



ANTROPOMORPHIC FANTASY ROLE-PLAY

Favorite Use	Marks	Dice			
		Skills	Marks	Species	Career
Ancient Texts	1	Academics	d4	d8	
		Brawling			
		Climbing*			
		Craft			
		Deceit			
		Digging			
	2	Dodge*	d6		
		Endurance*			
		Gossip			
	1	Inquiry	d4		
		Jumping*			
		Leadership			
		Melee Combat			
	1	Negotiation	d4		
From the Air	2	Observation	d6		
		Presence		d8	
	3	Ranged Combat	d8		
		Riding			
		Searching			
		Stealth*			
	1	Supernatural	d4	d6	d8
		Swimming*		d6	
		Tactics			
	1	Throwing	d4		
		Vehicles			
Pranks	2	Weather Sense	d4	d8	

(Marks:One=d4,Two=d6,Three=d8,Four=d10,Five=d12,Six=d12,d4,etc.)

\* Encumbered skill (affected by encumbrance)

Gifts	Effect	Page	X	Refresh?
Personality: Earnest	X for bonus d12	66		Respite
Language: Calabrese	Speak common	55	-	-
Local Knowledge: Triskellian	bonus d12 for local stuff	58	-	-
Combat Save	X to negate Dying or Dead	63		Respite
Flight	Extra action usable for flight; flying Stunts	66		Battle
Luck	Get two extra rolls on one die	65		Chapter
Prehensile Feet	Use feet as extra hands, extra save vs failed Climb	68	-	-
Changes Magic Trappings	Start with fate mage gear, exhaust to replace if lost	510¥		Session
Oratory	Bonus d12 for public speaking	59	-	-
Research	Bonus d12 to look things up, full successes for research by rote	76	-	-
Ambidexterity	All hands are main hands	71	-	-
Fusileer's Trappings	Start with sniper gear, exhaust to replace if lost	61		Session
Way of Changes	Exhaust to ready fate magic spell	510¥		Battle
	Stunt to Reason/Scare/Taunt/Trick with bonus d12	510¥	-	-
Blessings of the Changing Way	Assist any action with Supernatural	-	-	-
New Gift goes here	Long action to boost a future task	-		Respite
Money:		-	-	-

- Orichalks: (x 1/12D)
- Denarii: 8 (x 1D)
- Quincunx: (x 3D)
- Aureals: (x 24D)

Experience: 8 / 18

Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

Gear:

Staff, cloth armor, hooded shroud, strange jewelry, pistol x2, fusil, bullet-mold making kit, gun repair kit, bandolier, Daopao robe, Jingang wand, As-One-Wishes rod, counting beads Talisman

Notes:

- Ambidexterity Gift makes your Prehensile Feet as good as main hands, so Fusil-Feet are go! 😊
- Fusileer's Trappings provides a fusil and two pistols. Grenades will probably need to be bought on a per-job basis.

[Alba's LifePath](#)

Name: Alba



Species	Die	Career	Die
Albatross	d6	Seer	d8

Detail	Description	Detail	Description
Habitat	Shore	Age	
Senses	Spot	Gender	♀
Diet	Omnivore	Height	
Weapons	Beak	Weight	
	Claws	Eyes	
Cycle	Day	Pelt	
Distinguishing Characteristics			

**Traits**

Trait	Die
Body	d4
Speed	d8
Mind	d6
Will	d6

Personal Motto: You Make Your OWN Luck

Goals (up to three)

1.

a.

2.

b.

3.

Prove that Albatross does not mean bad luck

**Battle**

Initiative: d8,d6 (Speed &amp; Mind Dice)

**Movement**

Pace	Calc	Speed
Stride	1	1
Dash	½ Max Speed, +1 if Body>Speed	4
Sprint	Speed die	d8
Run	Max Body + Max Speed + Dash	16
Flying Stride	Stride+3	4
Flying Dash	Dash	4
Flying Sprint	Speed and Weather Sense	d8,d6,d4
Flying Run	Max Body + Max Flying Sprint + Flying Dash + 12	38

**Attacks**

Attack	Dice	Effect
Fusil	2d8	Damage +3 Slaying, Spark d10
Pistol	2d8	Damage +2 Slaying, Spark d10
Rod	d4	Damage +2, Parry d12
Wand	d4	Damage +0, Weak, Can't Parry
Beak	d6,d4	+1 Impaling
Claws	d6,d4	+1 Critical

**Defense**

Defense	Calc	Dice
Dodge	Speed + Dodge	d8,d6
Parry	Body + Melee	d4
Counter	Body + Melee	d4
Soak	Body	d4
Armor (cloth)		d4

**Damage & Other Status**

Cause	Status	Effects	X
any hit	Reeling	penalty d8; no Counters	
1 hit	Hurt	+1 damage	
2 hits	Afraid	cannot attack or rally	
3 hits	Injured	+1 damage	
4 hits	Dying	get first aid!	
5 hits	Dead	beyond mortal help	
6 hits	Overkilled	allies become Afraid	
	Knockdown	disadvantaged, cant retreat	
	Burdened	Dash is zero, limit of d8 to Action Skills	
	Over-Burdened	Burdened, cant run, disadvantaged	
	Unconscious	helpless	

<input type="checkbox"/>	Sick	<input type="checkbox"/>	Reeling causes Knockdown	<input type="checkbox"/>
Healing Quota:				

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