

NAME: Carver Fort

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

Badger d8 **Dopplesoldn** d6
SPECIES **CAREER**

Habitat: Forest Age: 35 Gender: Femal
 Senses: Smell Height: 6'5" Weight: 14 stn
 Diet: Omnivore Eyes: Blue Pelt: Black
 Weapons: Claws, Teeth Distinguishing Characteristics:
 Cycle: Night Broad, huge hands



BATTLE

Initiative: d6, d8 (Speed & Mind Dice)

Movement

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

Sprint: d6 (Speed die) Run: 17 (Max Body + Max Speed + Dash)

Attack **Attack Dice** **Effect**

Zweihander @close	d8, d6, 2d12	Damage +4
Sling @medium	d4, d8	Damage +0
Claws @close	3d8, d12	Damage +1 Critical
Teeth @close	3d8, d12	Damage +1 Grapple

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

Speed & Dodge Dice	2d6, d6	Dodge
Counter w/Zweihander	d8, d6, d12	Damage +4
Parry w/Zweihander	d8, d6, d12	Block melee

Soak: d8, d6 (Body dice) Armor: d6 Cover:

Combat Modifiers (Cover Dice, Gifts, etc.)
 X Frenzy to become Enraged as a reaction
 Enraged righters may shake off being sent unconscious or afraid, but must attack every round

Damage & Other Status

- any hit = Reeling (penalty d8; no Counters) Burdened (Dash is zero, limit of d8 to Skills)
- 1 hit = Hurt (+1 damage) Over-Burdened (Burdened, can't run, disadvantaged)
- 2 hits = Afraid (cannot attack or rally)
- 3 hits = Injured (+1 damage)
- 4 hits = Dying (get first aid!) Knockdown
- 5 hits = Dead (beyond mortal help) (disadvantaged, can't retreat)
- 6 hits = Overkilled (allies become Afraid) Unconscious (helpless)
- Sick (Reeling causes Knockdown)

Favorite Use	Marks	SKILLS	Marks	Species	Career
working paysheets	/	.. Academics ..	d4		
tavern brawls	///	.. Brawling ..	d8		
		<input checked="" type="checkbox"/> Climbing <input checked="" type="checkbox"/>			
servicing arms/armor	/	... Craft ...	d4		
		... Deceit ...			
		... Digging ..		d8	
Multiple opponents	///	<input checked="" type="checkbox"/> Dodge <input checked="" type="checkbox"/>	d8		d6
		<input checked="" type="checkbox"/> Endurance <input checked="" type="checkbox"/>			d6
In taverns	/	... Gossip ...			
		... Inquiry ..			
		<input checked="" type="checkbox"/> Jumping <input checked="" type="checkbox"/>			
		. Leadership .			
with Zweihander	////	Mélée Combat	d12		d6
		. Negotiation			
	//	. Observation	d6		
in battle	//	.. Presence ..	d6		
		Ranged Combat			
		... Riding ...			
		.. Searching ..			
		<input checked="" type="checkbox"/> Stealth <input checked="" type="checkbox"/>		d8	
		. Supernatural			
		<input checked="" type="checkbox"/> Swimming <input checked="" type="checkbox"/>		d8	
flanking maneuvers	//	... Tactics ..	d6		
		.. Throwing ..			
		.. Vehicles ..			
		Weather Sense			

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

GIFTS

	Page	X	Refresh?
Personality: Choleric (X for bonus d12 on one roll related to your personality)		<input type="checkbox"/>	Respite
Language: Calabrese (Speak the most common language of Calabria)		<input type="checkbox"/>	--
Local Knowledge: Lahnkenwald (bonus d12 for local-knowledge rolls)		<input type="checkbox"/>	--
Combat Save (X to negate Dying or Dead from failed Defense)		<input type="checkbox"/>	Respite
Species Frenzy: become Enraged for one scene		<input type="checkbox"/>	
Species Increased trait: Will		<input type="checkbox"/>	
Species Strength: bonus d8 to natural, melee, thrown attacks		<input type="checkbox"/>	
Career Resolve: may include Will dice as soak dice		<input type="checkbox"/>	
Career Mighty Grip: use Awkward weapons as normal, easy weapons		<input type="checkbox"/>	
Career Veteran: increase Aiming and Guarding bonuses to d12		<input type="checkbox"/>	
Spelunking: bonus d12 when traveling underground or in caves		<input type="checkbox"/>	
Honor: bonus d12 when asked to re/act dishonorably		<input type="checkbox"/>	
Toughness: after rolling Soak can declare attack to be Weak		<input type="checkbox"/>	
Improved Strength: bonus d12 to attacks instead of d8		<input type="checkbox"/>	
Literacy: can read and write		<input type="checkbox"/>	

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