

Cat

Player: Bonnie

Campaign: Knights of Vibora Bay



Char Cost: 33 Base Pts.: 125
 Skills Cost: 93 Disads: 80
 Powers Cost: 13 Exp. Spent: 0
Total Cost: 139
Experience Total: 0

Val	Characteristic	Base	Cost	Total
-15	Strength	10	-25	-15
18	Dexterity	10	24	18
10	Constitution	10	0	10
5	Body	10	-10	5
15	Intelligence	10	5	15
18	Ego	10	16	18
20	Presence	10	10	20
12	Comeliness	10	1	12
2	Physical Defense	0	2	9
2	Energy Defense	2	0	9
3	Speed	2.8	2	3
4	Recovery	2	4	4
20	Endurance	20	0	20
12	Stun	10	2	12
6	Running	6	0	6"
2	Swimming	2	0	2"
2	Leaping	0	2	2"

Pts.	Disadvantages
0	Normal Characteristic Maxima
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)
Natural Animal Disadvantages	
10	1) Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10	2) Physical Limitation: Tiny (Frequently, Slightly Impairing)

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-
Fae Lore	
3	1) KS: Faerie Hills 12-
3	2) KS: Faerie Lore 12-
2	3) KS: Legends and Lore 11-
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	
15	1) +3 with DCV
5	2) +1 with HTH Combat
3	3) Breakfall 13-
3	4) Climbing 13-
3	5) Concealment 12-
9	6) +7 with Concealment (14 Active Points); Self Only (-1/2)
15	7) Stealth 19-
Fae Heratige	
2	1) Fringe Benefit: Lesser Member of the Seelie

Pts.	Powers and Martial Arts
0	Luck 1d6, Everyhero Ability
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)

Combat Information Page**Character Name:** Cat

Alternate Identities: Ceridwen

Player Name: Bonnie

**DEFENSES**

Type	Amount	Notes
Physical Defense	9	Current BODY:
Res. Phys. Defense	7	
Energy Defense	9	Current END:
Res. Energy Defense	7	
Mental Defense	5	Current STUN:
Power Defense	0	

COMBAT INFORMATION

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

Combat Skill Levels: +3 with DCV , +1 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