



<b>Species</b>	<b>Die</b>	<b>Career</b>	<b>Die</b>
Wolf	d4	Burglar	d6
<b>Trait</b>	<b>Die</b>		
Body	d8		
Speed	d8		
Mind	d6		
Will	d6		

Favorite Use	Marks	Skills	Dice		
			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*			
		Endurance*		d4	
		Gossip			
		Inquiry			
		Jumping*			
		Leadership			
From Surprise	1	Melee Combat			
		Negotiation			
		Observation			
		Presence			
		Ranged Combat			
		Riding			
Finding valuables	3	Searching	d8	d4	d6
In the dark	1	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>	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				
Career				
Character				
Character				
Character				

**Money**

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

**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	
Natural Weapons		Weight	
		Eyes	
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	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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