

Sir Nevil of Edwik ("Nevil")

Val	Characteristic	Roll
18 / 23	Strength	13- / 14-
18 / 24	Dexterity	13- / 14-
15 / 20	Constitution	12- / 13-
12 / 17	Body	11- / 12-
13 / 18	Intelligence	12- / 13-
11 / 14	Ego	11- / 12-
20 / 30	Presence	13- / 15-
14	Comeliness	12-
5 / 6	Physical Defense	
5 / 6	Energy Defense	
4 / 5	Speed	
7 / 9	Recovery	
30 / 40	Endurance	
29 / 40	Stun	

Notes

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

Base OCV: 6 / 8 Base DCV: 6 / 8
Base ECV: 4 / 5

Perception Roll: 12- / 13-

Basic Presence Attack: 4d6 / 6d6

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

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

Phases: 3, 6, 9, 12 / 3, 5, 8, 10, 12

Run: 6" / 9" (12" / 18" NC)
Leap: 3" (6" NC)
Swim: 2" / 4" (4" / 8" NC)

Personal Data

Hair: Black Eyes: Brown
Height: 6'0" Weight: 190 lbs
Place of Birth: Taysbridge
Age: 24

Skills

+1 with All Combat
+2 with Swords
+2 OCV vs. Mounted Combat penalties with all attacks

Breakfall 13- / 14-
Bureaucrats 13- / 15-
High Society 13- / 15-
Navigation (Land) 13- / 14-
Oratory 13- / 15-
Paramedics 12- / 13-
Rapid Attack (HTH)
Riding 15- / 16-
Survival (Temperate / Subtropical Forests) 12- / 13-
Tracking 12- / 13-

PS: Knight 12-
KS: Knights 11-
KS: Heraldry 12-
KS: Chivalric Code 11-
AK: Valley of the Fox 11-
AK: Eyratha 12-

TF: Equines

WF: Common Melee Weapons
WF: Common Missile Weapons
WF: Lances

Language: Eyrathan (idiomatic; literate)

Talents

Combat Luck (3 PD / 3 ED)
Deadly Blow: +2d6 (any circumstances, any HTH weapon)
Follow-Through Attack

Perks

Contact: Sir Oswik (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources) 8-
Fringe Benefit: Knight

Equipment

Chainmail Armor: Location 5-18, DEF 6

Medium Metal Shield: +2 DCV, +2d6 N for Shield Bash, STR Min 13, BODY 4, DEF 5

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"

Heavy Lance: OCV: +0, Damage: 2d6, STUNx: 0, STR Min: 15, BODY: 9, DEF: 3

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

u3) Arrows: RKA 2d6, 16 charges [16]
Bow Enchantment: +3 with Missile Deflection
Bow Enchantment: +3 vs. Range Modifiers

Disadvantages

Enraged: When innocents are deliberately mistreated (Uncommon), go 11-, recover 14-
Hunted: Duke Duvel 8- (Mo Pow, NCI, Harshly Punish)
Money: Poor
Psych Lim: Code of Chivalry (Common, Strong)
Psych Lim: In love with Lady Ladira, daughter of Duke Duvel (Common, Strong)
Psych Lim: Self-sacrificing; Willing to risk his life in the cause of good (Common, Moderate)

History

Nevil is a member of the house of Edwik, one of the noble houses that sided with Duke Duvel when he seized power 15 years ago. Trained in the arts of combat and chivalry, Nevil spent time squired to Sir Oswik, who served for a time as part of Duvel's personal forces.

During his time with Oswik, he saw many things that he disliked about Duvel's rule, but as a squire, it was not his place to question those above him, so he kept quiet. It was also during this time that he met and fell in love with Duvel's daughter Ladira.

When Edwik became a full-fledged knight, he turned his back on a formal commission and chose instead to wander Eyratha, where he truly began to see the evil that Duvel had inflicted on the land. He has vowed to remove the evil Duke from power and win the hand of Lady Ladira in marriage if she has not been tainted by her father's evil and can forgive him for his actions against her father.

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