Characters D6 / Ukyo (Napanese Budokai Co

Ukyo

Ukyo is Haohmaru's chief rival in the upcoming Shogun Budokai on Napan. Also of Napnese origin, Ukyo is a master swordsman,
though somewhat lacking in the hand to hand department. He believes in an economy of motion, he uses no big flashy mvoes
and only takes action when he sees the opportunity to strike or must defend himself. This combat philosophy also reflects
his approach to life, he lets things happen until he needs to act or sees great oppurtunity.

Character Name: Ukyo
Type: Ronin
Species: Napanese
Gender: Male
Age: 25

As of Shadows of the empire:

Physical Description: Ukyo is slightly taller than average for a Napanese standing at 5'6" when upright. He has long,
shoulder length, blue hair, and big blue eyes. He wears a white lace up shirt, with the top usualy unlaced. He also wears
a large and somewhat heavy blue hakama held at the waist by a simple cord. He wears loose white slipper-like shoes, and
carries a large No-Dachi in a black scabbard with gold trim.

DEXTERITY: 4D
- Martial Arts 6D
- Dodge 7D
- Melee Combat 7D
- (S)Sword 8D+2
- Thrown Weapons 6D

KNOWLEDGE: 3D
MECHANICAL: 2D
- Astrogation 5D
- Starfighter Piloting 4D+1
- Starship Gunnery 5D+2

PERCEPTION: 4D
- Sneak 6D

STRENGTH: 4D
- Climbing/Jumping 6D+2
- Stamina 6D+1

TECHNICAL: 2D
- Starfighter Repair 5D

Move: 11
Force Sensitive: No
Force Points: 1
Dark Side Points:
Character Points: 35
Wounded Status:

Credits:
Equipment:
No-Dachi (STR+2D+2)
Throwing Knives (STR+1D)
Xi-Wing Fighter (Bushido Dragon)

Special abilities:
Jumping: Napanese 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 charachter creation, and with an easy Jumping roll they may
jump 5 meters verticly.

Agilitiy: Napanese are incredibly nimble and agile. At charachter 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, Napanese are tougher than usual and can retain cocniousness and keep fighting
after a human wpould have fallen over dead. Damahe Chart is as Follows

Damage	Effect	Penalty
0-3	Stunned	-1D for this round and next
0-3(again)	Stunned x2	-2D for this round and next (this is only if both stunned occur in the same round)
4-8	Wounded	-1D
4-8(again)	Wounded x2	-2D
9-12	Wounded x3	-3D
4-8*(again)	Wounded x4	-4D (*:If they take a 'wounded' level again they take an icnrease of the wound level, if it's a stunned, it's just -1D extra temporarily. If it's more, see below)
9-12*	Incapcitated	Lose conciousness for 10D rounds
13-15	Mortaly Wounded	-5D; half move
4-8*(again)	Mortaly Wounded x2	-6D (*: see previous *)
9-12(again)	Incapcitated	See Above.
13-15(again)	Mortaly Wounded x3	-7D; 1/4 Move
16+	Crticaly Wounded	-8D; Move is reduced to 1
16+(again)	Dead	Dead

Martial Arts Moves:

Weapon-block

Description: The character is trained to parry melee attacks, even when he/she does not possess a melee weapon.
Difficulty: Opposed martial arts verses melee combat roll
Effect: If the character makes the requireed difficulty roll, he/she successfully blocks a melee attack

Shoulder Throw

Description: The character can throw a target.
Difficulty: Moderate
Effect: A sccessful skill check indicates that the target is hurled to the ground (provided the attack is not parried or
dodged), suffering 3D damage

Silent Strike

Description: Provided the character can successfully sneak up on a target, he/she can instantly kill him or render him
unconscious.
Difficulty: Difficult
Effect: The character must be within arm's reach of the target. The character must declare if this is a killing or
stunning attack prior to making the attempt. A sucessful roll indicates the target is neutralized.

Instant Knockdown

Description: The character nows how to maximize impact, knocking the target to the floor.

Difficulty: Moderate

Effect: If the caracter's attack is successful (and is not parried or dodged) and if the skill roll meets the required difficulty number, the target is knocked to the ground. the fallen character must either wait one round to stand or suffer multiple action penalties.

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.

Instant Stun

Description: The character is trained to strike at critical pressure points that affect breathing or the

nervous system, stunning the target.
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 is stunned for one round.

Instant Wound

Description: The character knows how to striek to maximum effect, inflicting severe damage on the target.
Difficulty: Difficult
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 suffers a wound. (Effects of the wound are cumulative.)

Multiple Strikes

Description: The character can deliver multiple blows.
Difficulty: Moderate
Effect: The character can make a second attack with no multiple action penalties; the second attack inflicts 3D damage.

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 sucessful, the character's attack renders an oppoenents 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: Sucessful parry inflicts STR+1D on the target. This technique is used as a reaction skill.

Sword Moves:

Name: Disarm

Description: This is to force the opponant to release his/her melee weapon.
Difficulty: This is a Very Difficult manuver to execute, because there is a +5 bonus to the defender.
Effect: Knocks the weapon from the opponent's hand.

Name: Overhead Strike

Description: Raising the saber above, over and behind the head, a whiping it back over quickly, striking the defender.
Difficulty: This strike has a Moderate difficulty. +1D Damage; opponnet has +1D to parry.

Name: Double Slash

Description: A double slash starting at the upper right or left of the torso, and striking diagnally downward, then turning back towards the side, and again, cutting downward diagnally. There is no action penalty for this attack.
Difficulty: The difficulty is Very Difficult. Should the total be missed by more then 5, the attack missed completely, and the attacker is off balance for 1D rounds. If the total is missed by 10 or more, then the attacker inflicts damage upon himself.
Effect: Should the attack be successful, two damage rolls are made instead of one.

Name: Flip/Kick

Description: An unarmed defender grabs the attacker, falls to the ground, flipping himself backward, while kicking the attacker behind him.
Difficulty: The defender's brawling parry roll verses the attacker's weapon skill. If successful, the defender must make a Moderate Dexterity check to make sure he does not come in contact with the saber (no penalty - Reflex action).
Effect: If this maneuver is successful, it is considered a multiple action, so -1D. If it is successful, the defender rolls a brawling with an Easy difficulty for being point-blank. The attacker must now roll Strength vs. the defender's Strength for damage. The attacker must also roll a Moderate stamina check to make sure he's not disarmed.

Name: Feint/Attack

Description: One opponent "fakes" an attack to throw off the other's balance. He returns his saber to "home" position.
Difficulty: A Moderate Melee combat roll is needed. Modified by opponent's Perception/Sense roll.
Effect: This maneuver is considered a multiple action, because the attacker will make two strikes: The fake one, and the real one. If the attempt was succsseful (The melee roll was higher then the opponent's roll), the attacker gets to add that difference to his strike, because the defender was knocked off balance, and unable to properly defend himself (-2D: 1D is because of multiple actions: Defending Twice). However, if it is the reverse (the defender's roll was higher) the defender saw the feint, knew not to defend it, and will be able to see the real strike, and defend it with no modifiers.

Name: Un-Even Fighting

Description: One opponent moves to a higher ground, and defends from it, while another remains lower (i.e. dueling on stairs.)
Difficulty: A Moderate check of Dexterity is made. Failing it, you fall to the ground, after losing balance (for two rounds, all skills are -2 and no bonus awarded for those two rounds.) Must be made by both combatants.
Effect: Whichever combatant is on the higher ground receives a +1D to strike rolls and the lower combatant will receive a +1D to parry.

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

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