

# Jenario

Nation: Castille  
 Wealth: \_\_\_\_\_  
 Membership: \_\_\_\_\_

## ARCANA

Insightful: know Brute or Villain abilities  
Relentless: +1HP when you fail to quit while you are ahead.

## BACKGROUNDS

Criminal: +1 HP when you break unjust law for the greater good.  
Mercenary: +1 HP when you sell your skills for a more honorable reason than money.

## REPUTATION

Corruption: \_\_\_\_\_

## STORIES

## TRAITS

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

## SKILLS

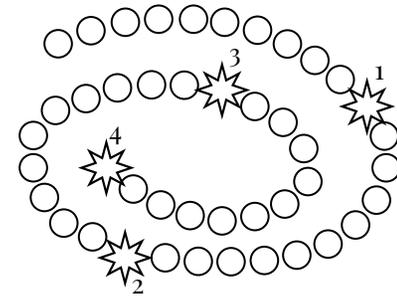
Athlete	○○⊗○○	Convince	○○⊗○○○
Empathy	⊗○○○○	Tempt	⊗○○○○
Hide	○○⊗○○		○○○○○
Intimidate	○⊗○○○		○○○○○
Theft	○⊗○○○		○○○○○
Brawl	○⊗○○○		○○○○○
Notice	⊗○○○○		○○○○○
Weaponry	○○⊗○○		○○○○○

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## ADVANTAGES

Camaraderie: HP spent to aid ally gives 4 dice.  
Cast Iron Stomach: Can eat spoiled foods  
Streetwise: Spend HP to find underworld contact.  
Hard To Kill: You may take 5 dramatic wounds tier4 gives the villain +3 dice against you.  
Disarming Smile: spend a HP to keep someone from starting a fight.  
Opportunist: when another player CREATES an opportunity, you may immediately spend a HP to use it.

## 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.

Jenario first met the heroes when he ambushed their carriage in the forest. They were merciful in exchange for some information about his boss. He has run afoul of the heroes several times since while working for various people. But every time, the heroes went easy on him and he appreciates that. Having been beaten and arrested so many times in the past few months, Jenario has had a change of heart and is looking to find a better way to live his life. The heroes inspired that change and if some group of bandits grabbed them, well, there is nobody in town with more experience dealing with bandits than Jenario. And he owes them for not sending him to prison, twice.

Equipment: Jenario has a nicked up sword with a solid grip and a rusty pistol that has never mis-fired. a small knife tucked in his boot and another hidden in his belt.