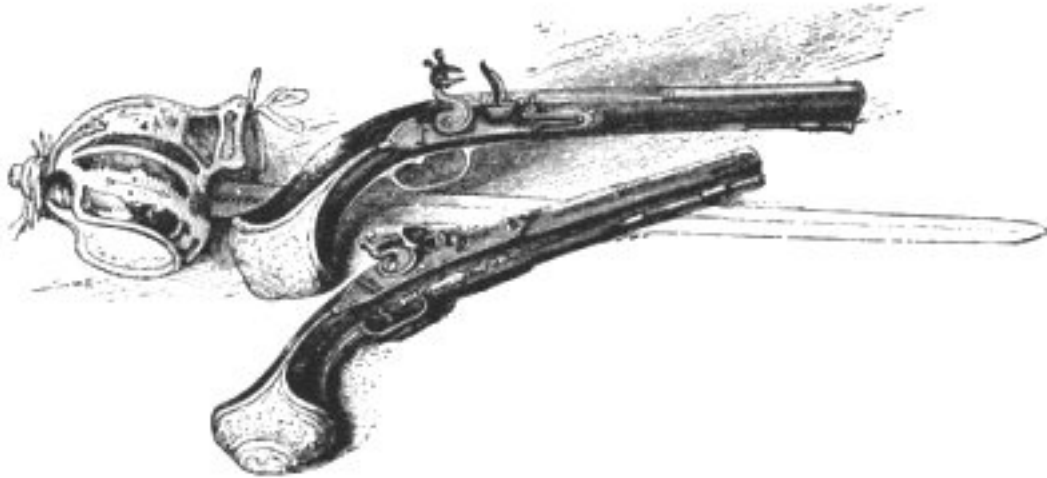


Villains, Heroes and Henchmen



*A Revenant's Fan Book
for the 7th Sea Role Playing Game*

Villains, Heroes and Henchmen



*This book is dedicated to
Floyd C. Wesel - (Ravenshadow)*

and all the GM's who make gaming fun.

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Jared Addison Glover

Created by: Mark Edwards (Black Jack Rackham)



Brawn 2 Reputation -30 (Avalon only)
Finesse 3 Background Nemesis 3, Exile 1
Wits 3 Arcana Proud
Resolve 3
Panache 2

“Did They send you to find me?”

Advantages: Spark of Genius (Bomb-Making), Age and Wisdom, Avalon

Athlete: Climbing 2, Footwork 3, Sprinting 2, Throwing 1, Long Distance Running 3, Swimming 3

Dirty Fighting: Attack (Dirty Fighting) 1

Firearms: Attack (Firearms) 2, Reload (Firearms) 2

Knife: Attack (Knife) 2, Parry (Knife) 1, Throw (Knife) 1

Bomb-Making: Blacksmith 4, Cooper 4, Mathematics 3, Fuses 4, Natural Philosophy 3

Criminal: Gambling 1, Shadowing 2, Stealth 3

Merchant: Blacksmith 4, Tinker 3

Servant: Etiquette 2, Fashion 2, Menial Tasks 2, Unobtrusive 4, Gossip 3

Jared Glover was the blacksmith in a small village called Heelmoire-On-The-Meadows, northeast of Arroy, Avalon. In addition to his duties as blacksmith, he, his wife and their only son, Andrew lived on a small piece of property which they regularly farmed. Jared’s world came crashing down Septimus 1, 1636 when two minor lords chose their land as the site to settle their differences. Worse, during the battle, Jared’s wife, Dorothy was killed in the ensuing melee. Jared beseeched the local Lord to make his knights pay, but his pleas fell on deaf ears.

Finding that no help was forthcoming broke something in Jared. He vowed that if his lord would not make the guilty pay, then he would. An avid tinkerer, Jared turned his thoughts toward justice. Quite soon he had built several, highly-compact, bombs. The knights and their men were the first to pay, blown to bits as they slept in their beds. His lord was next. A coach he was riding in turned into a ball of flame. It sent slivers of wood miles from the site of the explosion.

With his wife dead and his son safely ensconced with distant relatives, Jared began to think differently about the place of commoners and lords. He began to believe that many, if not all, problems with government could be attributed to those who made decisions without regard for those they governed. It wasn’t long after that lords in nearby areas began receiving his late-night calls also.

Then one day, a man by the name of Arghyle approached him. He was obviously an Inishman, but he had a proposition. One, he said, worthy of Jared's talent. Arghyle understood that Jared was certainly a man who thought little of 'divine' rights of rulership. What people but those of Inismore suffered more under such a ruler. There must be a way, Arghyle said, to free the Inish from such a man.

It took Jared more than a year and a great deal of Arghyle's money, but eventually, he'd worked it out, a cold-iron bomb. All he had to do was deliver it. Alas, Jared made it little more than three miles on his journey. In order to save time, he took the bomb with him through what he thought to be a small copse of trees. As he entered the copse, he was getting tired and considered taking a rest. That's when he spotted the horse. If he had been born an Inishman, he might have reconsidered his 'luck' but he wasn't, so he didn't.

Where exactly the Pooka took him, and how long it ran is anyone's guess. But it finished in an ancient, verdant forest. Spread out before Jared was a bare patch of land in a wide depression. A small stream collected into a muddy puddle near the center, but only a few scraggly patches of grass grew. That's when he saw them. All around him, Sidhe, of all shapes and sizes. His one hope lay with the muddy hole.

It took him many years but he has guessed the true depths of his curse. The depression is the remnants of a crater. A crater made by a meteor of cold iron. This small bit of land is the one place on all the Glamor Isles that the Sidhe cannot enter. The few scrubs of grass have the magical property to keep a person alive, and as long as he stays here, he is safe from the Sidhe. But they wait for him, knowing one day that he will get sick of his life, and they are very, very patient.



Patric Diocese

Created by Charlie Pugsley (Cpugs)



Young Man Version

*Brawn 3
Finesse 4
Wits 3
Resolve 4
Panache 4*

*Brawn 1
Finesse 2
Wits 5
Resolve 2
Panache 3*

(Skills as needed)

Somewhere in Inismore



Old Man Version

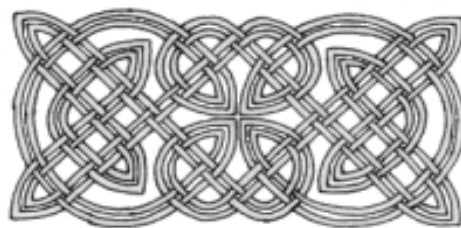
Background: Located outside of a backwater village somewhere in Inismore is Patric Diocese, a mad hermit. Patric has been the talk of the village for years. No one knows his story or how long Patric has been there. But he is a colorful character. Some of the villagers complain that he's an old vagabond. Some say he's mad, flinging poo at them when he's got his Inish up. Others see him as something quite different. What is Patric's story?

The Legend: Patric has been part of the villages like for over one hundred and seventeen years. This is his story.

Patric's appearance is as varied as peoples personalities. To the ruthless, he's an old coot. To the high and mighty, he's an old vagrant. To the kind, he's a wise old codger. To the innocent, he is a hero.

