment Points: 20
0	2) Vehicle/Base Points: 10
0	3) Follower/Contact Points: 10
<b>1</b>	<b>Total Perks Cost</b>

## POWERS

Cost	Power	END
	Advanced Ninjitsu	
3	1) <i>Dark's Soft Whisper</i> : Darkness to Hearing Group 2" radius (10 Active Points); Only to cover sound of one attack and its results (-1), No Range (-1/2), Requires A Ki Focus Roll (-1/2)	1
3	2) <i>Friend of Darkness</i> : Nightvision (5 Active Points); Requires A Ki Focus Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	1
	Combat Gear	
4	1) <i>Armored Shinobi Shozoku (Costume)</i> : Armor (4 PD/4 ED) (12 Active Points); Hit Locations Shoulders to Thighs (9-14) (-1), Half Mass (-1/2), OIHID (-1/4), Real Armor (-1/4), Visible (-1/4)	0
15	2) <i>Ninja-To</i> : Multipower, 45-point reserve, (45 Active Points); all slots OAF (-1), STR Minimum 8 (-1/2), Required Hands One-And-A-Half-Handed (-1/4), Real Weapon (-1/4)	0
1u	2a) <i>Blade</i> : HKA 1 1/2d6, +1 Increased STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2) (44 Active Points)	0
1u	2b) <i>Back of Blade/Hilt Strike</i> : HA +5d6, Reduced Endurance (0 END; +1/2) (45 Active Points); Hand-To-Hand Attack (-1/2)	0
20	<i>Psychic</i> : Elemental Control, 50-point powers, (25 Active Points); all slots Visible (-1/4)	
8	1) <i>Psychic Battle Aura</i> : (Total: 51 AC, 17 RC) +5 CON (10 AP); Increased END Cost (x3 END; -1), No Figured Chars (-1/2), Costs END (-1/2) (RC: 3) <b>plus</b> +7 STR (7 AP); Increased END Cost (x3 END; -1), No Figured Chars (-1/2) (RC: 3) <b>plus</b> Hand-To-Hand Attack +4d6 (20 AP); Increased END Cost (x3 END; -1), Hand-To-Hand Attack (-1/2) (RC: 7) <b>plus</b> Lightning Reflexes: +9 DEX to act first with All Actions (14 AP); Increased END Cost (x3 END; -1), Costs END (-1/2) (RC: 5) <b>Notes</b> : Visible (Glowing Aura)	15
3	2) <i>Spirit Vision</i> : Precognitive Clairsentience (Sight And Hearing Groups) (50 Active Points); No Conscious Control (-2), Concentration, Must Concentrate throughout use of Constant Power (0 DCV; Character is totally unaware of nearby events; -1 1/2), Precognition Only (-1), Blackout (-1/2), No Range (-1/2), Sense Affected As Mental Sense (-1/4), Visible (glowing eyes; -1/4)	5
11	3) <i>Sense Danger</i> : (Total: 50 Active Cost, 23 Real Cost) Danger Sense (immediate vicinity, any danger) (30 Active Points); Costs Endurance (-1/2), Sense Affected as Mental Sense (-1/4), Visible (glowing eyes; -1/4) 11- (Real Cost: 15) <b>plus</b> Combat Sense (Discriminatory) (20 Active Points); Costs Endurance (-1/2), Linked (Danger Sense; -1/2), Sense Affected as Mental Sense (-1/4), Visible (glowing eyes; -1/4) 11- (Real Cost: 8)	5
5	Luck 2d6, Everyhero Ability	0
<b>74</b>	<b>Total Powers Cost</b>	

