**Favorite Use**  
Mark: [ ]  
- Academics  
- Brawling  
- Climbing  
- Craft  
- Deceit  
- Dodge  
- Endurance  
- Gossip  
- Inquiry  
- Jumping  
- Leadership  
- Melee Combat  
- Negotiation  
- Observation  
- Presence  
- Ranged Combat  
- Riding  
- Searching  
- Stealth  
- Supernatural  
- Swimming  
- Tactics  
- Throwing  
- Vehicles  
- Weather Sense  

**SKILLS**  
Mark: [ ]  
- Marks  
- Species  
- Career  

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

<table>
<thead>
<tr>
<th>Personality: INSCRUTABLE</th>
<th>Page</th>
<th>X Refresh?</th>
<th>Language: Calabrese (Speak the most common language of Calabres)</th>
<th>-</th>
</tr>
</thead>
<tbody>
<tr>
<td>Local Knowledge:</td>
<td>-</td>
<td>-</td>
<td>(Bonus d12 for local-knowledge rolls)</td>
<td>-</td>
</tr>
<tr>
<td>Combat Save</td>
<td>-</td>
<td>-</td>
<td>(X to negate Dying or Dead from failed Defense)</td>
<td>-</td>
</tr>
<tr>
<td>Species CHARGING STRIKE</td>
<td>X</td>
<td>-</td>
<td>(Move d6 Paces, then Attack)</td>
<td>X</td>
</tr>
<tr>
<td>Species INCREASED TRAIT: BODY (+1 die size to Body)</td>
<td>X</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Species STRENGTH (Bonus d8 to Attack)</td>
<td>X</td>
<td>-</td>
<td></td>
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</tr>
<tr>
<td>Career RESOLVE (include will die with soak dice)</td>
<td>X</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Career INCREASED TRAIT: BODY (+1 die size to Body)</td>
<td>X</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Career VETERAN (AIM OR GUARD ADDS BONUS D12, NOT D8)</td>
<td>X</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ANONYMOUS (Has no name, D12 magic resistance)</td>
<td>X</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>BRAVINGLING FIGHTER (counter, parry with brawling)</td>
<td>X</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>GIANT (improved reach, carrying capacity)</td>
<td>X</td>
<td>-</td>
<td></td>
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</tr>
</tbody>
</table>

*Both species and career include "strength", so anonymous has substituted "increased trait: body".

---

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

---

**NAME:** ANONYMOUS  
**CATTLE**  
Species: **d6**  
**DOPPLESÖLDNER**  
Species: **d4**  

**Habitat:** PLAINS  
**Age:** 22  
**Gender:** ♀  
**Senses:** SMELL, SPOT  
**Height:** 66 HANDS  
**Weight:** 39 STONE  
**Diet:** HERBIVORE  
**Eyes:** BROWN  
**Distinguishing Characteristics:** ALL BUSINESS, ALL THE TIME  

---

**Personal Motto**  
FIRST TOIL, THEN THE GRAVE  

**GOALS** (up to three)  
1.  
2.  
3.  

---

**Battle**  
Initiative: **2d6** (Speed & Mind Dice)

- **Movement**  
  - Stride: **d6** (1)  
  - Dash: **d4** (Max Speed, +1 if Body>Speed)
  - Sprint: **d6** (Speed die)
  - Run: **d2** (Max Body + Max Speed + Dash)

- **Attack**  
  - Attack Dice: **d12, d8**
  - Effect: DAMAGE +2
  - CESTUS @ CLOSE, REACH: **d12, d8**
  - HOOVES @ CLOSE, REACH: **d12, d8**
  - HORNS @ CLOSE, REACH: **d12, d8**

- **Defense**  
  - Defense Dice: **d6**
  - Effect: DAMAGE +1 IMPALING
  - SPEED & DODGE DICE: **d8, d6, d4**
  - Dodge: **d8, d6, d4**
  - COUNTER w/CHESTUS: **d12, d8**
  - DAMAGE +1 IMPALING
  - PARRY w/HORNS: **d2, d8**
  - BLOCK MELEE

- **Soak:** **d12, d6** (Body dice)

