


KEISOTSU



LI

MOV

CC

BS

PH

WIP

ARM

BTS

VITA

S


Line4-417111012102

Equipment:

Skills: Courage

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
CC Weapon								1	1d ≤ 8+ARM	
Discover	+3	0	0	0	-3	-3	-6	-	-	
Missile Launcher [Blast]	-3	0	0	+3	+3	-3	-3	1	3d ≤ 6+ARM	Anti-materiel, Impact Template (Circular)
Missile Launcher [Hit]	-3	0	0	+3	+3	-3	-3	1	3d ≤ 6+ARM/2	Anti-materiel
Pistol	+3	0	-6					2	1d ≤ 9+ARM	

KEISOTSU



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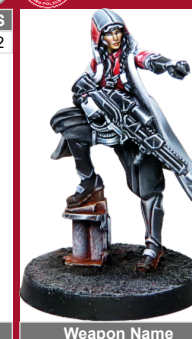
Line4-417111012102

Equipment: ECM: Hacker (-6), Hacking Device

Skills: Courage, Hacker

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
CC Weapon								1	1d ≤ 8+ARM	
Combi Rifle	+3	+3	-3	-3	-6	-6		3	1d ≤ 7+ARM	Suppressive Fire
Crazykoala								1	1d ≤ 5+ARM S	Disposable (2), Boost, Perimeter, Deployable
Discover	+3	0	0	0	-3	-3	-6	-	-	
Pistol	+3	0	-6					2	1d ≤ 9+ARM	
Suppressive Fire	0	0	-3					3	*	

KEMPEI



LI

Spec. Trained

MOV

CC

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Line4-417121014102

Equipment: Multispectral Visor L2

Skills: Courage, Number 2, Sixth Sense

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
CC Weapon								1	1d ≤ 8+ARM	
Discover	+3	0	0	0	-3	-3	-6	-	-	
PARA CC Weapon (-3)								1	1d ≤ PH-6	Non-lethal, State: IMM-A
Pistol	+3	0	-6					2	1d ≤ 9+ARM	
Shock Marksman Rifle	-3	+3	+3	-3	-3	-6		3	1d ≤ 7+ARM S	Suppressive Fire
Suppressive Fire	0	0	-3					3	*	

SENKU



LI

MOV

CC

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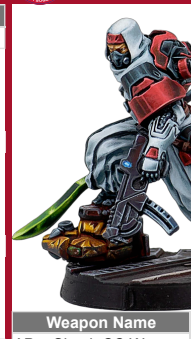
Line4-4151110120312

Equipment:

Skills: Courage

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
CC Weapon								1	1d ≤ 8+ARM	
Combi Rifle	+3	+3	-3	-3	-6	-6		3	1d ≤ 7+ARM	Suppressive Fire
Discover	+3	0	0	0	-3	-3	-6	-	-	
Pistol	+3	0	-6					2	1d ≤ 9+ARM	
Suppressive Fire	0	0	-3					3	*	

SŌHEI



MI

Veteran

MOV

CC

BS

PH

WIP

ARM

BTS

VITA

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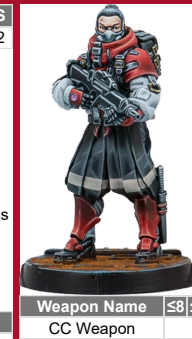
Line4-4231113133312

Equipment:

Skills: Dodge (+2\*), Frenzy, Immunity (Shock), Martial Arts L3, Religious Troop, Stealth

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
AP + Shock CC Weapon								1+1SD	1d ≤ 5*+ARM/2 S	
Discover	+3	0	0	0	-3	-3	-6	-	-	
Grenades	+3	-3						1	1d ≤ 7+ARM	Speculative Attack, BS Weapon (PH), Impact Template (Circular)
Pistol	+3	0	-6					2	1d ≤ 9+ARM	
Submachine Gun	+3	0	-3	-6				3	1d ≤ 7+ARM	Suppressive Fire
Suppressive Fire	0	0	-3					3	*	

SENKU



LI

MOV

CC

BS

PH

WIP

ARM

BTS

VITA

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Line4-4151110120312

Equipment:

Skills: Courage, Forward Observer

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
CC Weapon								1	1d ≤ 8+ARM	
Combi Rifle	+3	+3	-3	-3	-6	-6		3	1d ≤ 7+ARM	Suppressive Fire
Discover	+3	0	0	0	-3	-3	-6	-	-	
Flash Pulse	0	+3	+3	-3	-3	-6		1	1d ≤ 7+BTS	BS Weapon (WIP), State: Stunned, Non-lethal
Forward Observer	0	0	0	-3	-3	-3	-6	2	-	BS Weapon (WIP), Non-lethal, State: Targeted
Pistol	+3	0	-6					2	1d ≤ 9+ARM	
Suppressive Fire	0	0	-3					3	*	

TOKUSETSU KOHEI



LI

Support

MOV

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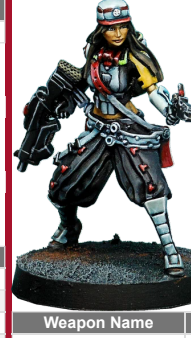
Line4-415111013102

