

Character Name: Ceridwen
 Alternate Identities:
 Player Name: Bonnie
 View as [PDF](#) Download Hero Designer [Files](#)



CHARACTERISTICS

Val Char	Base	Points	Total	Roll	Notes
8 STR	10	-2	8	11-	HTH Damage 1 1/2d6 END [1]
17 DEX	10	21	17	12-	OCV 6 DCV 6
15 CON	10	10	15	12-	
12 BODY	10	4	12	11-	
15 INT	10	5	15	12-	PER Roll 13-
18 EGO	10	16	18	13-	ECV: 6
20 PRE	10	10	20	13-	PRE Attack: 4d6
16 COM	10	3	16	12-	
7 PD	2	5	14/18		14/18 PD (7/11 rPD)
7 ED	3	4	14/18		14/18 ED (7/11 rED)
3 SPD	2.7	3	3		Phases: 4, 8, 12
5 REC	5	0	5		
30 END	30	0	30		
30 STUN	24	6	30		
8" Running	6	4	8"		
2" Swimming	2	0	2"		
1" Leaping	2	0	1 1/2"		

89 Total Characteristics Points

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	2
Spent:	2
Unspent:	0
Base Points:	125
Disad Points:	75
Total Points:	202

MOVEMENT

Type	Total
Run (6)	8" [16" NC]
Swim (2)	2" [4" NC]
H. Leap (2")	1 1/2"
V. Leap (1")	0 1/2"

DEFENSES

Type	Amount
Physical Defense	14/18
Res. Phys. Defense	7/11
Energy Defense	14/18
Res. Energy Defense	7/11
Mental Defense	5
Power Defense	0

COMBAT INFORMATION

Level	OCV	To Hit (OCV + 11)	DCV
Base	6	17	6
"Half"	3	14	3
"Zero"	0	11	0

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

Die Roll	Hit Location	KA Stun X	NA Stun X	Body X	OCV
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomache	x4	x1 1/2	x1	-7
13	Vitals	x4	x1 1/2	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

Character Name: Ceridwen
 Alternate Identities:
 Player Name: Bonnie



SKILLS

Cost	Name
	Dad Was An Archaeologist
2	1) CuK: Acedemia 11-
3	2) KS: Celtic History 12-
3	3) KS: History 12-
	Everyman Skills
0	1) Acting 8-
0	2) Climbing 8-
0	3) Concealment 8-
0	4) Deduction 8-
0	5) Language: Native (idiomatic) (4 Active Points)
0	6) PS: Celtic Witch (Everyman) 11-
0	7) Paramedics 8-
0	8) Persuasion 8-
0	9) Shadowing 8-
0	10) Stealth 8-
0	11) TF: Everyman, Small Motorized Ground Vehicles
	Fae Lore
3	1) KS: Faerie Lore 12-
3	2) KS: Legends and Lore 12-
3	3) Language: Faery (completely fluent)
3	4) KS: Faerie Hills 12-
2	5) Navigation (Faerie) 12-
	Life in the Faerie Courts
3	1) Conversation 13-
3	2) High Society 13-
3	3) Seduction 13-
	Magical Lore
3	1) Analyze: Magic 12-
2	2) Cryptography 12- (3 Active Points); Translations Only (-1/2)
3	3) KS: Arcane and Occult Lore 12-
39	Total Skills Cost

PERKS

Cost	Name
	Fae Heratige
2	1) Fringe Benefit: Lesser Member of the Seelie Court
	Resource Pools

