



| 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 | 4 | Ranged Combat | d10 | | 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: 0 / 4

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 |
| Habitat | | Forest | Age |
| Senses | | Spot, Listen | Gender |
| Diet | | Herbivore | Height |
| Weapons | | Antlers | Weight |
| | | Hooves | Eyes |
| Cycle | | Twilight | Pelt |
| Distinguishing Characteristics | | | Brown |

Traits

| Trait | Die |
|-------|-----|
| Body | d8 |
| Speed | d8 |
| Mind | d6 |
| Will | d4 |

Personal Motto: Ask Me Later

Goals (up to three)

- a
- b
- 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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