

Marline Von Schneck

Nation: Eisen

Wealth:

Membership:

ARCANA

Adaptable: Spend 1 HP to go first in a round

Overzealous: +1HP when you defend your opinion at an inappropriate time

BACKGROUNDS

Duelist: +1HP when you defend a noble cause with your blade.

Krieger: +1HP when you fight to protect the defenseless and prevent destruction

REPUTATION

Corruption:

STORIES

TRAITS

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

SKILLS

Aim _____ ○○⊗○○ ○○○○○
Athletics _____ ○○⊗○○ ○○○○○
Ride _____ ○⊗○○○ ○○○○○
Warfare _____ ○○⊗○○ ○○○○○
Weaponry _____ ○○⊗○○ ○○○○○
Empathy _____ ○⊗○○○ ○○○○○
Intimidate _____ ○○⊗○○ ○○○○○
Perform _____ ⊗○○○○ ○○○○○
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ADVANTAGES

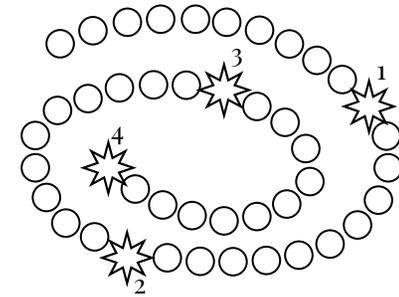
Duelist Academy: Eisenfaust: Iron Reply- Riposte is replaced. You prevent 6 wounds and deal 6 wounds usable ONCE per round.

Academy: +1 value to each die rolled for Warfare, Ride and Athletics

Staredown: Spend 1HP to intimidate someone into letting you go or do what you want.

I am taking you with me: Spend 1 HP to increase all damage you deal this ROUND by the number of dramatic wounds you currently have suffered.

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.

Primo is no soldier. He talks of glory and dreams but he has never seen a true battlefield. Never seen the horrors of war. He is brave but naive. It was foolish to follow this man but he gives you a feeling of accomplishment you have not felt in years. His mad quests give you a good cause to employ your destructive skills towards. If he would just listen to your strategies, things would work out fine. He never plans enough or properly. Now he is off to rescue the Heroes of Altamira who were captured doing a job that was meant for us. Honor demands we do this task. Now, if we could just get a trebuchet...

Equipment: Hand and a half Broadsword, Steel Panzerhand, Pistol, Musket, Large Warhorse, Book of Eisen military tactics, small lute, Bandages for Primo and Alexis, Banded Armor, Helmet, Strong and well cushioned boots, whetstone, bottle of schnapps