

Nakoruru

Nakoruru is one of the three Japanese ronin, Samurai with no master, involved in the up-coming Shogun Budokai. She is

nineteen which is the youngest age allowed in the Budokai, as it is very possible for a knockout to instead become a kill.

Nakoruru has been practicing for this in small time, more closely regulated, matches and tournaments honing her skills.

She gained a reputation for being incredibly fast and agile and unbelievably strong for a girl, especially one so young.

She is actually believed to be stronger than Haohmaru or Ukyo, however she is not as proficient with her Sais, as they with

their swords. She is better than either hand to hand though and is well known throughout the galaxy for her martial arts skills.

Character Name: Nakoruru

Type: Ronin

Species: Japanese

Gender: Female

Age: 19

As of Shadows of the empire:

Physical Description: Nakoruru is short Japanese girl standing only 5'2". She has long black hair tied up with a long red

sash. She wears a loose white Gi with red trim and sash. She also has padded leather under the gi, and over it on the

shoulders and a few other spots. She has large purple eyes and a bouncy step.

DEXTERITY: 4D

Acrobatics 7D

Martial Arts 7D+2

Dodge 8D+1

Melee Combat 6D+2

(S)Sai 8D

KNOWLEDGE: 3D

MECHANICAL: 2D

PERCEPTION: 4D

Sneak 6D

STRENGTH: 5D

Climbing/Jumping 8D

Stamina 6D+1

TECHNICAL: 1D

Move: 14

Force Sensitive: No

Force Points: 2

Dark Side Points: 1

Character Points: 31

Wounded Status:

Equipment:

2 Sai (STR+2D)

Padded Leather Armour (+2 Physical, +1 energy)

Special abilities:

Jumping: Japanese have incredible leg strength, far surpassing normal humans giving them the ability to jump higher and farther. They get 2D for every 1D put in Climbing/Jumping at character creation, and with an easy jumping roll they may jump 5 meters vertically.

Agility: Japanese are incredibly nimble and agile. At character creation they gain an extra 2D skill dice to put in either Acrobatics, Dodge, or split up between the two.

Toughness: For an unexplainable reason, Japanese are tougher than usual and can retain consciousness and keep fighting after a human would have fallen over dead. Damage Chart is as follows

Damage	Effect	Penalty
0-3	Stunned	-1D for this round and next
0-3(again)	Stunned x2 the same round)	-2D for this round and next (this is only if both stunned occur in
4-8	Wounded	-1D
4-8(again)	Wounded x2	-2D
9-12	Wounded x3	-3D
4-8*(again)	Wounded x4 of the wound level, if it's a it's more, see below)	-4D (*:If they take a 'wounded' level again they take an increase stunned, it's just -1D extra temporarily. If

9-12*	Incapacitated	Lose consciousness for 10D rounds
13-15	Mortally Wounded	-5D; half move
4-8*(again)	Mortally Wounded x2	-6D (*: see previous *)
9-12(again)	Incapacitated	See Above.
13-15(again)	Mortally Wounded x3	-7D; 1/4 Move
16+	Criticaly Wounded	-8D; Move is reduced to 1
16+(again)	Dead	Dead

Martial Arts Moves:

Blindfighting

Description: The character is trained to use senses other than sight to locate a target

Difficulty: Very Difficult

Effect: If the character makes the required skill roll and is within striking distance of the target, he/she may ignore the effects of blindness. He/she cannot see, but can hear or smell a target well enough to strike. This may be used as a reaction skill.

Disarm

Description: The character is trained to force an opponent to drop a weapon or object

Difficulty: Moderate

Effect: If the character's attack is successful (and is not parried or dodged) and if the skill roll meets the required difficulty number, the target character is disarmed.

Elbow Smash

Description: The character is trained to deliver a powerful blow with his/her elbow.

Difficulty: Very Easy

Effect: The character can add +1D to his/her damage roll if the skill roll is successful.

Flip

Description: The character can throw a target who has grappled him/her from behind.

Difficulty: Moderate

Effect: A successful skill check indicates that the target is hurled to the ground (provided the attack is not parried or dodged). The target suffers 3D damage. This technique may be used as a reaction skill.

Flying Kick

Description: The character is trained to leap to deliver a crushing kick.

Difficulty: Difficult

Effect: The character can add +2D to his/her damage roll if her skill roll exceeds the difficult number.

Failure to beat

the difficult number indicates the character is off-balance and her opponent may make an additional attack this round with

no multiple action penalty.

Foot Sweep

Description: The character can trip an opponent.

Difficulty: Moderate

Effect: A successful attempt indicates the target is tripped, falling to the ground. The character must remain prone for

the remainder of the round.

Hold/Grapple

Description: The character is trained to grapple and hold a target immobile.

Difficulty: Moderate plus an opposed Strength roll

Effect: The character attempting to grapple with a target must make a Moderate martial arts roll to hold his/her opponent.

For every round the target is held, the character must make an opposed Strength roll. If the target beats his/her Strength roll he/she breaks free of the hold.

Instant Stand

Description: The character is trained to negate the effects of a fall and return to a standing, combat-ready position.

Difficulty: Moderate

Effect: If a character is tripped or knocked down, he/she may use this technique to return to a standing position.

Successful use of this technique indicates that the character can stand without suffering a multiple-action penalty.

Nerve Punch

Description: The character knows the location of nerve clusters, striking in such a way as to render a target's limb numb.

Difficulty: Very Difficult

Effect: If successful, the character's attack renders an opponent's limb (arm or leg, specified prior to making the attempt)

unusable for 3D rounds. Any items held in the affected hand are dropped. If the character beats the difficult number by 15 or more, the target character is rendered unconscious.

Power Block

Description: The character is trained to parry attacks in a manner which inflicts damage.

Difficulty: Moderate

Effect: Successful parry inflicts STR+1D on the target. This technique is used as a reaction skill.

Reversal

Description: The character is trained to turn the tables on an opponent who is attempting to grapple.

Difficulty: Opposed Strength or Brawling: martial arts roll (whichever is higher)

Effect: The character can employ this technique only when he/she is held. If he/she breaks the opponents grip, he/she may

in turn hold the target immobile or employ another technique. This technique may be used as a reaction skill.

Spinning Kick

Description: The character is trained to perform a powerful kick.

Difficulty: Moderate

Effect: The character can add +1D to her damage roll if his/her skill roll exceeds to the difficulty number.

Failure to

beat the difficulty number indicates the character is off-balance and his/her opponent may make an addition attack this

round with no multiple action penalty.

Shoulder Throw

Description: The character can throw a target.

Difficulty: Moderate

Effect: A successful skill check indicates that the target is hurled to the ground (provided the attack is not parried or

dodged), suffering 3D damage.

Design Notes: Based loosely off the character from 'Samurai Showdown'

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