

Name		Player		Aurikesh – A Hack of SIFRP	
Race Veytikka		Age 21		Age Category Adult	
				Sex	
Abilities					
4 Agility:		2 Knowledge:			
2 Animal Handling:		4 Marksmanship: +2B Bows			
3 Athletics: +1B Climb		3 Persuasion:			
3 Awareness: +1B Scent		2 Status:			
2 Cunning:		2 Stealth: +1B Blend In			
4 Deception: +1B Bluff		2 Survival:			
3 Endurance:		3 Thievery:			
4 Fighting: +2B Brawling		2 Warfare:			
2 Healing:		2 Will:			
2 Language:		____ ( )			
Intrigue Defense: 7		Combat Defense: 10		Special:	
Composure: 6/		Strain: 2/		Curses: 1/	
Health: 9/		Injuries: 3/		Wounds: 2/	
Armor:		Armor Penalty:		Bulk:	
Destiny: ____/1					
Weapon	Quality Test	Weapon Qualities	Damage	Bulk	
Claw	4D+2B	Grab, Off-hand +1	2	0	

**Qualities:** Accurate: Your Marksmanship tests can defeat your opponents' cover. Whenever you roll a Marksmanship test to attack an opponent protected by some form of cover, you gain +1D.

Lucky: Fate favors you. Once per day you may re-roll a single test. You take the better of the two results.

When bearing no more than 2 points of Bulk, veytikka can travel on all fours (with empty hands), increasing their speed by 33%. (Round fractions of a yard down.)

Claws: Veytikka deal Athletics -1 damage with their fists, rather than Athletics -3.

Keen Scent: Veytikka can purchase levels of Scent as bonus dice of Awareness.

Voice Across the Veil: Veytikka gain +2 bonus dice in all Intrigues or social rolls against ghosts and intelligent undead.

Lore of the Dead: Veytikka can roll Persuasion (Bargain) in graveyards or crypts to communicate with those buried there, typically for the sake of gaining information.

**Flaws:** Flaw (Knowledge): You take a -1D on all tests involving knowledge.

**Wounds:**

**Equipment:**

**Spellbook:**

**Personal History:**