

Name
Title/position

Ogalepihara



Age:
Weight:
Height:
Length:
Tail:
Limb:
Crest:
Arm Feelers:
Face Whiskers:
Ear Tufts:

Background

Superb (+3)
Great (+2)
Good (+1)
Fair (0)
Mediocre (-1)
Poor (-2)
Terrible (-3)

Attributes default to Fair
Most skills default to Poor

Wounds

1-2 Scratch
3-4 Hurt (-1)
5-6 Very Hurt (-2)
7-8 Incapacitated
9+ Dying

Attributes

Fair Charisma
Fair Perception
Fair Intelligence
Fair Spirit
Mediocre Physique
Good Agility

Gifts

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well
Heightened Senses: +1 Observe for touch and hearing

Skills

Acrobatics: moving gracefully through rolls & tumbles Mediocre
Aerial Acrobatics: swinging from vines and branches Mediocre
Balance Mediocre
Climbing Mediocre
Jumping Mediocre
Politics Mediocre

Equipment

Faults

Poor night vision
Special Wounding: may lose soul and color if Hurt or worse
Primitive: Rumel society is pre-metalworking, and has limited stone and bone.