

# Ameranda ("Amy")

Val	Characteristic	Roll
23 / 28	Strength	14- / 15-
20 / 26	Dexterity	13- / 14-
13 / 18	Constitution	12- / 13-
10 / 15	Body	11- / 12-
13 / 18	Intelligence	12- / 13-
11 / 14	Ego	11- / 12-
13 / 23	Presence	12- / 14-
16	Comeliness	12-
5 / 6	Physical Defense	
3 / 4	Energy Defense	
3 / 4	Speed	
8 / 10	Recovery	
26 / 36	Endurance	
29 / 40	Stun	

## Notes

HTH Damage: 4½d6 / 5½d6  
Lift: 606.3kg / 1212.6kg

Base OCV: 7 / 9      Base DCV: 7 / 9  
Base ECV: 4 / 5

Perception Roll: 12- / 13-

Basic Presence Attack: 2½d6 / 4½d6

Resistant PD: 3 / 9      Total PD: 8 / 15  
Resistant ED: 3 / 9      Total ED: 6 / 13

\* PD and ED totals do not include Armor but do include Combat Luck

Phases: 4, 8, 12 / 3, 6, 9, 12

Run: 6" / 9" (12" / 18" NC)  
Leap: 4" (8" NC)  
Swim: 2" / 4" (4" / 8" NC)

## Personal Data

Hair: Blonde      Eyes: Blue  
Height: 5' 10"      Weight: 130 lbs  
Place of Birth: Royalston  
Age: 15

## Skills

+3 with Swords

Climbing 13- / 14-  
Fast Draw (Sword) 13- / 14-  
Navigation (Land) 12- / 13-  
Oratory 8-  
Riding 15- / 16-  
Seduction 8-  
Stealth 13- / 14-  
Survival (Temperate / Subtropical Forests) 12- / 13-  
Tracking 13- / 14-

PS: Woodsman 11-

AK: Valley of the Fox 11-  
AK: Eyratha 8-

TF: Equines

WF: Common Melee Weapons  
WF: Common Missile Weapons

Language: Eyrathan (idiomatic; literate)

## Talents

Combat Luck (3 PD / 3 ED)  
Deadly Blow: +1d6 (any circumstances, any HTH weapon)  
Follow-Through Attack

## Perks

Fringe Benefit: Rightful heir to the Eyrathan throne

## Martial Arts

Martial Arts: Wrestling

Maneuver	Phase	OCV	DCV	Effects
Escape	½	+0	+0	38 STR / 43 STR vs. Grabs
Hold	½	-1	-1	Grab Two Limbs, 33 STR / 38 STR for holding on
Reversal	var	-1	-2	38 STR / 43 STR to Escape; Grab Two Limbs
Slam	½	+0	+1	4½d6 / 5½d6 +v/5, Target Falls
Take Down	½	+2	+1	4½d6 / 5½d6 Strike: You Fall, Target Falls

## Equipment

**Padded Cloth Cap:** Location 5, DEF 2  
**Boiled Leather Gloves:** Location 6, DEF 3  
**Padded Cloth Armor:** Locations 7-16, DEF 2  
**Boiled Leather Boots:** Locations 17-18, DEF 3

**Broad Sword:** OCV: +0, Damage: 1d6+1, STUNx: 0, STR Min: 12, BODY: 5, DEF: 5

**Medium Bow:** OCV: +0, RMod: +0, Damage: 1d6+1, STUNx: 0, STR Min: 9, BODY: 2, DEF: 3, Shots: 10 RC, Max Range: 125"

## Mask of the Smiling Fox

**Characteristics of the Smiling Fox**

- +5 STR, +6 DEX, +5 CON, +5 BODY, +5 INT, +3 EGO, +10 PRE, +1 SPD
- Running +3" (9" total)
- Swimming +2" (4" total)

