Alexsy Gracjan Nowak

Sarmation Commonwealth, Vaticine

TRUSTING (Hubris): You receive a Hero Point when you accept someone's lies or lopsided deal.
WILLFUL (Virtue): Activate your Virtue and target a Villain. Until the end of this Scene, you cannot spend Hero Points and the Villain cannot spend Danger Points.
Reputation: Principled

TRAITS

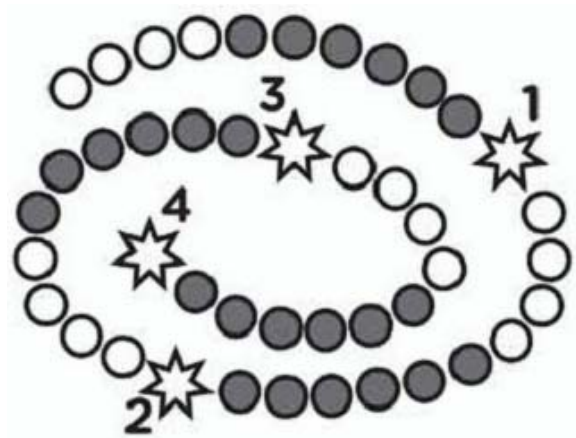
Brawn	●●●●○
Finesse	●●○○○
Wits	●●●○○
Resolve	●●○○○
Panache	●●○○○

SKILLS

+1 BONUS DIE FOR EACH ●

Aim	●●○○○
Athletics	●●○○○
Convince	●●○○○
Empathy	●○○○○
Intimidate	●●○○○
Perform	●○○○○
Ride	●●○○○
Scholarship	●○○○○
Tempt	●○○○○
Warfare	●●●○○
Weaponry	●●●○○

WOUNDS



BACKGROUND QUIRKS

Aristocrat: Earn a Hero Point when you prove there is more to nobility than expensive clothes and attending court.

Army Officer: Earn a Hero Point whenever you seize command during a moment of intense violence or extreme danger.

ADVANTAGES

Rich: You begin each session with 3 Wealth.

Disarming Smile: Spend a Hero Point to keep another character from drawing a weapon, starting a fight, or resorting to violence. She will still defend herself, but she will not start any violent conflicts.

Academy: You studied strategy, horsemanship, and soldiering at one of Theah's many military academies. When you make a Risk using Athletics, Warfare, or Ride, all of your dice gain +1 to their value.

Direction Sense: As long as you have some point of reference, you are never lost.

Connection (Military): You have connections who can give you information or help you out when you need it. You can always make contact with a military figure who will give you basic information or help you in some minor way, so long as it doesn't cost them anything or put them in danger. If you want more hard-to-find information or a dangerous favor, you must spend a Hero Point or agree to a cost that your connection stipulates, such as paying them money or agreeing to do a favor for them in return.

Large: Gain 1 Bonus Die on any risk that is easier to your size – using Athletics to run at full speed even while carrying another Hero, or looming over someone in order to Intimidate them.

Reputation: When you use your reputation to your advantage in a social Risk, you gain 1 Bonus Die.

Domenica Vespucci

Vodacce, Vaticine

PROUD (Hubris): You receive a Hero Point when your Hero refuses an offer of aid.
INTUITIVE (Virtue): Activate your Virtue and ask the GM one yes or no question about an NPC. The GM must answer honestly and should be generous.
Reputation: Resourceful

TRAITS

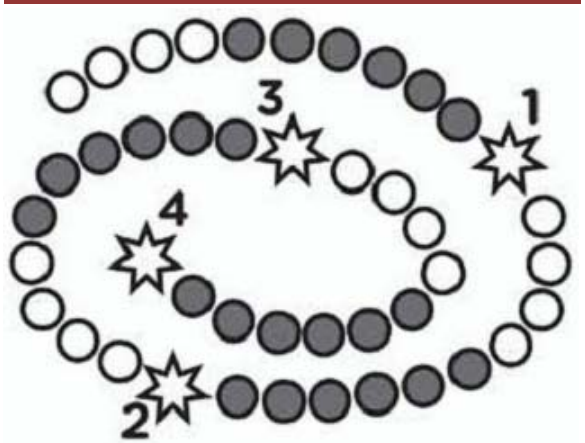
Brawn	●●○○○
Finesse	●●○○○
Wits	●●●●○
Resolve	●●○○○
Panache	●●●○○

