



| Favorite Use | Marks | Skills | Marks | Species | Career |
|--------------|-------|---------------|-------|---------|--------|
| | | Academics | | | |
| | | Brawling | | | |
| | | Climbing | | | |
| | | Craft | | | |
| | | Digging | | | |
| | | Dodge | | | |
| | | Endurance | | | |
| | | Gossip | | | |
| | | Inquiry | | | |
| | | Jumping | | | |
| | | Leadership | | | |
| | | Melee Combat | | | |
| | | Negotiation | | | |
| | | Observation | | | |
| | | Presence | | | |
| | | Academics | | | |
| | | Ranged Combat | | | |
| | | Riding | | | |
| | | Searching | | | |
| | | Stealth | | | |
| | | Supernatural | | | |
| | | Tactics | | | |
| | | Throwing | | | |
| | | Vehicles | | | |
| | | Weather | | | |

(Marks:One=d4,Two=d6,Three=d8,Four=d10,Five=d12,Six=d12,d4,etc.)

| Gifts | Effect | Page | X | Refresh? |
|-------------------------------|------------------------------|------|---|----------|
| Personality: <personality> | X for bonus d12 | | | Respite |
| Language: Calabrese | Speak common | | V | - |
| Local Knowledge: <LOCALE> | d12 | | V | - |
| Combat Save | X to negate Dying or Dead | | | Respite |
| Species | | | | |
| Species | | | | |
| Species | | | | |
| Career | | | | |
| Career | | | | |
| Career | | | | |

Money:

-
- Orichalks: (=1/12)
-
- Denarii : (=1)
-
- Quincunx: (=3)
-
- Aureals: (=24)

Experience:

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

Name: Quentin DuVarge

Species: Weasel d8

Habitat:

Senses:

Diet: Carnivore

Weapons:

Weapons:

Cycle: Twilight

Senses:

Age:

Gender:

Height:

Weight:

Eyes:

Pelt:

Distinguishing Characteristics:

[character_pic_here](#)

Personal Motto: Write Motto Here

Goals (up to three)

1.

a

2.

b

3.

c

BattleInitiative:(Speed & Mind Dice)

Movement 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 Skills | | |
| Over-Burdened | Burdened, cant run, disadvantaged | | |
| Unconscious | helpless | | |
| Sick | Reeling causes Knockdown | | |

Healing Quota:

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