**Skills of the Smiling Fox**

- +2 Overall
- Acrobatics 14-
- Breakfall 14-
- Climbing 14-
- Fast Draw (Bow) 14-
- Stealth 14-
- Teamwork 14-
- Rapid Attack (Ranged)
- Language: The Old Tongue (fluent, literate)
- WF: Bows

**Talents of the Smiling Fox**

- Combat Luck (6 PD / 6 ED)
- Evasive  
Notes: Abort, Requires DEX Roll
- Fearless
- Rapid Healing  
Notes: Regain 1 BODY per hour rest
- Trackless Stride

**Luck of the Smiling Fox:** Luck 3d6

**Bow of the Smiling Fox:** Multipower, all slots  
OIF Unbreakable (Bow and Arrows)  
u1) Missile Deflection (Bullets & Shrapnel), Full Range; When deflecting attacks at range, an arrow is used up  
u2) Hand-To-Hand Attack +4d6, 0 END  
u3) **Arrows:** RKA 2d6, 16 charges

**Bow Enchantment:** +3 with Missile Deflection  
**Bow Enchantment:** +3 vs. Range Modifiers

## Disadvantages

**DNPC:** Fenton (Former Royal Woodsman, Adoptive Father) 8- (Slightly Less Powerful; Useful Noncombat Position or Skills)  
**DNPC:** Sholena (Adoptive Mother) 8- (Normal)  
**Distinctive Features:** Royal Blood (Easily Concealed; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)  
**Hunted:** Duke Duvel 8- (Mo Pow, NCI, Harshly Punish)  
**Money:** Poor  
**Psych Lim:** Angry about having her birthright stolen and dedicated to restoring her family to the throne (Common, Moderate)  
**Rivalry:** Professional (Bendik, her adoptive brother), As Powerful, PC, Seek to Outdo / Embarrass Rival, Aware

## History

Ameranda is the true heir to the Eyrathan throne. She was spirited away as a three month old baby by the Royal Woodsman Fenton during Duke Duvel's attack on the royal family. The woodsman and his wife Sholena raised her as their own. Over the past few years, "Amy" has begun to show the enhanced strength and agility that is inherent to female members of the Eyrathan Royal Family.

Just months before her 16<sup>th</sup> birthday, Fenton and Sholena informed their adopted daughter of her true heritage. Armed with this knowledge, she decided to join with those who were rebelling against Duke Duvel. She is dedicated to regaining her birthright and restoring her family line as the rightful rulers of Eyratha. But what if they succeed? Is she really ready to be Queen?

3d6	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x1	-8 OCV
6	Hands	x1	x½	x½	-6 OCV
7-8	Arms	x2	x½	x½	-5 OCV
9	Shoulders	x3	x1	x1	-5 OCV
10-11	Chest	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x½	x½	-6 OCV
17-18	Feet	x1	x½	x½	-8 OCV

## Maneuver

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, Abort
Brace	0	+2	½	+2 vs. Range Modifiers
Disarm	½	--	+0	Can disarm
Dodge	½	--	+3	Abort, affects all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	STR/2+v/5, take 1/3 damage
Move Through	½	-v/5	-3	STR +v/3, take ½ damage
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon
Blazing Away	½	+0	+0	Max attacks, only hit on 3
Club Weapon	½	+0	+0	Killing wpn. does Normal damage
Cover	½	-2	+0	Target held at gunpoint
Dive for Cover	½	+0	+0	Abort, avoids damage
Hipshot	½	-1	+0	+1 DEX only for initiative
Hurry	½	-2	-2	+1d6 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Normal STUN, ½ BODY
Rapid Fire	1	-2/x	x½	Multiple Ranged attacks
Roll with Punch	½	-2	-2	Abort, Block after hit, ½ damage.
Snap Shot	1	-1	+0	Can duck behind cover
Suppression Fire	1	-2	+0	Sustain fire with Autofire
Sweep	1	-2/x	x½	Make multiple HTH attacks