2025/11/27 21:11 1/2 Name: Quentin DuVarge



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

Orichalks: (=1/12)

Denarii : (=1)

Quincunx: (=3)

Aureals: (=24)

Experience:

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



Name: Quentin DuVarge

Species	Die	Care	eer	Die		
Weasel	d6	Ba	wdy Rake	d6		
Detail			Descripti	on	Detail	Description
Habitat			Forest		Age	32
Senses			Smell		Gender	Male
Diet			Carnivor		Height	6'2"
Weapons	5		Claws		Weight	140 Lbs.
Weapons	5		Teeth		Eyes	Violet
Cycle			Twilight		Pelt	Brown
Distingui Characte			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)

Make a fast friend of "Fabrizio"

2.

b 3.

С

BattleInitiative:d10,d6 (Speed & 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

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		
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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