

Wolf

Player: Bonnie

Campaign: Knights of Vibora Bay



Char Cost: 60 Base Pts.: 125
 Skills Cost: 56 Disads: 90
 Powers Cost: 54 Exp. Spent: 0
Total Cost: 170
Experience Total: 0

Val	Characteristic	Base	Cost	Total
10	Strength	10	0	10
17	Dexterity	10	21	17
15	Constitution	10	10	15
10	Body	10	0	10
15	Intelligence	10	5	15
18	Ego	10	16	18
13	Presence	10	3	13
8	Comeliness	10	-1	8
5	Physical Defense	2	3	12
3	Energy Defense	3	0	10
3	Speed	2.7	3	3
5	Recovery	5	0	5
30	Endurance	30	0	30
23	Stun	23	0	23
6	Running	6	0	8"
2	Swimming	2	0	2"
2	Leaping	2	0	2"

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: Poor Eyesight, suffers -2 to all Sight PER Rolls Frequently, Greatly Impairing
15	2) Physical Limitation: Very Limited Manipulation Frequently, Greatly Impairing
0	3) Physical Limitation: Human Size
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 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-
Natural Animal Skills	
10	1) +2 with HTH Combat
3	2) Concealment 12-
3	3) 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	
8	1) Bite : HKA 1/2d6 (1d6+1 w/STR) (10 Active Points); Reduced Penetration (-1/4)
4	2) Swift : Running +2" (8" total)
1	3) Tough Skin : Damage Resistance (1 PD/1 ED)
3	4) Wolf Senses : +1 PER with All Sense Groups but Sight Group
6	5) Wolf's Ears : +3 PER with Hearing Group
3	6) Wolf's Ears : Ultrasonic Perception (Hearing Group) (Hearing Group)
5	7) Wolf's Eyes : Nightvision
6	8) Wolf's Nose : +3 PER with Smell/Taste Group
5	9) Wolf's Nose : Tracking with Normal Smell

Combat Information Page
Character Name: Wolf
 Alternate Identities: Ceridwen
 Player Name: Bonnie



DEFENSES

Type	Amount	Notes
Physical Defense	12	Current BODY:
Res. Phys. Defense	8	
Energy Defense	10	Current END:
Res. Energy Defense	8	
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 HTH Combat

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