



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
		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	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	No	-
Local Knowledge: Triskellian	bonus d12 for local stuff	58	No	-
Combat Save	X to negate Dying or Dead	63		Respite
Species	Hiking			
Species	Howling			
Species	Tracking			
Career	Fastclimber			
Career	Shadowing			
Career	Streetwise			
Character	Acrobat			
Character	Diehard			
Character	Disguise			

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: Jean-Matthieu

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

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
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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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