



| | | 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 | | |
| | | 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 | - | - |
| 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 1/12D)
-

Denarii: 8 (x 1D)

-
- Quincunx: (x 3D)
-

Aureals: (x 24D)

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-Foot 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 & 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 |
| 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 | 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:

From:
<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:
<https://wiki.wishray.com/doku.php?id=ironclaw:alba&rev=1583496372>

Last update: **2020/03/06 04:06**

