

## Sensei

The mysterious Sensei are the actual children of the Emperor. They are very rare, and very immortal. The youngest of their kind is just over 10,000 years old. Most of them have accumulated god-like powers and abilities. They are entirely unplayable. However, a few may have survived all these years in stasis chambers and no-rooms, emerging only now as relatively low-point characters. They cannot be sensed by Psykers, and psychic disciplines affect them little, if at all. Deemons fear them.

Some lead cults of followers who worship the Emperor in His guise as the Star Child. The Inquisition has scattered and contradictory information, assuming the Cult of the Star Child is some kind of Deemonic Chaos Cult. In a way, they are correct.

Cost	Name	END
5	<i>Superhuman</i> : +5 STR	1
9	<i>Superhuman</i> : +3 DEX	
10	<i>Superhuman</i> : +5 CON	
4	<i>Superhuman</i> : +2 BODY	
5	<i>Superhuman</i> : +5 INT	
20	<i>Superhuman</i> : +10 EGO	
10	<i>Superhuman</i> : +10 PRE	
2	<i>Superhuman</i> : +4 COM	
10	<i>Superhuman</i> : +1 SPD	
6	<b>Sharper Senses</b> : +2 PER with all Sense Groups	0
5	<i>Superhuman</i> : Eidetic Memory	
15	Danger Sense (self only, in combat) 14-/12-	
3	Ambidexterity (-2 Off Hand penalty)	
5	LS (Longevity Immortal)	0
13	<b>Regeneration</b> : Healing 3 BODY (30 Active Points); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4)	3
70	<b>Psychic Blank</b> : (Total: 70 Active Cost, 70 Real Cost) +50 Mental Defense (54 points total) (Real Cost: 50) <b>plus</b> Invisibility to Mental Group , No Fringe (Real Cost: 20)	2
	Sensei Options	
19	1) <b>Protector</b> : FW (2 PD/2 ED/2 Mental Defense; 2" long and 2" tall)	2
45	2) <b>Daemon Slayer</b> : Naked Modifier on up to 30 Active Points of Attacks: NND ([Equally Common Defense]; Not Being Daemonic; +1/2), Does BODY (+1) for up to 30 Active Points (45 Active Points)	4
25	3) <b>Sword Master</b> : +5 with HTH Combat	
25	4) <b>Sharpshooter</b> : +5 with Ranged Combat	
54	5) <b>Absolution</b> : Major Transform 10d6 (Chaos Minion to Absolved, Returning to Chaos) (150 Active Points); Only Vs Chaos Marked (-1), Concentration (1/2 DCV; Character is totally unaware of nearby events; -1/2), Gestures (-1/4)	15

### 306 Total Powers Cost

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Last update: **2008/04/09 04:12**

