



| 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 Weapons | Claws | Weight | |
| 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 |
|--------|------|--------|
|--------|------|--------|

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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