NAME: Irounia the Grey

Lynx — SPECIES d6

Ranger — CAREER d8

Habitat: Forest
Senses: Listen
Diet: Carnivore
Weapons: Claws, Teeth
Cycle: Night

Age: 25 Gender: Male
Height: 5'6" Weight: 8 stn
Eyes: Green Pelt: Grey
Distinguishing Characteristics: Always smiling tactile

BODY d4 · SPEED d8 · MIND d6 · WILL d6

PERSONAL MOTTO

"Wind, friends, adventure."

BATTLE

Initiative: d6, d8, d12 (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 Dice	Effect
Longbow @long	2d8, d12	Damage +1 Crit, Rld/1
Dagger @close	d4	Damage +1 Critical
Teeth @close	d4, d6	Damage +1 Grapple
Claws @close	d4, 26	Damage +1 Critical

Defense	Defense Dice	Effect
Speed & Dodge Dice	2d8, d6	Dodge
Counter w/Dagger	d4	Damage +1 Critical
Parry w/Dagger	d4	Block melee
Counter w/Bow	2d8, d12	Damage+1 Crit, Rld/1

Soak: d4, d6 (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	Marks	Species	Career
		.. Academics .			
with claws	//	.. Brawling ..	d6		
		✚ Climbing ✚		d6	
		.... Craft ...			
		... Deceit ...			
		... Digging ..			
When retreating	//	. ✚ Dodge ✚ .	d6		d8
in forests	/	✚ Endurance ✚	d4		d8
		... Gossip ...			
		... Inquiry ..			
In trees	/	✚ Jumping ✚	d4	d6	
		. Leadership .			
		Mêlée Combat			
		. Negotiation			
when hidden	///	. Observation	d8		
		.. Presence ..			
from elevated position	/////	Ranged Combat	d12		d8
		... Riding ...			
for tracks	/	.. Searching .	d4		
In forests	/	. ✚ Stealth ✚	d4	d6	
		. Supernatural			
		✚ Swimming ✚			
ambushing	//	... Tactics ..	d6		
		.. Throwing .			
		.. Vehicles ..			
in forests	/	Weather Sense	d4		

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

GIFTS

		Page	X	Refresh?
Personality: Patient	(X for bonus d12 on one roll related to your personality)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge: Lahnkenwald	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species	Acrobat: gain acrobatic actions, almost always land on your feet		☐	
Species	Keen Ears: hear ultrasonic and quiet noises		☐	
Species	Night Vision: see better in the dark, but not total darkness		☐	
Career	Bravery: X to negate Afraid condition		☐	Battle
Career	Resolve: may include Will dice as soak dice		☐	
Career	Veteran: increase Aiming and Guarding bonuses to d12		☐	
Danger Sense: bonus d12 to Initiative, to detect danger			☐	
Sharpshooter: no penalties to short, medium range, reduced penalties			☐	
Aim on the Draw: reload bow & aim in one action			☐	
Literacy: can read and write			☐	
Counter Shot: counter-attack with bow			☐	Battle

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Goals

Retire rich, fat, and happy

See the breadth of the countryside in his roaming

Battle

Attack / Defense	Dice	Effect

Equipment

Longbow (Damage +1 Critical)

Shortsword (Damage +1 Impaling)

Leather armor (d6)

dagger (Damamge +1 Critical)

7-league boots

backpack

3 fire arrows (Damage becomes Weak, On Fire)

2 quivers of 20 arrows

5 spare bowstrings

cloak

Gifts

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Notes

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Experience

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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)