POWERS

Cost	Power	END
28	<i>Faerie Draichta (Magic)</i> : Multipower, 70-point reserve, (70 AP); all slots Variable Limitations (requires -1 worth of Limitations; OAF Faerie Knife or (1/2 DCV Concentration [-1/4], x2 END [-1/2] and Delayed Phase [-1/4]); -1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4)	
1u	1) <i>Elven Grace</i> : +2 w/ DCV (10 AP); Cost END to Act. (-1/4)	1
1u	2) <i>Eyes of the Animal</i> : Clairsentience (Sight And Hearing Groups) (30 AP); 1 Turn to Activate, -3/4, Blackout (-1/2), Only Through The Senses Of Animals (-1/2)	3
1u	3) <i>Faerie Armor</i> : FF (4 PD/4 ED), Costs END To Activate (+1/4), Hardened (+1/4) (12 AP)	1
1u	4) <i>Form of the Animal</i> : Multiform (258 CPs in the most expensive form) (8 Forms) (67 AP); 1 Turn (-1 1/4), Expanded Personality Loss (Time Before Change 1 Minute; EGO Roll; Gradual; Total; -3/4), Must Concentrate throughout change (1/2 DCV; -1/2), Costs Endurance To Change (-1/2), Cannot change from one animal from to another. (-1/4) Notes: Black Bear , Cat , Deer , Falcon , Horse , Otter , Spider , Wolf	7
1u	5) <i>Healing Circle</i> : Healing BODY 3d6, Can Heal Limbs (35 AP); 20 Minutes (-2 1/2), x5 END (-2), Gradual Effect (3 Hours; -1 1/2), Must Concentrate throughout Casting (0 DCV; -1), Target must rest inside of circle. (-1), OIF (Magic Circle; -1/2)	15
1u	6) <i>Phantom Arrow</i> : Ego Attack 3d6 (30 AP); No Mental Awareness (-1/4), Magical Defenses Apply (-1/4), Visible (-1/4), Delayed Phase (-1/4)	3
1u	7) <i>Phantom Images</i> : Mental Illusions 6d6 (30 AP); Costs END To Maintain (-1/2), Concentration (1/2 DCV; -1/4), Full Phase to Activate (-1/4), No Mental Awareness (-1/4)	3
1u	8) <i>Respect of the Wild</i> : Animal Handler (Aquatic, Birds, Bovines, Camels, Canines, Dragons, Elephants, Equines, Felines, Insects & Anthropods, Raptors, Reptiles & Amphibians, Ursines) 16- (20 AP); Costs Endurance (-1/2)	2
1u	9) <i>Speak with Animals</i> : Telepathy 5d6 (Animals) (25 AP); No Range (-1/2), Incantations (-1/2), No Provide Mental Awareness (-1/4), Comm. Only (-1/4), Visible (Hearing Group; -1/4)	2
1u	10) <i>Stormcrow Sending</i> : Telepathy 4d6, Area Of Effect Accurate (One Hex; +1/2), MegaScale (1" = 10 km; +1/2) (40 AP); 1 Turn (-1 1/4), Broadcast Only (-1/2), No Range (-1/2), Physical Manifestation (-1/4)	4
1u	11) <i>Witchlight</i> : Sight Group Images 1" radius, +/-2 to PER Rolls, Mobile (+1) (32 AP); Only To Create Light (-1), Concentration (1/2 DCV; -1/4), Full Phase to Activate (-1/4), Limited Range (30"; -1/4)	3
	Everyhero	
0	1) Luck 1d6	0
	Fae Blooded	
3	1) <i>Fae Senses</i> : +1 PER with all Sense Groups	0
2	2) <i>Faerie Longevity</i> : LS (Longevity: 400 Years)	0
1	3) <i>Faerie Mind</i> : Mental Defense (5 points total)	0

- 0 1) Equipment Points: 20
- 1 2) Vehicle/Base Points: 11
- 6 3) Follower/Contact Points: 23
- 8 **Total Perks Cost**

- 10 4) *Faerie Resilience*: Armor (7 PD/7 ED) (21 AP); Not vs Iron, Steel or Magic (-1) 0
- 10 *Faerie Knife*: HKA 1d6 (1d6+1 w/STR), Requires Hands (One Hand; +0), Range Based On STR (+1/4), Reduced Endurance (0 END; +1/2) (26 AP); OAF (-1), STR Minimum 6 (-1/2) 0

64 Total Powers Cost

EQUIPMENT

Cost Equipment **END**

Contacts/Followers Pool (25 Pool);

- 3 1) *Archaeologist*: Contact: Prof. John Ableson (Contact has useful Skills or resources) 11-;

- 23 2) *Familiar*: **Follower**;

- 12 3) *Owner of 'The Hidden Shelf'*: Contact: Ghillie (Extremely useful Skills or resources, significant Contacts of his own, Good relationship), Fae Contact (x2) (12 AP) 8-

;

Equipment Pool (20 Pool);

- 4 1) *Binoculars*: +6 versus Range for Sight Group (9 AP); OAF (-1); 0

- 6 2) *Flashlight*: Sight Group Images 1" radius, +/-3 to PER [1 Rolls, 1 Continuing Fuel Charge lasting 1 Hour (+0) (19 cc] AP); OAF Fragile (-1 1/4), Limited Power Only to create Light (-1);

