

Bear

Player: Bonnie

Campaign: Knights of Vibora Bay



Char Cost: 101 Base Pts.: 125
 Skills Cost: 59 Disads: 105
 Powers Cost: 63 Exp. Spent: 0
Total Cost: 223
Experience Total: 0

Val	Characteristic	Base	Cost	Total
23	Strength	10	13	23
15	Dexterity	10	15	15
18	Constitution	10	16	18
12	Body	10	4	12
15	Intelligence	10	5	15
18	Ego	10	16	18
20	Presence	10	10	20
8	Comeliness	10	-1	8
14	Physical Defense	5	9	21
11	Energy Defense	4	7	18
3	Speed	2.5	5	3
10	Recovery	9	2	10
36	Endurance	36	0	36
33	Stun	33	0	33
6	Running	6	0	6"
2	Swimming	2	0	2"
4	Leaping	5	0	4 1/2"

Pts.	Disadvantages
Bear Form	
15	1) Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls Frequently, Greatly Impairing
10	2) Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls Frequently, Slightly Impairing
5	3) Physical Limitation: Reduced Leap, can only leap 1" Infrequently, Slightly Impairing
15	4) Physical Limitation: Very Limited Manipulation Frequently, Greatly Impairing
0	5) Physical Limitation: Human size (up to about 3m tall and 650 kg)
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)
20	Psychological Limitation: Animal Lover (Very Common, Strong)

Pts.	Skill/Perk/Talent
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) Deduction 8-
0	3) Language: English (idiomatic) (4 Active Points)
0	4) PS: Profession (Everyman) 11-
0	5) Shadowing 8-
0	6) Stealth 8-
Fae Lore	
3	1) KS: Faerie Hills 12-
3	2) KS: Faerie Lore 12-
3	3) KS: Legends and Lore 12-
3	4) Language: Faery (completely fluent)
2	5) Navigation (Faerie) 12-
Life in the Faerie Courts	
3	1) Conversation 13-
3	2) High Society 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-
3	4) PS: Celtic Witch 12-
Natural Animal Skills	
10	1) +2 with HTH Combat
3	2) Climbing 12-
2	3) Concealment 12- (3 Active Points); Self Only (-1/2)
Fae Heratige	
2	1) Fringe Benefit: Lesser Member of the Seelie Court
3	Lightsleep

Pts.	Powers and Martial Arts
Everyhero	
0	1) Luck 1d6
Fae Blooded	
2	1) Faerie Longevity : LS (Longevity: 400 Years)
1	2) Faerie Mind : Mental Defense (5 points total)
10	3) Faerie Resilience : Armor (7 PD/7 ED) (21 Active Points); Not vs Iron, Steel or Magic (-1)
Natural Bear Characteristics	
4	1) Bear's Nose : +2 PER with Smell/Taste Group
15	2) Bite : HKA 1d6 (2d6 w/STR)
1	3) Burst Of Speed : Running 3" (6 Active Points); Increased Endurance Cost (8x END; -3 1/2)
24	4) Claws : HKA 2d6 (3d6+1 w/STR) (30 Active Points); Reduced Penetration (-1/4)
4	5) Growl : +10 PRE (10 Active Points); Only For Fear-Based Presence Attacks (-1), Incantations (must roar) (-1/4)
2	6) Tough Skin/Fat : Damage Resistance (2 PD/2 ED)

Combat Information Page

Character Name: Bear

Alternate Identities: Ceridwen

Player Name: Bonnie



DEFENSES

Type	Amount	Notes
Physical Defense	21	Current BODY:
Res. Phys. Defense	9	
Energy Defense	18	Current END:
Res. Energy Defense	9	
Mental Defense	5	Current STUN:
Power Defense	0	

COMBAT INFORMATION

Condition	OCV	To Hit (OCV+11)	DCV
Full	5	16	5
"Half"	3	14	3
"Zero"	0	11	0

Combat Skill Levels: +2 with HTH Combat

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 (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10