


## ATTRIBUTES

-  4 AWARENESS ○○○○
-  4 COORDINATION ○○○○
-  3 INGENUITY ○○○
-  3 PRESENCE ○○○
-  4 RESOLVE ○○○○
-  4 STRENGTH ○○○○

## SKILLS

- |  |  |
|--|--|
|  3 ATHLETICS        |  1 MEDICINE   |
|  3 CONVINC          |  1 SCIENCE    |
|  0 CRAFT            |  3 SUBTERFUGE |
|  3 FIGHTING         |  2 SURVIVAL   |
|  1 KNOWLEDGE (UNIT) |  2 TECHNOLOGY |
|  4 MARKSMAN         |  3 TRANSPORT  |

## BIODATA

### PERSONAL GOAL

To be a good soldier and do his duty.

### PERSONALITY

Benton is likeable and allows little to faze him. He is loyal not only to UNIT but also to his friends.

### BACKGROUND

Benton comes from a military family and his father died in World War II. He followed in his father's footsteps and was assigned to UNIT not long after becoming a corporal.

## TRAITS

- Brave:** +2 to resist fear
- Charming:** +2 to Convince based on charm
- Crack Shot:** +2 to Marksman for trick shots
- Experienced**
- Friends (UNIT)**
- Impulsive:** acts without thinking
- Military Rank (Sergeant)**
- Obligation (UNIT), (Major)**
- Tough:** reduce all damage suffered by 2

## STUFF

\* UNIT, Military Tactics, Walkie-Talkie, SMG.

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