NAME: Tayo

Goat — SPECIES d4

Habitat: Mountains
Senses: Listen, Spot
Diet: Herbivore
Weapons: Horns, Hooves
Cycle: Day

Almoner — CAREER d8

Age: 24 Gender: Male
Height: 5'8" Weight: 8 stone
Eyes: Yellow Pelt: Blk/wht
Distinguishing Characteristics: Hunched gait, steady hands

PERSONAL MOTTO

"Keep your faith alight, but carry a heavy stick."

BATTLE

Initiative: 2d6 (Speed & Mind Dice)

Movement

Stride: 1 (1) Dash: 3 (½ Max Speed, +1 if Body>Speed)
Sprint: d6 (Speed die) Run: 15 (Max Body + Max Speed + Dash)

Attack

Attack	Attack Dice	Effect
Electrum Rod @close	d6, d10	Damage +2 Parry d12
Acacia rod @close	d6, d10	Damage +0 Weak
Rebuke @short	d10, d8 vs Mnd,Wll, Prsc vs 3	Damage +0 Swp Near Penetrating Cntr Unhly
Repudiation @short	d10, d8 vs Mnd, Acd vs 3	Confused
Hooves @ close	d4, d6	Damage +1 Critical
Horns @close	d4, d6	Damage +1 Impaling Counters Horns

Defense

Defense	Defense Dice	Effect
Speed & Dodge Dice	d6, d8	Dodge
Parry w/Electrum Rod	d6, d10, d12	Block melee
Counter w/Electrum Rod	d6, d10	Damage +2

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

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	Dice		
	//	Academics	d8		d8
		Brawling			
		✚ Climbing ✚		d4	
		Craft			
		Deceit			
		Digging			
avoiding huring others	///	✚ Dodge ✚	d8		
		✚ Endurance ✚		d4	
		Gossip			
discerning lies	//	Inquiry	d6		
		✚ Jumping ✚		d4	
When healing	///	Leadership	d8		d8
against unholy	//	Mêlée Combat	d6		
peaceful resolution	//	Negotiation	d6		
		Observation			
		Presence			
		Ranged Combat			
		Riding			
		Searching			
		✚ Stealth ✚			
holy magic	///	Supernatural	d8		d8
		✚ Swimming ✚			
		Tactics			
		Throwing			
carts	/	Vehicles	d4		
		Weather Sense			

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

GIFTS

		Page	X	Refresh?
Personality: Ascetic	(X for bonus d12 on one roll related to your personality)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge: High Drumttun	(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: Will		☐	
Species	Sure Footed: ignore bad footing and bad sprints		☐	
Career	Cleric's Trappings		☐	Special
Career	Literacy: can read and write		☐	
Career	White Magic Apprentice: Holy weapon, divine aid, healing prayer		☐	Battle
First Aid: first aid is a standard action, bonus d12 to first aid			☐	
Melee Fervor: use Will instead of Body for Melee Combat dice			☐	
Increased trait: Will			☐	
Healing: X to heal target after successful rally, target must be conscious			☐	Special
Absolution: X to remove status/affliction from a living target			☐	Special

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Goals

Trek the breadth of the lands of 'Allumur

To drive out he darkness in the spaces between the civilized lands

Battle

Attack / Defense	Dice	Effect

Equipment

The Testaments of Helloise, as transcribed by the Chuch of Penitence

White robe

Acacia wand

Electrum rod

Fluorite octohedron talisman

holy symbol

holy vestments

Leather armor (d6)

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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