2025/10/20 10:28 1/2 Name: Varosh



Favorite			Dice			
Use	Marks	<u>Skills</u>	Marks	Species	Career	
Medicine	1	Academics	d4			
		Brawling				
		Climbing*				
		Craft				
		Deceit				
		Digging				
vs. Melee	3	Dodge*	d8		d8	
		Endurance*		d6	d8	
		Gossip				
		Inquiry				
		Jumping*		d6		
		Leadership				
w/ shortsword	2	Melee Combat	d6			
		Negotiation				
		Observation				
		Presence				
w/ longbow	3	Ranged Combat	d8		d8	
		Riding				
		Searching				
In brush or trees	2	Stealth*	d6			
		Supernatural				
		Swimming*				
Supporting Fire	2	Tactics	d6	d6		
		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	Ref
Personality: Evasive	X for bonus d12	66		Respite
Language: Calabrese	Speak common	55	-	-
Local Knowledge: Triskellian	bonus d12 for local stuff	58	-	-
Combat Save	X to negate Dying or Dead	63		Respite
Increased Body	Better Body die	65	-	-
Fast Mover	+1 Stride, +2 Dash, +6 (total +8) Run	74	-	-
Coward	When Afraid, +1 Stride, +3 Dash, +9 (total +12) Run	50	-	-
	As Reaction, become Afraid for the scene	50		Respite
Sharpshooter	No Short range penalty; d8 Medium; d12 Long; 2d12 Very Long	79	-	-
Veteran	d12 instead of d8 on Aim and Guard	83	-	-
Resolve	Add Will to Soak	78	-	-
Artful Dodger	+d12 concealment to Dodge past Short range	74	-	-
Aiming on the Draw	Reload or Ready plus Aim in one action	79	-	-
Focused Fighter	+d12 to defenses when Focused	83	-	-

Flaws

•

a

• b

•

С

Money:

Orichalks: (=1/12Đ)

Denarii: 8 (=1Đ)

•

Quincunx: (=3Đ)

•

Aureals: (=24Đ) Experience: Name: Varosh

Species	Die	Career	Di	е		
Deer	d6	Ranger	С	18		
Detail		Description	on		Detail	Description
Habitat		Forest			Age	29
Senses		Spot, Listen			Gender	₫
Diet		Herbivor	e		Height	16 hands
Weapor	าร	Antlers			Weight	14 stone
		Hooves			Eyes	Blue
Cycle		Twilight			Pelt	Brown
Disting: Charact						

Traits

Trait	Die
Body	d8
Speed	d8
Mind	d6
Will	d4

Personal Motto: Ask Me Later Goals (up to three)

1.

a

2.

b 3.

c

Initiative: d8,d6 (Speed & Mind Dice)

Movement

Pace	Calc	Speed
Stride	1+1	2
Dash	1/2 Max Speed, +1 if Body>Speed	6
Sprint	Speed die	d8
Run	Max Body + Max Speed + Dash	28

Attacks

Attack	Dice	Effect
Longbow	d10,2d8	Damage +1, Critical
Shortsword	2d8	Damage +1, Impaling
Antlers	d8,d6	Damage +1, Impaling
Hooves	d8,d6	Damage +1, Critical

Defense

Deletise	
Defense	Dice
Dodge	2d8
Counter (shortsword)	2d8
Parry (shortsword)	2d8
Soak	d8,d4
Armor (leather)	d6

Damage & Other Status

Cause	Status	Effects	X
any hit	Reeling	penalty d8; no Counters	
1 hit	Hurt	+1 damage	Т
2 hits	Afraid	cannot attack or rally	Τ
3 hits	Injured	+1 damage	
4 hits	Dying	get first aid!	Т
5 hits	Dead	beyond mortal help	
6 hits	Overkilled	allies become Afraid	Т
	Knockdown	disadvantaged, can't retreat	
	Burdened	Dash is zero, limit of d8 to Action Skills	
	Over-Burdened	Burdened, can't run, disadvantaged	
	Unconscious	helpless	Т
	Sick	Reeling causes Knockdown	

Healing Quota:

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