

# Bendik ("Ben")

Val	Characteristic	Roll
20 / 25	Strength	13- / 14-
20 / 26	Dexterity	13- / 14-
18 / 23	Constitution	13- / 14-
12 / 17	Body	11- / 12-
10 / 15	Intelligence	11- / 12-
11 / 14	Ego	11- / 12-
15 / 25	Presence	12- / 14-
12	Comeliness	11-
6 / 7	Physical Defense	
6 / 7	Energy Defense	
3 / 4	Speed	
8 / 10	Recovery	
36 / 46	Endurance	
31 / 42	Stun	

## Notes

HTH Damage: 4d6 / 5d6  
Lift: 400 kg / 800 kg

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

Perception Roll: 11- / 12-

Basic Presence Attack: 3d6 / 5d6

Resistant PD: 3 / 9      Total PD: 9 / 16  
Resistant ED: 3 / 9      Total ED: 9 / 16

\* 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: Sandy Brown      Eyes: Dark Brown  
Height: 6'2"      Weight: 220 lbs.  
Place of Birth: Woodbrook  
Age: 19

## Skills

+1 with All Combat  
+2 with Axes

Animal Handler (Equines) 12- / 14-  
Climbing 14- / 15-  
Gambling (Card Games) 11- / 12-  
Mechanics 11- / 12-  
Navigation (Land) 13- / 14-  
Persuasion 12- / 14-  
Riding 14- / 15-  
Stealth 13- / 14-  
Survival (Temperate / Subtropical Forests) 13- / 14-  
Teamwork 13- / 14-  
Tracking 12- / 13-

PS: Woodsman 12-

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  
Lightsleep

## Martial Arts

Wrestling (See *Maneuvers Chart*)  
+1 HTH Damage Class (*Already Included*)

## Equipment

**Boiled Leather Armor:** Location 4-18, DEF 3

**Great Axe:** OCV: +0, Damage: 2d6+1, STUNx: 0, STR Min: 16, BODY: 8, DEF: 4

**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 conversation; 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)

- Missile Deflection (Bullets & Shrapnel), Full Range; When deflecting attacks at range, an arrow is used up
  - Hand-To-Hand Attack +4d6, 0 END
  - Arrows:** RKA 2d6, 16 charges [16]
- Bow Enchantment:** +3 with Missile Deflection  
**Bow Enchantment:** +3 vs. Range Modifiers

## Disadvantages

**DNPC:** Fenton (Former Royal Woodsman, Father) 8- (Slightly Less Powerful than the PC; Useful Noncombat Position or Skills)

**DNPC:** Sholena (Mother) 8- (Normal)

**Hunted:** Duke Duvel 8- (Mo Pow, NCI, Harshly Punish)

**Money:** Poor

**Psych Lim:** Protective of adopted sister (Common, Moderate)

**Psych Lim:** Soft-hearted, sucker for a sob story (Uncommon, Moderate)

**Rivalry:** Professional (Ameranda, adopted sister), As Powerful, PC, Seek to Outdo / Embarrass Rival, Aware

## History

Bendik is the son of the former Royal Woodsman Fenton and his wife Sholena. He was only three years old when Fenton brought home the baby Ameranda and until Fenton revealed the truth about Ameranda being the rightful heir to Eyrathan throne, he had no reason to suspect that she was anything but his real sister. In fact, until the big reveal, he had known nothing of his father's time as Royal Woodsman.

In one sense, he was relieved. Amy's true heritage explained why she was suddenly much more of a challenge in their frequent wrestling matches. But what did this mean? If Amy became Queen, would she turn her back on her adopted family?

When Amy announced that she wanted to join the fight against Duvel, Bendik insisted on going with her to keep her safe. Besides, there was no way that he was going to let his little sister one up him with exploits like that.

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

## Wrestling

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