

Character Statistics :

Name : E'Eno Proxima R.C.C. : Human
Alignment : Principled O.C.C. : Student of Tunasi
Sex : Male Age : 17 Height : 5' 8" Weight: 157 lbs. Exp. P.: 0
S.D.C. : 59 H.P. : 20 Chi : 22 Attacks: 4 Exp. L.: 1

Physical Attributes & Bonuses :

I.Q. : 9 Initiative : +1 (+7 w/ Zanshin)
M.E. : 16 Strike : +8 (+9 w/ Body Block)
M.A. : 7 Parry : +7 (+9 w/ Zanshin)
P.S. : 9 Dodge : +8 (+12 w/ Zanshin)
P.P. : 26 Roll w/ Punch : +4
P.E. : 17
P.B. : 11 Save vs. Coma/Death : +5%
Spd. : 29 Save vs. Insanity : +1
Save vs. Magic/Poison : +1
Save vs. Psionic Attack : +1

Skills :

Physical: Acrobatics	N/A	Horsemanship: Exotic	30%/20%
Physical: Athletics (general)	N/A	Land Navigation	30%
Physical: Fencing	N/A	Lore: Demon & Monster	25%
<u>Physical: Running</u>	<u>N/A</u>	Mathematics: Basic	80%
Language: Elven	55%	Mountaineering	40%
Language: English	98%	Optic Systems	55%
<u>Language: Japanese</u>	<u>55%</u>	Philosophy: Code of Tunasi	80%
Back Flip	60%	Photography	62%
Calligraphy	35%	Pilot: Motorcycle	65%
Climbing	65%	Prowl	56%
- Rappelling	45%	Radio: Basic	60%
Climb Rope	80%	Read Sensory Equipment	45%
Computer Operation	65%	Sense of Balance	60%
Cook	55%	Sewing	45%
Demolitions	65%	Sniper (See Weapons Skills Below)	N/A
Demolitions Disposal	65%	Spelunking	55%
Desert Survival	55%	Streetwise	20%
Detect Ambush	50%	Surveillance Systems	58%
Detect Concealment	45%	Swimming	50%
Escape Artist	35%	Swimming Advanced	50%
Fasting	54%	Tracking	40%
First Aid	40%	Walk Tightrope of High Wire	60%
Fishing	65%	Wilderness Survival	40%
Go	30%	Writing	44%

Fighting Abilities :

Student of Tunasi

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

Karumi-Jutsu (reduce weight)

Iai-Justu (sword drawing art)

Martial Arts Awareness or Zanshin (+6 on initiative, +2 to parry, +4 to dodge)

- cannot be surprised from behind, invisible foe (no Zanshin bonuses) – 6 ft. radius

Weapons Skills :

<u>Ancient W.P.</u>	<u>Strike</u>	<u>Parry</u>	<u>Thrown</u>
Archery	+9	+8	N/A
- with Sniper skill	+12	+8	N/A
Blunt	+10	+8	N/A
Pole Arm	+10	+8	N/A
Sword	+9	+8	N/A
- with Fencing skill	+10	+9	N/A
Weapon Kata (katana)	+10	+9	N/A
- with Fencing skill	+11	+10	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

Weapons & Armour :

Vibro-Katana

Bisento

Bow (mainly for hunting for food)

- Quiver with 32 arrows

M.D. Body Armour of some type

Equipment :

Camping equipment (tent, blanket, etc.) and some slight cash (for buying food and such). He possibly owns a pack animal for carrying equipment and weapons, but not too important.

Personality :

A quiet individual who prefers to let actions speak louder than words. He tries not to let his emotions get the best of him and usually keeps a cool head. He prefers close combat and avoids using long range weaponry as much as possible (owns no guns of any sort).