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Favorite Use			Dice			
	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)
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Gifts	Effect	Page	Х	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: (=1/12Đ)

Denarii: 8 (=1Đ)

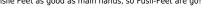
Quincunx: (=3Đ)

Aureals: (=24Đ) Experience:

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

Notes:

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



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

Fusileer's Trappings provides a fusil and two pistols. Grenades will probably need to be bought on a perjob basis. Alba's LifePath



Species	Die	Career	Die			
Albatross	d6	Scout	d8			
Detail			Descr	iption	Detail	Description
Habitat			Shor	e	Age	
Senses			Spot		Gender	Q
Diet		Omnivore		Height		
Weapons			Beak	:	Weight	
			Claw	s	Eyes	
Cycle			Day		Pelt	
Distinguish	ning					
Characteri	stics					
·						

Traits						
Trait	Die					
Body	d4					
Speed	d8					
Mind	d6					
Will	d6					

Personal Motto: You Make Your OWN Luck Goals (up to three)

b

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		
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		

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Sick Reeling causes Knockdown
Healing Quota:

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