

NAME: Balmora

Raven

SPECIES

d6

Elementalist

CAREER

d8

Habitat: Plains

Senses: Spot

Diet: Omnivore

Weapons: Beak, Claws

Cycle: Day

Age: ?? Gender: ??

Height: 6'2" Weight: 10 stn

Eyes: Yellow Pelt: Black

Distinguishing Characteristics:

Fastidious, glowing eyes



"Magic is the lever that moves the life."

BATTLE

Initiative: d6, d8 (Speed & Mind Dice)

Movement

Stride: 1, F4 (1) Dash: 3, F3 (1/2 Max Speed, +1 if Body>Speed)

Sprint: d6, 2d6 (Speed die) Run: 13, F36 (Max Body + Max Speed + Dash)

Attack

Attack Dice

Effect

Table with 3 columns: Attack, Attack Dice, Effect. Rows include Claws @close, Beak @close, Rod @close, Create Air @medium, Silence @medium, Misfortune @medium, Ignite Fire @medium, Fireball @medium.

Defense

Defense Dice

Effect

Table with 3 columns: Defense Dice, Effect. Rows include Speed & Dodge Dice, Counter w/Rod, Parry w/Rod, Counter w/Wand.

Soak: d4 (Body dice)

Armor: d6

Cover:

Combat Modifiers (Cover Dice, Gifts, etc.)

X & use ready action to call forth 'create air' spell

Action Guard gives allies d8 cover @near, d4 cover @short

To fly, X Flight. To stay in the air, use action Refresh Flight. You have one extra Refresh Flight action per turn.

Start your turn flying, fly d4 paces forward in last moved direction or 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)
Burdened (Dash is zero, limit of d8 to Skills)
Over-Burdened (Burdened, can't run, disadvantaged)
Knockdown
Unconscious (helpless)
Sick (Reeling causes Knockdown)

Favorite Use

Marks

SKILLS

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

Skills table with columns for Skill Name, Marks, Species, and Career. Skills include Academics, Brawling, Climbing, Craft, Deceit, Digging, Dodge, Endurance, Gossip, Inquiry, Jumping, Leadership, Mèlée Combat, Negotiation, Observation, Presence, Ranged Combat, Riding, Searching, Stealth, Supernatural, Swimming, Tactics, Throwing, Vehicles, Weather Sense.

GIFTS

Page X Refresh?

Gifts table with columns: Gift Name, Description, Page, Refresh?. Gifts include Personality: Phlematic, Language: Calabrese, Local Knowledge: Scyllaian Peaks, Combat Save, Species Flight, Species Increased trait: Speed, Species Survival, Career Literacy, Career Elemental Apprentice, Career Elementalist Trappings, Extra Career (Thaumaturgist, d4), Thaumaturgy Apprentice, Thaumaturgy Trappings, Fireball, Mystic of Black Magic.

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