

**Name:** Tree

**Alternate ID:**

Val	Char	Base	Cost
45	STR	10	35
14	DEX	10	12
30	CON	10	40
30	BODY	10	40
10	INT	10	0
14	EGO	10	8
25	PRE	10	15
8	COM	10	-1
19/25	PD	9	10
11/15	ED	6	5
4	SPD	2.4	16
15	REC	15	0
60	END	60	0
68	STUN	68	0
11"	RUN	6	10
2"	SWIM	2	0
2"	LEAP	9	-7

**STR Roll:** 18-      **Run:** 11"  
**DEX Roll:** 12-      **Swim:** 2"  
**CON Roll:** 15-      **Leap:** 2"  
**INT Roll:** 11-  
**EGO Roll:** 12-  
**PER Roll:** 11-

Disadvantages	Pts
Dependent NPC: Creatures Of The Forest 11- (Incompetent; Group DNPC: x2 DNPCs)	25
Distinctive Features: Huge Tree (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Forests)	15
Hunted: Evil Magic Groups 8- (Mo Pow, Harshly Punish)	15
Money: Destitute	10
Physical Limitation: Enormous (25' tall, -4 DCV, +4 PER) (Frequently, Slightly Impairing)	10
Psychological Limitation: Protect Forest And It's Inhabitants (Common, Total)	20
Psychological Limitation: Fear Of Fire (Common, Moderate)	10
Reputation: Immortal Protector Of Forest, 11- (Known Only To Magic Using Creatures)	5
Vulnerability: 2 x STUN Fire (Common)	20
Vulnerability: 2 x BODY Fire (Common)	20

**XP**

**0**

**Base Points : 200**

**Disads Total + 150**

**Experience Spent + 0**

**Total Cost = 350**



**Pts. Power/Skill/Perk/Talent      END**

- 20 **Call Creatures Of The Woods:** Summon 8 28  
160-point Nearby Animal (Bears, Cougars, Owls, Hawks, Coyote, etc.), Expanded Class of Beings (Any Local Animal) Very Limited Group (+1/4), Friendly (+1/4) (70 Active Points); Increased Endurance Cost (4x END; -1 1/2), Arrives Under Own Power (-1/2), Summoned Being Must Inhabit Locale (-1/2)
- 19 **Talk To Animals:** Detect Analyze And Convey Meaning Of Animal Chirps And Body Language 11- (Unusual Group), Discriminatory, Sense, Transmit 0
- 17 **Long Branches:** Stretching 4", Reduced Endurance (0 END; +1/2) (30 Active Points); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4) 0
- 15 **Tough Bark:** Armor (6 PD/4 ED) 0
- 16 **Rooted:** Knockback Resistance -8" 0
- 24 **Ancient Tree:** Life Support (Eating Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Longevity 800 Years; Self-Contained Breathing) 0
- 5 **Sense At Night:** Nightvision 0
- 10 +2 with HTH Combat
- 6 AK: Sierra Mountains 15-
- 3 Climbing 12-
- 5 **Hide In/As A Copse Of Trees:** Concealment 15- (11 Active Points); Only On Himself (-1/2), Only In Home Terrain (-1/2)
- 6 KS: Local Flora and Fauna 15-
- 10 Navigation (Land) 15-
- 5 **Large Sweeping Branches:** Rapid Attack (HTH)
- 3 Anonymity
- 3 **Pull Of The Earth:** Bump Of Direction

**116 : Powers Cost**  
**51 + Skills Cost**  
**183 + Characteristics Cost**  
**350 = Total Cost**

Base OCV: 5 Base DCV: 5

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +2 with HTH Combat

**Combat Maneuvers**

Name	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	+4DC to attack
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

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 14      SPD: 4      ECV: 5  
Phases: 3, 6, 9, 12  
19/25 PD (0/6 rPD)      11/15 ED (0/4 rED)      MD: 0  
END: 60      STUN: 68      BODY: 30

