



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: 3 / 3

- Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.
- Jean-Matthieu 3 + 1 (chapter)

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 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	
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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