

Sen So Bio Sheet

NINJA COMBAT BOARD GAME

Name:

Kantinu

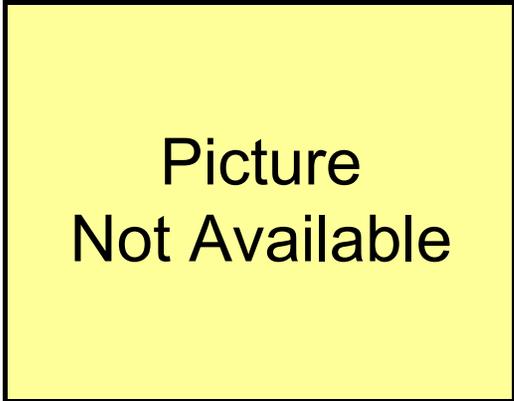
Birth Name: Kantinu Hitomeeshi

Fighting Name: Kantinu

Gender: Male



**Master of the
Burokku fighting style**



Inventory Items:

		2	Tekko					1	
		3	Tonfa					1	
1	Shuriken x3	3							

Action Cards:

		0	Blocking Attack	2
		0	Moving Block	2

Special Abilities

Kantinu has the following powers when using the Tonfa:

Weapon Double Strike

This power allows user to strike in both locations of the weapons attack pattern. This allows for multiple scoring of points. User may score 1 hit and 1 glancing blow on the same target in the same turn (one score from each of the attack locations). Used with Attack actions.

Weapon Blocking Attack

This power allows user to do blocking attacks using the weapon attack pattern. User will block attacks from all directions of the pattern. Attack pattern is same as weapon (no double strike). Used with Blocking Attack actions.

Weapon Blocking Move

This power allows blocking in the locations of the weapons attack pattern while doing a move. Used with Blocking Move actions.

Background:

Kantinu is trained and skilled in the Burokku style of fighting. This style relies on blocking skills to defend against opponents.

Kantinu is advanced in age (old), has red (turning to white) hair, and wears grey robes. He is fond of jokes and pranks. He is known to tease Waniki often about his teachings.

He is a master of the Burokku fighting style. This style develops the special actions of Blocking Move and Blocking Attack. These actions are used in the Sen So arena to offer more options during combat. They are for the more advanced players of the game.

Kantinu came from the school Sen attended and has in fact trained Sen in the Burokku style. Sen does not often show these skills unless pressed by need for their use. Kantinu is reported to have taught the Blocking Attack to Waniki. Kantinu now teaches at the Sen So School.

Kantinu uses the Burokku style weapons of Tekko and Tonfa in combat.

Kantinu - "One does not need to defeat an opponent by force alone. Use your opponent's actions against them. By doing so, you will master the Burokku techniques. There is more to be gained when one can hold their ground without concern for their safety, than there is to recklessly waste energy on unfruitful actions."