



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

(Marks:One=d4,Two=d6,Three=d8,Four=d10,Five=d12,Six=d12,d4,etc.)

* Action skill (affected by encumbrance)

Gifts	Effect	Page	X	Refresh?
Personality: <personality>	X for bonus d12			Respite
Language: Calabrese	Speak common		X	-
Local Knowledge: <LOCALE>	bonus d12 for local stuff		X	-
Combat Save	X to negate Dying or Dead			Respite
Species				
Species				
Species				
Career				
Career				
Career				

Money:

•

Orichalks: (=1/12)

•

Denarii : (=1)

•

Quincunx: (=3)

•

Aureals: (=24)

Experience:

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

Name:

Species: Career:

Detail	Description	Detail	Description
Habitat		Age	
Senses		Gender	
Diet		Height	
Weapons		Weight	
Weapons		Eyes	
Cycle		Pelt	
Distinguishing Characteristics			

Traits

Trait	Die
Body	
Speed	
Mind	
Will	

[your_pic_here](#)

Personal Motto: Write Motto Here

Goals (up to three)

1.

a

2.

b

3.

c

BattleInitiative:(Speed & Mind Dice)

Movement

Pace	Calc	Speed
Stride	1	
Dash	Max Speed, +1 if Body>Speed	
Sprint	Speed die	
Run	Max Body + Max Speed + Dash	

Attacks

Attack Dice Effect

Defense

Defense	Dice	Effect
Speed & Dodge		

Soak:(Body dice)

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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