



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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