

Name: Bilby
Alternate Id:

Val	Char	Base	Cost
20	STR	10	10
18	DEX	10	16
13	CON	10	3
13	INT	10	3
8	EGO	10	-2
8	PRE	10	-2
6	OCV	3	15
8	DCV	3	15
3	OMCV	3	0
3	DMCV	3	0
4	SPD	2.0	20
7/10	PD	2	5
6/9	ED	2	4
7	REC	4	3
30	END	20	2
10	BODY	10	0
28	STUN	20	4
10m	RUN	12	-2
0m	SWIM	0	0
4m	LEAP	4	0

STR Roll 13-	Run:	10m
DEX Roll 13-	Swim:	0m
CON Roll 12-	Leap:	4m
INT Roll 12-		
EGO Roll 11-		
PER Roll 12-/14-		

Complications	Pts
Dependence: Blood Weakness: -3 To Characteristic Rolls and related rolls per time increment (Common; 6 Hours)	5
Hunted: Law Enforcement Agencies Frequently (As Pow; Watching)	5
Negative Reputation: Known Spy/Assassin, Frequently (Known Only To Those That Deal With Spies Or Assassins)	5
Physical Complication: Small (Infrequently; Barely Impairing)	5
Physical Complication: Ugly (-2 on Pre related skills or first reactions) (Infrequently; Barely Impairing)	5
Psychological Complication: Driven To Right Injustices (Common; Strong)	15
Psychological Complication: Socialphobie (Dislikes groups of people) (Common; Moderate)	10
Susceptibility: Extremely Loud Sounds 1d6 damage Instant (Uncommon)	5

XP
0
Base Points : 200
Complications Total + 55
Experience Spent + 1
Total Cost = 201

KP
25

Spirit Storm

Pts.	Skill/Perk/Talent/Power	END
12	+4 with Blades	
6	+2 with Shadowing, Stealth, and Climbing	
3	Acrobatics 13-	
3	Breakfall 13-	
3	Casing 12-	
3	Climbing 13-	
0	Concealment 8-	
0	Deduction 8-	
3	Fast Draw 13-	
0	Healing 8-	
0	KS: Home Caves 8-	
0	PS: Spy 8-	
3	Shadowing 12-	
3	Stealth 13-	
2	Survival (Underground) 12-	
3	Tracking 12-	
1	WF: Blades	
	Bat Kin Package	
10	1) Bat Echolocation: Active Sonar (Hearing Group) (15 Active Points); Costs Endurance (-1/2)	3
5	2) Claws Good At Holding: Clinging (normal STR) (10 Active Points); Can Only Move Slowly While Clinging (-1/2), Requires A Roll (Climbing Skill roll; -1/2)	0
7	3) Bat Wings: Flight 14m (14 Active Points); Restrained (-1/2), Wings On Ends Of Arms (Can make flight tricky while holding bulky impliments.) (-1/2)	3
10	4) Small: +2 DCV	
4	5) Small: +2 with Stealth	
3	Killing Stroke: Armor Piercing (+1/4) for up to 30 Active Points of Blade KA Damage (7 Active Points); Only On Surprise Attacks (-1), OIF (Blade Of Opportunity; -1/2)	1
5	Exceptional Hearing: (Total: 10 Active Cost, 5 Real Cost) +2 PER with Hearing Group (4 Active Points); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1), Extra Time (Full Phase, Only to Activate, -1/4) (Real Cost: 2) plus +4 versus Range Modifier for Hearing Group (6 Active Points); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1), Extra Time (Full Phase, Only to Activate, -1/4) (Real Cost: 3)	0
11	Shadowmaster: Invisibility to Sight Group, Reduced Endurance (0 END; +1/2) (30 Active Points); Requires A Roll (Stealth Skill roll; Must be made each Phase/use; -1), Only In Shadows Or Darkness (-1/2), Must Move Very Slowly (-1/4)	0
7	Dual Blade Defense: Defense Maneuver I-IV (10 Active Points); OIF (Second Blade Of Opportunity; -1/2)	
	Short Sword: (Total: 27 Active Cost, 10 Real Cost) Killing Attack - Hand-To-Hand 1d6 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2) (22 Active Points); OAF (Short Sword; -1), STR	0

