

<This side is informational only. The right side will be printed out and kept as a reference aid.>

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: Secret Pockets - 2

(-10 HP) Arcana

Righteous

(27 HP) Swordsman School

Höpken (Rank 2 allocated to the Trick Shooting Knack) - 25
Reload*2 (Rank 1 to 3, Höpken treats Reload as a Basic Knack) - 2

(2 HP) Background

Predecessor - 2

(3 HP) Languages

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

(17 HP) Skills

Athlete - 0, Bodyguard - 1, Crossbow - 0, Firearms - 1, Knife - 1, Pugilism - 1, Rider - 1, Sentry - 1, Acrobat - 1, Courtier - 1, Criminal - 1, Doctor - 1, Guide - 1 (Climbing/Ride/Street Navigation), Herbalist - 1, Merchant - 1 (Perfumer), Sailor - 1, Servant - 1, Spy - 1, Urchin - 1

(9 HP) Knacks

Attack (Crossbow)*2 - 2, Attack (Knife)*2 - 2, Balance - 1, Carpenter - 2, Perfumer - 1, Rider - 1

Advantages (Academy/University bestow character creation bonuses only)

Appearance: Above Average - +1k0 on all **social** rolls. [PG 130-131]

Barterer - You get +5 on **Haggling** rolls. [US 100]

Connection (2: Confidant) - A person (Rilasciare cell member) you trust, but would not risk their life for you. (via Rilasciare Membership) [PG 131]

Merchant Guild - You are a Journeyman (above apprentice) with your own shop and revenue (**Perfumer** rank in dice keep 2 each month). You can join several guilds, but you gain income from only one. (Income earned after even numbered episodes.) You know the secret code of signs and passwords for your particular Guild, and can use them to discreetly communicate with fellow members if you wish. You reach Master status when you attain a Rank of 5 in your merchant Knack. [VV 103]

Ship: The Queen's Gift (3) - You have a ship built. (Combined Advantage) [PG 194]

Uppmann's Coat: Secret Pockets - You have a trick coat. The coat contains two concealed pockets, unnoticeable to even the most thorough searches. Each pocket holds one item, pistol-sized or smaller. GM discretion on what qualifies. [RI 87]

Arcana [PG 162]

Righteous - You don't have any doubts about the moral justifiability of your actions.

Secret Society [RI 76-77]

Rilasciare Membership - The following are advantages for Rilasciare members:

- True Courage: Once per Scenario, add one die to any **Resolve** roll.
- Ready access to weapons and armaments. Visit a Rilasciare cell for up to two basic weapons including gunpowder and ammunition.
- The Courier network will dependably move messages, which will almost certainly reach their destination without being compromised.
- A 2-point Connection Advantage with another member of their cell. This connection can provide the Hero with advice, guidance, and even shelter from the authorities if necessary.

The Couriers - Couriers always receive traveling money to cover their expenses; they can stay at inns and purchase food and other incidentals. If they start from the Kirk headquarters, they can receive passage on a ship, access to a carriage, or the use of a fast horse for a single adventure, which must be returned.

This Side Down

Jost Baumann

Eisen Merchant

(Young ~ Stocky ~ Kind Hearted)



Arcana: Righteous

Crossbow (Across the Back)

Leather Satchel (Left Hip)

Sheathed Knife (Left Hip)

Visibly Wearing: Fine Vest

Interpose (Knack)

Interpose: When you use this Knack to protect someone else, your TN to be hit is reduced by 10 (minimum 5), and your client may use your Interpose Rank as their Defensive Knack for calculating their TN to be hit.

Interpose may also be used as an Active Defense to take a hit for someone. Use your Action Dice for this and roll Wits + Interpose for this Active Defense attempt. If you succeed, you take the damage from the Attack instead of its intended victim. If you receive Dramatic Wound(s) from using Interpose for an Active Defense, you gain a Drama Die.

Witty Repartee Table

(All rolls are contested against Trait*5)

Charm (Wits): When successes = target's Resolve, target is convinced.

Intimidate (Resolve): Target has a penalty of 1 unkept die + 1 die for each raise taken when acting against the hero for the rest of the scene.

Taunt (Panache): Target must Raise as many times as the PC did when acting against him.

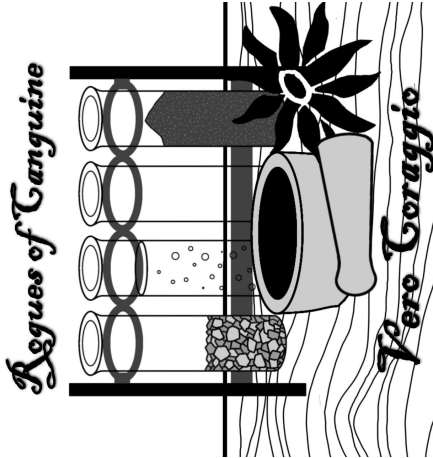
Trick Shooting (Knack)

Trick Shooting: Subtract 5 per Rank from penalties to your shot (range, cover, etc.). This cannot lower your TN below the base TN to be hit or count towards Raises to Damage, but the bonuses can be applied towards Called Shots.

Mounting/Trick Riding (Knack)

Mounting: This Knack allows you to mount your horse both while running (TN 15) and while leaping off a one-story building (TN 20).

Trick Riding: Trick Riding lets you stand while riding (TN 15), hang off one side of the horse for cover (TN 20), and other tricks.



Jost Baumann's Episode Checklist:

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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