

Falcon

Player: Bonnie

Campaign: Knights of Vibora Bay



Char Cost: 15 Base Pts.: 125
 Skills Cost: 83 Disads: 85
 Powers Cost: 143 Exp. Spent: 31
Total Cost: 241
Experience Total: 0

Val	Characteristic	Base	Cost	Total
-10	Strength	10	-20	-10
18	Dexterity	10	24	18
8	Constitution	10	-4	8
4	Body	10	-12	4
15	Intelligence	10	5	15
18	Ego	10	16	18
12	Presence	10	2	12
10	Comeliness	10	0	10
3	Physical Defense	0	3	10
3	Energy Defense	2	1	10
3	Speed	2.8	2	3
3	Recovery	2	2	3
16	Endurance	16	0	16
16	Stun	8	8	16
1	Running	6	-10	1"
0	Swimming	2	-2	0"
0	Leaping	0	0	0"

Pts.	Disadvantages
0	Normal Characteristic Maxima No Age Restriction
	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 Limitations	
10	1) Physical Limitation: Diminutive, (up to about .5m; +6" KB) Frequently, Slightly Impairing
15	2) Physical Limitation: Very Limited Manipulation Frequently, Greatly Impairing
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 Skills	
4	1) +2 with Flight
6	2) +2 with Talons, Move By, Grab By
5	3) +4 to Concealment (8 Active Points); Self Only (-1/2)
20	4) +4 with DCV
8	5) +4 to Stealth
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	
5	1) Beak : HKA 1 point
6	2) Falcon Eyes : +12 versus Range Modifier for Normal Sight
8	3) Falcon Eyes : +4 PER with Sight Group
0	4) No Swimming : Swimming -2" (already figured in)
0	5) Short Legs : Running -5" (already figured in)
58	6) Stooping : Flight + 48", Reduced Endurance (0 END; +1/2) (144 Active Points); Only To Dive At Prey For Move Bys (-1), Restrainable (-1/2)
8	7) Talons : HKA 1/2d6 (10 Active Points); Reduced Penetration (-1/4)
40	Wings : Multipower, 60-point reserve, (60 Active Points); all slots Restrainable (-1/2)
4u	1) Flying : Flight 24", Reduced Endurance (Half END; +1/4) (60 Active Points); Restrainable (-1/2)
1u	2) Riding The Thermals : Gliding 12" (12 Active Points); Restrainable (-1/2)

Combat Information Page

Character Name: Falcon

Alternate Identities: Brigid

Player Name: Bonnie



DEFENSES

Type	Amount	Notes
Physical Defense	10	Current BODY:
Res. Phys. Defense	7	
Energy Defense	10	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: +2 with Talons, Move By, Grab By, +4 with DCV

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