Equipment: Deactivator, GizmoKit

Skills: Courage, Engineer

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
CC Weapon								1	1d ≤ 8+ARM	
Combi Rifle	+3	+3	-3	-3	-6	-6		3	1d ≤ 7+ARM	Suppressive Fire
D-Charges [CC]								1	3d ≤ 6+ARM/2	Anti-materiel, Disposable (3), Improvised
D-Charges [Demolition]								1	3d ≤ 6+ARM/2	Anti-materiel, Disposable (3)
Deactivator	+6	+3	-6					1	-	BS Weapon (WIP)
Discover	+3	0	0	0	-3	-3	-6	-	-	
GizmoKit	+3	0	-6					1	-	Non-lethal
Pistol	+3	0	-6					2	1d ≤ 9+ARM	
Suppressive Fire	0	0	-3					3	*	

TOKUSETSU EISEI



LI

Support

MOV

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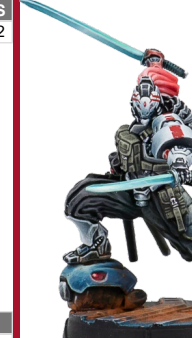
Line4-415111013102

Equipment: MediKit

Skills: Courage, Doctor

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
CC Weapon								1	1d ≤ 8+ARM	
Combi Rifle	+3	+3	-3	-3	-6	-6		3	1d ≤ 7+ARM	Suppressive Fire
Discover	+3	0	0	0	-3	-3	-6	-	-	
MediKit	+3	0	-6					1	-	Non-lethal
Pistol	+3	0	-6					2	1d ≤ 9+ARM	
Suppressive Fire	0	0	-3					3	*	

JIZAMURAI



MI

Elite

MOV

CC

BS

PH

WIP

ARM

BTS

VITA

S

Line6-223121313133312

Equipment:

Skills: Climbing Plus, Combat Instinct, Courage, Dodge (+3), Dodge (+2\*), Immunity (Shock), Martial Arts L3, Mimetism (-3), Stealth


Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits
DA CC Weapon								1+1SD	2d ≤ 5*+ARM	Anti-materiel
Discover	+3	0	0	0	-3	-3	-6	-	-	
Light Shotgun	+6	0	-3					2	1d ≤ 7+ARM	
Pistol	+3	0	-6					2	1d ≤ 9+ARM	



TEISHIN







MI  
Spec.  
Trained

MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
4-4	21	11	12	13	2	3	1	2

Equipment: Killer Hacking Device

Skills: Combat Jump, Courage, Dodge (+1\*), Hacker, Martial Arts L1, Parachutist, Stealth, Super-Jump (Jet Propulsion)


Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits	
Boarding Shotgun	+6	0	-3					2	1d ≤ 6+ARM/2		
D-Charges [CC]	CC [MA Att/Opp: 0/-3]								1	3d ≤ 6+ARM/2	Anti-materiel, Disposable (3), Improvised
D-Charges [Demolition]									1	3d ≤ 6+ARM/2	Anti-materiel, Disposable (3)
Discover	+3	0	0	0	-3	-3	-6	-	-		
Pistol	+3	0	-6					2	1d ≤ 9+ARM		
Shock CC Weapon	CC [MA Att/Opp: 0/-3]								1	1d ≤ 7+*ARM S	



DAIYŌKAI







HI  
Headquarters

MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
4-4	21	13	14	13	5	3	2	5

Equipment:

Skills: Courage, Martial Arts L2, NCO, No Wound Incapacitation, Stealth

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits	
AP + DA CC Weapon	CC [MA Att/Opp: +3/-3]								1	2d ≤ 4*+ARM/2	Anti-materiel
Discover	+3	0	0	0	-3	-3	-6	-	-		
MULTI Marksman Rifle [DA]	-3	+3	+3	-3	-3	-6		1	2d ≤ 6*+ARM	Anti-materiel	
MULTI Marksman Rifle [AP]	-3	+3	+3	-3	-3	-6		3	1d ≤ 6*+ARM/2	Suppressive Fire	
MULTI Marksman Rifle [Shock]	-3	+3	+3	-3	-3	-6		3	1d ≤ 6*+ARM S	Suppressive Fire	
Panzerfaust	-3	0	+3	+3	-3	-3		1	3d ≤ 5*+ARM/2	Anti-materiel, Disposable (2)	
Pistol	+3	0	-6					2	1d ≤ 8*+ARM		
Suppressive Fire	0	0	-3					3	*		




OYAMA












HI  
Character

MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
6-2	24	12	14	14	3	6	2	2


Equipment:


Skills: Berserk, CC Attack (Shock), Courage, Dodge (+2\*), Frenzy, Lieutenant, Martial Arts L3, Stealth, Tactical Awareness

