

# Jost Baumann ~ Eisen Merchant/Courier

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## Traits

Brawn ●●○○○ Finesse ●●●○○ Wits ●●●○○ Resolve\* ●●●○○ Panache ●●○○○

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**Advantages:** Rilasciare Membership: (The Couriers), Connection (2), Academy, Barterer, Debater, Linguist, Merchant Guild, Speciality (Veterinarian), Uppmann's Coat (Secret Pockets)

**Arcana:** Righteous

**Languages:** Avalon (R/W), Eisen (N/R/W), Vendel (R/W)

**Swordsman's School:**

**Background:** Predecessor - Niklaus Baumann (2)

**Hopken:** (All skills except Exploit Weakness are crossbow-only)

Arc ●○○○○ Reload ●●●○○○ Trick Shooting ●●●○○ Exploit Weakness (Hopken) ●○○○○

*Apprentice Ability:* Your crossbow does 3k3 damage instead of 2k3.

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## Skills and Knacks

*Athlete:*

Climbing ●●○○○ Footwork ●●●○○ Sprinting ●○○○○ Throwing ●○○○○ Swinging ○○○○○

*Crossbow:*

Attack (Crossbow) ●●●○○ Fletcher ●○○○○ Reload (Crossbow) (See Above: Hopken)

*Firearms:*

Attack (Firearms) ●○○○○

*Knife:*

Attack (Knife) ●●●○○ Parry (Knife) ●○○○○

*Rider:*

Ride ●●●○○ Mounting ○○○○○ Trick Riding ○○○○○

*Courtier:*

Dancing ●○○○○ Etiquette ●●●○○ Fashion ●●○○○ Oratory ●○○○○ (Free Raise on some\*\* Oratory Rolls)

*Criminal:*

Gambling ●○○○○ Shadowing ●●○○○ Stealth ●●●○○ Lockpicking ○○○○○ Prestidigitation ○○○○○

*Guide:*

Ride ●●●○○ Street Navigation ●○○○○ Survival ●○○○○

*Merchant:*

Perfumer ●●○○○ Appraising ○○○○○ Hagglng ○○○○○ (Free Raise on all Hagglng Rolls)

*Sailor:*

Balance ●●●○○ Climbing ●●○○○ Knotwork ●○○○○ Rigging ●○○○○ Leaping ○○○○○

*Servant:*

Etiquette ●●●○○ Fashion ●●○○○ Menial Tasks ●○○○○ Unobtrusive ●●○○○ Drive Carriage ○○○○○

*Spy:*

Shadowing ●●○○○ Stealth ●●●○○ Conceal ○○○○○ Disguise ○○○○○ Sincerity ○○○○○

*Speciality:*

Veterinarian ●○○○○

\* Once per session, add one die to any Resolve roll. (Rilasciare Membership)

\*\* Gain one free raise to your Oratory Knack during Contested social rolls or any form of verbal argument.

## Combat Rolls and TNs

Attack	Crossbow	Knife	Stiletto	Grappling Gun	Wounds
<i>To Hit</i>	k	k	(+1) k	k	<i>Flesh:</i>
<i>Damage</i>	3k3	k2	(-1) k2	1k1	<i>Dramatic:</i>

Defense	Footwork	Balance	Parry: Knife	Leaping	Swinging	Climbing	Sprinting	Swimming
<i>Passive</i>								
<i>Active</i>	k	k	k	k	k	k	k	k

Ranged Weapons	Crossbow	w/ Rilasciare Bolts	Grappling Gun	Experience
<i>Maximum Range</i>	yards	(+25) yards	80 feet	XP
<i>Short Range Penalty</i>	to hit		-5 to hit	
<i>Long Range Penalty</i>	to hit	(+5) to hit	-10 to hit	Wealth
<i>Actions Needed to Reload</i>	Actions		25 Actions	G

### Secret Society Interest

<i>Die Kreuzritter</i>	<i>The Rilasciare</i>	<i>Sophia's Daughters</i>	Reputation
			Social Dice/Spent
			/

### Contacts

### Hopken Sword School

Apprentice	Your crossbow does 3k3 damage instead of 2k3.
Journeyman	Your crossbow range is +10 yards, your short range modifier is -0, and your long range modifier is -5. You may build a 4k3 damage crossbow for 5000 g. Anyone with a Brawn of 3 or less takes 3 extra actions to reload this weapon.
Master	Your crossbow range is +15 yards, your short range modifier is +5, and your long range modifier is -0. You may raise your Reload (Crossbow) knack to rank 6 to allow you to fire every round. (It costs 25 XP to go from 5 to 6.)