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Species	Die	Career	Die
Wolf	d4	Burglar	d6
Trait	Die		
Body	d8		
Speed	d8		
Mind	d6		
Will	d6		

			Dice		
Favorite Use	Marks	<u>Skills</u>	Marks	Species	Career
		Academics			
With Wrestling	2	Brawling	d6		
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 1/12Đ)

Denarii: 6 (x 1Đ)

Quincunx: (x 3Đ)

• Aureals: (x 24Đ)

Items

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

Experience: 5 / 5

Name: Jean-Matthieu

Detail	Description		Detail	Description
Habitat	Forest		Age	
Senses	Listen, Smell		Gender	
Diet	Omnivore		Height	
Natural	Claws		Weight	
Weapons	Teeth		Eyes	
Cycle	Night		Pelt	
Distinguishing Characteristics	Large, Very I	Dar	k Brown Fi	ir

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	Reeling	penalty d8; no	
hit		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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