

**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: | 19  |
| Spent:        | 18  |
| Unspent:      | 1   |
| Base Points:  | 125 |
| Disad Points: | 75  |
| Total Points: | 218 |

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

**48 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                       |

**1 Total Perks Cost**

## 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> : HKA 1 1/2d6, +1 Increased STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2) (44 Active Points); OAF (-1), STR Minimum 8 (-1/2), Required Hands One-And-A-Half-Handed (-1/4), Real Weapon (-1/4)   | 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 Active Cost, 17 Real Cost) +5 CON (10 Active Points); Increased Endurance Cost (x3 END; -1), No Figured Characteristics (-1/2), Costs Endurance (-1/2) (Real Cost: 3) <b>plus</b> +7 STR (7 Active Points); Increased Endurance Cost (x3 END; -1), No Figured Characteristics (-1/2) (Real Cost: 3) <b>plus</b> Hand-To-Hand Attack +4d6 (20 Active Points); Increased Endurance Cost (x3 END; -1), Hand-To-Hand Attack (-1/2) (Real Cost: 7) <b>plus</b> Lightning Reflexes: +9 DEX to act first with All Actions (14 Active Points); Increased Endurance Cost (x3 END; -1), Costs Endurance (-1/2) (Real Cost: 5)<br><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   |

**72 Total Powers Cost**

## 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