2025/11/27 21:05 1/2 Name: Quentin DuVarge



Favorite			Dice			
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	Ref
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)

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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	Career				
Weasel	d6	Bav	vdy Rake	d€	5		
Detail			Descript	ion		Detail	Description
Habitat			Forest			Age	32
Senses			Smell			Gender	Male
Diet		Carnivor		Height	6'2"		
Weapon	S		Claws			Weight	140 Lbs.
Weapon	S		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)

Make a fast friend of "Fabrizio"

2.

b

3.

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

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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