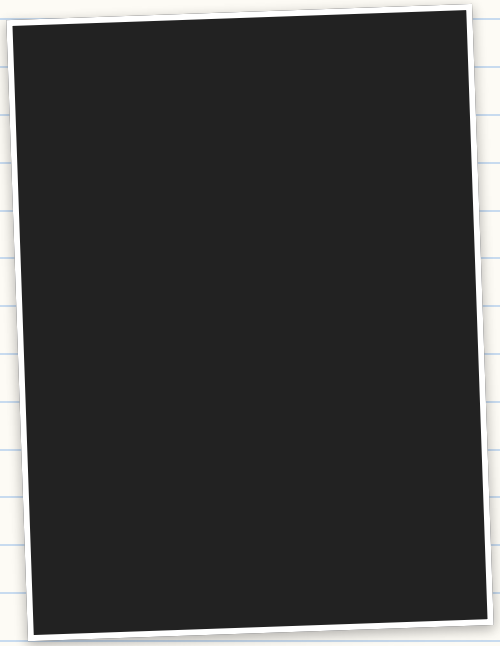
Terry Talbo

Ify Nwadiwe as Terry Talbo

SEASON 16



RACE
—

CLASS
—

LEVEL
—

BACKGROUND
—

PHYSICAL	MENTAL	SOCIAL
4	3	3

ARCHETYPE

Werewolf, Business major

End of Shriek Week — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Shriek Week wiki (fan project), every value links to its moment on the site.

Terry Talbo

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **Major: Business** — Major Business 4. SWE1 00:03:44
- **Minor: Drama** — Minor Drama 2; Drama Club, his play As I Like It. SWE1 00:03:44, SWE3 02:02:35
- **Business check** — Terry calls Business his strongest and rolls four dice for it (nine, six, two, three). SWE2 00:30:15, SWE2 00:30:21
- **Wolf nose** — Terry sniffs out rooms and people, rolled as physical checks. SWE2 00:20:27
- **Golden eye** — A golden eye gets into Terry's right pupil in the basement. SWE2 01:43:45
- **Golden eye spreads** — More of the eye is golden than before. SWE3 00:13:13
- **Golden eye turns touch to gold** — Things that touch the golden eye turn to gold: Seven's vanity against it, and a sapling touched later. SWE3 01:16:24, SWE3 01:31:23
- **Golden eye removed** — Teddy Prime takes the golden eye back; the right eye is normal again. SWE4 00:09:30
- **Favour from Teddy Prime** — A favour Terry can cash in wherever he needs it. SWE4 00:09:15

Spells

- —

Items

- —