Patric was a scoundrel in his day. Tinker, tailor, soldier and spy were some of his jobs. He would do anything as long as he got paid. And that was the cause of his curse. One fine day during Patric's travels he came upon this same village. On the village's outskirts, he came upon some thieves robbing a family. Seeing an opportunity, the thieves threatened to kill the children and then the parents if the Patric did not hand over his gold. Patric could have easily taken out the thieves, but did not. Why bother? These people meant nothing to him. And so the thieves killed the family and came after Patric. Patric never got the opportunity to defend himself, for one of the children had the blood of the Sidhe, and this was a place of high Glamour. Before Patric could move the thieves were dead, and he was held fast. The Sidhe lord cursed Patric to protect the innocent until the end of his days. And he has, and will continue to.

Children will always see Patric as he was, a young man, but a caring young man (parents see Patric based on their personality type). The innocent will always see him as a kindly old wise man. The rest see what they want to.



Lord Ruddiger Vile

Created by: Elliot Smorodinsky (Cunningrat)



*Brawn: 4
Finesse: 6
Wits: 5
Resolve: 5
Panache: 6*

*Reputation: - 60
Background: None
Arcana: None*

*Advantages: Area Knowledge (Freiburg), Debater, Night Trained, Showmanship, Connection
lots of people), Scoundrel, Evil Reputation, Servants (lots), Noble, Property (lots)
Sidhe Blood Advantages: Dangerous Beauty, Combat Reflexes, Slow Aging,
Immunity to Disease, Child of the Sky, Iron Vulnerability, Above Average Appearance*

Languages: Avalon (R/W), Eisen (R/W), Castillian (R/W), Montaigne (R/W), Vodacce (R/W)

Courtier: Dancing 4, Etiquette 5, Fashion 5, Oratory 4, Diplomacy 3, Scheming 4, Sincerity 3

Criminal: Gambling 1, Shadowing 3, Stealth 4, Ambush 5, Lockpicking 3, Presitidigitation 2

Doctor: Diagnosis 3, First Aid 4, Examiner 2, Surgery 3, Quack 4

Guide: Climbing 2, Street Navigation 4, Survival 2, Tracking 2

Hunter: Stealth 4, Ambush 5, Traps 4

Scholar: History 2, Mathematics 3, Philosophy 4, Research 2, Calculus 1, Law 4, Occult 2.

*Spy: Shadowing 3, Stealth 4, Bribery 3, Cryptography 2, Disguise 3, Interrogation 2,
Sincerity 3.*

Streetwise: Socializing 4, Street Navigation 4, Underworld Lore 4.

Performing: Acting 5, Dancing 4, Oratory 4, Singing 1, Cold Read 4.

Pugilism: Attack (Pugilism) 3, Footwork 5, Jab 2

*Swordsman school - Faileas: Master (Feint 5, Reflect 5, Wall of Steel 5,
Exploit Weakness: Faileas 5)*

Fencing: Attack (Fencing) 5, Parry (Fencing) 5

The crushing press of people exiting the Heart of the Drachen cathedral after Mass is no place for a lady of quality. Giulia Pinetti stumbled dizzily, buffeted from several sides at once, and would have fallen were it not for a strong hand that curled around her arm and drew her effortlessly out of the crowd, into the shadow of the portico.

"My thanks, sir," she gasped, turning to look at her rescuer: a tall Avalonian man dressed in the latest fashion, but oddly enough all in black except for the impeccably white lace jabot around his throat. Black hat, black hair, deep black eyes, black mustachios curled up to fine points...

"It was my pleasure, dear lady..." came the measured response, and the man grinned, revealing a mouthful of dazzlingly white teeth. "Lord Ruddiger Vile, at your service."

"That's... an unusual name."

"Oh, but it fits me perfectly." The Avalonian snapped open a case, presenting a cream-colored visiting card:

Lord Ruddiger Vile, indeed, of... is that the name of the man's business? Couldn't be.

"Vile Plots, Inc. Dastardly deeds performed, sneering repartee delivered, villainous plans brought to fruition, all at very reasonable prices." Lord Vile grinned again, snapping the case closed, and bent over Giulia's hand in a perfect courtly bow. "Kidnapping maidens a specialty – and may I say from the bottom of my heart, miss Pinetti, that you would look simply lovely in a dozen yards of heavy chain."

"What?" Giulia cast a look about for escape, but all exits seemed to be blocked by large, broad-shouldered men in black uniforms with a silver "RV" on the chest. "You can't possibly think you'll get away with this. I have friends!"

"Indeed, miss Pinetti, you do, and I look forward to meeting them. Otherwise, what would be the point?" The man stepped back, politely holding open the door of a black coach. "Shall we?"

Lord Ruddiger Vile is nearly a legend in Freiburg's underworld. He is a well-known villain, with a dozen or so vile plots on the boil at any one time. Indeed, to hear most people tell it, the man's villainy knows no bounds. He has kidnapped people and held them for ransom, stolen priceless things, tried his hand at blackmail and extortion, and quite possibly a dozen other crimes. His resources seem to be without limit: he owns several places around Freiburg, both openly and clandestinely, the number of hired thugs at his disposal is simply staggering, and the elaborate traps that seem to feature prominently in his plans have got to cost a fortune.

However, all who know him agree that there are things the man will not do. He has never, to anyone's knowledge, killed or even hurt someone needlessly. He is, by all accounts, always the perfect gentleman... and no matter how many times his plots are foiled, he always, always comes back.

The other odd thing about him is that occasionally, heroes have found him firmly on their side...

The tentacle uncoiled towards Hanz with a snap, and he barely got his broadsword up in time to block the creature's strike. The Eisen looked around, gasping for breath. Samantha and Etienne were both down, and even Pietyr's great bear-form looked to have taken enough wounds to make him back out of the fight. Don Alejandro's slim form still flickered on the other side of the creature's bulk, dancing in and out among the lashing tentacles, but Hanz could tell the little Castillian was beginning to flag. And as for their unexpected ally...

*The cigarette in Lord Vile's mouth flared, the red lighting lending his features a vaguely demonic cast, as he lit a fuse off the cigarette and lobbed the grenade towards the creature with a smooth underhand cast. The monster's jaws snapped shut on the flying object – there was a dull *crump* and with a moan the creature sank back into the sewer opening from whence it came.*

*Lord Vile paced to the lip of the opening, blinking thoughtfully down at the darkness... listened for a few seconds to the sounds of the creature's retreat and then declaimed with a bright smile "Nothing Could Have Survived *That*!" Samantha lifted up her head, staring incredulously at the man. "It's still alive. It's just retreating."*

"Yes, of course. I know that."

"Then why in Theus's name did you say that?!?!?"

Lord Vile blinked at Samantha in surprise. "Professional courtesy, of course."

Lord Vile's greatest secret is not that he is a Sidhe: it is why he does what he does. He is not quite a full-blooded Sidhe: his maternal grandfather was human, and the human blood has given him a somewhat richer understanding of the human society than is common among Sidhe. He understands death, and comprehends destruction, and his heart has been breaking at the plight of the Eisen. He would go on a one-man crusade if he could, to save the country, but he understands very well that Eisen needs more than one man. Eisen needs heroes, lots and lots of them.

