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By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

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## [WC] Akijo Mitsune (Seasoned)

Akijo is a Ronin from Konoyo who has fled to Shan.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d10, Intimidation d6, Notice d6, Riding d8, Shooting d6, Survival d6

**Charisma:** -2; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (3);

**Reputation:** 0; **Sanity:** 5

**Hindrances:** Disgraced (major), Outsider (minor), Stubborn (minor)

### Edges

- **Block:** +1 Parry.
- **Combat Reflexes:** +2 to recover from Shaken rolls.
- **First Strike:** Free attack against opponents moving adjacent.
- **Lunge:** Extends Kitana Reach to 1; can't use with First Strike.
- **One Against Many:** No Gang Up bonus by opponents.
- **Signature Moves (Kitana):** +1 to Fighting roll.
- **Weapon Focus (Kitana):** Increase Damage by one die type.

### Gear

- **Kitana:** Str+d10; Reach 1.
- **Wakizashi:** Str+d6
- **Medium Yoroi:** +3 Toughness.

