

Horse

Player: Bonnie

Campaign: Knights of Vibora Bay



Char Cost: 95 Base Pts.: 125
 Skills Cost: 40 Disads: 80
 Powers Cost: 55 Exp. Spent: 0
Total Cost: 190
Experience Total: 0

Val	Characteristic	Base	Cost	Total
25	Strength	10	20	25
15	Dexterity	10	15	15
20	Constitution	10	20	20
15	Body	10	10	15
15	Intelligence	10	5	15
18	Ego	10	16	18
13	Presence	10	3	13
10	Comeliness	10	0	10
6	Physical Defense	5	1	13
4	Energy Defense	4	0	11
3	Speed	2.5	5	3
9	Recovery	9	0	9
40	Endurance	40	0	40
38	Stun	38	0	38
6	Running	6	0	13"
2	Swimming	2	0	2"
5	Leaping	5	0	5"

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 Disadvantages
5	1) Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) Infrequently, 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 12-
3	2) High Society 12-
	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-
	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) Bite : HKA 1 point (1/2d6 w/STR)
6	2) Heavy : Knockback Resistance -3"
14	3) Horse's Legs : Running +7" (13" total)
10	4) Kick/Rear : HA +3d6 (15 Active Points); Hand-To-Hand Attack (-1/2)
6	5) Sharp-Eared And Keen-Nosed : +2 PER with All Sense Groups
1	6) Tough Skin : Damage Resistance (1 PD/1 ED)

Combat Information Page

Character Name: Horse
 Alternate Identities: Ceridwyn
 Player Name: Bonnie



DEFENSES

Type	Amount	Notes
Physical Defense	13	Current BODY:
Res. Phys. Defense	8	
Energy Defense	11	Current END:
Res. Energy Defense	8	
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