**Armor:** LEATHER d6

**Combat Modifiers** (Cover Dice, Gifts, etc.)

**AIM ACTION ADDS BONUS D12 TO ATTACK**

**GUARD ACTION ADDS BONUS D12 TO DEFEND**

**CHARGING STRIKE: DECLARE FOE, MOVE D6 PACES AT THEM, ATTACK BONUS D12 MAGIC RESISTANCE**

**- Damage & Other Status**

- **any hit =** Reeling (penalty d6, no counters)
- **1 hit =** Hurt (+1 damage)
- **2 hits =** Afraid (cannot attack or rally)
- **3 hits =** Injured (+1 damage)

**Healing Quota**: **d8, d8, d12, d8**

**4 hits =** Dying (get first aid)
**5 hits =** Dead (beyond mortal help)
**6 hits =** Overkilled (allies become Afraid)
- **Sick (Reeling causes Knockdown)**

**Money:** Orchits: **=1/12 D**
Denarii: **=1 D**
Quincuncia: **=3 D**
Aureals: **=24 D**
Gifts

... Academics ...
WITH HOVES /
Brawling d4
Climbing d6
Craft d6
Deceit d6
Digging d6
Endurance d6
Gossip d6
Inquiry d6
Journey d6
Ranged Combat ...
Riding ...
Searching ...
Stealth d6
Supernatural ...
Swimming d6
Ranged Combat ...
Ringing ...
Local Knowledge (Bonus d8 to local-knowledge rolls) ...
Negotiation d4
Observation d4
Presence d4
Ranged Combat ...
Riding ...
Swimming ...
Tactics d4
Throwing d6
Vehicles ...
Weapon Sense ...

Marks ...
... Species ...
... Career ...

Experience

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

- Academics
- Brawling
- Climb
- Digging
- Dodge
- Endurance
- Gossip
- Inquiry
- Leadership
- Melee Combat
- Nomination
- Observation
- Presence
- Ranged Combat
- Riding
- Searching
- Stealth
- Supernatural
- Swimming
- Tactics
- Throwing
- Vehicles
- Weather Sense

**Skills**

<table>
<thead>
<tr>
<th>Favorite Use</th>
<th>Marks</th>
<th>SKILLS</th>
<th>Dice from:</th>
<th>Marks</th>
<th>Species</th>
<th>Career</th>
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<tbody>
<tr>
<td>Medicine</td>
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<td>Long-Distance Travel</td>
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<td>While Flying</td>
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<td>With Sling</td>
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<td>Ranged Combat</td>
<td>d4</td>
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<td>Riding</td>
<td>d6</td>
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<td>Searching</td>
<td>d6</td>
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<td>Stealth</td>
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<td>Vehicles</td>
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<td></td>
<td>Weather Sense</td>
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</table>

**Diet:** Carnivore

**Distinguishing Characteristics:**
- CONSTANT MOTION
- CONSTANT SMILE

---

**Battle**

**Initiative:** 6

**Movement**
- **Stride:** Walk 1; Fly 1
- **Sprint:** Walk d10; Fly d10,d8
- **Run:** Walk 19; Fly 31

**Attack**
- **SLING @ SHORT**
- **SHORTSWORD @ CLOSE**
- **Claws @ Close**

**Defense**
- **Speed & Dodge**
- **COUNTER @ SWORD**
- **PARRY @ SWORD**

**Soak:** d6

**Combat Modifiers (Cover Dice, Gifts, etc.)**

- TO FLY, X FLY, TO STAY IN THE AIR, USE ACTION "REFRESH FLIGHT". YOU HAVE ONE EXTRA "REFRESH FLIGHT" ACTION PER TURN.
- START YOUR TURN FLYING? FLY EN PACE FORWARD IN YOUR LAST MOVED DIRECTION, OR YOU WILL CRASH.

