

**NAME:** Fomori (Lesser)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
30/55	Strength	x1	10	20
15	Dexterity	x3	10	15
28	Constitution	x2	10	36
20/23	Body	x2	10	20
5	Intelligence	x1	10	-5
10	Ego	x2	10	0
25	Presence	x1	10	15
2	Comeliness	x1/2	10	-4
28/30	Physical Defex	x1	6	22
18/20	Energy Defens	x1	6	12
4	Speed	x10	2.5	15
12	Recovery	x2	12	0
56	Endurance	x1/2	56	0
51/54	Stun	x1	49	2
<b>Characteristics Cost:</b>				<b>148</b>

<b>STR Roll:</b> 20-	Run	9"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 10-	Jump	11"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 10-		

**Experience:** 0

DISADVANTAGES	BASE:	174+PTS
Distinctive, "Adept", easily concealable, minor	5	
Distinctive, "Hideous giant", easily concealable, extreme	15	
Physical Lim, "One eye", infrequently, slightly	5	
Physical Lim, "One arm", infrequently, greatly	10	
Psych Lim, "Enjoys power", very common, moderate	15	
Psych Lim, "Hates magic", common, moderate	10	
Susc, "Celtic charms against evil", uncommon, per phase, 2D6	20	
Vuln, "Fire", uncommon, x2 stun	10	

**Disadvantages Total :** 90  
**Experience Spent +** 0  
**Total Points =** 264

# ENEMIES

PTS	POWERS	END
20	75% Damage Reduction (ED), Only vs. cold(-1)	
25	30/20 Damage Resistance	
13	2 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	
20	3 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	
7	7 Lack Of Weakness	
1	1 Life Support, safe in heat/cold, Only vs. cold(-1)	
6	9" Running ==Skills==	
2	KS: Celtic Folklore 11-	
2	KS: Demonology 11-	
0	Lang: Celtic, native	
20	4 Levels: Hand-to-hand combat, related group	
0	PS: Demon 8-	

116 : **Powers Total**  
148 + **Characteristic Total**  
264 = **Total Cost**

Base OCV: 5      Base DCV: 5  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 15      SPD: 4      ECV: 3  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 30/ 30 ED/rED 20/ 20  
END: 56      STUN: 54      BODY: 23

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

**NOTES**  
Kingdom of Champions (410) p197  
Species: Fomori