- 1 3) *Herbs & Charms*: +2 with PS: Celtic Witch (2 AP); OAF (-1);

- 5 4) *Make-Up Kit*: +2 with Interaction Skills (10 AP); OAF (-1);

- 4 5) *Walkie-Talkie*: Radio Perception/Transmission (Radio Group) (10 AP); OAF (-1), Affected As Hearing Group as well as Radio Group (-1/4); 0

;

Vehicle/Base Pool (10 Pool);

- 3 1) *3 Safehouses*: Custom Perk;

- 5 2) *Apartment*: **Base**;

- 8 3) *Mini Cooper* : **Vehicle**;

Character Name: Ceridwen
Alternate Identities:
Player Name: Bonnie



DISADVANTAGES

Cost	Disadvantage
	Fae Blooded
10	1) Distinctive Features: Fae Aura (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)
15	2) Vulnerability: 1 1/2 x BODY Iron/Steel (Very Common)
15	3) Vulnerability: 1 1/2 x STUN Iron/Steel (Very Common)
5	4) Social Limitation: Half-human (Occasionally, Major, Not Limiting In Some Cultures)
20	Psychological Limitation: Animal Lover (Very Common, Strong)
10	Rivalry: Professional (Full-fae sister; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
0	Normal Characteristic Maxima
75	Total Disadvantages Cost

APPEARANCE

Hair Color: Brown

Eye Color: Brown

Height: 6' 7"

Weight: 218 lbs

Description:

BACKGROUND

PERSONALITY

POWERS/TACTICS

Faerie Draichta (Magic)

This is your character's collection of magical spells. She focuses primarily in the area of illusion/trickery with some leanings in shape-shifting. In order to cast a spell, she must make the proper gestures and recite the correct incantations. However, due to her 1/2 Fae nature, such things come naturally to her and thus does not require a skill roll (unlike most other magic wielders). However, as she is not fully Fae, it is still not as easy as it is for other denizens of Faerie. Thus, if she does not have her Faerie Knife with her, her spells require more effort (x2 END), more time (lowers her initiative to 1/2 its normal level) and greater concentration (cutting her DCV in half). As she has a limited supply of magic, she cannot have more than 67 AP worth of spells active at the same time.

- **Elven Grace**

- *Active Cost: 10; END Cost: 1; Casting Time: 0; Duration: Constant; Effect: +2 DCV*

- With this spell, your character moves with a greater grace and fluidity, making her much harder to hit and granting her +2 DCV. She must pay 1 END to initially cast this spell, but there is no upkeep cost after it has been cast and it will remain active so long as she is conscious and does not shift her magical pool to a different spell.

- **Eyes of the Animal**

- *Active Cost: 30; END Cost: 3 per Phase; Casting Time: 1 Turn; Duration: Constant; Effect: See & Hear through the eyes of an animal you've enchanted.*

- By using this spell, your character can look through the eyes of any nearby animal (within 300 meters). While doing this, she cannot use her own senses and thus is blind and deaf to her immediate surroundings. Also, she cannot direct the animal, she can only see and hear through its senses. This spell takes a full Turn (12 seconds) to cast and can be maintained as long as she

continues to pay the END cost each phase, is conscious and does not devote power to a different spell.

- **Faerie Armor**

- *Active Cost: 12; END Cost: 1 to cast; Casting Time: 0 Phase; Duration: Constant; Effect: +4 Resistant Defense*
- By casting this spell, your character surrounds herself with a shimmering suit of magical scale armor. It protects as well as real suit of scale mail would, but weighs nothing and has no chinks or openings (covering her from head to toe). This spell lasts as long as she is conscious and does not devote power to a different spell.

- **Form of the Animal**

- *Active Cost: 67; END Cost: 7 to cast; Casting Time: 1 Turn; Duration: Constant Effect: Change into a bear, cat, deer, falcon, horse, otter, spider or wolf*
- This spell allows your character to take the form of one of the animals listed above. She can only change into one animal at a time and must return to her human form before taking the shape of a different animal. It takes a full Turn (12 seconds) to complete the change, during which time she is at ½ DCV. Once the transformation is complete and the 7 END has been paid, she may stay in the animal form indefinitely, however, after a full minute (and each full minute thereafter) in her animal form, she risks taking on the mind and personality of the animal in addition to it's physical form. Should this happen, she will not be able to change back to human form without outside help.

