



Favorite Use	Marks	Skills	Dice		
			Marks	Species	Career
Gossip	2	Academics	d4		
		Brawling			
		Climbing*			
		Craft			
Nobles	3+1	Deceit	d6		d6
		Digging		d6	
		Dodge*	d4	d6	
		Endurance*			
Smallsword	1	Gossip	d10		d6
		Inquiry	d6		
		Jumping*			
		Leadership			
Smallsword	1	Melee Combat	d4		
		Negotiation	d4		d6
		Observation	d4		
		Presence			
Smallsword	1	Ranged Combat			
		Riding			
		Searching			
		Stealth*	d4	d6	
Smallsword	1	Supernatural			
		Swimming*			
		Tactics			
		Throwing			
Smallsword	1	Vehicles			
		Weather Sense			

(Marks:One=d4,Two=d6,Three=d8,Four=d10,Five=d12,Six=d12,d4,etc.)

\*Encumbered skills (affected by being burdened)

Gifts	Effect	Pg.*	X	Refresh?
Personality: Conniving	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
Contortionist	Win on dodge ties, bonus to escape	50	No	-
Increased Trait: Speed	+1 die size to speed	65	No	-
Springing Strike	Melee attack then move d10 back	53	No	-
Carousing	Bonus d12 When Drinking	57	No	-
Fast-Talk	Bonus d12 for Fast Negotiation	57	No	-
Streetwise	Bonus d12 with the Criminal Element	80	No	-
Melee Finesse	Speed & Melee Combat	52	No	-
Heraldry	Bonus d12 to Know Nobles	54	No	-
Knack with Gossip	+1 Gossip, X to re-roll all dice	65		Respite

\* Page of the omnibus edition

Money:

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Orichalks: (=1/12 )

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Denarii : (=1 )

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Quincunx: (=3 )

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Aureals: (=24 )

Experience:

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



Name: Quentin DuVarge

Species	Die	Career	Die
Weasel	d6	Bawdy Rake	d6

Detail	Description	Detail	Description
Habitat	Forest	Age	32
Senses	Smell	Gender	Male
Diet	Carnivore	Height	6'2"
Weapons	Claws	Weight	140 Lbs.
Weapons	Teeth	Eyes	Violet
Cycle	Twilight	Pelt	Brown
Distinguishing Characteristics	Missing a large patch of belly fur		

**Traits**

Trait	Die
Body	d4
Speed	d10 (d8 + Weasel)
Mind	d6
Will	d8

Personal Motto: Everybody has a secret

Goals (up to three)

1.

Make a fast friend of "Fabrizio"

2.

b

3.

c

BattleInitiative:d10,d6 (Speed &amp; Mind Dice)

**Movement**

Pace	Calc	Speed
Stride	1	1
Dash	Max Speed, +1 if Body>Speed	10
Sprint	Speed die	d10
Run	Max Body + Max Speed + Dash	24

**Attacks**

Attack	Dice	Effect
Short Sword	d10,d4	+1, Impaling
Claw	d4,d6	Damage +1 Critical
Bite	d4,d6	Damage +1, Grapple

**Defense**

Defense	Dice	Effect
Dodge (Speed & Dodge)	d10,d4,d6	
Short Sword, Counter	d10,d4	+1, Impaling
Short Sword, Parry	d10,d4	+1, Impaling

Soak: d4 (Body dice)

Armor: d6 (Leather)

**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, cant retreat	
	Burdened	Dash is zero, limit of d8 to Skills	
	Over-Burdened	Burdened, cant run, disadvantaged	
	Unconscious	helpless	
	Sick	Reeling causes Knockdown	

Healing Quota:

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