

“Kanarienvogel” Connie Vogel ~ Eisen Refugee

Brawn ●●●○○ Finesse ●●●●● Wits ●●●●○ Resolve ●●●○○ Panache ●●●○○

Advantages: Firm Grip, Night Trained, Keen Senses, Small, Scoundrel

Arcana: Loyal

Background: *Hunted - Eisen Profiteers* (Resolved)

Society: n/a

Languages: Eisen (N), Castille

Swordsman’s School: n/a [ES 76]

Rank: n/a (Next: Initiate ~ Spend 20 XP)

○○○○○ Bind (Imp. W.) (+5 from Firm Grip)

○○○○○ Riposte (Improved Weapon)

○○○○○ Corps-a-corps

○○○○○ Expose Weakness (Shield Man)

Offensive Knacks

●●●○○ Attack: Dirty Fighting - *D.Fight*

●○○○○ Attack: Improved Weapon - *D.Fight*

●●●○○ Attack: Knife - *Knife*

●●●○○ Entangle - *Cloak*

●○○○○ Eye Gouge - *Dirty Fighting*

●○○○○ Throat Strike - *Dirty Fighting*

Defensive Knacks

●●○○○ Parry: Cloak - *Cloak*

●○○○○ Parry: Improved Weapon - *D.Fight*

●●●○○ Parry: Knife - *Knife*

●●●○○ Balance - *Acrobat*

●●●○○ Climbing - *Athlete*

●●●●● Footwork - *Acrobat, Athlete*

~~**Bind (IW):** Binds your weapon w/ target’s weapon. Brawn+Bind to hold on or improve.~~

~~**Corps-a-corps:** 0k1 damage & your opponent then falls down and becomes prone.~~

~~**Riposte (IW):** Active Def. & Attack with ½ knacks+1 die to either roll per Riposte knock.~~

Entangle: No damage but increase target’s next Action Die by 2+1 per Raise. 10+ lost.

Eye Gouge: 0k1 damage & increase target’s next Action Die by 1+1 per Raise. 10+ lost.

Throat Strike: TN raised by 15, automatic dramatic wound instead of damage.

Civil and Non-Combat Martial Knacks

●○○○○ Ambush - *Criminal*

●○○○○ Break Fall - *Acrobat, Athlete*

●○○○○ Cheating - *Criminal*

●○○○○ Conceal - *Urchin*

●○○○○ Gambling - *Criminal*

●●●○○ Leaping - *Acrobat, Athlete*

●○○○○ Lockpicking - *Criminal*

●●○○○ Pickpocket - *Criminal, Urchin*

●○○○○ Rolling - *Acrobat, Athlete*

●○○○○ Scrounging - *Criminal, Streetwise, Urchin*

●●○○○ Shadowing (+1k0 from Small) - *Criminal*

●○○○○ Sincerity - *Urchin*

●●●○○ Socializing - *Streetwise*

●●●○○ Sprinting - *Athlete*

●●●●● Stealth (+1k0 from Small) - *Criminal/Urchin*

●●●○○ Street Navigation - *Streetwise, Urchin*

●●●○○ Survival - *Urchin*

●○○○○ Swinging - *Acrobat, Athlete*

●○○○○ Throwing - *Athlete*

●○○○○ Underworld Lore - *Streetwise*

Equipment: 1 Set of Poor Clothes, 1 Gorgeous Bejarano Dress (no minuses for leaping/climbing/etc.), 1 Poor Knife

Combat Rolls and TNs

Defense	Footwork	Balance	Parry: Knife	Parry: Cloak	Parry: Improvised	Wounds
<i>Passive</i>	30	25	20	15	10	<i>Flesh:</i>
<i>Active</i>	9k4	8k4	7k4	6k4	5k4	<i>Dramatic:</i>

Attack	Attack: Improv.	Attack: Dirty Fgt.	Attack: Knife	Entangle	Eye Gouge	Throat Strike	Bind: Improv.	Corps-a-corps
<i>To Hit</i>	6k5	8k5	8k5	8k5	6k5	6k5	k	k
<i>Damage (-1/0 First)</i>	Varies: PG 188	3k1	4k2	n/a	0k1	Dramatic Wound	n/a	0k1

Experience	XP
Reputation	

Wealth	G
Spent Social Dice/ Total Social Dice	/

Secret Society Interest

Explorer’s Society	Invisible College
Los Vagos	Rose & Cross

Connections

Captain Aurelio “il Serpente del Fiume” Ardovini:

Owes his life (Episode 15)

Corporal Danille Blanco de Ojeda:

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Frederico:

Pretends not to know me (PA after Episode 19)

Genario:

Informant (Episode 5)

Shield Man Sword School

Apprentice	Negates the off-hand penalty when using an improvised weapon.
	If your weapon breaks, roll one die. On an even number you prevent the breakage.
Journeyman	You may use your Active Defense to protect others (with no penalty).
	When making Avoid rolls to dodge the effects of a trap, can push another person out of the way with one raise (instead of the normal 2).
Master	Action dice may be used as if they were 2 phases lower when used for an Active Defense.
	Your Active Defense rolls are made as if your Trait (usually Wits) was one higher than it is.