SKILLS

+1 BONUS DIE FOR EACH ●

Convince	●●○○○
Empathy	●●○○○
Hide	●○○○○
Notice	●●○○○
Perform	●●●○○
Ride	●●○○○
Scholarship	●●●○○
Tempt	●●●○○
Theft	●○○○○
Weaponry	●○○○○

WOUNDS



BACKGROUND QUIRKS

Sorte Strega: Earn a Hero Point when you commit to a dangerous course of action that you believe is destiny.

Courtier: Earn a Hero Point whenever you turn the tide of violence with charm and flair.

ADVANTAGES

Sorcery: You gain the Sorcery of your National bloodline – Sorte.

Time Sense: You always know what time it is. You know how long until the next sunrise or sunset, with less than a one minute margin of error.

An Honest Misunderstanding: Spend a Hero Point to edit, redact, or otherwise alter something you or another Hero just said, "reinterpreting" the words into the kindest compliment.

Friend at Court: When you are at a ball, feast, or similar high society function, spend a Hero Pint to reveal you have a close friend also in attendance.

Linguist: You speak, read, and write all Théan languages. Even the dead ones.

Come Hither: Spend a Hero Point to lure another character into a private room and alter leave said private room without him, removing him from the scene. He may be rescued after you're long gone.

Fascinate: Spend a Hero Point to capture the attention of another character. That character pays attention only to you until the end of the Scene or until you cease speaking/paying attention, whichever comes first.

SORTE

Read

See all the strands and Arcana for the rest of the Scene. During Action Sequences you must spend a Raise to use Read.

Arcana

Strega can see the Arcana of others, knowing both their greatest strengths and weaknesses. To use this Weave, you must first Read your target to determine their Arcana.

Minor

Spend a Hero Point and take a Lash to activate your target's Virtue or Hubris. If you choose Virtue, your target immediately gains the benefit of his Virtue. If you choose Hubris, your target gains double the benefit if he activates his Hubris on his next Action. You can use this Tessere even if your target has already activated his Virtue or Hubris this session, and the character you target may still use his Virtue or Hubris again if he has not activated them this session. No character can be affected by this more than once per session.

Major

Spend a Hero Point and take a Lash. You choose a card from the Sorte deck and—for the rest of the scene—you replace another character's Virtue or Hubris with the Virtue or Hubris associated with the card you selected, drawing out a hidden aspect of the target's Arcana. All other rules for Virtue and Hubris still apply—if the character has already activated either, she cannot activate the new one again. A Strega can only use this power once per session.

Blessing

You may bestow a Blessing on another character. This requires a kiss (chaste or otherwise). Kissing someone during an Action Sequence costs a Raise.

Minor

Take one or more Lashes to give another Hero or Villain a Minor Blessing—Bonus Dice equal to the number of Lashes you have when you cast it. He may keep his Bonus Dice until used or until the end of the Scene (whichever comes first), but only for one Risk. If a character chooses to use his Blessing on a Risk, he must use all of the Bonus Dice granted.

Major

Spend a Hero Point and take one or more Lashes to give another Hero or Villain a Major Blessing. Unlike the Minor Blessing, a Hero or Villain may use the Bonus Dice for any Risk until the end of the Scene or until he runs out of Bonus Dice.

Curse

You can put a Curse on another character. This requires a kiss (chaste or otherwise). Kissing someone during an Action Sequence costs Raise. You can only activate a Curse if you can see the character. All Curses fade at the end of the current Scene.

Minor

Take one or more Lashes to give another Hero or Villain a Minor Curse with a Rank equal to the number of Lashes you have when you place it. The character remains Cursed until you choose to activate it (after she gathers dice to make a Risk, but before she rolls). When activated, your Curse removes 1 die from her Risk pool per Rank of the Curse.