**Damage & Other Status**

- **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)

**Healing Quota**

**Money:** Orichalks | Denarii | Quincuncs | Aureals |
<table>
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</thead>
<tbody>
<tr>
<td>(41/12D)</td>
<td>(11D)</td>
<td>(33D)</td>
<td>(24D)</td>
</tr>
</tbody>
</table>

**Name:** Annushka

**Species:** Bat, Micro

**Habitat:** Forest

**Age:** 18

**Gender:** ♀

**Height:** 8 hands

**Weight:** 6 stone

**Eyes:** Blue

**Pelt:** Brown

**Distinguishing Characteristics:** Constant Motion, Constant Smile

---

**Experience**

Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.
NAME: **BEAGEN FIOCHMHARA**

**Habitat:** WOLF

**Species:** WOLF

**Age:** 26

**Gender:** ♂

**Height:** 20

**Hand Size:** 20

**Weight:** 20

**Stone:** 20

**Eyes:** RED

**Pelt:** SLATE

**Distinguishing Characteristics:** BATTLE SCARS, MANY TEETH

**Skills**

**Favorite Use**

<table>
<thead>
<tr>
<th>Marks</th>
<th>Species</th>
<th>Career</th>
</tr>
</thead>
<tbody>
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</tbody>
</table>

**Gifts**

- Personality: SAVAGE
- Language: Cahalreese
- Local Knowledge:
- Combat Save

**Hiking**

- Species: HIKING
- (BONUS D12 FOR LONG DISTANCE TRAVEL)

**Howling**

- Species: HOWLING
- (D12 TO SCARE WHEN MAKING LOUD NOISE)

**Tracking**

- Species: TRACKING
- (BONUS D12 TO FOLLOW TRAILS)

**Dead Reckoning**

- (D12 TO NAVIGATE BY LANDMARKS)

**Increased Trait: Body**

- (+1 DICE SIZE TO BODY)

**Careers**

- BEAGEN FIOCHMHARA
- WOLF

**Experience**

- (1/12 D)

**Money**

- Orichalks
- Denarii
- Quincunx
- Aureals

**Goals**

(up to three)

1. 
2. 
3. 

**Skills**

- Athletics
- Brawling
- Climbing
- Craft
- Decoy
- Digging
- Dodge
- Endurance
- Gossip
- Inquiry
- Jumping
- Leadership
- Melee Combat
- Negotiation
- Observation
- Presence
- Riding
- Searching
- Stealth
- Swimming
- Tactics
- Throwing
- Vehicles
- Weather Sense

**Dice:**

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

**Battle**

**Initiative:** 2d6 (Speed & Mind Dice)

**Movement**

- Stride: 1 (1)
- Dash: 4 (½ Max Speed, +1 if Body>Speed)
- Sprint: 6 (Speed die)
- Run: 20 (Max Body + Max Speed + Dash)

**Attack**

- Attack Dice
- Effect
- CLAWS @ CLOSE
- Disarm @ Close
- Defend Dice
- Defense Dice
- Effect

**Soak:** d10, d6 (Body dice) Armor: NONE

**Combat Modifiers (Cover Dice, Gifts, etc.)**

- INVIULNERABLE HIDE
- RELENTLESSNESS
- SECRETS OF WILDING WAY

**Damage & Other Status**

- 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)
- Sick (Reeling causes Knockdown)

**Healing Quota**

- 1. 
- 2. 
- 3. 

**Personal Motto**

**Many can hide, but few can stand**
**Ironclaw**

**Anthropomorphic Fantasy Role-Play**

---

**Name:** Hendrick

**Species:** Weasel

**Career:** Burlesque

**Habitat:** Forest

**Age:** 21

**Gender:** ♂

**Senses:** SMELL

**Height:** 5' HANDS

**Weight:** 8 STONE

**Diet:** Carnivore

**Eyes:** Brown

**Pelt:** Brown

**Weapons:** Claws, Teeth

**Distinguishing Characteristics:** Wasn't there and you have no proof

---

**Goals (up to three)**

1. 
2. 
3. 

---

**Battle**

**Initiative:** d10, d6 (Speed & Mind Dice)

- **Movement**
  - **Stride:** d10 (1)
  - **Dash:** d10 (½ Max Speed, +1 if Body>Speed)
  - **Sprint:** d10, d6 (Max Body + Max Speed + Dash)

- **Attack**
  - **RAPIER & CLOSE**
    - **Attack Dice:** d8, d6
    - **Defensive Dice:** d8, d6
    - **Effect:** Damage +2, Critical
  - **THROWN DAGGER & SHORT**
    - **Effect:** DAMAGE +1
  - **PISTOL & SHORT**
    - **Effect:** DAMAGE +2, SLAYING
  - **DEFENSE**
    - **Effect:** Defense Dice

