

**Name:** Myojo Katamura (Attaché to the Admiral)

**player:** \_\_\_\_\_

**Rakasta Male (Medium-size humanoid)**

**age:** unknown

**Fighter 6<sup>th</sup> level – Master Samurai 6<sup>th</sup> level**

**fur:** grey

**Xp** 70.000

**eyes:** green (cat like)

**AL** True Neutral

**hp** 101 (10 +5d10 + 6d12 + 24 constitution bonus) –

**Init** +8 (+4 dexterity, +4 improved initiative)

**Spd** 20 ft. (30 base)

**AC** 20 (touch 13, flat-footed 17) ((10 base, + 7 *breastplate* +2, +3 from dexterity))

**Atk** +19/+14/+9 melee (katana +2) used always two-handed ((+12/+7/+2 base, +4 strength, +1 weapon focus, +2 enhancement from magical weapon)), +13/+8/+3 and + 9 melee (masterwork war claws) ((+12/+7/+2 base, +4 strength, +1 masterwork weapon, -4/-8 for two-weapon fighting)) +17/+12/+7\* missile (masterword daikyu) ((+12/+7/+2 base, +4 dexterity, +1 masterwork weapon )) [\* not added bonus from magic arrows]

**Dam** 1d10 +10 melee crt. 19-20/x2 (katana +2) ((+2 enhancement from magical weapon, +8 strength)) or 1d6+4 / 1d6+4 melee crt. 17-20/x2 (masterwork war claws) (+4 strength) or 1d8+3\* (110') missile crt. 20/x3 (masterwork daikyu) (+3 strength) [\* not added bonus from magic arrows]

**SV** Fort +9 ((+7 base, +2 constitution)) Refl +13 ((+7 base, +4 dexterity, +2 lightning reflexes)) Will +10 ((+7 base, +1 wisdom, +2 iron will))

**Abil** Str 18 ((18 base, )) Dex 18 ((18 base)) Con 15 ((15 base, )) Int 13 ((13 base,)) Wis 11 ((11 base,)) Cha 10 ((10 base))

**Skills** ((total skill bonus (ranks, characteristic, synergy, special)) Balance +3 (0,4,0,-1), Climb +6 (5,4,0,-3), Jump +6 (5,4,0,-3), Hide +6 (0,4,0,2), Intimidate +9 (9,0,0,0), Knowledge (nobility and royalty) +6 (5,1,0,0), Knowledge (code of martial honor) +4 (3,1,0,0), Listen +0 (0,0,0,0), Move Silently +6 (0,4,0,2), Ride +9 (5,4,0,0), Search +1 (0,1,0,0), Spot +2 (0,0,0,2), Tumble +10 (5,4,0,1).

**Feats** [rakasta] blind-fight, [level adv.] improved initiative, exotic weapon proficiency (katana), weapon focus (katana), lightning reflexes, iron will, [fighter] power attack, mounted combat, mounted archery, cleave, [master samurai: bonus feat] great cleave.

**Languages:** Rakastan, Alphatian and Thyatian (Common).

**Special Qualities:** [Rakasta] Darkvision 60'; +2 racial bonus on Hide, Move Silently, Balance, Tumble and Spot checks; half damage from falls from less than 50 feet; Claws [1d3 dmg] and Rake [1d3 dmg per hit] after grappling a foe; Whiskers [bonus Blind-fight feat]; [Fighter] Weapon and Armor (all) Proficiency: esperto nell'uso delle armi semplici e marziali e di tutte le armature. [Master Samurai] Tumble bonus, Great Cleave, Blades of Fury, Supreme Cleave, Supreme Mobility, Blades of Death, Ki Strength (1/day), Ki Attack (1/day).

**Magic and Mundane Item:** katana +2 (bastard sword) , breastplate +2, masterwork daikyu (composite longbow) [STR +3], 20 arrows +2, masterwork war claws (bladed gauntlet), ceremonial wakisashi (masterwork short sword), gong of dispelling (12 charges, cast dispel magic within 12', caster level 10<sup>th</sup>).

**TUMBLE BONUS:** at 1st level the master samurai gains a +2 competence bonus to Tumble skill checks.

**GREAT CLEAVE:** at 1st level the master samurai receives this feat for free.

**SUPREME CLEAVE:** at 2nd level the master samurai gains the ability to take a 5-foot step before making a Cleave or Great Cleave attack.

**BLADES OF FURY:** when master samurai delays his attack with the katana until after he is attacked in a round, he takes advantage of the opening and can add a +2 bonus to his attack and damage rolls.

**SUPREME MOBILITY:** the master samurai gains a +6 dodge bonus to his AC against attacks of opportunity provoked by moving into or out of threatened area. This dodge bonus supersedes that of Mobility.

**BLADES OF DEATH:** when the master samurai fights with the katana two-handed he adds double his Strength modifier to damage rolls

**KI STRENGTH:** the master samurai can add +2 to Strength for a number of rounds equal to his Wisdom bonus.

**KI ATTACK:** the weapon (free action) is considered to have a bonus equal to the master samurai Wisdom bonus for the purpose of harming creature with the damage reduction. This bonus remains until discharged.