



Name: Eist "Shadow" Rendhart

Favorite Use	Marks	Skills	Dice		
			Marks	Species	Career
		Academics			
Underground	3	Brawling	d8		
	2	Climbing*	d6		
Explosives	3	Craft	d8		d10
	3	Deceit			
	3	Digging	d8	d10	d10
Digging	1	Dodge*			
		Endurance*	d4		
		Gossip			
		Inquiry			
		Jumping*			
		Leadership			
		Melee Combat			
		Negotiation			
		Observation			
		Presence			
		Ranged Combat			
		Riding			
		Searching			
	1	Stealth*	d4	d10	d10
		Supernatural			
		Swimming*		d10	
		Tactics			
		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: Curmudgeon	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
Frenzy	Reaction: Become Enraged, negate negative mental status, must attack	51		Respite
Increased Will		65	-	-
Strength	+d8 to attacks, +1 encumbrance	81	-	-
Haggling	+d12 for buying and selling; discounts	57	-	-
Resolve	Add Will dice to Soak	78	-	-
Veteran	Upgrade Aim and Guard to d12	83	-	-
Increased Career		65	-	-
Increased Species		65	-	-
Brawling Fighter	Parry, Counter, and Threaten with Brawling	50	-	-

**Flaws**

- 
- a
- 
- b
- 
- c
- Money:
- 
- Orichalks: (x 1/12D)
- 
- Denarii : (x 1D)
- 
- Quincunx: (x 3D)
- 
- Aureals: (x 24D)
- Experience: 12 / 12
- Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

Species	Die	Career	Die
Badger	d10	Pioneer	d10

  

Detail	Description	Detail	Description
Habitat	Forest	Age	45
Senses	Smell	Gender	♂
Diet	Omnivore	Height	
Weapons	Claws	Weight	
	Teeth	Eyes	
Cycle	Night	Pelt	
Distinguishing Characteristics	Always smells slightly singed.		

**Traits**

Trait	Die
Body	d6
Speed	d4
Mind	d6
Will	d8

Personal Motto: Nothing lasts forever.

Goals (up to three)

- 1.
- a
- 2.
- b
- 3.
- c

Initiative: d6,d4 (Speed & Mind Dice)

**Movement**

Pace	Calc	Speed
Stride	1	1
Dash	½ Max Speed, +1 if Body>Speed	3
Sprint	Speed die	d4
Run	Max Body + Max Speed + Dash	13

**Attacks**

Attack	Dice	Effect
Claws	d10,2d8,d6	Damage +1, Critical
Teeth	d10,2d8,d6	Damage +1, Grapple
Cestus	2d8,d6	Damage +1, Parry +d12
E-Tool (Hatchet)	d8,d6	Damage +1, Thrown
Hilti (Lever Crossbow)	d4	Damage +2, Short, Reload/2

**Defense**

Defense	Dice
Dodge	d8,d4
Parry (Cestus)	d12,2d8,d6
Soak	d8,2d6 (d6 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, cant retreat	
	Burdened	Dash is zero, limit of d8 to Action Skills	
	Over-Burdened	Burdened, cant run, disadvantaged	
	Unconscious	helpless	
	Sick	Reeling causes Knockdown	

Healing Quota:

[Sheet on Google Drive](#)

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A crusty veteran of any number of minor conflicts. You can count on it, there's always some petty lord wanting some other lord's land. Eist has fought for several over the years, a few of whom are still around. He's probably even fought against some he'd fought for previously. One noble idiot's denarii spend as well as another's.

Formerly ran with a crew that included Galfort, Dancer, Belgrave, Teague, and Konstantin; but they all went their separate ways after the Temoin job.

Tuition to get Maribel into Dunwasser ate up most of his share, and he's been taking whatever jobs, fair or foul, come his way, to keep up the alimony payments to his ex Giselda.

He's a little rusty at fighting, but he's kept his pioneering skills pretty sharp. He can still time a wick down to an eighth of a second based on elevation, ambient temperature, humidity, wind speed, and soil composition. He carries his old entrenching tool, which can split a skull as well as a root if necessary, and a powder-actuated spike-driver designed by an old Mole name of Hilti that can surprise someone if they aren't prepared for it. For protection he relies on his padded leathers, a wooden mantlet he can brace into the ground, and the thick cestus knuckle guards that let him dig for hours without shredding his paws.

[https://en.wikipedia.org/wiki/Combat\\_engineer](https://en.wikipedia.org/wiki/Combat_engineer)

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