Pull

You can pull another character toward you by grabbing

hold of the strands and physically tugging on them. You must be able to see your target to use this Weave. You cannot pull characters through walls or stationary objects, but non-stationary objects (tables, chairs, etc.) will move out of the way.

Minor

Take one Lash to pull your target toward you. The character loses one Raise as he stumbles headlong toward you and struggle to recover his balance and footing. Of course, characters on balconies and banisters

may tumble to the ground if pulled toward you. If the character is on the other side of some movable obstruction, or one that is easily broken (such as a table or a window) he takes 1 Wound.

Ennio Vespucci

Vodacce, Vaticine

HUBRIS (Hubris): You receive a Hero Point when your Hero flies off the handle and loses her temper, causing trouble.
EXEMPLARY (Virtue): Activate your Virtue and choose another Hero in the same scene to pool your Raises for the Round, spending Raises to take Actions from your shared pool.
Reputation: n/a

TRAITS

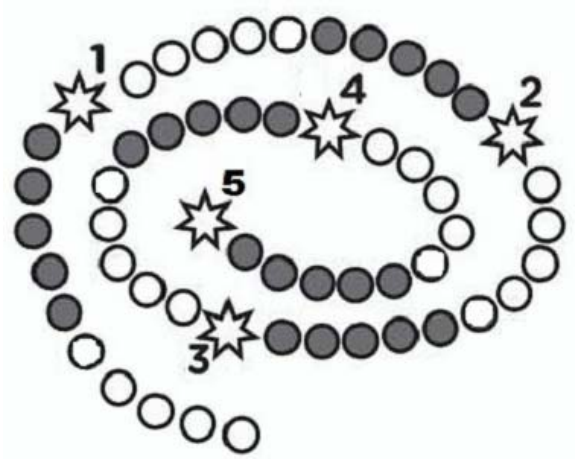
Brawn	●●○○○
Finesse	●●○○○
Wits	●●●●○
Resolve	●●●○○
Panache	●●○○○

SKILLS

+1 BONUS DIE FOR EACH ●

Aim	●○○○○
Athletics	●●○○○
Brawl	●○○○○
Convince	●○○○○
Empathy	●●○○○
Hide	●●○○○
Intimidate	●●●○○
Notice	●●●○○
Ride	●○○○○
Tempt	●○○○○
Weaponry	●●○○○

WOUNDS



BACKGROUND QUIRKS

Bravo: Earn a Hero Point when you put yourself in danger to defend the life of the person you've sworn to protect.

Consigliere: Earn a Hero Point when you take a great risk to protect someone else's secret.

ADVANTAGES

Poison Immunity: Poison never affects you, aside from some potential mild discomfort. If the poison would ordinarily kill you, it might cause you only to vomit instead, but there are no additional effects.

Hard To Kill: You no longer become Helpless when you have four Dramatic Wounds. Instead, when you have four Dramatic Wounds any Villain who takes a Risk against you gains 3 Bonus Dice (rather than 2). You gain an additional tier of Wounds. When you have taken your fifth Dramatic Wound, you become Helpless.

We're Not So Different: Spend a Hero Point to convince a Villain you are on her side. The Villain considers you a trusted ally. As soon as the Villain sees you perform a Heroic action or if you refuse to perform a Villainous action, the illusion is over. You can only use this Advantage on each Villain once. "Fool me once..."

Streetwise: You can spend a Hero Point to locate a fixer, an information broker, a black market, or a similar underworld figure.

Dueling Academy (Ambrogia): You may choose a Dueling Style from the Dueling chapter. If you purchase this Advantage again, you gain an additional Dueling Style. See Dueling on the opposite page for more information.

Maneuvers

Attending any Duelist Academy grants access to all Maneuvers, specific ways to wield a weapon that stay consistent across Styles. In addition to these Maneuvers, a Duelist also gains access to a Style Bonus, a unique advantage based on his training.

To perform a Maneuver, spend a Raise on your Action. A Duelist can perform one, and only one, Maneuver on each of his Actions, i.e., a Duelist cannot spend two Raises to declare that he is Slashing and Parrying as a single Action. A Duelist can still spend multiple Raises to perform multiple Maneuvers within an Action Sequence as separate Actions.