- **Soak:** d6 (Armor: LEATHER 46)

- **Combat Modifiers**
  - **Cover Dice:**
  - **Gifts:**
  - **Extra Dice:**

- **Damage & Other Status**
  - **Any Hit:**
    - **Effect:**
      - 1 hit: Burdened
      - 2 hits: Burdened
      - 3 hits: Burdened
      - 4 hits: Burdened
      - 5 hits: Burdened
      - 6 hits: Burdened
      - 7 hits: Burdened
      - 8 hits: Burdened
      - 9 hits: Burdened
      - 10 hits: Burdened

- **Healing Quota:**
  - **Money:**
    - **Experience:**

---

**Gifts**

- **Personality:** Greedy
  - **Color:** (X for bonus d12 on one appropriate roll)
  - **Page:**

**Skills**

- **Academics**
  - **Marks:**

---

**Experience**

- **Money:**
  - **Experience:** Spend 4 to buy +1 Skill Mark.
  - **Experience:** Spend 10 to buy a new Gift.
**Gifts**

- **Cognoscente's Trappings:** Purple
- **Keen Ears:** (hear ultrasonic and quiet noises)
- **Swimming:**
- **Tactics:**
- **Throwing:**
- **Vehicles:**
- **Weather Sense**

**Skills**

<table>
<thead>
<tr>
<th>Favorite Use</th>
<th>Marks</th>
<th>SKILLS</th>
<th>Dice from:</th>
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</thead>
<tbody>
<tr>
<td>MEDICINE</td>
<td></td>
<td>...</td>
<td>d4</td>
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<tr>
<td></td>
<td></td>
<td>Academics</td>
<td>d4</td>
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<td>Brawling</td>
<td>d6</td>
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<td>Climbing</td>
<td>d6</td>
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<td>Craft</td>
<td>d4</td>
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<td>Decent</td>
<td>d4</td>
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<td>Digging</td>
<td>d4</td>
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<tr>
<td>VS. MAGIC</td>
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<td>d8</td>
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<td>Dodge</td>
<td>d8</td>
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<td>Endurance</td>
<td>d4</td>
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<tr>
<td>Supernatural</td>
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<td>d4</td>
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<td></td>
<td>Inquiry</td>
<td>d4</td>
</tr>
</tbody>
</table>

**Goals (up to three)**

1. ________________
2. ________________
3. ________________

**Battle**

- **Initiative:** d8, d6 (Speed & Mind Dice)
- **Movement**
  - **Stride:** 1 (1)
  - **Dash:** 3 (Max Speed + 1 if Body > Speed)
- **Sprint:** d6 (Speed die)
- **Attack**
  - **Bastard Sword** (Close, d6, d4)
  - **Ataxia** @ MED: 2d6 vs. 3 (Resist: Speed, Mind, Inquiry vs. 3 or Confused)
  - **Perplex** @ MED: 2d6 vs. 3 (Resist: Mind, Will, 3 or Slowed)
- **Defense**
  - **Defense Dice**
  - **Soak:** d6 (Body Armor)
- **Combat Modifiers**
  - **Experience**
    - **Money:** Oriachalks, Denarii, Quincunx, Aureals:
    - **GDP:** 1/12 D, 1 D, 3 D, 24 D

**Experience**

- Spend 4 to buy +1 Skill Mark.
- Spend 10 to buy a new Gift.
**Name:**  
MAVRVA THE INELUCTABLE

**Species:**  
Red Fox  
Warlock

**Habitat:** Forest  
**Age:** 14  
**Gender:** ♀  
**Height:** 7 feet  
**Weight:** 140 lbs  
**Eyes:** Azure Pelt: Russet  
**Species:** Warlock  
**Distinguishing Characteristics:**  
Righteous Optimism, Fabulous Clothes

**Favorite Use**  
Secrets of Air Magic

**Species Marks:**  
- **Marks:** d4  
- **SPECIES:** Species ... Career

**Combat Save**  
- **(d12 to Initiative, observe danger)** X --
- **(X to re-roll one die 2 more times, take best)** chapter

