

Dannal ("Dan")

Val	Characteristic	Roll
18 / 23	Strength	13- / 14-
16 / 22	Dexterity	12- / 13-
18 / 23	Constitution	13- / 14-
13 / 18	Body	12- / 13-
13 / 18	Intelligence	12- / 13-
15 / 18	Ego	12- / 13-
15 / 25	Presence	12- / 14-
12	Comeliness	11-
6 / 7	Physical Defense	
5 / 6	Energy Defense	
3 / 4	Speed	
9 / 11	Recovery	
36 / 46	Endurance	
32 / 43	Stun	

Notes

HTH Damage: 3½d6 / 4½d6
Lift: 303.1kg / 606.3kg

Base OCV: 5 / 7 Base DCV: 5 / 7
Base ECV: 5 / 6

Perception Roll: 12- / 13-

Basic Presence Attack: 3d6 / 5d6

Resistant PD: 0 / 6 Total PD: 6 / 13
Resistant ED: 0 / 6 Total ED: 5 / 12

* 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: 3" (6" NC)
Swim: 2" / 4" (4" / 8" NC)

Personal Data

Hair: Sandy Brown Eyes: Dark Brown
Height: 5' 10" Weight: 190 lbs
Place of Birth: Cinder Hollow
Age: 32

Skills

+2 with HTH Combat

Acting 12- / 14-
Bureaucratics 13- / 15-
Conversation 14- / 16-
Cramming
High Society 8-
Oratory 12- / 14-
Paramedics 12- / 13-
Persuasion 12- / 14-
Riding 8-
Trading 12- / 14-

Faith 17- / 18-

PS: Priest of Jogrum (God of the Sea, Father of the Gods) 13-
PS: Counseling 12-
PS: Blacksmith 8-

KS: Eyrathan Gods 14-

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

TF: Equines

WF: Common Melee Weapons
WF: Common Missile Weapons

Language: Eyrathan (idiomatic; literate)
Language: The Old Tongue (fluent; literate)
Language: The Tongue of the Gods (completely fluent)

Talents

Sacred Warrior: Deadly Blow: +1d6 (versus enemies of Jogrum)

Perks

Fringe Benefit: Priest

Equipment

Boiled Leather Armor: Locations 4-18, DEF 3

Mace: OCV: +0, Damage: 1d6+1, STUNx: 0, STR Min: 10, BODY: 5, DEF: 5

Medium Bow: OCV: +0, RMod: +0, Damage: 1d6+1, STUNx: 0, STR Min: 9, DODY: 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 13-
- Breakfall 13-
- Climbing 13-
- Fast Draw (Bow) 13-
- Stealth 13-
- Teamwork 13-
- 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)

- 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

Enraged: When fighting Duke Duvel or one of his major lieutenants (Uncommon), go 8-, recover 14-

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

Money: Poor

Physical Lim: Nightmares (Frequently, Slightly Impairing)

Psych Lim: Bitter over death of wife and daughter at the hands of Duke Duvel's men (Common, Strong)

Psych Lim: Is beginning to doubt the benevolence of the gods (Uncommon, Moderate)

History

Dannal grew up in Cinder Hollow, the son of the village blacksmith and the preacher's daughter. From a young age, he was fascinated by his grandfather the preacher's tales of the Eyrathan gods and eventually decided to become a priest of Jogrum, himself.

Journeying to the larger town of Riverbend, he studied under the local priest and soon fell in love with the priest's daughter, Elliandra. When it came time to return home as village priest, she went with him as his wife. A year later, Jogrum blessed their union with a baby girl named Allena.

Despite the turbulent times, Dannal, Elliandra, and Allena were very happy. That was, until five years ago, when Lord Pandor, one of Duke Duvel's lieutenants, thought one of Cinder Hollow's merchants had cheated him (he hadn't) and brought down the wrath of Duvel's army on the village. When Dannal tried to make peace and stop the rampage, he was knocked unconscious and his house was set on fire. Sadly, his wife and daughter were unable to escape and died in the blaze.

Without the love of his wife and daughter, Dannal became bitter and began to question just what the gods' plans were for him and did they really need to take Elliandra and Allena from him? The bitterness and desire for revenge began to eat away at him and he soon found himself unable to administer to the village's needs. So, with a heavy heart, he left Cinder Hollow to join with one of the bands of rebels fighting Duvel's rule.

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	-2x	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	-2x	x½	Make multiple HTH attacks