The realization that hit him one day is that heroism is meaningless without villainy to offset it. The greater the villain, the more brightly the hero shines in comparison. Therefore, Lord Vile has resolved to be the maker of the heroes that Eisen needs.

It's true, Eisen has its share of villains, but they are all grimy, unheroic, unsportsmanlike brutes, with no sense of style whatsoever. Therefore, Ruddiger has adopted the role and persona of the Perfect Villain – the legend, if you will – and plays it with great panache. His "business" – Vile Plots, Inc. – is not an actual money-making proposition. He doesn't need it to be, he's got money by the bucketload. Instead, it is a conscious attempt to build up his image and legend... and all his efforts go towards crafting the heroes that Eisen needs by presenting them with worthy opposition.

*His second greatest secret is that not a single one of his plots has **ever** succeeded. In fact, about 80% of his huge network of agents do absolutely nothing except spread grisly and fictional tales about his successes. He cannot succeed, his modus operandi does not allow for it.*

What he usually does is pick out a group of people who (to him) are hero material, and engineer a confrontation: kidnapping a near and dear one, an attempt at blackmail or extortion, theft of a prize possession, whatever it takes. He will then guide and mastermind the confrontation, using the resources at his disposal and matching his challenges to the group's perceived skills. An ambush by (mostly Glamour-created) brutes in a dark alleyway, a moonlight chase over rooftops, a stealthy creep through the trap-studded villain's lair... again, whatever it takes, and the more hoary and overused the stereotype the more eagerly he will embrace it. He is very fond of staging the final confrontation as a swordfight in an appropriately dramatic location, a swordfight which he will lose with great style and panache. (Faileas is an excellent swordsman school for that.)

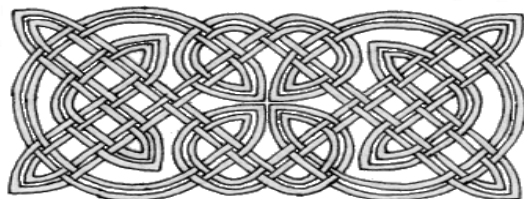
His abilities are quite exceptional, that is true, but he will generally throttle them back to better present the heroes with a challenge. His aim is to have them come through the gauntlets he sets staggering, beaten bloody, yet victorious.

There are only two circumstances in which he may vary his modus operandi. If his opponents insist on being unheroic and/or unsportsmanlike they are quite likely to get the stolen object back abruptly, cutting the entire sequence short, as Ruddiger walks away in disgust.

*The other circumstance is if someone actually divines his true nature and – the height of poor sportsmanship! – attempts to bring a MacEachern weapon to the party. In that case, the poor slob will get a very cold and deadly serious warning to put it away and play by the rules. **Once**. If that does not work, Ruddiger will bring the full extent of his abilities into play: because he will then be fighting for his life, and he is human enough to understand the meaning of the term.*

Of course, if the heroes successfully defeat him, all will be well. They'll walk out with what they came for. The only regret Lord Vile has is that he would dearly love to show up with a bottle of good wine a week or so later and have a relaxed and friendly chat about the entire experience – discuss what had gone well and what could have gone differently.

The few times he's tried this, he wound up having weapons pointed his way, and he doesn't understand why that is. The game's over and they won... why should they hold a grudge?



Glynnia NiComber

Created by: Brian Curtis (Calybos)



*Brawn: 2
Finesse: 3
Wits: 4
Resolve: 3
Panache: 2*

*Arcana: Perceptive
Background: Lost Love, Fear (sea)
Reputation: 22*

Advantages: Avalon (r/w), Eisen, Vendel, Area Knowledge (Tara), Gentry (Fianna), Connections (as needed), Appearance (Above Average), Keen Sences, Able Drinker, Patron (O'Bannon)

Athlete: Climb 2, Sprint 2, Footwork 2, Throwing 2, Tkl 2, Swiming 1, Side step 1

Rider: Ride 2

Spy: Shadow 2, Disguise 2, Interrogation 2, Stealth 3, Percept 4

Courtier: Dancing 1, Fashion 1, Oratory 1, Etiquette 2, Diplomacy 2, Gossip 2

Streetwise: Socializing 3, Street Navigation 3, UWLore 2

Scholar: History 2, Math 2, Resarch 2, Natural Philoppsy 2, Philoppsy 1

Servant: Menial 2, Unobtrubsub 4

Sword School: Donovan, Appr: Bind 3, Disarm 3, Riposet 1, EW 2 ,

Fencing: Att 3, Par 2 (6k3a, 5kwd)

Buckler: Att 1, Par 3 (free raise)

Inismore doesn't have much of a "legal system" in the traditional sense. When there's a problem, it's settled by either a fight or the judgment of the druids. But occasionally, a case calls for more than muscle or wisdom alone can provide. In those circumstances, sometimes the Fianna step in.

Being a Fianna is a great honor, but a dangerous one as well. As defenders of Inismore, they are accountable only to O'Bannon and his whims. A Fianna may be ordered to guard a glass of wine for weeks on end, or to slaughter a herd of goats for "harboring the enemies of Inismore." Still, the work is... interesting, if nothing else. And in some situations, the Fianna are the only force for law and justice available. Glynnia NiComber was born to a poor family living in the outskirts of Tara (capital of Inismore) in 1644. Her father worked as a carter until a back injury diverted him into woodcutting, and her older brother supported the family as a farmhand to the neighbors. (Her mother died in childbirth.)

Glynnia had a quick mind, but she was a frail child. The family had hopes of getting her an education but lacked the funds. Fortunately, Queen Elaine was building up the Avalon navy, which offered great opportunities for anyone willing to serve. Her father took on the challenge of building up his daughter's skill and strength to qualify her for a berth; from there, she might earn enough to attend school and find skilled work.

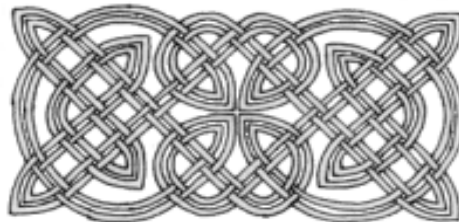
Unfortunately, her first naval voyage ended in disaster. The ship was attacked by Montaigne forces and badly damaged; they had barely escaped the battle when a pod of sirens attacked. Glymma was thrown overboard and nearly devoured before a marine pulled her from the water, and she watched as the monsters devoured many of her friends. (She had fallen in love with the Eisen marine, but he was reassigned to his homeland soon afterward; they carry on a long-distance affair by correspondence.)

A minor injury, and her obvious reluctance to return to the sea, qualified her for a discharge, and Glymma looked for a new occupation. When she returned to Tara, a scholar named Seamus took her in as a housemaid. He soon recognized her keen eye for detail and her knack for logical thinking, and trained her in investigation tactics. These skills came in handy when Seamus was murdered. Glymma followed the clues, dismissed the false leads, and eventually put together a web of evidence to convict Rowan Keegan, a prominent merchant who'd hired some thugs to kill Seamus to protect his illegal trade activities.

