

Character Statistics :

Name : Cassin R.C.C. : Rabbit
Alignment : Unprincipled O.C.C. : Student of Tunasi
Sex : Male Age : 24 Height : 5'8" Weight: 190 lbs. Size Level: 10
S.D.C. : 88 H.P. : 20 Chi : 24 Attacks: 5 Exp. Level: 1

Physical Attributes & Bonuses :

I.Q. : 13 Initiative : +0 (+6 w/Zanshin)
M.E. : 15 Strike : +8 (+9 w/Body Block)
M.A. : 10 Parry : +7 (+9 w/Zanshin)
P.S. : 21 (Brute Strength) Dodge : +11 (+15 w/Zanshin)
P.P. : 27 Roll w/Punch : +9
P.E. : 19
P.B. : 08 Save vs. Coma/Death : +8%
Spd. : 49 Save vs. Magic/Poison : +2

Human Features :

Full Hands, Full Biped, and Full Speech.

Mutant Abilities, Vestigials, & Psionics :

Advanced Hearing (Track by Smell 50%, Recognize Smell 60%), Extraordinary Speed,
Leaping: Feline (double length, triple height, +50% with running start)

Prey Eyes (-2 to parry, -2 to strike with any projectile weapon, +1 to Dodge from Behind),
Diet: Herbivore, Domestication, and Vestigial Ears.

Telepathic Listening

Fighting Abilities :

Student of Tunasi Combat Damage Bonus: +6
Combination Grab/Slash (SPECIAL!) Power Block Parry (does damage!) – 1D6
Multiple Dodge Automatic Roll Death Blow
Combination Parry/Attack Strike (Punch) – 1D4 Knife Hand – 1D6
Kick Attack – 1D8 Snap Kick – 1D6 Backward Sweep – No Damage
Jump Kick – 1D8 (Critical Strike) Leap Attack – Critical Strike and Double Damage

Special Martial Arts Abilities :

Maksuna (warrior's stance) Sword Chi Technique
Martial Arts Awareness or Zanshin (+6 on initiative, +2 to parry, +4 to dodge)
- can not be surprised from behind, invisible foe (no Zanshin bonuses) – 6 ft. radius
Tamashiwara (breaking) Karumi-Jutsu (reduce weight)

<u>Skills</u> :			
Physical: Acrobatics	N/A	Fishing	65%
Physical: Athletics (general)	N/A	Go	30%
Physical: Boxing	N/A	Land Navigation	30%
Physical: Fencing	N/A	Mathematics: Basic	80%
Physical: Gymnastics	N/A	Mountaineering	45%
Physical: Prowl	N/A	Navigation	50%
<u>Physical: Running</u>	<u>N/A</u>	Optic Systems	55%
Language: Elven	55%	Philosophy: Tunasi	80%
<u>Language: North American</u>	<u>98%</u>	Photography	62%
Back Flip	70%	Pick Locks	25%
Calligraphy	35%	Pilot: Automobile	95%
Climbing	75%	- Manual Transmission	87%
- Rappelling	55%	Prowl	56%
Climb Rope	80%	Poetry	50%
Computer Operation	65%	Radio: Basic	60%
Cook	55%	Read Sensory Equipment	45%
Concealment	20%	Sense of Balance	60%
Dance	45%	Sniper (See Weapons Skills Below)	N/A
Demolitions	65%	Spelunking	60%
Demolitions Disposal	65%	Surveillance Systems	58%
Detect Ambush	50%	Swimming	50%
Detect Concealment	45%	Tracking	40%
Escape Artist	35%	Walk Tightrope or High Wire	60%
Fasting	54%	Wilderness Survival	40%
First Aid	40%	Writing	44%

<u>Weapons Skills</u> :			
<u>Ancient W.P.</u>	<u>Strike</u>	<u>Parry</u>	<u>Thrown</u>
Archery	+7	+8	N/A
- with Sniper Skill	+10	+8	N/A
Blunt	+10	+8	N/A
Chain	+9	N/A	-3
Staff (plus Blunt W.P.)	+10 (+4)	+7 (+8)	N/A
Sword combined with Fencing Skill	+10	+8	N/A
- with Weapon Kata	+11	+9	N/A
<u>Modern W.P.</u>	<u>Aimed</u>	<u>Burst</u>	<u>Wild</u>
Automatic (Assault) Rifle	+3	+1	N/A
Grenade Throwing	+3	+1	N/A