2024/05/03 04:42 1/2 Name:



Favorite	Marks	<u>Skills</u>		Dice			
Use			Marks	Species	Career		
		Academics					
		Brawling					
		Climbing*					
		Craft					
		Deceit					
		Digging					
		Dodge*					
		Endurance*					
		Gossip					
		Inquiry					
		Jumping*					
		Leadership					
		Melee Combat					
		Negotiation					
		Observation					
		Presence					
		Ranged Combat					
		Riding					
		Searching					
		Stealth*					
		Supernatural					
		Swimming*					
		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	Page	X	Refresh?
Personality: <personality></personality>	X for bonus d12			Respite
Language: Calabrese	Speak common		No	-
Local Knowledge: <locale></locale>	bonus d12 for local stuff		No	-
Combat Save	X to negate Dying or Dead			Respite
Species				
Species				
Species				
Career				
Career				
Career				

Money:

Orichalks: (=1/12)

Denarii : (=1)

Quincunx: (=3)

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Aureals: (=24) Experience:

Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

Name:

Species Die	Career Die		
Detail	Description	Detail	Description
Habitat		Age	
Senses		Gender	
Diet		Height	
Weapons		Weight	
Weapons		Eyes	Ì
Cycle		Pelt	
Distinguishing Characteristics			

Traits

Trait	Die
Body	
Speed	
Mind	
Will	

your_pic_here

Personal Motto: Write Motto Here

Goals (up to three)

1.

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2. b

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BattleInitiative:(Speed & Mind Dice)

Movement

Pace	Calc	Speed
Stride	1	
Dash	Max Speed, +1 if Body>Speed	
Sprint	Speed die	
Run	Max Body + Max Speed + Dash	

Attacks

Attack Dice Effect

Defense

Defense	Dice	Effect
Speed & Dodge		

Soak:(Body dice)

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:

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