In addition, a Duelist can never perform the same Maneuver in consecutive Actions (you cannot perform Slash, then on your next Action perform Slash again). A Duelist may perform a Maneuver twice in the same Round of an Action Sequence, but there must be an additional Maneuver (or non-dueling Action) between the repeated Maneuvers.

Slash

When you perform Slash, deal a number of Wounds equal to your Ranks in Weaponry.

Parry

Perform Parry to prevent a number of Wounds equal to your Ranks in Weaponry. You can only activate Parry on your Action, immediately following the Maneuver that caused your Wounds.

Feint

When you perform Feint, you deal one Wound—if your target is injured again this Round, he suffers one additional Wound.

Lunge

When you perform Lunge, spend all of your Raises. You deal a number of Wounds equal to your Ranks in Weaponry plus the Raises you spend. These Wounds cannot be avoided or prevented.

Dueling Styles

Ambrogia

Ambrogia has caught on like wildfire in recent years. It is remarkable for two chief reasons. The first is that it teaches its students to fight with their sword in their left hand and their main gauche in their right. The second is that its creator, Veronica Ambrogia, also happens to be one of Vodacce's most famous courtesans.

While Ambrogia does focus on the left hand (a factor that many Duelists find difficult to deal with), it emphasizes practicality over style. The students learn to use whatever they find in their hands to win the duel. "After all," teaches Madame Ambrogia, "it's the winner who tells the tale."

Style Bonus: Veronica's Guile

When wielding a dagger in your right hand and a fencing sword (such as a rapier or cutlass) in your left, you gain an ability called **Veronica's Guile**: you may use either your Finesse or Wits. If you spend a Hero Point, you may use both.

Roberto Gallo

Castille, Vaticine

FOOLHARDY (Hubris): You receive a Hero Point when your brash, cocky, or reckless actions cause trouble for you and another Hero.
GLORIOUS (Virtue): Activate your Virtue when you are the center of attention. For the next Risk, when you determine Raises, every die counts as a Raise.
Reputation: n/a

TRAITS

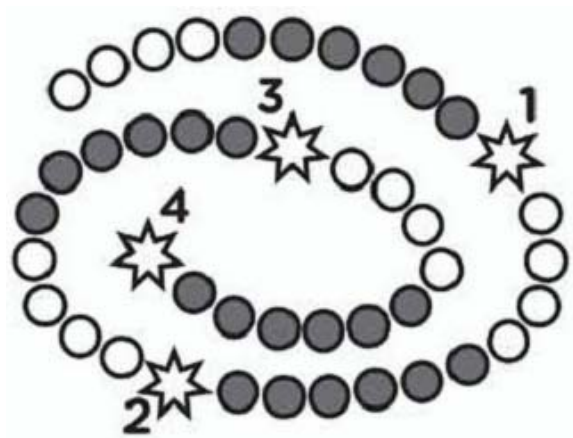
Brawn	●●○○○
Finesse	●●●○○
Wits	●●●○○
Resolve	●●○○○
Panache	●●●○○

SKILLS

+1 BONUS DIE FOR EACH ●

Aim	●●●○○
Brawl	●●○○○
Convince	●●○○○
Empathy	●●○○○
Notice	●○○○○
Perform	●○○○○
Ride	●○○○○
Sailing	●●●○○
Scholarship	●●●○○
Tempt	●○○○○
Weaponry	●○○○○

WOUNDS



BACKGROUND QUIRKS

Sailor: Earn a Hero Point when you put aside your personal desires to ensure the safety and comfort of your allies.

Mirabilis: Earn a Hero Point when you give of yourself to demonstrate the warmth and compassion of the Vaticine Church.

ADVANTAGES

Ordained: You can expect refuge, a place to stay, and hot meals in any church. You also have access to many—but not all—of the Church's libraries. Finally, you gain two dice for any social Risks against characters who are adherents to your faith.

Spark of Genius: Choose a specific field of academic study (astronomy, mathematics, architecture, history, etc). When you make a Risk and call on your specialized field of study, spend a Hero Point to gain additional Raises equal to your Wits.

