

Primo Chaverria la Verde

Nation: Castille

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

Membeship: \_\_\_\_\_

## ARCANA

Exemplary: Pool your raises with a second player.

Envious: +1HP when you covet something another player has. (like fame)

## BACKGROUNDS

Diestro: Earn HP when you beat a duelist.

Farmkid: earn HP when you use a simple solution for a complex problem

## REPUTATION

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

## STORIES

## TRAITS

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

## SKILLS

Athletics	○○●○○○	○○○○○○
Convince	○●○○○○	○○○○○○
Empathy	○○●○○○	○○○○○○
Perform	○●○○○○	○○○○○○
Ride	○○●○○○	○○○○○○
Intimidate	○●○○○○	○○○○○○
Scholarship	○●○○○○	○○○○○○
Weaponry	○○●○○○	○○○○○○

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## ADVANTAGES

Legendary Trait: Finesse: When you use Finesse, ONE die is always a 10.

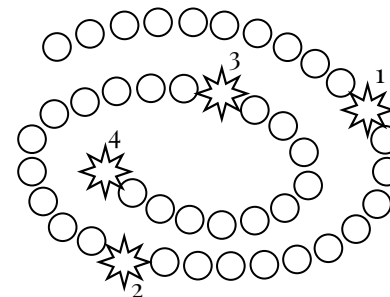
Survivalist: you can forage for food anywhere.

Fencer: all your dice are +1 to the result for Weaponry Risks using a sword or dagger.

Disarming Smile: Spend 1HP to keep someone from drawing a weapon or starting a fight.

Joie de Vivre: Before making a test, spend 1HP and make a bold and pithy comment. Any dice that come up LOWER OR EQUAL to your skill become 10's.

## 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.

Until a few months ago, you and your friends were the bravest and best heroes in all of the city of Altamira. then these OTHER GUYS showed up at the right place and time and the whole town fell to praising them. And while you were out cleaning up their mess in the forest, they rescued Teresa from some kidnappers. Then they wrecked half the town in some wagon race and... well, the point is, they are no better than you and your friends but they get all the glory. And you get hired as security for the ball in their honor. But now they are missing and it's time for Primo and his valiant allies to save them and get some long overdue credit.

Equipment: Ornate rapier with gold plated bell guard, matching dagger. 50 feet of silk rope, 1 week iron rations, wineskin, whetstone, tinderbox, lantern and oil, 10 iron spikes, ball of twine, backpack, belt pouch, candle, scroll case, small hammer, holy symbol