



CAPTAIN KAYAKO

FEMALE HUMAN WARLORD

LEVEL 3 UNALIGNED

"As the Emperor commands, honor demands."



Ability Score

	Value	Modifier		
STRENGTH	16	+3	ARMOR CLASS	19
CONSTITUTION	12	+1	FORTITUDE DEFENSE	16
DEXTERITY	11	+0	REFLEX DEFENSE	15
INTELLIGENCE	16	+3	WILL DEFENSE	14
WISDOM	10	+0	INITIATIVE	+3
CHARISMA	13	+1	SPEED (SQUARES)	6
			ACTION POINTS	1

HIT POINTS	34	HEALING SURGE HP HEALED	8	SECOND WIND	<input type="checkbox"/>
BLOODIED	17	HEALING SURGES/DAY	8	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name

Attack Bonus

Damage

Range/Properties

+1 Vicious Longsword	+8 vs. AC	1d8+4	Versatile (+1 damage when 2-handed) Vicious (+1d12 damage on a critical)
Dagger	+7 vs. AC (+4 thrown)	1d4+3	5 squares normal/10 squares max

FEATS

Human Perseverance
Tactical Assault
Weapon Focus (Heavy Blades)

RACE AND CLASS FEATURES

Combat Leader (PH144)
Inspiring Word (PH145)
Tactical Presence (PH144)

SKILLS (For skills not listed bonus is 1 + ability modifier)

Passive Insight	11
Passive Perception	11
Athletics	+8
Diplomacy	+7
Endurance	+6
History	+9
Insight	+1
Intimidate	+9
Perception	+1

Languages: Common and Imperial
Normal Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EQUIPMENT

+1 vicious *longsword* (PH236), +2 *leather armor*, backpack, bedroll, flint and steel, belt pouch, 50 ft. hemp rope, waterskin (full), *everburning torch*, *potion of healing* (PH155) ☐

BACKGROUND

Your noble family has served the Empire for generations. You were raised to lead, taught the arts of war, and skilled in the courtly arts as befits one of your station. As samurai it is your duty to respond when called and enforce the celestial order. You feel deeply honored that Karo Imugushi, one of the Emperor's highest ranking ministers, has chosen you to lead this important mission. You would rather die than fail his Celestial Majesty and you expect the same of your men.

In the province of Allustria, a charismatic leader known by the alias of The Serpent has rallied a band harsh guerilla fighters and has thus far managed to elude capture by the provincial administrator, Lord Ander Rokosik. You have trouble understanding why the populace of Aeris does not bow down to the Eternal Emperor, but at least Lord Rokosik has bended knee, and has thus been granted the right to administer his ancestral lands for the Empire. He has shown great humility by asking for help in stopping this rebel.

Furnogg: The orc's people were conquered in the recent past, and their warriors have been integrated into the Empire's armies. While simple, greedy, possessed of distasteful culinary habits, and devoid of real honor, Furnogg is a dangerous warrior that you value like you would other animal trained for war.

Mokey Takemi: Takemi comes from an ancient family with a dark history that stains the Mokey family name and he does little to redeem his family's honor in his daily life. He is disrespectful and consorts with oni. You would not have chosen him to accompany had he not been assigned to your unit.

Rargol the Green: The dragonborn are blessed by the gods and Rargol is prime example. He is loyal, honorable, and skilled with arms. Always first to undertake a hardship for the benefit of his allies, you strive to emulate his quiet example.

Yugi Vorag: Vorag is a wu jen from the Imperial War College. Long ago his family mingled their blood with that of dark powers to grow in power and better serve the Emperor. You wish Takemi would behave more like him.

EXPLOITS (MARTIAL POWERS)

At-Will Powers

Commander's Strike (PH145)

Viper's Strike (PH145)

Wolf Pack tactics (PH145)

Encounter Powers

Inspiring Word (PH144)

Steel Monsoon (PH147)

Warlord's Favor (PH145)

Daily Power

Lead the Attack (PH146)

Utility Power

Shake It Off (PH146)