

Nyomi Witu

Ghost Blade Warrior

Brawling:	Ex(+4)(30)	Reputation:	Gd(+1)(10)
Agility:	Ou(+3)(20)		
Strength:	Gd(+1)(10)	Health Points:	75
Endurance:	Gr(+2)(15)		
Willpower:	Ex(+4)(30)	Story Points:	75
Intelligence:	Gr(+2)(15)		
Perception:	Ou(+3)(20)		
Resourcefulness:	Gd(+1)(10)		

Powers

Ghost Blade: Ph(+5)(40)

As a Ghost Blade Warrior, Nyomi Witu has mastered the ability to summon a Ghost Blade: a meter-long semi-transparent sword of pure mental energy. She can make her particular Ghost Blade appear anywhere within **Dreadful** range (20 m / 60 ft) of her, even inside of something, or someone. Unlike most others in her order, she rarely wields it like an actual sword, preferring to have it dance all around her in combat. Witu's blade can be blocked and parried like any physical object, and inflicts **Phenomenal** damage, as either a sharp or blunt weapon, depending on how she uses it. In addition:

- **Sister Blades: Ex(+4)(30)**

For up to 30 turns a day, Nyomi can summon up to four swords at once. With every extra one summoned, each Ghost Blade becomes one level less powerful. Two swords used at once each inflict **Ex(+4)(30)** damage; three swords each do **Ou(+3)(20)** damage; and all four each do **Gr(+2)(15)** damage. She has the equivalent of the **Extra Attacks: +3** power while performing this feat.

- **Blade Storm: Ex(+4)(30)**

Once per day for one turn, Witu can fill 60 m³ (2,100 ft³) with dozens of whirling Ghost Blades, inflicting **Ex(+4)(30)** damage on anything caught in this storm of swords.

Telepathy: Gr(+2)(15)

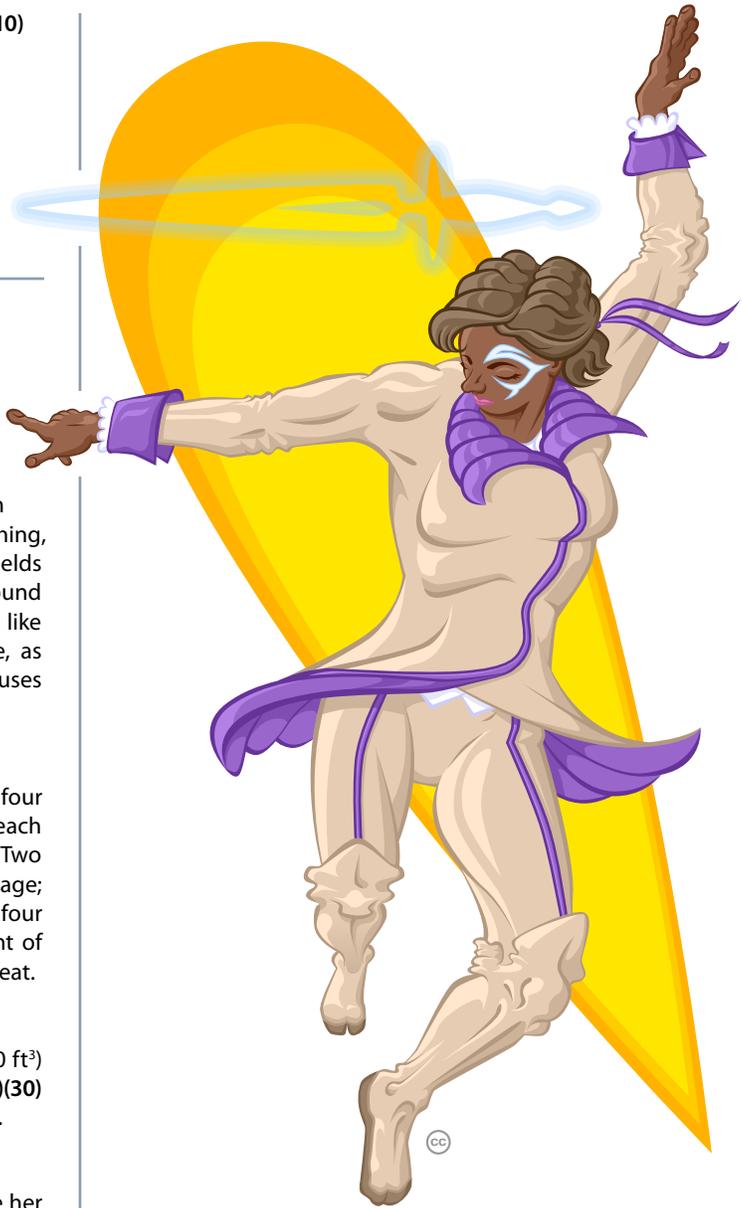
Nyomi can detect the minds of any other Wakyambi like her within 300 m (900 ft) just by concentrating. She can hear their surface thoughts, and can communicate mind-to-mind with them. Witu's telepathy operates with a (-1) penalty and range on the minds of other sentient species, and at (-2) on non-sentient creatures. She knows a few telepathic feats:

