

Nikolaus Worner

Nation: Eisen

Wealth: \_\_\_\_\_

Membership: \_\_\_\_\_

### ARCANA

Fortunate: activate to delay consequence by 1 round

Confusion: gain HP when you fail to understand

an important plot element leading to danger

### BACKGROUNDS

Vitalienbruder: +1HP when you take from rich and give to the poor.

Servant: +1 hp when you endanger yourself to help another player with a task

### REPUTATION

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

### STORIES

### TRAITS

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

### SKILLS

Brawl \_\_\_\_\_ ○○○⊗○○     Aim \_\_\_\_\_ ○⊗○○○  
Hide \_\_\_\_\_ ○○○⊗○○     Weaponry \_\_\_\_\_ ⊗○○○○  
Sailing \_\_\_\_\_ ○⊗○○○     Convince \_\_\_\_\_ ○⊗○○○  
Theft \_\_\_\_\_ ○⊗○○○     \_\_\_\_\_ ○○○○○  
Warfare \_\_\_\_\_ ○○○⊗○○     \_\_\_\_\_ ○○○○○  
Notice \_\_\_\_\_ ⊗○○○○     \_\_\_\_\_ ○○○○○  
Ride \_\_\_\_\_ ⊗○○○○     \_\_\_\_\_ ○○○○○  
Tempt \_\_\_\_\_ ○⊗○○○     \_\_\_\_\_ ○○○○○

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### ADVANTAGES

Foul Weather Jack: you have a second story

Team Player: When you create an Opportunity,

you may spend a HP to activate it for another player.

Leadership: Spend HP to inspire a group to act on your behalf.

Sea Legs: +1 die for physical risks on a ship.

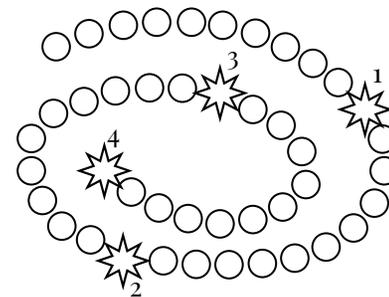
Streetwise: spend HP to locate an underworld fence, or contact.

Inspire Generosity: Spend a HP to get someone to give you something they have.

Slip Free: spend HP to escape ropes or manacles

Large: +1 die if being big is useful to the task.

### 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.

The heroes of Altamira showed up in your Eisen village looking for some pirates that were running the place. You helped them out of a jail cell and they blew up what was left of the place. So you came to Castille with them. some of them promised to help you get back on your feet. but it's been tough. You like the bottle a little too much and you keep making bad deals with people. But the Heroes are usually there to help you sort out these messes. but now they are missing and you made a small deal with some guys that you are not going to be able to fulfill. Those guys will be looking to hurt you soon. Best if you were to find your friends before that happens.

Equipment: rusty sword, pistol that might still work. 3 growlers of Good Eisen Ale, 4 flasks of Kirsch, a bundle of letters threatening harm if you do not pay your debts.