Base OCV: 6 Base DCV: 8
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +4 with Blades

Combat Maneuvers					
Name	Phase	OCV	DCV	Effect	
Bind	1/2	+0	+0	Bind,STRvsSTR	
Block	1/2	+0	+0	Block,Abort	
Brace	0	+2	1/2	+2OCVvsRngMod	
Disarm	1/2	-2	+0	Disarm,STRvsSTR	
Dodge	1/2	---	+3	Abort	
Flail	1/2	-1	+0	No DCV for shield	
Grab	1/2	-1	-2	Grab two limbs	
Grab By	1/2	-3	-4	Move and Grab	
Haymaker	1/2*	+0	-5	+4DC to attack	
Move By	1/2	-2	-2	STR/2+v/10	
Move Through	1/2	-v/5	-3	STR+v/6	
Set	1	+1	+0	Ranged attacks only	
Set Vs. Charge	1	+0	+0	Weapon+v/6	
Strike	1/2	+0	+0	STR or weapon	
Unhorse	1/2	-1	+0	Unhorse,STR/5+v/10	

Range (m)	0-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8

DEX: 18 SPD: 4 ECV: 3 - 3
Phases: 3, 6, 9, 12
7/10 PD (3 rPD) 6/9 ED (3 rED) MD: 0
END: 30 STUN: 28 BODY: 10

Roll	STUNx	NSTUN	BODYx	To Hit	DEF
3-5 Head	x5	x2	x2	-8	---
6 Hand	x1	x1/2	x1/2	-6	---
7-8 Arm	x2	x1/2	x1/2	-5	---
9 Shldr	x3	x1	x1	-5	---
10-11 Chest	x3	x1	x1	-3	---
12 Stmch	x4	x1.5	x1	-7	---
13 Vital	x4	x1.5	x2	-8	---
14 Thigh	x2	x1	x1	-4	---
15-16 Leg	x2	x1/2	x1/2	-6	---
17-18 Feet	x1	x1/2	x1/2	-8	---

Height: 1.00 m **Hair:** Black and oily
Weight: 30.00 kg **Eyes:** Solid black with no pupil

Personality: -Careful, planner type.
-Favors passive information gathering to engaging directly with force. If force is required it should be quick and overwhelming

Background: Bilby was a spy employed by the Albions at the start of the war and was directly involved in providing information to the Rat Gog assassins for the assassination of the King Of Turle. After seeing the results of his work Bilby felt tremendous guilt for the war and the destruction caused by it. He realizes that he can never undo nor make up for his part and the suffering it caused, but he feels the rest of his life must be spent trying to make amends. To accomplish this he has focused his skills on righting wrongs he comes across. He seeks no recognition and prefers to do his part from behind the scenes. It is not uncommon for him to arrive in a town, listen and learn of an injustice, act to correct it and move on without any of the involved knowing he was there or involved...

Minimum 10 (-1/2), Real Weapon (-1/4)
(Real Cost: 8) plus +1 OCV (5 Active
Points); OAF (Short Sword; -1), Only
When Using Sword (-1/2) (Real Cost: 2)
Leather Armor: (Total: 12 Active Cost, 6
Real Cost) +3 PD, Resistant (+1) (6
Active Points); OIF (Hardened Leather
Armor; -1/2), Real Armor (-1/4) (Real
Cost: 3) plus +3 ED, Resistant (+1) (6
Active Points); OIF (Hardened Leather
Armor; -1/2), Real Armor (-1/4) (Real
Cost: 3)

0

45 + Skills Cost
62 : Powers Cost
94 + Characteristics Cost
201 = Total Cost