

# Chimaera Obluda

## Entitatis Magica

Paul: Bohemian Rhapsody 1264 AD



Size +2 80 in, 350 lbs, no hair, deep green eyes, Dexter

n/a, Chimera

Characteristics		Description	Score
Intelligence	Int	( )	0
Perception	Per	( Watchful +3 )	3
Strength	Str	( massive )	6
Stamina	Sta	( tough )	3
Presence	Pre	( chimeric )	-3
Communication	Co	( silent )	-1
Dexterity	De	( agile )	1
Quickness	Qik	( fast )	1

### Virtues & Flaws

- 1 Social Status: Magical Friend
- 0 Magic Human
- 1 Essential Virtue (Minor) (Watchful +3)
- 1 Higher Purpose (guarding)
- 1 Large (wings)
- 3 Magical Air
- 1 Premonitions
- 1 Sharp Ears
- 1 Terram Monstrosity (stone)
- 1 Tough
- 1 Unaffected by The Gift

### Personality

- 30 Brave 3
- 30 Likes Matyas Depennatus 3
- 30 Watchful 3

### Reputation

- 5 Ugly Statue 1

### Abilities

0	Arx Caeles Lore (places)	0
140	Athletics (flying)	7
140	Awareness (alertness)	7
140	Brawl (claws)	7
32	Czech (PG dialect)	3
30	Folk Ken (masons)	3
50	German (Bavarian)	4
30	Magic Lore (Terram)	3
12	Porta Germania Lore (places)	1
75	Premonitions (attacks)	5
50	Stealth (hiding)	4
75	Terram Resistance (Perdo)	5

### Natural (11) & No Shield

Soak: 17 Encumbrance: 0 (Total Load: 0)

Fatigue Levels	Wounds	Range	Number	Penalty	Notes
<input type="checkbox"/> 0 2 min Winded	Light Wounds	1-7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
<input type="checkbox"/> -1 10 min Weary	Medium Wounds	8-14	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
<input type="checkbox"/> -3 30 min Tired	Heavy Wounds	15-21	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
<input type="checkbox"/> -5 1 hr Dazed	Incapacitated	22-28	<input type="checkbox"/>		
<input type="checkbox"/> 2 hrs Unconscious	Dead	29+	<input type="checkbox"/>		

### Weapons

Weapon	Initiative	Attack	Defense	Damage	Range / Span	Load / Str	Notes
Obluda dodge	1		11			0	
Obluda claws	4	16	12	16		0	
Bite (large)	1	12	9	9		0	
Grapple	0	8	7	6		0	

Missile Attack Modifier: -3 per Range increment beyond the first

# Powers of Obluda

## Magic Might 20

### *Creature of Auram*

*Auram 25 (Focus, varies, -5 Initiative, 5 pts)*

*By beating his wings in specific ways, Obluda can generate a variety of Creo & Rego Auram effects, up to 4th magnitude; this power is slow to take effect, requiring two full rounds of wing-beating, during which time Obluda cannot move significantly (he may attempt to dodge, but cannot move away from his current position)*

### *Eyes of the Bat*

*Auram 30 (Personal, Constant, -3 Initiative, 3 pts)*

*Able to sense air and its boundaries*

### *Stentorian Roar*

*Mentem 20 (Personal, Momentary, -2 Initiative, 1 pts)*

*Causes fear in all who hear the roar; a Stamina roll (modified by applicable Personality Traits, such as Brave) of 9+ allows someone affected to remain in place, although they are frozen and may take no action as they are paralyzed with fear; a roll of 12+ enables an affected person or animal to act normally; rolls below 9 result in the affected target running nearly mindlessly in fear away from Obluda (note that most animals will simply flee and not even attempt to resist this effect)*

### *Unhindered by Storm's Fury*

*Auram 30 (Personal, Constant, -3 Initiative, 0 pts)*

*Immune to lightning and winds up to hurricane force*