NAME: Rathbone

Boar — SPECIES — d8

Habitat: Forest
Senses: Smell
Diet: Omnivore
Weapons: Hooves, Tusks

Cycle: Twilight

Mercenary — CAREER — d6

Age: 26 Gender: Femal
Height: 5'10" Weight: 12 stn
Eyes: Brown Pelt: Brown
Distinguishing Characteristics: Eyepatch, easily bristled

BODY d8 | SPEED d6 | MIND d4 | WILL d6

PERSONAL MOTTO

"Pride before dishonor, but money first."

BATTLE

Initiative: d4, d6 (Speed & Mind Dice)

Movement

Stride: 1 (1) Dash: 3 (½ Max Speed, +1 if Body>Speed)
Sprint: d6 (Speed die) Run: 17 (Max Body + Max Speed + Dash)

Attack

Attack	Attack Dice	Effect
Longsword @close	d8. d6, d12	Damage +2
Shortbow @medium	2d6	Damage +0 Critical
Dagger @close	d6, d12, d8	Damage +1
Hooves	2d8, d6	Damage +1 Critical
Tusks	2d8, d6	Damage +1 Impaling

Defense

Defense	Defense Dice	Effect
Speed & Dodge Dice	3d6, d8	Dodge
Parry w/ Longsword	2d8, d6, d12	Block melee
Counter w/ Longsword	2d8, d6	Damage +2

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

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 .			
takedowns	//	.. Brawling ..	d6		
		✚ Climbing ✚			
		.... Craft ...			
		... Deceit ...			
		... Digging ..		d8	
With shield	//	. ✚ Dodge ✚ .	d6		d6
		✚ Endurance ✚		d8	
finding jobs	///	... Gossip ...	d8		
		... Inquiry ..			
		✚ Jumping ✚			
when planning	//	. Leadership .	d6		
sword and board	/////	Mêlée Combat	d10		d6
		. Negotiation			
		. Observation			
boasting	//	.. Presence ..	d6		
		Ranged Combat			d6
		... Riding ...			
		.. Searching .			
		. ✚ Stealth ✚			
		. Supernatural			
		✚ Swimming ✚			
taking point	/	... Tactics ..	d4	d8	
		.. Throwing .			
		.. Vehicles ..			
		Weather Sense			

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

GIFTS

		Page	X	Refresh?
Personality: Gregarious	(X for bonus d12 on one roll related to your personality)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge: Bristbhole	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species	Charging Strike: sprint towards and attack a foe in one action		☐	
Species	Increased trait: Body		☐	
Species	Vengeful Fighter: bns d12 to Counterattacks when hurt, sick, inj		☐	
Career	Haggling: buy for less, sell for more, bonus d12 to haggling		☐	
Career	Resolve: may include Will dice as soak dice		☐	
Career	Veteran: increase Aiming and Guarding bonuses to d12		☐	
Literacy: can read and write			☐	
Armored Fighter: increase your amor die by one size			☐	
Overconfidence: bonus 12 when you make task harder, giving foe d12			☐	
Shield Soak: can claim Cover as bonus to Soak on failed defense			☐	
Rapid Guard: X to take extra action to "guard"			☐	Battle

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Goals

Make a reasonable fortune as a sellsword
Start a family of warriors

Battle

Attack / Defense	Dice	Effect

Equipment

Longsword (Damage +2)
Shortbow (Damage +0 Critical)
Leather armor (d6)
dagger
Wooden shield (cover d8)

Gifts

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Notes

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)

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