

Deer

Player: Bonnie

Campaign: Hero System Bestiary



Char Cost: 42 Base Pts.: 75
 Skills Cost: 45 Disads: 75
 Powers Cost: 41 Exp. Spent: 0
Total Cost: 128
Experience Total: 0

Val	Characteristic	Base	Cost	Total
10	Strength	10	0	10
14	Dexterity	10	12	14
13	Constitution	10	6	13
10	Body	10	0	10
15	Intelligence	10	5	15
18	Ego	10	16	18
8	Presence	10	-2	8
10	Comeliness	10	0	10
2	Physical Defense	2	0	9
2	Energy Defense	3	-1	9
3	Speed	2.4	6	4
5	Recovery	5	0	5
26	Endurance	26	0	26
22	Stun	22	0	22
6	Running	6	0	11"
2	Swimming	2	0	2"
2	Leaping	2	0	5"

Pts. Disadvantages

- 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)
- Natural Animal Disadvantages
- 15 1) Physical Limitation: Very Limited Manipulation Frequently, Greatly Impairing
- 0 Physical Limitation: Human size
- 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) Concealment 8-
- 0 3) Deduction 8-
- 0 4) Language: Native (idiomatic) (4 Active Points)
- 0 5) Shadowing 8-
- 0 6) Stealth 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 11-
- 3 2) High Society 11-
- 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 Powers
- 2 1) Concealment 12- (3 Active Points); Self Only (-1/2)
- 3 2) Stealth 12-
- Fae Heratige
- 2 1) Fringe Benefit: Lesser Member of the Seelie Court

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 Animal Powers
- 4 1) **Antlers**: HKA 1/2d6 (10 Active Points); Only During Appropriate Times Of Year (-1), No STR Bonus (-1/2)
- 6 2) **Deer's Senses**: +2 PER with All Sense Groups
- 3 3) **Leaper**: Leaping +3" (5" forward, 2 1/2" upward)
- 5 4) **Quick To Flee**: +1 SPD (10 Active Points); Only To Run Away From Danger (-1)
- 10 5) **Swift**: Running +5" (11" total)

Combat Information Page

Character Name: Deer

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	5	16	5
"Half"	3	14	3
"Zero"	0	11	0

Combat Skill Levels:

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