

# Jost Baumann ~ Eisen Merchant/Courier

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Brawn ●●○○○ Finesse ●●●○○ Wits ●●●○○ Resolve\* ●●●○○ Panache ●●○○○  
\* Once per session, add one die to any Resolve roll.

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**Advantages:** Academy, University, Rilasciare Membership: (Couriers), Connection (2),  
Appearance: Above Average, Barterer, Merchant Guild, Ship (3), Uppmann's Coat

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

**Swordsman's School:** Hopken **Background:** Predecessor - Niklaus Baumann (2)  
Arc ●○○○○ Reload ●●●○○○ Trick Shooting ●●○○○ Exploit Weakness (Hopken) ●○○○○

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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) ●○○○○

### Pugilism:

Attack (Pugilism) ●○○○○ Footwork ●●●○○ Jab ●○○○○

### Rider:

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

### Acrobat:

Balance ●●●○○ Footwork ●●●○○

### Criminal:

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

### Doctor:

Diagnosis ●●○○○ First Aid ●●○○○ Surgery ○○○○○ Veterinarian ○○○○○

### Guide:

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

### Herbalist:

Cooking ●○○○○ Diagnosis ●●○○○ First Aid ●●○○○ Flora ●○○○○ Compounds ○○○○○

### Merchant:

Carpenter ●●○○○ Perfumer ●●○○○ Appraising ○○○○○ Haggling\* ○○○○○ \* Barterer: Free Raise on

### Sailor:

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

### Servant:

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

### Spy:

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

### Urchin:

Stealth ●●●○○ Street Navigation ●●○○○ Survival ●●○○○

## 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.)    |

Character Sheet built as follows:

(56 HP) Traits

+7 to Traits plus Nation Rank in Brawn

(26 HP) Advantages

Rilasciare Membership - 5, Connection (2) - 0 (Rilasciare Mem.), Academy - 2 (Eisen),  
Appearance: Above Average - 5, Barterer - 1, Merchant Guild - 4, Ship (The Queen's Gift) - 3,  
University - 4, Uppmann's Coat - 2

(-10 HP) Arcana

Righteous

(27 HP) Swordsman School

Hopken (Rank 2 allocated to the Trick Shooting Knack) - 25

Reload\*2 (Rank 1 to 3, Hopken treats Reload as a Basic Knack) - 2

(2 HP) Background

Predecessor - 2

(5 HP) Languages

Avalon (R/W) - 2, Eisen (N/R/W) - 1, Vendel (R/W) - 2

(14 HP) Skills

Athlete - 0, Crossbow - 0, Firearms - 1, Knife - 1, Pugilism - 1, Rider - 1, Acrobat - 1, Criminal  
- 1, Doctor - 1, Guide - 1, Herbalist - 1, Merchant - 1, Sailor - 1, Servant - 1, Spy - 1, Urchin - 1

(10 HP) Knacks

Attack (Crossbow)\*2 - 2, Attack (Knife)\*2 - 2, Balance - 1, Carpenter - 2, Etiquette - 1, Rider -  
1, Unobtrusive - 1

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**Traits:**

Brawn: 2

Finesse: 3

Wits: 3

Resolve: 3

Panache: 2

**Languages:**

Avalon (R/W)  
Eisen (N/R/W)  
Vendel (R/W)

**Advantages:**

Rilasciare Membership (The Couriers)  
Connection (2)  
Academy  
Appearance: Above Average  
Barterer  
Merchant's Guild  
Ship (3) (The Queen's Gift)  
University  
Uppman's Coat (Vest: Secret Pockets)

**Virtue:**

Righteous

**Background**

Predecessor: 2

**Hopken:**

Arc: 1  
Reload: 3  
Trick Shooting: 2  
Exploit Weakness (Hopken): 1

**Skills and Knacks**

Athlete

Climbing: 2  
Footwork: 3  
Sprinting: 1  
Throwing: 1

Crossbow

Attack (Crossbow): 3  
Fletcher: 1

Firearms

Attack (Firearms): 1

Knife

Attack (Knife): 3  
Parry (Knife): 1

## Rider

Ride: 3

## Criminal

Gambling: 1

Shadowing: 2

Stealth: 3

## Doctor

Diagnose: 2

First Aid: 2

## Guide

Ride: 3

Street Navigation: 1

Survival: 1

## Herbalist

Cooking: 1

Diagnose: 2

First Aid: 2

Flora: 1

## Merchant

Carpenter: 2

Perfumer: 2

## Sailor

Balance: 3

Climbing: 2

Knotwork: 1

Rigging: 1

## Servant

Etiquette: 2

Fashion: 1

Menial Tasks: 1

Unobtrusive: 2

## Spy

Shadowing: 2

Stealth: 3

## **Equipment and Possessions**

1 Vest (Uppmann's Coat - Secret Pockets)

1 Poor Knife

1 Stiletto