

Carlos Palomo de Soldano "Sausage Fingers"

Nation: Castille

Wealth: _____

Membership: _____

ARCANA

Wily: Escape Danger from a scene... alone.

Manipulative: get someone else to do your dirty work and it backfires.

BACKGROUNDS

Pugilist: +1HP when you drop weapons for a fight.

Soldier: +1HP when you stick to the plan regardless of danger to you.

REPUTATION

Corruption: _____

STORIES

TRAITS

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

SKILLS

Athletics	○ ⊗ ○○○	Warfare	⊗ ○○○○
Brawl	○○ ⊗ ○	Weaponry	○ ⊗ ○○○
Convince	⊗ ○○○○		○○○○○
Empathy	○ ⊗ ○○○		○○○○○
Perform	⊗ ○○○○		○○○○○
Aim	○○ ⊗ ○○		○○○○○
Intimidate	○○ ⊗ ○○		○○○○○
Notice	○ ⊗ ○○○		○○○○○

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ADVANTAGES

Boxer: +1 Die when Brawling with barehands

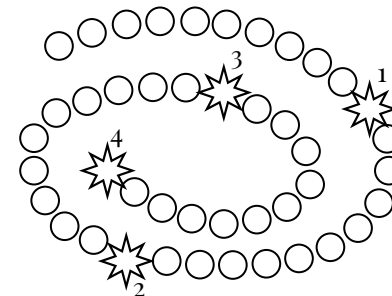
Staredown: Spend HP to intimidate someone into letting you pass or enter.

Able Drinker: alcohol does not effect you

Riot Breaker: Reduce wounds from Brute Squads by your resolve before you take them (minimum 1)

We're not so different: spend 1 HP to convince Villain you are on their side.

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.

You have followed the family trade as muscle for hire. A man can make a good living at it if they hire on with the right guy. Santino de Silva is your boss and he pays well but he wants things done according to his plans. He has a plan for several of these Heroes of Altamira and their getting captured and maybe killed by some hill folk is not part of it. Some of these people stepped up and avenged your cousin when your hands were tied as well. So you probably owe them the courtesy of bringing them back so Santino can deal with them properly.

Equipment: Sword, 3 pistols, 1 musket, 1 fighting knife, a hold out knife, 1 sap, 2 sets of brass knuckles. 1 bag of Santino's "contingency money"