



Species Die Career Die

Trait Die

Body
Speed
Mind
Will

| 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 | | | |

(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 | 66 | | Respite |
| Language: Calabrese | Speak common | 55 | No | - |
| Local Knowledge: <LOCALE> | bonus d12 for local stuff | 58 | No | - |
| Combat Save | X to negate Dying or Dead | 63 | | Respite |
| Species | | | | |
| Species | | | | |
| Species | | | | |
| Career | | | | |
| Career | | | | |
| Character | | | | |
| Character | | | | |
| Character | | | | |

Money:

•
Orichalks: (x 1/12D)

•
Denarii: (x 1D)

•
Quincunx: (x 3D)

•
Aureals: (x 24D)

Items:

Experience:

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

Name:

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

Personal Motto: Write Motto Here

Goals (up to three)

1.

-

2.

-

3.

-

Flaws

1.

-

2.

-

3.

-

Initiative: (Speed & Mind Dice)

Movement

| Pace | Calc | Speed |
|--------|---------------------------------|-------|
| Stride | 1 | |
| Dash | ½ Max Speed, +1 if Body > Speed | |
| Sprint | Speed die | |
| Run | Max Body + Max Speed + Dash | |

Attacks

Attack Dice Effect

Defense

| Defense | Calc | Dice |
|---------|---------------|------|
| Dodge | Speed + Dodge | |
| Parry | Body + Melee | |
| Counter | Body + Melee | |
| Soak | Body | |
| Armor | per 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:

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