Her skill with both mind and blade impressed the captain of the Fianna. For her public service in putting a crimelord behind bars, she was admitted to testing for membership in the O'Bannon's personal guard, and was eventually accepted.

Since then, Glymma has used her position and skills to pursue other criminals throughout Insimore. Although she's no genius, she has a gift for observation and deduction. A quiet, careful, and meticulous investigator who's always in a spotless uniform, she's a sharp contrast to most of O'Bannon's retinue, known for their boisterous behavior and straightforward style.

Her record of successful cases is unblemished; more than a few criminals have reason to curse her name, and her reputation has grown to the point that she's been contacted on other cases in Avalon and the Highlands. Unfortunately, she must act as a consultant only for those—she's terrified of the sea and will never leave the isle.





“Shut up, Mad Dog, I’m kinda busy here.”

*Brawn 5
Finesse 2
Wits 2
Resolve 2
Panache 3*

*Reputation: 10
Background: Fear (Land)
Arcana: None*

*Advantage: Able Drinker, Avalon (R/W), Castillian (R/W), Large,
Membership: Brotherhood of the Coast, Toughness*

Athlete: Breakfall 2, Climbing 3, Footwork 3, Sprinting 2, Swinging 2

Captain: Ambush 2, Gunnery 4, Logistics 2, Strategy 1, Tactics 1

Criminal: Ambush 2, Gambling 2, Scrounging 2, Shadowing 2, Stealth 2

Dirty Fighting: Attack (Dirty Fighting) 4, Eye-gouge 4, Throat Strike 4

Firearms: Attack (Firearms) 4, Reload 3

Hunter : Fishing 1, Survival 2

Merchant: Baking 2

Sailor: Balance 4, Climbing 3, Knotwork 2, Rigging 1, Sea Lore 1, Weather 1

Jeremy Baker’s father was a baker who wanted his son to follow in his footsteps, but the sea called to young Jeremy and he answered that call. His strength made him a perfect gunner and he quickly gained strong skills in firearms. Jeremy joined the Avalon Sea Dogs to see the world and have fantastic adventures, but things didn’t work out that way. While Jeremiah Berek faced unbelievable odds, garnering fame and fortune, the Mako, ship Jeremy served upon, spent long months at sea bringing needed supplies to the Avalon colonies in the Midnight Archipelago. Weeks without a sight of another ship or a scrap of land slowly drove the affable young man quite mad. Even when the crew arrived at the colony, Jeremy drew the short straw and spent the entire time they were in port keeping watch on the ship.

Things took a turn for the worse when the captain sent a party ashore to pick up fresh water. Jeremy and the others took the opportunity to relax in the refreshing water and feast upon the succulent fruits of the island. Unbeknownst to any of the crew, the island was the home of a twisted creature who bore both human and bear attributes. The creature slipped up to the crew and tore into them while they relaxed. Jeremy saw the creature and immediately began running for the musket he’d left in the ship’s longboat. By the time he’d gotten it, the creature was gone. Jeremy was the only survivor.

The rest of the crew put it down to a terrible tragedy and continued home to Avalon, but again stopped at a small island to reprovision. Jeremy insisted on remaining with the ship, so he never witnessed what attacked his crewmates, though they later claimed it was undead monkeys. This attack confirmed his fear, that all land was cursed. When the ship returned to Avalon, Jeremy remained on board, refusing to disembark at all. When the captain insisted, Jeremy pushed him overboard and tried to set sail. The ship was obviously too large for a single man to handle alone, so he leapt across to another ship just setting sail. The ship was the Sacred Heart, a Brotherhood of the Coast ship selling off a cargo they'd pillaged, and the crew welcomed him aboard. He's been sailing with them ever since.

Jeremy is a large man with the brute strength of two men and a fierce spirit to match, though he doesn't speak much. While not terribly bright or nimble, he is a skilled fighter with firearm or his bare hands. He remains merely adequate in matters of sailing, but his ability to reload a gun and raw power make him a valuable member of the crew. He still prefers to stay at sea wherever possible and rarely ventures onto land, dogged by an irrational fear that terrible things happen on land. He is also occasionally haunted by the spirit of Mad Dog Kragson, one of his crewmen on his initial voyage. Whether Mad Dog is truly a ghost or merely a product of his survivor's guilt is anyone's guess since only Jeremy can see or hear him, but Mad Dog often gives Jeremy advice. Mad Dog was a Vestenmajavenar berserker who'd been in many brutal fights, so the advice tends to be a bit blood-thirsty and cynical, but that doesn't make it wrong.



Ramos "The Rat"

Created by: Mike Demchak (Linwood)



*Brawn 1
Finesse 2
Wits 3
Resolve 1
Panache 2*

*Reputation: -10
Background: None
Arcana: None*

Castillian Dockyard Weasel

*Advantages: Avalon (ACQ), Castillian (R/W), Eisen (ACQ), Montaigne (ACQ),
Vodacce (ACQ), Area Knowledge (San Teodoro), Keen Sences, Pirate
Tricks (Dagger Ride, Death from Above), Scoundrel, Small*

*Criminal: Ambush 1, Cheating 2, Gambling 3, Lockpicking 1, Pickpocket 2,
Shadowing 2, Stealth 2*

Fence: Appraising 3, Hagglng 3, Underworld Lore 2

Streetwise: Socializing 2, Street Navigation 3

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

*Dirty Fighting: Attack (DF)2, Attack (Imp. Weap.)1, Parry (Imp. Weap.)1,
Throw (Imp. Weap.)1*

Knife: Attack 3, Parry 3, Throw 2

When someone in San Teodoro says "I know a guy who...", chances are they're talking about Ramos the Rat. He is a true Jack-of-All-Trades of crime; he's made book on duels, horse races, and back-lot bare-fisted brawls; fenced, smuggled, and/or "found" an amazing variety of stolen and banned goods; peddled "Montaigne war plans" to the Army, "authentic Holy Relics" to pilgrims, and "real gold jewelry" to gullible sailors. But he's shied away from violent crimes to date; even threats of violence make him nervous. The alcalde and the other authorities know him quite well, but haven't yet found it worth their while to put him away – so far, Ramos has always known something about a more sensational crime that's valuable enough to earn his freedom.

Ramos is a small, ill-kempt man, shabbily dressed, with tangled black hair and an unruly, poorly trimmed short beard. He's a slippery eel of a person – he'll live up to a bargain but only just, and he's stingy with the truth but extravagant with the stories, unless "persuaded". Only the most inept Villain would trust him as a henchman, but they might pay him to be an informer or use him as a middleman or a patsy. He'll run like a rabbit if he sees an official (like an R&C knight) looking for him; such chases often end poorly, as Ramos often can't resist taunting his pursuers (losing a Phase or more) if he gets a substantial lead. Hang around the docks long enough and you're almost sure to run into him....





