Name	Storm Shadow
Race	Human
Rank	Heroic
Experience	75
Setting	Cobra

ATTRIBUTES		Modifiers
D 10	**Agility**	
D 6	**Smarts**	
D 8	**Spirit**	
D 6	**Strength**	
D 6	**Vigor**	

DERIVED STATS		Modifiers
6	**Pace**	
7	**Parry***	+1
5	**Toughness****	
0	**Charisma (0)**	

*2 + Half Fighting **2 + Half Vigor

SKILLS	
D 6	Climbing
D 4	Driving
D 10	Fighting
D 8	Guts
D 6	Intimidation
D 6	Knowledge: Cobra
D 6	Knowledge: Arashikage
D 6	Lockpicking
D 6	Notice
D 8	Shooting
D 10	Stealth
D 4	Swimming
D 8	Throwing
D	
D	
D	
D	

EDGES

Acrobatic
Ambidextrous
Dodge
  Improved Dodge
Marksman
Thief
Two-Fisted

HINDRANCES

CODE OF HONOR (MAJOR)
Quirk: Ancient Weapons (Minor)
Vow: Cobra (Minor)

GEAR

Item	Weight
Lockpicks	1
Quiver (Holds 20 Arrows)	2
Currency	
Total Weight Carried	30
Weight Limit	30
Encumbrance Penalty	0

WEAPONS	Damage	Range	ROF	Weight	Notes
Katana x2	Str+4			6	
Shuriken x6	Str+1	8/16/24	1	1/6	
Bow	2d6	12/24/48	1	3	
Teflon Arrow x5				1/5	AP 2

WOUNDS K.O. FATIGUE

-1 -2 -3 INC. -2 -1

INJURIES

ARMOUR	Protection	Weight	Areas Protected	Notes
Plate arms (Vambace)	+3	10	Covers arms	

AMMO / SPELL POINTS

POWERS	Power Points	Range	Duration	Damage /Effects Notes

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