- **Healing Circle**

- *Active Cost: 35; END Cost: 15 to cast; Casting Time: 20 minutes; Duration: 3 Hours Effect: Target heals 1d6 BODY per Hour*
- By drawing a circle on the ground and having the subject rest therein, your character can greatly speed their healing process. It takes 20 minutes to prepare the circle, during which your character's full concentration is required (0 DCV) Once the circle is complete, the recipient will receive 1d6 Healing for each hour spent resting in the circle. Any activity more strenuous than light reading will negate the effects of that hour's healing. The strength of this spell is enough to re-grow lost limbs, though it cannot restore life to the dead.

- **Phantom Arrow**

- *Active Cost: 30; END Cost: 3 per shot; Casting Time: Delayed Phase; Duration: Attack Effect: 3d6 Mental Damage*
- By drawing back an illusory bow and incanting the proper phrase, your character can loose a phantom arrow. This arrow will cause no real damage, though the victim's mind will react as if it had, possibly causing them to loose consciousness from the pain. If your character can see the target, she can potentially hit it. The arrow itself cannot be stopped by normal means, only magical defenses and strongly disciplined minds (Mental Defense) can blunt this attack. The time to draw back the phantom bow causes the arrow to be launched at ½ your character's normal initiative.

- **Phantom Images**

- *Active Cost: 30; END Cost: 3 per Phase; Casting Time: Full Phase; Duration: Constant Effect: 6d6 Mental Illusion*
- Your character can project hallucinations directly into a target's mind. She must be able to see the target in order to successfully cast the spell. She can potentially make someone see whatever she wants, but complex illusions are far less likely to be effective. Likewise, disciplined minds are much harder to effect. The illusion can only affect a single target (no one else in the area will be able to sense the illusion normally) but it can be maintained as long as she continues to spend the END and keep power devoted to this spell.

- **Respect of the Wild**

- *Active Cost: 20; END Cost: 2 to cast; Casting Time: Half Phase; Duration: Constant Effect: Animal Handler 16-*
- Through the use of this spell, your character can potentially tame any animal. However, it does not grant the ability to speak with any animals. Rather, it grants her an innate understanding of the animal's behavior and how best to tame/influence it. She must roll a 16- on 3d6 to be successful and this may be modified by various factors (hostile actions, injury, nearby young and the like). The amount of time it takes to tame an animal and how long it remains tame is likewise variable based upon the conditions at the time the spell is cast.

- **Speak with Animals**

- *Active Cost: 25; END Cost: 2 to cast; Casting Time: Half Phase; Duration: Constant Effect: Communicate with one animal*
- This allows your character to speak with almost any animal. She must physically speak with the animal and it will automatically succeed with any animal disposed to communication. Those not willing to "talk" are much harder to get to listen. The END cost for this spell only needs to be paid to establish communication. Once communication is successfully established, END does not need to be paid further unless the spell must be cast again.

- **Stormcrow Sending**

- *Active Cost: 40; END Cost: 4 to cast; Casting Time: 1 Turn; Duration: Instant*
Effect: Send a message via crow to anyone within 10 kilometers
- By this spell, your character summons up a crow, speaks a message in its ear, and then sends the crow to the intended recipient. The recipient will be magically found so long as they are within 10 kilometers of your character, but if they are outside that range, the spell will fail. The recipient will be able to understand the message, even if they normally cannot speak the language of birds. The crow cannot bring a message back to the caster. Communication is one-way only.
- **Witchlight**
 - *Active Cost: 32; END Cost: 3 per Phase; Casting Time: Full Phase; Duration: Constant*
Effect: 2m circle of light
 - This spell allows your character to create a 2m circle of light. This light can be made to appear anywhere within 60m and is equal to that of a good flashlight. Casting the spell takes some concentration (½ DCV) during the Phase it takes to cast). The circle of light can be moved about anywhere within its 60m range.

Fae Blooded

By nature of being half Fae, your character is innately more resilient than most humans. She ages at ¼ the rate of a normal human, is resistant to attempts at mental domination, only takes 7 points less damage from physical and energy attacks (except those of iron, steel and magic).

Faerie Knife

This knife was a gift from your character's mother. In addition to being a sharpened piece of magical metal, it can also greatly aid her in spell casting (see Faerie Draichta for more details).