Brawn 3 Reputation: None
Finesse 3 Background: None
Wits 3 Arcana: Rash
Resolve 3
Panache 3

Advantages: Castillian (R,W), Avalon (R,W), Thean (R,W), Membership (Explorer's Society)

Archaeologist: Art. Evaluation 2, Occult 2, Research 4, Society Lore 3, Syrneth Lore 3,
Trap Lore 2

Courtier: Dancing 2, Etiquette 2, Fashion 1, Oratory 1, Seduction 2, Sincerity 2

Sailor: Balance 3, Climbing 2, Knotwork 1, Rigging 1, Cartography 3, Navigation 3

Scholar: History 3, Mathematics 2, Philosophy 1, Research 4

Athlete: Footwork 4, Climbing 2, Sprinting 1, Throwing 1, Breakfall 2, Rolling 1, Leaping 2

Dirty Fighting: Attack 1, Attack Improvised Weapon 4, Parry Improvised Weapon 3,
Throw Improvised Weapon 2, Kick 1

Fencing: Attack 3, Parry 4

Tout Pres (Journeyman): Corp a Corps 4, Double Parry 4, Tagging 4, Exploit Weakness 4

Some seek wealth and others power, but for Simone, the pursuit of knowledge is what makes her heart beat faster. As a child, the combination of curiosity and impulsiveness led her into innumerable sticky situations. Her parents were minor merchants who traded in crops and shipments of ore, but they left her with an aunt in order to allow her to receive a fine education in San Cristobal, though only her charm kept the headmaster from expelling her when he discovered she'd snuck into the library and rearranged the shelves into a more usable order. Well, usable to her at any rate.

As an adult, she has found that the Explorer's Society provides a perfect means of allowing her to channel her thirst for knowledge. She throws herself into her studies with great enthusiasm, often losing track of time when she gets embroiled in a project such as translating ancient texts or studying Syrneth artifacts. The merest hint of Syrneth origin is enough to convince her to shelve less important studies in order to fully devote herself to her latest passion. She spent over a year cataloging artifacts from a ruin near Charouse in Montaigne, though she spent several hours a day learning to defend herself after a rival digger stole several artifacts. When he raided her camp the second time, he took the business end of a shovel straight into his face and after some questioning, she was able to recover the artifacts he'd stolen the first time. When the Explorer's began outfitting their own ships, she immediately volunteered for that duty and has since become a skilled sailor. In fact, she reads the stars and charts a course with the same ease as deciphering ancient texts.

Simone is slightly below average height with long dark hair and eyes the color of midnight. She favors clothing that allows free movement whether she plans on being in the sails, crawling through a muck-filled ruin or dancing among noble patrons. Her ready smile and flashing eyes have invited many of those patrons to seek her company, but her heart belongs to Sebastiano Scogna, a pirate she met in the Straights of Blood while researching a route to the Midnight Archipelago. She snuck into his cabins to take a peek at his famous map collection, but they wound up spending the night together.





*Brawn: 3
Finesse: 4
Wits: 3
Resolve: 2
Panache: 3*

*Reputation: -40
Background: Wanted
Arcana: Prudent*

Rancho Castra Gang Leader

Advantages: Castillian (R/W), Montaigne, Vodacce; Area Knowledge (San Teodoro), Combat Reflexes, Keen Senses, Lightning Reflexes

Courtier: Dancing 2, Etiquette 1, Gossip 3, Fashion 2, Oratory 2, Scheming 2

Rider: Ride 2, Trick Riding 3

Streetwise: Socializing 2, Street Navigation 3, Underworld Lore 3

Spy: Bribery 3, Conceal 3, Forgery 3, Poison 3, Shadowing 4, Sincerity 3, Stealth 4

Waylay: Ambush 4, Land On Target 3, Lie In Wait 4, Set Traps 3, Snatch & Grab 3

Athlete: Climbing 2, Footwork 5, Side-Step 2, Sprinting 3, Swinging 2, Throwing 3

Knife: Attack 3, Parry 3, Throw 4

Whip: Attack 4

Swordsman School:

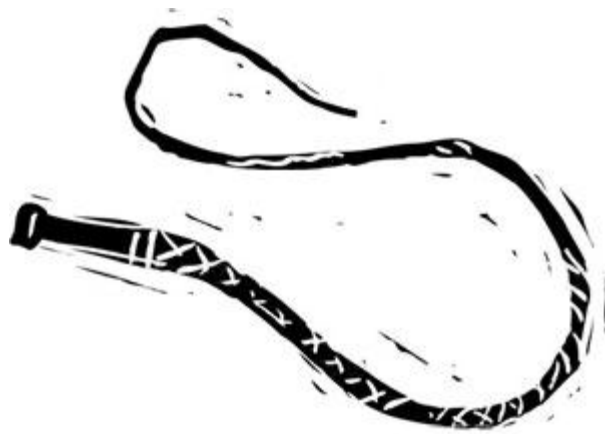
Zepeda (Journeyman): Bind (Whip) 4, Disarm (Whip) 4, Tagging (Whip) 4, Exploit Weakness 4 (Zepeda)

Carlos is the bastard son of a high-ranking member of the Zepeda family, the heir to a branch that was subsequently disowned by the rest. With a nobleman's tastes but a commoner lifestyle, Carlos found it easy to gravitate into a life of crime and quickly became a criminal of some note in Barcino. The Montaigne invasion wiped out his little organization, but Carlos quickly found an opportunity to create another from the refugees in San Teodoro. The "Rancho Castra Gang" was soon the most successful criminal enterprise in San Teodoro, thanks in part to Carlos' careful organization and patient planning. The occasional dagger coated with Crimson Thinner or Vagabond Root in the back of the right person helped as well... But then the wily Carlos made a mistake – he accepted a fat commission from the agent of a powerful Montaigne family (who, he does not know – but he has suspicions) to kidnap two Rose & Cross knights and deliver them into the hands of others.

One was the Master of a brand-new Chapter House in San Teodoro; the other, an almost unknown Poor Knight of no apparent importance. Carlos managed it handily by first kidnapping the war-traumatized younger sister of the Master Knight, then exchanging her for his quarry. The job went off without a hitch, at first.

Then the Rose & Cross came after him. They tracked his gang down to the abandoned rancho outside of town, and every Knight that could walk or ride swarmed the hideout to overwhelm his gang. In the fierce melee that followed, Carlos was able to isolate the leader of the Knights – an experienced Wandering Knight named Gabriel – and had quickly had him prone, helpless, poisoned, and a breath away from death. Then Fate dealt him a cruel blow – an arrow in the back from the bow of a scared little girl who'd guided the knights to his lair. Crippled, Carlos was forced to retreat; and without him, the gang's resistance quickly collapsed. Fortunately Carlos had planned for this, and even badly wounded was able to make his escape. Now he's on the run, in hiding until he's fully recovered; then he'll make his way to a more hospitable area and build up a new gang once again (Freiburg sounds promising...). What he doesn't yet realize is that the Rose & Cross hasn't forgotten about him. A fairly good likeness of him sketched up by one of the chapter house members in San Teodoro is starting to circulate through the knights, and many of them will make a special effort to remember the face of someone who kidnapped two of their own and nearly killed a third.