Advantages *(Scoundrel bestows character creation bonuses only)*

Firm Grip: +5 to **Brawn** rolls to determining if you can hold onto something. This includes grapple, bind, and resisting a disarm. [SG 98]

Keen Senses: +1k0 for skill checks involving your senses. [PG 134]

Night Trained: Lose only 1k1 (rather than 2k2) in dim light. Lose only 2k2 (rather than 4k4) in total darkness. [MO 85]

Small: +1k0 on **Stealth** and **Shadowing** rolls. -1k0 on first damage roll each combat. [PG 138]

Arcana

Loyal: You find it very, very difficult to abandon a friend, even if it's only to run and get help for them. As for leaving a fallen comrade behind to die – forget it. *Your GM can activate your Hubris in order to get you to go back for (or stay with) a fallen comrade, or to prevent you from betraying an employer.* [PG 161]

Knacks with Specific Mechanics

Attack: Improvised Weapon: This Knack is used when wielding a weapon that does not conform to any established Knack. The number of Kept dice is either one or two, depending on whether the object is blunt or sharp, respectively. The number of dice you roll is equal to your Brawn + the weapon's size modifier. Firm weapons (made of glass, clay, wood, etc.) break any time you roll a 10 on any of their damage dice. Hard weapons (metal or stone) break any time any of the damage dice you roll explode more than once. [PG 188]

Size	Size Modifier	To-hit Modifier
Hand-held	+0	N/A
Smaller than Man-Sized	+1	N/A
Man-Sized	+2	-1 unkept die to hit
Larger than Man-Sized*	+3	-2 unkept dice to hit

*The Larger than Man-Sized category is limited by how big an object your Hero can lift and swing around.

Bind: Bind is only usable against an opponent's fencing weapon. It locks your weapons together. To use this attack, declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item. To break your hold, your opponent spends 1 Action die and then rolls a Contested Roll of his Brawn+Parry vs. your Brawn+Bind. If he wins, the hold is broken; otherwise, it holds fast. You may spend Action dice to improve your hold. Each Action die you spend gives you 1 free Raise from now on when your opponent tries to break your hold. [PG 129]

Break Fall: With every Rank in this Knack, 1 fewer die of damage is taken from falling (minimum 0). [PG 151]

Riposte: A riposte is a parry followed up immediately with a counterattack. First, attempt an Active Defense against the incoming Attack. If successful, make an Attack of your own on the person who just attacked you. With Riposte, you receive ½ the dice from your Parry Knack (rounded down) for your Active Defense, and ½ the dice from your Attack Knack (rounded down) for your counterattack. After halving the appropriate Knacks, add one die to either the Active Defense attempt or the counterattack per Rank in Riposte. [PG 130]

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Offensive Knacks

- Attack: Dirty Fighting - *D.Fight*
- Attack: Improvised Weapon - *D.Fight*
- Attack: Knife - *Knife*
- Entangle - *Cloak*
- Eye Gouge - *Dirty Fighting*
- Throat Strike - *Dirty Fighting*

Defensive Knacks

- Parry: Cloak - *Cloak*
- Parry: Improvised Weapon - *D.Fight*
- Parry: Knife - *Knife*
- Balance - *Acrobat*
- Climbing - *Athlete*
- Footwork - *Acrobat, Athlete*

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- Conceal - *Urchin*
- Gambling - *Criminal*
- Leaping - *Acrobat, Athlete*
- Lockpicking - *Criminal*
- Pickpocket - *Criminal, Urchin*
- Rolling - *Acrobat, Athlete*
- Scrounging - *Criminal, Streetwise, Urchin*
- Shadowing (+1k0 from Small) - *Criminal*
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<i>Passive</i>						<i>Flesh:</i>
<i>Active</i>	k	k	k	k	k	<i>Dramatic:</i>

Attack	Attack: Improv.	Attack: Dirty Fgt.	Attack: Knife	Entangle	Eye Gouge	Throat Strike	Bind: Improv.	Corps-a-corps
<i>To Hit</i>	k	k	k	k	k	k	k	k
<i>Damage</i>	Varies: PG 188	k1	k2	n/a	0k1	Dramatic Wound	n/a	0k1

Experience	XP
Reputation	

Wealth	G
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