NAME: Agnolo Blacktail

Rat — SPECIES — d6

Burglar — CAREER — d8

Habitat: Shore
Senses: Listen
Diet: Omnivore
Weapons: Claws, Teeth
Cycle: Night

Age: 31 Gender: Male
Height: 4'10" Weight: 8 stone
Eyes: Black Pelt: Tawny
Distinguishing Characteristics: Black tail, scar across snout

PERSONAL MOTTO

"Adventure is the greatest lure."

BATTLE

Initiative: d6, d8 (Speed & Mind Dice)

Movement

Stride: 1 (1) Dash: 4 (½ Max Speed, +1 if Body>Speed)
Sprint: d8 (Speed die) Run: 16 (Max Body + Max Speed + Dash)

Attack

Attack	Attack Dice	Effect
Claws @close	d8, d6	Damage +1 Critical
Teeth @close	d8, d6	Damage +1 Critical
Shortsword @close	d8, d6	Damage +1 Impaling
Dagger @close	4d8	Damage +1 Conceal
Dagger (thrown) @ short	3d8, d6	Damage +1 Conceal

Defense

Defense	Defense Dice	Effect
Speed & Dodge Dice	2d8, d4	Dodge
Counter w/Dagger	2d8	Damage +1
Parry w/Dagger	2d8, d4	Block melee
Counter w/Shortsword	2d8	Damage +1 Impaling
Parry w/Shortsword	2d8, d4	Block melee

Soak: d4 (Body dice) Armor: d6 Cover: d4

Combat Modifiers (Cover Dice, Gifts, etc.)

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 ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ Dying (get first aid!)
5 hits = ○ Dead (beyond mortal help)
6 hits = ○ Overkilled (allies become Afraid)
○ Sick (Reeling causes Knockdown)
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

○ Burdened (Dash is zero, limit of d8 to ✚ Skills)
○ Over-Burdened (Burdened, can't run, disadvantaged)
○ Knockdown (disadvantaged, can't retreat)
○ Unconscious (helpless)

SKILLS

Dice from: Marks ... Species ... Career

Favorite Use	Marks	Skill			
		.. Academics .			
		.. Brawling ..			
		✚ Climbing ✚			d8
		.... Craft ...			
Bilking a mark	//	... Deceit ...	d6		
		... Digging ..		d6	
vs. traps	///	. ✚ Dodge ✚ .	d8		
		✚ Endurance ✚			
		... Gossip ...			
About potential scores	//	... Inquiry ..	d6		
In combat	/	✚ Jumping ✚	d4		
		. Leadership .			
with lucky dagger	///	Mêlée Combat	d8		
		. Negotiation			
looking for traps	///	. Observation	d8		
		.. Presence ..			
		Ranged Combat			
		... Riding ...			
		.. Searching .			d8
	///	. ✚ Stealth ✚	d8	d6	d8
		. Supernatural			
		✚ Swimming ✚		d6	
		... Tactics ..			
with lucky dagger	//	.. Throwing .	d6		
		.. Vehicles ..			
		Weather Sense			

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

GIFTS

		Page	X	Refresh?
Personality: Sanguine	(X for bonus d12 on one roll related to your personality)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge: Redspoke Straits	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species	Contortionist: squeeze into tight spaces, Retreat without moving		☐	
Species	Keen Ears: hear ultrasonic and quiet noises		☐	
Species	Survival: bonus d12 to Live off the Land		☐	
Career	Fast Climber: climbing is an action, faster mountain terrain travel		☐	
Career	Shadowing: bonus d12 to follow or avoid followers		☐	
Career	Streetwise: bonus d12 with criminal element		☐	
Literacy: you can read and write			☐	
Sneaky Fighter: bonus 2d8 attack dice with Concealable weapons			☐	
Ledgerdemain: stealing object/ draw concealed weapon is draw action			☐	
Melee Finesse: use Speed instead of Body for attacks			☐	
Retreating Save: X to negate damage on failed save			☐	Battle

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Goals

Pay off debt to the Redspoke Smuggler's Guild.
Retire like a king.

Battle

Attack / Defense	Dice	Effect

Equipment

Shortsword (Damage +1 Impaling).
Leather Armor (d6)
large sack, small sack
dagger x2
lockpicks
cloak
lucky dagger

Gifts

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Notes

Experience

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

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

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