Carlos is a tall, elegantly-dressed, and personally charming Castillian with a sharp-cut face and piercing brown eyes that betray his violent inner nature. He prefers to be neatly groomed whenever possible, and generally keeps up with the courtly fashions when he can. His one concession to his current career is a black woolen cloak that he uses to conceal his identity while on a job. Carlos prides himself on his control, and generally does not allow himself to be goaded into taking unnecessary risks; his plots always include provisions for concealment or escape if everything goes wrong, making him a difficult opponent to permanently defeat.





*Brawn: 3
Finesse: 3
Wits: 2
Resolve: 3
Panache: 2*

*Reputation: -10
Background: None
Arcana: None*

Castillian Horse Trader

Advantages: Castillian (R/W), Montaigne, Vodacce (ACQ); Area Knowledge (San Teodoro), Barterer, Connection (Ally),

Membership: Rilasciare (Courier), Scoundrel

Fence: Appraising 3, Hagglng 4, Underworld Lore 2

Professor: Law 2, Oratory 3, Politics 3, Research 1, Writing 1

Rider: Animal Training 4, Mounting 2, Ride 3, Trick Riding 1

Streetwise: Socializing 3, Street Navigation 1

Spy: Bribery 2, Conceal 2, Cryptography 1, Shadowing 2, Sincerity 3, Stealth 2

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

Dirty Fighting: Attack (DF) 2, Eye-Gouge 1, Parry (IW) 2, Throw (IW) 1

Knife: Attack 2, Parry 3, Throw 1

Whip: Attack 2

Jorge Dorrigo is a closet revolutionary, a firm believer in the rights of the common man – but most especially, the right to earn as much money as possible. He has long resented the wealth and power of the dons, and takes every opportunity to "take back what's ours" from the nobility with shady deals that are just barely legal. His primary duty for the Rilasciare is to supply horses to their couriers, a job he performs with pride – although couriers that mistreat their mounts are in for a thorough tongue-lashing when Jorge finds out. Certain mounts he reserves for his favorite riders, teaching them tricks (such as responding to a whistle) that their riders may find useful.

Jorge also works hard to educate his fellow peasants in the basics of law and political thought, although so far it's only given them something to argue about when the Don or the Inquisition isn't around. Some of the money he scams from his noble customers is discreetly circulated among the poorer members of the community, but his greed leads him to keep a majority of the profits for himself. His friends might not be so fond of him should they learn how much stays in his pockets, and certainly his fellow Rilasciare would not be understanding...

The local Don does not know of Jorge's Rilasciare affiliation or his political views, but he has some awareness of the charity the horse-trader shows to the village and makes allowances. More importantly, Jorge's horse farm has a strong local reputation for its horses, which the Don also appreciates. Jorge, for his part, has no idea how often the Don has pacified a hot-headed noble who'd been cheated in order to keep the horse-trader from retribution. If he knew, he might moderate his attitudes towards "those useless inbred hereditary cretins" somewhat.

Jorge Dorrigo is a solidly-built middle-aged Castilian, black hair and beard now flecked with grey, face weathered from too many days out of doors. He typically wears riding leathers which are commendably clean (to suit his noble clientele) but well-worn to project the appropriate image. Both he and his wife are unfailingly obsequious when dealing with nobles, but they are endlessly creative when it comes to bargaining.



Elena Corrivados

Created by: Mike Demchak (Linwood)



<i>Brawn: 1</i>	<i>Reputation: -10</i>
<i>Finesse: 3</i>	<i>Background: Orphaned</i>
<i>Wits: 3</i>	<i>Arcana: None</i>
<i>Resolve: 2</i>	
<i>Panache: 3</i>	

Castillian R&C Initiate

Advantages: Castillian (R/W), Combat Reflexes, Keen Senses, Night Training, Scoundrel, Small
Criminal: Gambling 1, Shadowing 1
Guide: Climbing 2, Stealth 2
Scholar: History 2, Mathematics 1, Philosophy 1, Research 1
Servant: Etiquette 1, Fashion 1, Menial Tasks 1, Unobtrusive 1
Streetwise: Scrounging 1, Socializing 1, Street Navigation 2
Athlete: Footwork 2, Sprinting 1, Throwing 1
Dirty Fighting: Attack (DF) 2
Fencing: Attack 1, Parry 1

Elena is an orphan of the war; her parents were professors at the university in Barcino, dying at the hands of the Montaigne invaders in the first day of the invasion. Lost, heartbroken, and abandoned, she drifted south with the growing refugee bands just ahead of the advancing armies. Eventually she ended up in San Teodoro, where she turned to thievery to feed herself. It was difficult, dangerous work, but that never mattered to her; it was just a way to avoid dealing with the pain of losing her family.

One rainy night, Elena was spotted creeping along a rooftop by a passerby in the street below. She ran for it, but slipped on the wet clay tiles and tumbled over the edge of the roof, only to just barely catch the tip of one rafter. Dangling by her fingertips over the river forty feet below, she was mere seconds from death when that same passerby – a Rose & Cross Poor Knight named Jean-Claude Duvalier – climbed up to rescue her.

That someone – moreover, a complete stranger – would care enough to risk his life to save her shook Elena out of the trauma-induced daze she'd slipped into. Then, a couple of days later, she saw a Jean-Claude and another R&C knight kidnapped by the notorious Castra Gang.

The Castras usually killed anyone that informed on them – but she owed her life to Jean-Claude. So she sought out his fellow Knights, told them what she'd seen, and guided them to the Castra's hideout outside the city. There a force of Knights smashed the vicious gang; in the melee Elena herself was badly injured, but she also saved Jean-Claude's Domini Sir Gabriel from death at the hands of the Castra's leader, the feared and deadly Carlos. Jean-Claude and the other kidnapped knight were not there; but the Knights learned enough from the raid to find and rescue them both.

In recognition of her deeds, the Rose & Cross offered Elena the opportunity to become an Initiate in the Order. Reasoning it would lead to a better life, she accepted. Being an Initiate is hard work, but somewhat to her surprise she's starting to enjoy it; the Order is becoming a second family, a replacement for the one she'd lost. Someday she's going to make a Wandering Knight a remarkable Tyro...

Elena is a short, painfully thin Castillian teen with big brown eyes, a once-broken nose, and short, straight black hair. She dresses as any Initiate would, but is more quiet and reserved than most and has no close friends among the current students.





*Brawn 4
Finesse 3
Wits 3
Resolve 4
Panache 3*

*Reputation: None
Background: True Identity (Loring's daughter),
Hunted (Lukas Hoffman)
Arcana: Loyal*

Advantages: Eisen (R,W), Montaigne (R,W), Castillian, Noble, Combat Reflexes, Academy, Toughness, Membership (Swordsman's Guild), Dracheneisen.

Courtier: Dancing 1, Fashion 1, Etiquette 2, Oratory 1, Gossip 1, Diplomacy 1

Streetwise: Socializing 1, Street Navigation 2, Underworld Lore 2

Loring (Apprentice): Bind 1, Disarm 1, Hook 3, Exploit Weakness 1

Athlete: Climbing 1, Footwork 3, Sprinting 1, Throwing 1, Leaping 1, Lifting 1

Commander: Strategy 1, Tactics 1, Ambush 1

Dirty Fighting: Attack 1

Panzerhand: Attack 3, Parry 1, Uppercut 1

A serious Eisen woman of 18 years of age, Sabine is a resident of Freiburg who dresses simply when she is not on duty and wearing the uniform of the Wachhunde. While her military background is evident in the way she carries herself, she has a surprisingly soft step for such a tall woman. She keeps her blonde hair pulled back in a braid, and her eyes are the color of the ocean on a clear day.

