



| Favorite Use | Marks | Skills        | Dice  |         |        |
|--------------|-------|---------------|-------|---------|--------|
|              |       |               | 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

Flaws

- Illiterate
- Unhealthy Levels of Curiosity
- Sucker for a Pretty Face
- Money:
- Orichalks: (=1/12 )
- Denarii : 4 (=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                                | Career     | Die         |
|--------------------------------|------------------------------------|------------|-------------|
| Weasel                         | d6                                 | Bawdy Rake | d6          |
| Detail                         | Description                        | Detail     | Description |
| Habitat                        | Forest                             | Age        | 32          |
| Senses                         | Smell                              | Gender     | Male        |
| Diet                           | Carnivor                           | 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 & Mind Dice)

Movement

| Pace   | Calc                          | Speed |
|--------|-------------------------------|-------|
| Stride | 1                             | 1     |
| Dash   | ½ Max Speed, +1 if Body>Speed | 5     |
| Sprint | Speed die                     | d10   |
| Run    | Max Body + Max Speed + Dash   | 19    |

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:

Quentin Background

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