

Species	Die		Career	Die
Wolf	d4		Burglar	d6
Trait	Die			
Body	d8			
Speed	d8			
Mind	d6			
Will	d6	1		

F			Dice			
Favorite Use	Marks	<u>Skills</u>	Marks	Species	Career	
		Academics				
		Brawling				
Rooftops	1	Climbing*	d4		d6	
		Craft				
		Deceit				
		Digging				
		Dodge*				
		Endurance*		d4		
		Gossip				
		Inquiry				
		Jumping*				
		Leadership				
		Melee Combat				
		Negotiation				
		Observation				
		Presence				
		Ranged Combat				
		Riding				
?	3	Searching	d8	d4	d6	
		Stealth*			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: <personality></personality>	X for bonus d12	66		Respite
Language: Calabrese	Speak common	55	No	-
Local Knowledge: <locale></locale>	bonus d12 for local stuff	58	No	-
Combat Save	X to negate Dying or Dead	63		Respite
Species				
Species				
Species				
Career				
Career				
Career				
Character				
Character				
Character				

Money

Orichalks: (x 1/12Đ)

Denarii: (x 1Đ)

Quincunx: (x 3Đ) Aureals: (x 24Đ)

Items: Experience:

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

Name: Jean-Matthieu

Detail	Description	Detail	Description
Habitat		Age	
Senses		Gender	
Diet		Height	Ì
Natural		Weight	
Weapons		Eyes	ĺ
Cycle		Pelt	
Distinguishing			
Characteristics			

Personal Motto:

Goals

- 1.
- 2.
- 3.

Flaws

- 1.
- 2.
- 3.

Initiative: (Speed & Mind Dice)

Movement

Pace	Calc	Distance
Stride	1	
Dash	1/2 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	Γ
2 hits	Afraid	cannot attack or rally	
3 hits	Injured	+1 damage	
4 hits	Dying	get first aid!	
5 hits	Dead	beyond mortal help	Π
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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