Sabine is the oldest child of Lukas and Elise Hoffmann. She was given her mother's family name at birth, fulfilling a promise her mother made to Sabine's grandfather to carry on the Lindheim family name since all of her brothers were dead. Growing up in Insel, Sabine often found herself as a target for a group of local bullies. Unable to tolerate being at their mercy, she begged her father to teach her to defend herself and took his teachings to heart, surprising family and friends alike with her dedication. Before long, the bullies gave her a wide berth, but she was unsatisfied and began to seek them out and to protect their victims and anyone else unable to stand up for themselves.

Since her father was a respected officer in the Posen army, it was simple for him to arrange for her to enter the Posen Academy where she learned both martial and more tactical skills. She also spent a lot of time with Lukas's youngest brother, Julian. While the two brothers had never gotten along well, Julian was only a few years older than she was and he always treated her much more like a sister than a niece. Unfortunately, he died in his first battle out of the Academy and left his prized Dracheneisen panzerhand to her. Her father seemed to resent that he hadn't received the family heirloom, but before Sabine could give it to him, he died in battle against a band of brigands. Sabine took his death poorly until her mother revealed that he had not been her real father. Her true father was a retired military commander named Kelby Loring who lived in Freiburg, though he never knew their one night of passion had resulted in Sabine.

Once the shock of her revelation had passed, Sabine moved to Freiburg to learn all that she could about Loring. She studied the school he created and even joined the Wachhunde, avigilante group he founded to bring some semblence of order back to the city. She also joined the Swordsman's Guild to further hone her fighting abilities and now serves as liaison between the Wachhunde and the Swordsman's Guild. Someday she hopes to get the Loring school officially sanctioned by the Guild, perhaps to prove her true worth to her father, though she hasn't confronted him with the truth of their relationship.

Unbeknownst to Sabine, Lukas Hoffman is not dead. He discovered the truth about Sabine's parentage mere days before the brigand attack that badly wounded him. While out on patrol with a group of Posen troops, men trained by Kelby Loring himself before his retirement, bandits attacked and scattered the troops. Hoffman himself was struck upon the head and collapsed in a thick stand of bushes. He awoke hours after the battle and realized that he'd been left for dead. He survived, though it took months for the head injury to finally heal. In that time, he grew bitter at both the soldiers that had abandoned him and the family that had betrayed him. He discovered that the soldiers had been disgraced by their defeat and had left the Posen army to join their old commander, Kelby Loring, and that Sabine had also moved to Freiburg and joined the Wachhunde. Vowing to destroy the Wachhunde and all those who betrayed him, he gathered together a group of criminals, thugs and mercenaries who also wanted the Wachhunde destroyed. They are now ready to strike, beginning with Sabine Lindheim.



Peter Gottlieb Fruehauf

Created by: Kevin Krupp (Keta Wahrheit)



*Brawn 2
Finesse 4
Wits 5
Resolve 2
Panache 4*

*Reputation: 80
Background: Vow (2)
Arcana: Exemplary*

Advantages: Faith, Patron, Spark of Genius, Avalon (R/W), Castille (R/W), Eisen (R/W)

Artist: Drawing 5

Courtier: Dance 2, Etiquette 3, Fashion 3, Oratory 1, Diplomacy 4, Gossip 2, Politics 3, Scheming 1

Merchant: Accounting 1, Appraising 2

Dirty Fighting: Attack (Dirty Fighting) 2, Attack (Improvised Weapon) 1, Parry (Improvised Weapon) 2, Eye Gouge 3

Pugilism: Attack (Pugilism) 2, Footwork 2, Jab 1

Famous as a master painter, foreign ambassador for Castille, and honorary Knight of Elaine, Peter Gottlieb Fruehauf bears no scars from the War of the Cross. After losing his family's lands to a rival noble when his Objectionist father fled Sieger to Hainzl, Peter studied the works of Renaissance and Baroque in Atemlos. When his father died ten years later, he immediately converted to the Vaticine and moved to Diona, working as an apprentice in the studios of Vodacce's greatest artists. He stood out amongst the other apprentices, soon completing his masterpiece, Revelations of the Third Prophet, a commission from a Vaticine official in Castille. Very pleased with the commission, the Vaticine official invited Peter to Vaticine City. He found himself swept up in the dizzying court politics, repeatedly tossed from don to don, receiving the title Court Painter at each new location.

His time spent moving from court to court built up his reputation as both an artist and diplomat. Eventually he found himself under the service of High King Salvador Aldana de Sandoval. Impressed with the artist, Sandoval sent him to Carleon as his representative. Peter's charm, diplomatic skills, and artistic talent brought him favor within the Avalon nobility. He was even knighted by Queen Elaine and granted an honorary membership among her knights. After the elder Sandoval died, his son's advisors recommended that the young Sandoval keep Peter in his position.

Peter is an energetic, passionate man in his late thirties. He dresses in the simpler Eisen styles, avoiding the excessive frills and ruffles popular in most courts throughout Theah. He maintains a well-groomed mustache which curls up slightly at its corners and a short beard that points slightly at its tip. He currently rents an apartment in Carleon with his wife Hanna and maintains a small workshop with his apprentices Adam Blundell and Anthony Snyders.

Peter's work has become world renowned. He has painted over two hundred commissions, including three massive altar pieces for the Vaticine Church. His work is filled with furious color and movement ranging from glorious depictions of religious events, voluptuous full-figured women, portraits, and spectacular landscapes. He often uses his wife as a model and she has appeared in several of his works.

GM Secrets: Peter vowed long ago to reclaim his family's holdings in Sieger. His move to Vodacce and subsequent relationship with the Church and Castillian courts were no accident. He's spent the last decade and a half organizing forging powerful connections across Theah. Now, he's waiting for the right opportunity to use his connections as leverage to reclaim his family lands. Once his family's future is reestablished he plans to retire from politics and spend the remainder of his life painting and raising a family on his family estate.