**Local Knowledge:**  
- **(bonus d12 for local-knowledge rolls)** --

** Species Marks:**  
- **d4**

**Language:** Calabrese  
(Speak the most common language of Calabria)

**Academics:**

<table>
<thead>
<tr>
<th>SKILLS</th>
<th>Dice from: Marks ... Species ... Career</th>
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<tbody>
<tr>
<td>Finding Evildoers</td>
<td>/ . . Gossip . d4</td>
</tr>
<tr>
<td>vs. Evildoers</td>
<td>/ . . Inquiry . d4</td>
</tr>
<tr>
<td>Elementalism</td>
<td>/ . Supernatural . d4</td>
</tr>
<tr>
<td>with “Create Air”</td>
<td>/// . . Weather Sense . d10</td>
</tr>
</tbody>
</table>

**GIFTS**

- **Personality:** Zealous  
  (X for bonus d12 on one appropriate roll)  
  - Respite
- **Language:** Calabrese  
  (Speak the most common language of Calabria)
- **Local Knowledge:**  
  (Bonus d12 for local-knowledge rolls)
- **Combat Save**  
  (X to negate Dying or Dead from failed Defense)  
  - Respite
- **Species Marks:**  
  - **DANGER SENSE** (d12 to Initiative, observe danger) x --
  - **KEEN EARS** (Hear ultrasonic and quiet noises) x --
  - **NIGHT VISION** (Partial darkness --> no darkness) x --
- **Career Marks:**  
  - **ELEMENTALIST’S TRAPPINGS, YELLOW** (Stuffed) special
  - **ELEMENTAL MAGIC** (use elemental spells & weapons) battle
- **Career LITERACY**  
  (Can read and write) x --
- **LUCK**  
  (x to re-roll one die 2 more times, take best) chapter
- **SECRETS OF AIR MAGIC**  
  (extra magic refresh) x --
- **LIGHTNING BOLT**  
  (aim upgrades “create air”) x --

**Mavrva the Ineluctable**

**GOALS** (up to three)

1.  
2.  
3.  

**BATTLE**

Initiative: d12, d8, d6 (Speed & Mind Dice)

- **Movement**
  - **Stride:** d8 (speed die)  
  - **Dash:** zero (1/6 max speed, +1 if body > speed)
  - **Sprint:** d8 (speed die)  
  - **Run:** 12 (Max body + max speed + dash)

- **Attack**
  - **Attack Dice**
  - **Effect**
  - **Damage & Other Status**
  - **Confusion**

- **Defense**
  - **Defense Dice**
  - **Effect**

- **Soak:**
  - d6  
  - (Body dice) Armor: Leather & Y. robe d6

**Combat Modifiers**  
(Cover Dice, Gifts, etc.)

- **x & use ready action to call forth a “create air” spell.**
- **x & use aim action to both aim and upgrade “create air” to lightning bolt.**
- **Use “attack” action to launch spell.**
- **Secrets of air = extra refresh to use on one air magic gift.**

**Damage & Other Status**

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)
- **Sick** (Reeling causes Knockdown)

<table>
<thead>
<tr>
<th>Healing Quota</th>
<th>(1/12 D)</th>
<th>(1 D)</th>
<th>(3 D)</th>
<th>(24 D)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Money:</td>
<td>Orichalks</td>
<td>Denarii</td>
<td>Quincunc</td>
<td>Aureals</td>
</tr>
</tbody>
</table>

**Experience**

Spend 4 to buy +1 Skill Mark.  
Spend 10 to buy a new Gift.
## Ironclaw: Anthropomorphic Fantasy Role-Play

### Name: Tycho

#### Species: Rat

**Career:** Thaumaturge

**Race:** d4

**Species:** d8

**Age:** 607

**Gender:** ♂

**Height:** 8 hands weight; 6 stone

**Eyes:** Violet

**Pelt:** Graying

**Distinguishing Characteristics:** Deliberate manner, rheumatism

**Habitat:** Shore

**Senses:** Listen

**Diet:** Omnivore

**Weapons:** Claws, teeth

**Distinguishing Characteristics:**

- Thaumaturgy Magic
- Thaumaturgic Combat
- Ignite Fire
- Throwing
- Searching
- Riding
- Leadership
- Vehicles
- Deceit
-Blocking

### Goals (up to three)

1. 
2. 
3. 