- **Mental Armor: Gd(+1)(10)**

- **Fade**

Become less noticeable to anything with a mind, for a (-1) penalty to being detected or followed, and a (+1) bonus when defending in combat.

Climb: Gr(+2)(15)



Skills

Language: Ki-Wakyambi, Traveler's Creole.

Acrobatics: (+1) bonus when defending in combat.

Pressure Points: deliver a knockback, knock out, or critical hit even when no damage is done.

Unarmed Combat: (+1) bonus to Brawling when unarmed.

Specialist: personal Ghost Blade; (+2) bonus in combat, +1 level to Perception when determining who goes first.

First Aid: (+1) bonus to Intelligence; Permanently stabilize a dying character; Help a healing character to recover an extra set of health points per day.

Gear

Wakyambi Mind Mark

Price: Ph(+5)(40)

- **Mental Blast:** Ex(+4)(30) stun for SR turns
- **Mental Overload:** Ou(+3)(20) stun for SRx10 turns
- This mark manifests physically as a design of silvery arcs around her left eye.

Leather Clothes

Price: Cm(0)(6)

- **Material:** Pr(-1)(4), dyed leather
- **Armor:** Pr(-1)(4)

Limitations

Muteness: Ex

As with all telepathic Wakyambi, Nyomi cannot speak, only communicating with other characters through signing or telepathy. The Ki-Wakyambi language both is oral and signed.

Contacts

Lord Lex Starling of Zephyr Run: Ou

One of the patrons of the Band of the Sky Mark.

Bulu Macho ("Blue Eyes") AKA Cole Praxton: Gr

Her mentor among the Ghost Blade Warriors.

Description

Appearance

Nyomi Witu ("Bird of the Forrest") is a Wakyambi female in her early thirties, about 180 cm (5 ft 11 in) tall and weighing about 58 kg (128 lbs), with a lithe build and the classic Wakyambi combination of cinnamon skin with chocolate hair and eyes.

As with the rest of her species, she has opposable big toes and can accomplish anything with her feet that Humans can do with their hands, at a (-1) penalty.

Background

Nyomi met her first Ghost Blade Warrior, Cole Praxton, while working at her village's healing tree as a young girl. After the terrible injuries he received in the last War of the Falling Stars, his well-meaning but medically backwards hometown had relegated him to the life of a bed-ridden invalid. When his order reached out to Wim'u's family of healers in the hopes of improving Cole's condition, Nyomi was assigned to help Praxton with his physical therapy.

She soon discovered that Cole cheered up when answering Nyomi's questions about the adventures of his youth, and that he responded best to exercises that related to his old combat drills, despite Praxton's limited mobility. This tactic started to backfire when she tried to engage him in mock-fencing—Cole could barely move his Ghost Blade around in his damaged hands—until he figured out how to manifest his sword in mid-air.

It was at about this time that Wim'u started showing all the signs of a nascent Ghost Blade Warrior, and Praxton took it upon himself to mentor her, showing Nyomi all of his techniques and helping her to develop several of her own. She became very creative and deadly with her powers. Cole sponsored her in the order, then introduced her to Lord Lex Starling, who offered her a position in his Band of the Sky Mark.

Notes

Story: Although written for the world of Haven, Nyomi could fit in several types of fantasy, martial arts, or sci-fi stories.

Character points: (3,310 - 30 in limitations =) 3,280

Unused Character Points: 20 (built with 3,300 points)

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I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself—which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to www.TenThousandWorlds.org) and I ask that you not make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.