

# Spider

Player: Bonnie

Campaign: Knights of Vibora Bay



Char Cost: -70      Base Pts.: 125  
 Skills Cost: 120      Disads: 95  
 Powers Cost: 50      Exp. Spent: 0  
**Total Cost: 100**  
**Experience Total: 0**

Val	Characteristic	Base	Cost	Total
-35	Strength	10	-45	-35
10	Dexterity	10	0	10
2	Constitution	10	-16	2
1	Body	10	-18	1
15	Intelligence	10	5	15
18	Ego	10	16	18
3	Presence	10	-7	3
8	Comeliness	10	-1	8
1	Physical Defense	0	1	8
1	Energy Defense	0	1	8
2	Speed	2.0	0	2
1	Recovery	0	2	1
4	Endurance	4	0	4
4	Stun	2	2	4
1	Running	6	-10	1"
2	Swimming	2	0	2"
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)
- 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
- 20 1) Physical Limitation: Insectile (.032m; +18" KB) or smaller All the Time, Greatly 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
- 35 1) +7 with DCV
- 18 2) Concealment 24- (27 Active Points); Self Only (-1/2)
- 27 3) Stealth 23-
- 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
- 6 1) **Eight Legs**: Extra Limbs , Inherent (+1/4) (6 Active Points)
- 7 2) **Fangs**: HKA 1 point, Reduced Endurance (0 END; +1/2) (7 Active Points)
- 8 3) **Spider Legs**: Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-1/4)
- 1 4) **Spider Legs**: Leaping +1" (1" forward, 0 1/2" upward)
- 13 **Webs**: Multipower, 27-point reserve, (27 Active Points); all slots 4 Charges (-1)
- 1u 1) **Standard Web**: Entangle 1d6, 0 DEF, Personal Immunity (+1/4), Area Of Effect (One Hex; +1/2), Continuous (+1) (27 Active Points); Extra Time (takes about 1 Hour to weave web, Only to Activate Constant or Persistent Power, -1 1/2), No Defense (-1 1/2), Only To Form Barriers (-1), Does Not Work Against Creatures Larger Than Minuscule (-1)
- 1u 2) **Wrapping Up Prey**: Entangle 1d6, 1 DEF (10 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), No Range (-1/2)

**Combat Information Page**  
**Character Name:** Spider  
 Alternate Identities: Ceridwen  
 Player Name: Bonnie



### DEFENSES

Type	Amount	Notes
Physical Defense	8	<b>Current BODY:</b>
Res. Phys. Defense	7	
Energy Defense	8	<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	3	14	3
"Half"	2	13	2
"Zero"	0	11	0

Combat Skill Levels: +7 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