### Battle

**Initiative:** d8, d6 (Speed & Mind Dice)

#### Movement

- **Stride:** d6 (1)
- **Dash:** zero (½ Max Speed; +1 if Body-Speed)
- **Sprint:** d6 (Speed die) Run: 12 (Max Body + Max Speed + Dash)

#### Attack

- **Attack Dice**
- **Effect**
- **MISFORTUNE AMED:** 2d8, d6 vs. 3 or silenced
- **SILENCE AMED:** d12, d6 vs. 3 or silenced
- **IGNITE FIRE & MEDIUM:** d6, d4 damage + critical, on fire

#### Defense

- **Defense Dice**
- **Effect**
- **Speed & Dodge Dice:** d6, d4 Dodge
- **COUNTER MAGIC w/MISFORTUNE:** d10, d8 DISARM
- **PARRY w/ROD:** d12, d6 BLOCK MELEE

**Soak:** d6 (Body die)

**Armor:** Leather & Gray robe

### Combat Modifiers (Cover Dice, Gifts, etc.)

- X & USE "READY" ACTION TO CALL FORTH A SPELL.
- IF YOU HAVE A READY MISFORTUNE SPELL, YOU MAY COUNTER-ATTACK ANY MAGIC ATTACK AGAINST YOU WITHIN MEDIUM RANGE.
- ACTION GUARD GIVES ALLIES DB COVER AT NEAR, D4 COVER AT SHORT.

#### Damage & Other Status

- **any hit**
  - Reeling (penalty d8; no Counters)
  - Burdened (Dash is zero, limit of d8 to   Skills)
- **1 hit**
  - Hurt (+1 damage)
- **2 hits**
  - Afraid (cannot attack or rally)
- **3 hits**
  - Injured (+1 damage)

**Healing Quota:**

- Reeling: +1/12 Die
- Hurt: +1 Die
- Afraid: +3 Die
- Injured: +24 Die

**Money:** Orichals: ___ Denarii: ___ Quincunx: ___ Aureals: ___

**Experience:** Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.
**Name:** Presbyter Vesper

**Species:** Raccoon

**Career:** Almoner

**Habitat:** Forest

**Age:** 29

**Gender:** ☬

**Height:** 5'3

**Hands:** 17

**Weight:** __________

**Diet:** Omnivore

**Eyes:** Blue

**Pelt:** Gray

**Wealth:** __________

**Distinguishing Characteristics:** Big Shoulders, Bigger Voice

**Cleric’s Trappings:** Left-Hand Path (Staff)

**Presbytery Vesper**

**Personal Motto**

*Keep your faith alight, but keep your powder dry*

**Goals (up to three)**

1. ___________
2. ___________
3. ___________

---

**Combat**

**Initiative:** 2d6 (Speed & Mind Dice)

**Movement**

- **Stride:** 1d8 (1)
- **Dash:** 0d8 (½ Max Speed, +1 if Body > Speed)
- **Sprint:** 0d6 (Max Body + Max Speed + Dash)

**Attack**

- **Attack Dice:**
  - D6, D4

- **Damage:**
  - +2

**Defense**

- **Defense Dice:**
  - D6, D4

- **Damage:**
  - +1 Critical

**Soak:** ___________

**Speed & Dodge Dice**

- **Dodge Dice:**
  - D8, D6

**Combat Modifiers (Cover Dice, Gifts, etc.)**

- **Healing:** ___________
- **Pacifist:** ___________
- **True Leader:** ___________

**Damage & Other Status**

- **any hit =** Reeling (penalty d8; no Counters)
- **1 hit =** Hurt (+1 damage)
- **2 hits =** Afraid (cannot attack or rally)
- **3 hits =** Injured (+1 damage)

**Healing Quota:** ___________

**Damage:** ___________

- **Burdened:** (Dash is zero, limit of 8d8 to Skills)
- **Over-Burdened:** (Burdened, can’t run, disadvantaged)
- **Overkilled:** (allies become Afraid)
- **Sick:** (Reeling causes Knockdown)

**Experience:** ___________

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

Money: Orichurls ___________ Denarii ___________ Quincauc ___________ Aureals ___________