## TALENTS

### Cost Name

6 Combat Luck (3 PD/3 ED)

6 Total Talents Cost

## MARTIAL ARTS MANEUVERS

### Cost Maneuver

Martial Arts: Ninjutsu

4 1) Dodge: 1/2 Phase, --  
OCV, +5 DCV, Dodge,  
Affects All Attacks, Abort

5 2) Kick: 1/2 Phase, -2  
OCV, +1 DCV, 6 1/2d6  
Strike

4 3) Punch: 1/2 Phase, +0  
OCV, +2 DCV, 4 1/2d6  
Strike

1 4) Weapon Element:  
Blades

14 Total Martial Arts Cost

## EQUIPMENT

### Cost Equipment

END

Contacts/Followers Pool (10 Pool);

Equipment Pool (20 Pool);

2 1) *Climbing Spikes*: +2 with Climbing (4 Active Points); OAF (-1);

2 2) *Quality Lockpicks*: +2 with Lockpicking (4 Active Points); OAF (-1);

2 3) *Security Countermeasures*: +2 with Security Systems (4 Active Points); OAF (-1);

1 4) *Digital Micro-Camera*: Eidetic Memory, 1 Continuing Charge lasting 6 Hours (Batteries; +0) (5 Active Points); Normal Sight Only (-1 1/2), OAF (-1);

1 5) *Digital Micro-Recorder*: Eidetic Memory, 1 Continuing Charge lasting 6 Hours (Batteries; +0) (5 Active Points); Normal Hearing Only (-1 1/2), OAF (-1);

4 6) *Miniature Parabolic Microphone*: +6 versus Range Modifier for Hearing Group (9 Active Points); OAF (-1); 0

4 7) *Binoculars*: +6 versus Range Modifier for Sight Group (9 Active Points); OAF (-1); 0

5 8) *Whisper Radio*: Radio Perception/Transmission (Radio Group), Concealed (-2 with Radio Perception/Transmission PER Rolls) (12 Active Points); OAF (-1), Sense Affected As More Than One Sense Hearing (-1/2); 0

Vehicle/Base Pool (10 Pool);

11 1) *Kayla's Sedan*: [Vehicle](#);

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## DISADVANTAGES

Cost	Disadvantage
	Misc
5	1) Distinctive Features: White Rose tattoo on right ankle and minor scars on arms & torso (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20	2) Mystery Disadvantage(s)
0	3) Normal Characteristic Maxima
5	4) Social Limitation: Suspected of kidnapping her younger sister. (Occasionally, Minor)
	Ninja
5	1) Distinctive Features: Ninja Night-Suit Easily Concealed, Noticed and Recognizable, Detectable By Commonly-Used Senses
10	2) Distinctive Features: Style Not Concealable, Noticed and Recognizable, Detectable By Commonly-Used Senses, Detectable by Large Group
20	3) Hunted: own ninja clan 8-, More Powerful, NCI, Harshly Punish
10	4) Reputation: lethal Japanese assassin, 8-, Extreme
75	<b>Total Disadvantages Cost</b>

## APPEARANCE

**Hair Color:** Black

**Eye Color:** Grey

**Height:** 5' 7"

**Weight:** 126 lbs

**Description:**

## BACKGROUND

Age 24

Kayla was born and raised in New Jersey, really close to New York City.

Kayla's father Lyle is an abuser-he abused his family and he's an alcoholic. Kayla's mother Ana was a sweet and gentle person who died from a very brutal beating from her husband Lyle. When she died Kayla was 18 and Molly was 11. Molly is Kayla's 17 year old sister. After Ana died Kayla took Molly and ran from home.

## PERSONALITY

Kayla is a very calm, very driven person. She doesn't take no for an answer. Kayla is also a perfectionist. In fact she is borderline OCD. Since she was 11 she took Martial arts (not sure which form) and is very accomplished in it and practices every day.

Her goals are to protect her sister from their father and now from the company she used to work for. And get her sister through high school.

Kayla fears that her father will find her and her sister, and will try to take her sister away. She also fears that her sister will be killed or used as blackmail.

Kayla loves her sister Molly who is 17 and very suspicious. She also really cares for (and secretly loves) her best friend Eric.

## POWERS/TACTICS

## CAMPAIGN USE