



Favorite Use	Marks	Skills	Dice		
			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
- 
- c
- Money:
- 
- Orichalks: (=1/12D)
- 
- Denarii: 8 (=1D)
- 
- Quincunx: (=3D)
- 
- Aureals: (=24D)
- Experience:

Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift. Wishray Wiki - <https://wiki.wishray.com/>

Name: Varosh

Species	Die	Career	Die
Deer	d6	Ranger	d8

  

Detail	Description	Detail	Description
Habitat	Forest	Age	29
Senses	Spot, Listen	Gender	♂
Diet	Herbivore	Height	16 hands
Weapons	Antlers	Weight	14 stone
	Hooves	Eyes	Blue
Cycle	Twilight	Pelt	Brown
Distinguishing Characteristics			

**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	½ 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**

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	
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, can't retreat	
	Burdened	Dash is zero, limit of d8 to Action Skills	
	Over-Burdened	Burdened, can't run, disadvantaged	
	Unconscious	helpless	
	Sick	Reeling causes Knockdown	

Healing Quota:

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