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

Money:

Orichalks: (x 1/12Đ)

Denarii: 8 (x 1Đ)

Quincunx: (x 3Đ)

Aureals: (x 24Đ)

Experience:

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 perjob basis.

Alba's LifePath



Species	Die	- 19	Career	Die			
Albatross	d6		Seer	d8			
Detail				Descri	iption	Detail	Description
Habitat				Shore	è	Age	
Senses				Spot		Gender	Q.
Diet				Omni	vore	Height	
Weapons				Beak		Weight	
				Claws	5	Eyes	
Cycle				Day		Pelt	
Distinguish Characteri							

Traits				
Trait	Die			
Body	d4			
Speed	d8			
Mind	d6			
Will	d6			

Personal Motto: You Make Your OWN Luck

Goals (up to three)

2.

Prove that Albatross does not mean bad luck

Battle

Initiative: d8,d6 (Speed & 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	38
	Dash + 12	

Attacks				
Attack	Dice	Effect		
Fusil	2d8	Damage +3 Slaying, Spark d10		
Pistol	2d8	Damage +2 Slaying, Spark d10		
Staff	d4	Damage +1, Parry d12		
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	Х
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 Healing Quota: Reeling causes Knockdown

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