



Name:

| Species | Die | Career | Die |
|--------------------------------|--------------------|--------|---------------|
| Detail | Description | | Detail |
| Habitat | | | Age |
| Senses | | | Gender |
| Diet | | | Height |
| Weapons | | | Weight |
| Weapons | | | Eyes |
| Cycle | | | Pelt |
| Distinguishing Characteristics | | | |

| Favorite Use | Marks | Skills | Dice | | |
|--------------|-------|---------------|-------|---------|--------|
| | | | 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 | | | |

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

Battle Initiative: (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, can't retreat | |
| | Burdened | Dash is zero, limit of d8 to Action Skills | |
| | Over-Burdened | Burdened, can't run, disadvantaged | |
| | Unconscious | helpless | |
| | Sick | Reeling causes Knockdown | |

Healing Quota:

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

* Encumbered skill (affected by encumbrance)

| Gifts | Effect | Pg. X | Ref |
|----------------------------|---------------------------|-------|---------|
| Personality: <personality> | X for bonus d12 | | Respite |
| Language: Calabrese | Speak common | No | - |
| Local Knowledge: <LOCALE> | bonus d12 for local stuff | No | - |
| Combat Save | X to negate Dying or Dead | | Respite |
| Species | | | |
| Species | | | |
| Species | | | |
| Career | | | |
| Career | | | |
| Career | | | |

Flaws

-
- a
-
- b
-
- c
- Money:
-
- Orichalks: (=1/12D)
-
- Denarii : (=1D)
-
- Quincunx: (=3D)
-
- Aureals: (=24D)
- Experience:
- Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

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