

# Otter

Player: Bonnie

Campaign: Knights of Vibora Bay



Char Cost: 5      Base Pts.: 125  
 Skills Cost: 80      Disads: 105  
 Powers Cost: 40      Exp. Spent: 0  
**Total Cost: 125**  
**Experience Total: 0**

Val	Characteristic	Base	Cost	Total
-5	Strength	10	-15	-5
14	Dexterity	10	12	14
12	Constitution	10	4	12
5	Body	10	-10	5
15	Intelligence	10	5	15
18	Ego	10	16	18
3	Presence	10	-7	3
8	Comeliness	10	-1	8
3	Physical Defense	0	3	10
2	Energy Defense	2	0	9
2	Speed	2.4	0	2
3	Recovery	2	2	3
24	Endurance	24	0	24
15	Stun	11	4	15
2	Running	6	-8	2"
2	Swimming	2	0	3"
0	Leaping	0	0	1"

Pts.	Disadvantages
Fae Blooded	
10	1) Distinctive Features: Fae Aura (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)
20	2) Psychological Limitation: Animal Lover (Very Common, Strong)
15	3) Vulnerability: 1 1/2 x BODY Iron/Steel (Very Common)
15	4) Vulnerability: 1 1/2 x STUN Iron/Steel (Very Common)
Natural Animal Disadvantages	
10	1) Physical Limitation: Diminutive (typically no larger than about about .5m; +6" KB) Frequently, Slightly Impairing
15	2) Physical Limitation: Very Limited Manipulation Frequently, Greatly Impairing
0 Normal Characteristic Maxima	
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: Native (idiomatic) (4 Active Points)
0	4) 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 10-
3	2) High Society 10-
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	
20	1) +4 with DCV
9	2) Concealment 17- (13 Active Points); Self Only (-1/2)
11	3) Stealth 16-
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) <b>Faerie Longevity</b> : LS (Longevity: 400 Years)
1	2) <b>Faerie Mind</b> : Mental Defense (5 points total)
10	3) <b>Faerie Resilience</b> : Armor (7 PD/7 ED) (21 Active Points); Not vs Iron, Steel or Magic (-1)
Natural Animal Powers	
5	1) <b>Animal Eyes</b> : Nightvision
6	2) <b>Animal Senses</b> : +2 PER with All Sense Groups
1	3) <b>Aquatic Adaptation</b> : LS (Extended Breathing: 1 END per Turn)
1	4) <b>Aquatic Paws &amp; Tail</b> : Swimming +1" (3" total)
8	5) <b>Bite</b> : HKA 1/2d6 (10 Active Points); Reduced Penetration (-1/4)
5	6) <b>Claws</b> : HKA 1 point
1	7) <b>Leaping</b> : Leaping +1" (1" forward, 0 1/2" upward)
0	8) <b>Short Legs</b> : Running -4" (already figured in)

## Combat Information Page

Character Name: Otter

Alternate Identities: Ceridwen

Player Name: Bonnie



### DEFENSES

Type	Amount	Notes
Physical Defense	10	<b>Current BODY:</b>
Res. Phys. Defense	7	
Energy Defense	9	<b>Current END:</b>
Res. Energy Defense	7	
Mental Defense	5	<b>Current STUN:</b>
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: +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