



Species	Die	Career	Die
Wolf	d4	Burglar	d6

Trait	Die
Body	d8
Speed	d8
Mind	d6
Will	d6

Favorite Use	Marks	Skills	Dice		
			Marks	Species	Career
With Wrestling	2	Academics			
Rooftops	1	Climbing*	d4		d6
Blacksmith	1	Craft	d4		
Stealing	2	Deceit	d6		
		Digging			
Vs. Melee	1	Dodge*	d4		
		Endurance*		d4	
		Gossip			
		Inquiry			
		Jumping*			
		Leadership			
From Surprise	1	Melee Combat	d4		
		Negotiation			
During the night	1	Observation	d4		
		Presence			
		Ranged Combat			
		Riding			
Finding valuables	3	Searching	d8	d4	d6
In the dark	1	Stealth*	d4		d6
		Supernatural			
		Swimming*			
		Tactics		d4	
		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	Refresh
Personality: Gluttonous	X for bonus d12	66		Respite
Language: Calabrese	Speak common	55	-	-
Local Knowledge	Bonus d12 for local stuff in Triskellian	58	-	-
Combat Save	X to negate Dying or Dead	63		Respite
Hiking	Bonus d12 for long-distance travel	51	-	-
Howling	Bonus d12 to Scare or resist Scare	68	-	-
Tracking	Bonus d12 to follow trails	56	-	-
Fast Climber	Climbing doesn't cause Reeling	50	-	-
Shadowing	Bonus d12 for following people	59	-	-
Streetwise	Bonus d12 with criminals	80	-	-
Acrobat	Flexible Dash; extra Stand Up action; retreat while prone; falling damage is Weak	50	-	-
Diehard	Bonus d6 to Soak for each of Hurt/Injured status	63	-	-
Disguise	Bonus d12 to pose as someone else or blend into crowd	57	-	-

#### Money

- Orichalks: (x 1/12D)
- Denarii: 6 (x 1D)
- Quincunx: (x 3D)
- Aureals: (x 24D)

#### Items

Shortsword, leather armor, large sack, small sack, dagger, lockpicks, knife

**Experience:** 5 / 5

• Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.  
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Name: Jean-Matthieu

Detail	Description	Detail	Description
Habitat	Forest	Age	
Senses	Listen, Smell	Gender	
Diet	Omnivore	Height	
Natural Weapons	Claws	Weight	
	Teeth	Eyes	
Cycle	Night	Pelt	
Distinguishing Characteristics	Large, Very Dark Brown Fur		

**Personal Motto:** "If you realize that all things change, there is nothing you will try to hold on to. If you are not afraid of dying, there is nothing you cannot achieve."

#### Goals

- 1.
- 
- 2.
- 
- 3.
- 

#### Flaws

- 1.
- 
- 2.
- 
- 3.
- 

**Initiative:** (Speed & Mind Dice)

#### Movement

Pace	Calc	Distance
Stride	1	1
Dash	½ Max Speed, +1 if Body > Speed	4
Sprint	Speed die	d8
Run	Max Body + Max Speed + Dash	20

#### Attacks

Attack	Dice	Damage
Shortsword	d8,d4	+1, Impaling
Dagger	d8,d4	+1
Knife	d8,d4	+1
Claws	d8,d6,d4	+1, Critical
Teeth	d8,d6,d4	+1, Grapple

#### Defense

Defense	Calc	Dice
Dodge	Speed + Dodge	d8,d4
Parry	Body + Melee	d8,d4
Counter	Body + Melee	d8,d4
Soak	Body	d8
Armor	per armor	d6

#### Damage & Other Status

Cause	Status	Effects	X
any hit	Reeling	penalty d8; no Counters	
1 hit	Hurt	+1 damage	X
2 hits	Afraid	cannot attack or rally	X
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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Last update: **2020/04/10 12:36**

