

## Mihara Yamamote

Style: Judo                      Team: None                      Sensei 4  
School: Master Shimitzu      Concept: Righteous Fighter      Allies 3  
Stable: None                      Signature: Bows formally before and after each fight      Resources 3

Grab	4/ 7/ 0	Health: 13	STR: 3	CHA: 3	PER: 3
Block	8/ -8/ 0	Will: 6	DEX: 4	MAN: 2	INT: 3
Movement	7/ 0/ 7	Chi: 3	STA: 4	APP: 3	WIT: 4
<u>Disarm</u>	<u>3/(7)/ 2</u>	Glory: 5			
Air Throw	3/ 12/ 5	Honor: 5	Punch: 0	Grab: 4	
Grappling Defense	8/(8)/ 3		Kick: 3	Athletics: 4	
<u>Improved Throw</u>	<u>3/ 10/ 1</u>	KD	Block: 3	Focus: 1	
Jump	7/ 0/ 4				
Leverage	4/ 5/ 1	SH, both KD	Division: Traditional		
<u>Neck Choke</u>	<u>3/ 10/ 1</u>	SH	Rank: 6		
Power Throw	2/ 12/ 1	1 Will, KD			
Sweep	3/ 10/ 5	KD	Wins: 30	Losses: 4	
Throw	2/ 9/ 1	KD	Draws: 3	KO's: 28	

### Combos:

- 1) Jump – Improved Throw – Neck Choke
- 2) Block – Sweep – Leverage

Talents:	Skills:	Knowledges:
Alertness 2	Blind Fighting 4	Arena 3
Interrogation 0	Drive (car) 1	Computer 1
Intimidation 0	Leadership 0	Investigation 0
Insight 3	Security 0	Medicine 3
Streetwise 2	Stealth 2	Mysteries 3
Subterfuge 1	Survival 1	Style Lore 3