

Carlindra ("Carly")

Val	Characteristic	Roll
13 / 18	Strength	12- / 13-
15 / 21	Dexterity	12- / 13-
15 / 20	Constitution	12- / 13-
11 / 16	Body	11- / 12-
13 / 18	Intelligence	12- / 13-
11 / 14	Ego	11- / 12-
20 / 30	Presence	13- / 15-
18	Comeliness	13-
4 / 5	Physical Defense	
4 / 5	Energy Defense	
3 / 4	Speed	
6 / 8	Recovery	
30 / 40	Endurance	
26 / 37	Stun	

Notes

HTH Damage: 2½d6 / 3½d6
Lift: 151.6kg / 303.1kg

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

Perception Roll: 12- / 13-

Basic Presence Attack: 4d6 / 6d6

Resistant PD: 3 / 9 Total PD: 7 / 14
Resistant ED: 3 / 9 Total ED: 7 / 14

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

Personal Data

Hair: Black Eyes: Baby Blue
Height: 5' 5" Weight: 110 lbs
Place of Birth: Tedrik Corners
Age: 25

Skills

+2 with all non-combat Skills

Acting 14- / 16-
Bureaucrats 13- / 15-
Conversation 13- / 15-
Gambling (Card Games) 12- / 13-
High Society 13- / 15-
Mechanics 12- / 13-
Mimicry 12- / 13-
Oratory 14- / 16-
Paramedics 12- / 13-
Persuasion 13- / 15-
Riding 13- / 14-
Seduction 13- / 15-
Survival (Temperate / Subtropical Forests) 13- / 14-
Trading 14- / 16-

PS: Innkeeper 13-
PS: Storyteller 14-
PS: Singer 13-

AK: Valley of the Fox 11-
AK: Eyratha 12-

TF: Equines

WF: Blades

Scholar

- 1) KS: Drinking Songs 12-
- 2) KS: Songs of Eyratha 11-
- 3) KS: Tales of Eyratha 12-
- 4) KS: Tales of the Eyrathan Gods 11-

Linguist

- 1) Language: Eyrathan (idiomatic; literate)
- 2) Language: The Old Tongue (fluent conversation; literate)
- 3) Language: The Royal Tongue (fluent conversation; literate)
- 4) Language: The Tongue of the Gods (completely fluent; literate)
- 5) Language: Tongue of the Bright Ones (idiomatic; literate)

Talents

Combat Luck (3 PD / 3 ED)
Fascination
Inspire
Perfect Pitch

Equipment

Padded Cloth Armor: Locations 5-18, DEF 2

Dagger: OCV: +0, Damage: 1d6-1, STUNx: 0, STR Min: 6, BODY: 3, DEF: 5

Mask of the Smiling Fox

Characteristics of the Smiling Fox

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

Skills of the Smiling Fox

- 1) +2 Overall
- 2) Acrobatics 13-
- 3) Breakfall 13-
- 4) Climbing 13-
- 5) Fast Draw (Bow) 13-
- 6) Stealth 13-
- 7) Teamwork 13-
- 8) Rapid Attack (Ranged)
- 9) Language: The Old Tongue (fluent, literate)
- 10) WF: Bows

Talents of the Smiling Fox

- 1) Combat Luck (6 PD / 6 ED)
- 2) Evasive
Notes: Abort, Requires DEX Roll
- 3) Fearless
- 4) Rapid Healing
Notes: Regain 1 BODY per hour rest
- 5) 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 [16]
- Bow Enchantment*: +3 with Missile Deflection
Bow Enchantment: +3 vs. Range Modifiers

Disadvantages

Distinctive Features: Melodious voice (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
Hunted: Duke Duvel 8- (Mo Pow, NCI, Harshly Punish)
Money: Poor
Psych Lim: Has a story for every occasion (Common, Moderate)
Reputation: As a disarmingly charming entertainer, 11- (Small Group)

History

Carlindra grew up a happy child despite her mother's death while giving birth to her. She was raised in her father's inn and quickly learned how to get along with people. Blessed with a melodious voice, people soon began coming to the inn, just to hear the cute little girl talk and sing. As she grew older, she perfected her act and gained a certain renown as a singer and storyteller.

When her father died, as his only child, she took over running the inn herself. While the inn was a frequent meeting place for rebels against Duvel, she herself was not involved in any rebel activity. Using her natural charm and her ability to spin a good yarn, she was able to keep Duvel's forces away from the inn.

Then one day, a rebel fleeing from Duvel's men was tracked to the inn and executed on the spot. Horrified by the situation, she was still able to charm her way out of any trouble, but she knew that the inn would be watched much more closely and that neither she nor any rebels would be safe there much longer. Taking only the barest essentials, she burned her beloved inn to the ground and fled into the woods to join the fight against Duvel.

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