



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

(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	-	-
Dead Reckoning	Bonus d12 for land navigation	54	-	-
Hiking	Bonus d12 for long-distance travel	51	-	-
Resolve	Add Will dice to Soak	78	-	-
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¥		Chapter
	Stunt to Reason/Scare/Taunt/Trick with bonus d12	510¥	-	-

Money:

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

Experience:

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

Notes:

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Ambidexterity Gift makes your Prehensile Feet as good as main hands, so Fusil-Feet are go!

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This build is a Scout first, fate magician second. We can reverse it if desired!

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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	Scout	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 & Mind Dice)

Movement

Pace	Calc	Speed
Stride	1	1
Dash	Max Speed, +1 if Body>Speed	8
Sprint	Speed die	d8
Run	Max Body + Max Speed + Dash	16
Flying Stride	Stride+3	4
Flying Dash	Dash	8
Flying Sprint	Speed and Weather Sense	d8,d6,d4
Flying Run	Max Body + Max Flying Sprint + Flying Dash + 12	42

Attacks

Attack	Dice	Effect
Fusil	2d8	+3 Slaying, Spark d10
Pistol	2d8	+2 Slaying, Spark d10
Sling	2d8	+0
Shortsword	d4	+1 Impaling
Dagger	d4	+1
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 + Will + Armor	d6,d4

Armor:

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	

	Sick	Reeling causes Knockdown	
Healing Quota:			

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