

Audra Drake

Nation: Avalon

Wealth: _____

Membership: _____

ARCANA

Altruistic: activate to suffer consequences for another player.

Trusting: Gain 1HP for buying into a lousy story.

BACKGROUNDS

Knight Errant: +1HP when you uphold a Gesa you are not bound to.

Bard: +1HP when you solve a problem using a method inspired by a legend.

REPUTATION

Corruption: _____

STORIES

Mad Luck: Activate to Roll two dice which you may hand off. The die result may be added to every roll in the scene.

Vanish: Activate to slip away and not be found for two hours.

Heroic: Activate to reroll up to three dice.

Summon Sidhe: Activate to summon a small seelie for assistance.

TRAITS

Brawn ○⊗○○○○
Finesse ○○⊗○○○
Wits ○○⊗○○○
Resolve ○⊗○○○○
Panache ○○⊗○○○

SKILLS

Brawl ○○⊗○○ Aim ○⊗○○○
Intimidate ⊗○○○○ Convince ○○⊗○○
Ride ○⊗○○○ Empathy ○○⊗○○
Warfare ⊗○○○○ Perform ○○⊗○○
Weaponry ○⊗○○○ _____ ○○○○○
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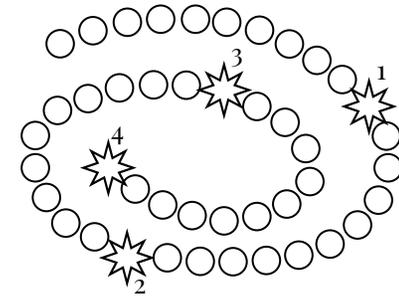
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ADVANTAGES

Direction sense: You are never truly lost.
Barterer: Spend a HP to get someone to give you a great deal or accept your credit.
Able Drinker: alcohol does not effect you
Virtuoso: Gain 1 die when you make a perform check using Singing.
The Devil's Own Luck: you may spend 1 HP to reroll any dice you want but must keep the new result.
Sorcery: Glamour: Ealdraed the Oldest Wits/Finesse
Bullet Catch: Activate to catch something shot or thrown at you, you take no damage. You may use this once per game.

WOUNDS



- 1: +1d10 to all Risks.
- 2: Villains gain 2 bonus dice against you.
- 3: Your 9's count as 10's during Risks.
- 4: You become Helpless.

Well, so much for a quiet weekend. Primo has his dander up to go rescue those other guys who have been running around town the last few months. He and Marline and Alexis will go charging in and you will need to protect them as well as the rest of these people who have decided to go chasing off after Theus knows what. And then they will argue and none of them will be correct but that doesn't stop the shouting. And now they are thinking about bringing that awful Teresa along who is toying with the boys as well as That creepy Jenario who you should have turned in to the Alcalde months ago. More people you will have to watch. And on top of it, this means you can't go audition at that new theater near the docks.

Equipment: Your very trusty small sword, a book of Avalon folk tales, a very docile pony, an overly large pistol (compared to your petite figure), Bandages for Alexis, Marline, and Primo, 3 drams of whisky, a tin whistle, a journal filled with your personal adventures (embellished to make your romantic adventures more interesting)