2025/08/24 14:47 1/2 Name:



Favorite				Dice		
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.)

* Encumbered skill (affected by encumbrance)

* Encumbered skill (affected by el	ncumprance)			
Gifts	Effect	Page	Х	Refresh?
Personality: <personality></personality>	X for bonus d12			Respite
Language: Calabrese	Speak common		Х	-
Local Knowledge: <locale></locale>	bonus d12 for local stuff		Х	-
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 Die	Career Die		
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.

а

2.

b

3.

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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