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits	
Breaker Pistol	+3	0	-6					2	1d ≤ 7*+BTS/2		
Chain Rifle	Large Teardrop								1	1d ≤ 6*+ARM	Intuitive Attack, Direct Template
Contender	0	+3	+3	0				2	1d ≤ 6*+ARM T2	Anti-materiel	
DA CC Weapon	CC [MA Att/Opp: +3/-3]								1+1SD	2d ≤ 4*+ARM S	Anti-materiel
Discover	+3	0	0	0	-3	-3	-6	-	-		
E/M CC Weapon	CC [MA Att/Opp: +3/-3]								1+1SD	2d ≤ 4*+BTS/2 S E	
E/M Grenades	+3	-3						1	2d ≤ 6*+BTS/2 E	Speculative Attack, BS Weapon (PH), Impact Template (Circular), Non-lethal	



KURAYAMI NINJA








SK  
Spec.  
Trained

MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
4-4	22	11	13	13	0	3	1	2


Equipment: Bangbomb (+4), Hacking Device


Skills: Courage, Dodge (+1\*), Hacker, Hidden Deployment, Infiltration, Martial Arts L2, Mimetism (-3), Stealth, Super-Jump, Surprise Attack (-3), Terrain (Total)

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits	
D-Charges [CC]	CC [MA Att/Opp: +3/-3]								1	3d ≤ 6+ARM/2	Anti-materiel, Disposable (3), Improvised
D-Charges [Demolition]									1	3d ≤ 6+ARM/2	Anti-materiel, Disposable (3)
DA CC Weapon	CC [MA Att/Opp: +3/-3]								1	2d ≤ 6*+ARM	Anti-materiel
Discover	+3	0	0	0	-3	-3	-6	-	-		
Light Shotgun	+6	0	-3					2	1d ≤ 7+ARM		
Pistol	+3	0	-6					2	1d ≤ 9+ARM		
Viral Mine	Small Teardrop								1	2d ≤ 7+BTS S	Intuitive Attack, Concealed, Disposable (3), Direct Template, Deployable



MIYAMOTO MUSHASHI








WB  
Character

MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
6-4	25	9	14	15	1	3	1	2


Equipment:


Skills: CC Attack (AP), Courage, Dodge (+2\*), Immunity (ARM), Martial Arts L5, No Wound Incapacitation, Stealth

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits	
Chain Rifle	Large Teardrop								1	1d ≤ 7+ARM	Intuitive Attack, Direct Template
Discover	+3	0	0	0	-3	-3	-6	-	-		
EXP CC Weapon	CC [MA Att/Opp: +3/-3]								1+1+1SD	3d ≤ 4*+ARM/2	Anti-materiel
Flash Pulse	0	+3	+3	-3	-3	-3	-6	1	1d ≤ 7+BTS	BS Weapon (WIP), State: Stunned, Non-lethal	
Pistol	+3	0	-6					2	1d ≤ 9+ARM		
Tactical Bow	+3	0	-6					1	2d ≤ 8+ARM	Anti-materiel, Silent (-6)	



DOMARU







HI  
Line

MOV	CC	BS	PH	WIP	ARM	BTS	VITA	S
6-2	24	12	14	13	3	3	2	2

Equipment:

Skills: Berserk, CC Attack (Shock), Courage, Dodge (+2\*), Frenzy, Martial Arts L3, Stealth

Weapon Name	≤8	≤16	≤24	≤32	≤40	≤48	≤96"	B	Saving Roll	Traits	
Chain Rifle	Large Teardrop								1	1d ≤ 6*+ARM	Intuitive Attack, Direct Template
Contender	0	+3	+3	0				2	1d ≤ 6*+ARM T2	Anti-materiel	
Discover	+3	0	0	0	-3	-3	-6	-	-		
E/M CC Weapon	CC [MA Att/Opp: +3/-3]								1+1SD	2d ≤ 4*+BTS/2 S E	
E/M Grenades	+3	-3						1	2d ≤ 6*+BTS/2 E	Speculative Attack, BS Weapon (PH), Impact Template (Circular), Non-lethal	
Pistol	+3	0	-6					2	1d ≤ 8*+ARM		

## Hacking Programs 1

Name	Device	Attack/ Opp. Mod	B	PS	Target	Skill Type	Description
Carbonite	Hacking, Hacking Plus	0/0	2	7	TAG, HI, REM, Hacker, VH	short, aro	DA Ammo. State: IMM-B. Non-Lethal.
Cybermask	Killer, Hacking Plus	-/-	-	-		entire order	Replace the Hacker with an Impersonation 2 Marker.
Oblivion	Hacking, Hacking Plus	0/0	2	4	TAG, HI, REM, Hacker, VH	short, aro	AP Ammo, Non-Lethal, State: ISOLATED.
Spotlight	Hacking, Hacking Plus	0/0	2	5		short, aro	AP Ammo, State: TARGETED, Non-Lethal.
Total Control	Hacking, Hacking Plus	0/0	1	4	TAG	short, aro	DA Ammo, Non-Lethal, State: POS/NORMAL.
Trinity	Killer	+3/0	3	6	Hacker	short, aro	Target suffers 1 Wound for each failed SR.