



|               |       |               | Dice  |         |        |
|---------------|-------|---------------|-------|---------|--------|
| Favorite Use  | Marks | Skills        | Marks | Species | Career |
| Ancient Texts | 1     | Academics     | d4    |         | d8     |
|               |       | Brawling      |       |         |        |
|               |       | Climbing*     |       |         |        |
|               |       | Craft         |       |         |        |
|               |       | Deceit        |       |         |        |
|               | 2     | Digging       | d6    |         |        |
|               |       | Dodge*        |       |         |        |
|               |       | Endurance*    |       |         |        |
|               |       | Gossip        |       |         |        |
|               |       | Inquiry       |       |         |        |
|               | 1     | Jumping*      | d4    |         |        |
|               |       | Leadership    |       |         |        |
|               |       | Melee Combat  |       |         |        |
|               |       | Negotiation   |       |         |        |
|               |       | Observation   |       |         |        |
| From the Air  | 2     | Presence      | d6    |         | d8     |
|               |       | Ranged Combat |       |         |        |
|               |       | Riding        |       |         |        |
|               |       | Searching     |       |         |        |
|               |       | Stealth*      |       |         |        |
|               | 1     | Supernatural  | d4    | d6      | d8     |
|               |       | Swimming*     |       |         |        |
|               |       | Tactics       |       |         |        |
|               |       | Throwing      |       |         |        |
|               |       | Vehicles      |       |         |        |
| Pranks        | 2     | 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¥ | - | -        |
| Blessings of the Changing Way | Assist any action with Supernatural                              | -    | - | -        |
|                               | Long action to boost a future task                               | -    |   | Respite  |

Money:

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

Experience: 5 / 15

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 & 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                                   |   |

|  |      |                          |  |
|--|------|--------------------------|--|
|  | Sick | Reeling causes Knockdown |  |
|--|------|--------------------------|--|

Healing Quota:

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