




SILVER SAMURAI

Kenuichio Harada [Secret]



Affiliations

-  Solo
-  Buddy
-  Team

Distinctions

- Headstrong Mercenary**
- Repentant Hero**
- Yashida Clan Honor**

XP: ____ **PP:** ____

Power Sets

Tachyon Energy

 Tachyon Control

SFX: *Focus*. In a pool including Tachyon Energy, replace two dice of equal size with one die of size +1.

SFX: *Unstoppable*. Activate an opportunity from an opponent's reaction roll against an action including Tachyon Control. The opponent takes physical stress equal to the die size of the opportunity.

Limit: *Mutant*. Earn 1 PP when effected by mutant specific Milestones and tech.

Modern Samurai

 Enhanced Durability  Enhanced Reflexes  Teleport  Weapon






SFX: *Area Attack*. Target multiple opponents. For each additional target, add d6 to your pool and keep +1 effect die.

SFX: *Deadly Counter*. On a successful reaction against a close-combat attack action, inflict physical stress or target an asset with your effect die. Add your effect die to the doom pool a -1 step instead of spending a PP,

SFX: *Sudden Teleport*. Spend 1 PP to ignore physical stress or trauma results and step up mental or emotional stress by +1.

Limit: *Gear*. Shutdown Durability, Teleport or Weapon and gain 1 PP. Take an action vs. the doom pool to recover gear.

Specialties

 Business Expert  Combat Master
 Covert Expert  Crime Expert  Menace Expert

Milestones

Path of Redemption

1 XP when a Watcher character refers to your criminal past.

3 XP when you engage in a confrontation with another hero due to a questionable use of one of your specialties.








10 XP when you discover the group or individual responsible for your wrongful incarceration, and either publicly prove your innocence or take your revenge.

Honor in Conflict

1 XP when you declare a Watcher character an old foe.

3 XP when you inflict trauma on your declared foe.

10 XP when you allow your foe to escape with honor or you declare your foe is without honor and either capture or kill your foe.

P      **M**      **E** 