Bar Fighter: You gain 1 Bonus Die when you make a Brawling Risk to fight using an upturned table, a barstool, a plank of wood or some other improvised weapon.

Eagle Eyes: As long as you have a clear line of sight, you can see perfectly out to a distance of one mile. If you use a spyglass you can even pick out fine details, such as the inscription carved into a wedding band. If you make a Risk that relies heavily on your keen vision, you gain 1 Bonus Die.

Sea Legs: While aboard a ship, treacherous footing never affects you. You gain 1 Bonus Die on any physical Risk while aboard a ship at sea—engaging in a sword fight on a pitching ship deck, or climbing through the rigging during a storm.

University: You attended one of Théah's formal universities and are familiar with many academic fields of study such as mathematics, architecture, and astronomy. When you make a Risk using Scholarship, Empathy, or Notice, all of your dice gain +1 to their value.

Azucena Esquivel

Castille, Agnostic

LOYAL (Hubris): You receive a Hero Point when your Hero goes back for a fallen comrade or refuses to leave a wounded ally.
VICTORIOUS (Virtue): Activate your Virtue the first time you Wound a Villain during a fight to make her take a Dramatic Wound in addition to the Wounds you normally deal.
Reputation: n/a

TRAITS

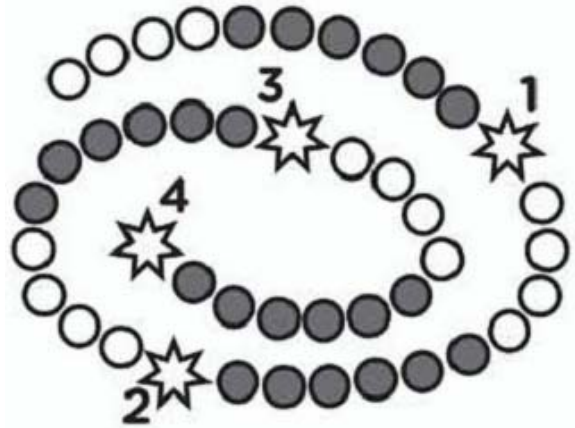
Brawn	●●○○○
Finesse	●●●●○
Wits	●●●○○
Resolve	●●○○○
Panache	●●○○○

SKILLS

+1 BONUS DIE FOR EACH ●

Athletics	●●●○○
Convince	●○○○○
Empathy	●●○○○
Hide	●●●○○
Intimidate	●○○○○
Notice	●●○○○
Ride	●○○○○
Sailing	●○○○○
Theft	●●●○○
Weaponry	●●●○○

WOUNDS



BACKGROUND QUIRKS

Assassin: Earn a Hero Point when you choose to take a life to immediately and directly save another.

Explorer: Earn a Hero Point when you set your eyes upon a sight few, if any, Théans have ever seen before.

ADVANTAGES

Small: You are smaller than the average Théan. Much smaller. If your small size makes a Risk easier—using Hide to squeeze into a tiny space and escape a guard patrol, or using Athletics to slip between the bars of a jail cell—gain 1 Bonus Die.

Second Story Work: You can spend a Hero Point to locate a way into a building or restricted area. You can bring up to one other character along with you, but everyone else has to find their own way in—or wait for you to open a path for them.

Psst, Over Here: While undetected, you can spend a Hero Point to lure a single character out of position and knock him out. Any other characters in the area remain unaware of your presence.

Fencer: You gain 1 Bonus Die when you make a Weaponry Risk using a rapier, dagger, cutlass or similar weapon in one hand.

Quick Reflexes (Finesse): Choose one Skill. You always take actions as if you had an additional Raise to spend when you use that Skill.

Legendary Trait (Finesse): Whenever you roll a Risk using that Finesse, you remove one die from your pool before you roll. That die is always considered to roll a 10. If your 10s explode, your free Legendary Trait 10 explodes as well.

LOS VAGABUNDOS

Los Vagabundos are vigilantes through and through. They concern themselves with injustice, regardless of who the victim is. Remember, however, that injustice is not always the same as crime—stealing might be acceptable, if the man who is being robbed deserves it or is corrupt himself.