Plot Hooks

- A. Peter's most recent work, an important piece for a newly constructed Vaticine Church, has been nothing but problems - he can't seem to find the right ingredients to mix the paint, the batches he managed to scrape together have dried out and peeled, or he returns to his workshop to find the canvas in tatters – and the Church is getting impatient. He doesn't know who's sabotaging his work or why, but he needs to find out soon or risk losing his most important client, the Vaticine Church.*
- B. One of the heroes comes into possession of an obscure painting. After seeing an appraiser, an art historian, a collector, or someone else in the know it is determined to be one of Peter's early works, but there's something different about it from everything else he's painted. It depicts a scene of an old seaman's tale – a tale of hidden riches. Did Peter merely hear the story from someone, or could there be something more to it?*
- C. Several years ago Peter accidentally slighted a court rival. Furious, the noble has been seeking a way to discredit Peter and he's discovered Peter's quiet negotiations to regain his family lands. Using bits and pieces of real and doctored evidence the rival plans to trick several loyal followers (the heroes) of either the young Sandoval or Elaine or both into believing that Peter is planning to push his own agenda and secretly spying on Elaine for Sandoval's court. If things go according to the rival's plans the dishonored Peter will be forced to leave the court in shame. However, the stakes are much higher than the rival realizes; Peter has become a symbol of Sandoval's desire to maintain peace between the two nations and is a trusted member of Elaine's court. Such a revelation could erupt in a dispute between the two nations, and with Peter considered the enemy no one will be there to smooth things over. Will the heroes discover the plan in time?*





*Brawn: 2
Finesse: 4
Wits: 5
Resolve: 2
Panache: 3*

*Reputation: -15
Background: Vendetta 2
Arcana: Implacable
Date of Birth: Octavus 17, 1642*

Advantages: Avalon, Castillian, Montaigne (R/W), Vendel, Vodacce, Dangerous Beauty, Left Handed, Membership (Swordsman's Guild), Gentry, Puzzle Sword, Scoundrel, Western Montaigne Accent

Ambrogia (Apprentice): Exploit Weakness 1, Feint (Fencing) 4, Pommel Strike (Fencing) 2, Riposte (Fencing) 2

Artist: Drawing 2, Musician (Violin) 1, Sculpting 1

Athlete: Climbing 1, Footwork 2, Sprinting 1, Throwing 1

Captain: Diplomacy 2, Strategy 4, Leadership 3, Tactics 4

Courtier: Dancing 2, Diplomacy 2, Etiquette 1, Fashion 1, Mooch 1, Politics 2, Socializing 2

Dirty Fighting: Attack 2

Doctor: Diagnosis 2, First Aid 1, Surgery 1

Gallegos (Apprentice): Exploit Weakness 1, Feint (Fencing) 4, Riposte (Fencing) 2, Tagging (Fencing) 2

Knife: Attack 1, Parry 2

Lavanha (Apprentice): Beat (Fencing) 2, Disarm (Fencing) 1, Exploit Weakness 1, Pommel Strike (Fencing) 2

Fencing: Attack 4, Parry 4

Firearms: Attack 3, Reload 2

Rider: Ride (Horse) 3

Scholar: Fauna 1, Flora 1, History 1, Mathematics 1, Philosophy 1, Research 1

Snedig (Apprentice): Beat (Fencing) 2, Exploit Weakness 1, Feint (Fencing) 4, Lunge (Fencing) 1

Streetwise: Socializing 2, Street Navigation 1

Valroux (Apprentice): Double Parry (Fencing/Knife) 1, Exploit Weakness 1, Feint (Fencing) 4, Tagging (Fencing) 2

Important Possessions: two muskets (always aboard The Beatrice), main-gauche, puzzle sword (blade catcher, grappling hilt, eager blade)

Background: Jean-Michele has bordered on being a “disappointment” to his family since the day he was born, and it was determined that the family’s Porté bloodline was so weak within him as to be virtually non-existent. This was not considered a major catastrophe, as his older brother and sisters (all four of them) showed considerable talent. Still, it was an inconvenience, and the early years of Jean-Michele’s life consisted of one “revolutionary treatment” after another to awaken his Sorcerous powers more fully. None of the treatments worked, and ironically, this is probably what saved him when he contracted the White Plague at the age of eight. His two younger brothers died from the illness, and Jean-Michele was left considerably weakened; he ultimately recovered, but his meager Porté abilities were burned completely out of his body in the process.

Some men might have been empowered by their brush with death, but not Jean-Michele. After months of being confined to bed, he found that his restless mind was unable to focus on any single topic for too long. He picked up and abandoned a number of hobbies, and went through upwards of a dozen tutors in as many months, hopping from subject to subject with no apparent rhyme or reason. The boy’s appalling lack of direction and increasing idleness caused his parents great concern, and when he finally washed out of their own fencing academy at age sixteen, they instructed him to undergo the custom of chaffing, despite his questionable health.

Being cut off from his family’s fortune came as a great shock to Jean-Michele, and though he had been given a large sum of money before being shipped off to make his own way, he had no real idea what to do with it. Consequently, he floated from city to city—and ultimately country to country—picking up a new language here, a bit of swordplay there. His skill with the blade improved considerably—in spite of his efforts (or lack thereof), it seemed—but he still found it impossible to focus on one particular style. He studied the controlled fencing of Gallegos, the win-at-all-costs mantra of Ambrogia, and even the powerhouse style of Lavanha. By the time he returned to his family four years later, he was flat broke, and though he was a full member of the Swordsman’s Guild, they considered him something of a joke.

His family took him in...reluctantly...and ultimately called in a large number of favors to secure a convenient marriage to the daughter of a small noble family with plenty of money, but eager for any boost in status. Surprisingly, the young couple took to one another’s company and fell very much in love, producing three children over the next seven years and settling into a comfortable, if bland, routine.

Everything changed in the spring of 1669, when his wife and children boarded a ship bound for Avalon to begin their summer holiday early, with Jean-Michele joining them later. The ship never reached its destination, and after several weeks without word, the news begins to spread that it was attacked—and sunk—by the Crimson Rogers, once again under the command of the dreaded Reis. Jean-Michele flew into a rage, and devoted himself (and the fortunes of both his families) to hunting the fierce pirate down and having his revenge. At the moment, he is desperate for a berth on a ship flying any nation’s colors—he would prefer a pirate hunter, but he would settle for a merchant caravel, if he thought it might attract the Rogers’ attention. While all but useless as a sailor, his skill at arms, natural leadership, and connections to the nobility of several nations would more than make up for his shortcomings with rope and sailcloth.

Secrets: Jean-Michele has no real secrets. He truly could be one of the finest swordsmen in Théah if he ever learned how to apply himself. As a young man, his apathy stood in his way. As a married man, his devotion to his family stood in his way. And now that he is matured, he is blinded by revenge. It is possible that, once he has hunted down the impostor Reis and had his vengeance, he will throw himself into the study of the blade and recognize his true potential. Of course, it is equally likely that he will simply remain where he is, serving his captain, whoever that may be, when he finds that revenge, rather than tasting sweet, tastes like ash.

Lavanha is a power-based style of fencing taught by a retired Castillian Swordsman who makes his home in the Highland Marches. Jean-Michele’s Apprentice training in the style allows him to wield a rapier with a two-handed grip, inflicting an extra unkept die on damage rolls (+1k0) when he does so.

Plot Hooks (Present): Jean-Michele is a man consumed by the desire for revenge. He may seek out a band of noble PC's (provided they own their own ship) and urge them to take him on and seek out the Crimson Rogers. Barring that, he may drug the PC's wine and arrange for them to be pressed into service on one vessel or another, trading a group of able-bodied crew for a berth on the vessel himself.

Jean-Michele would make a fine officer for almost any ship, and in that capacity, he could easily find himself allied with (or set against) a group of PC's in any nautically-themed game. In the Poisoned Shadows campaign, he serves as the First Mate aboard The Beatrice, aiding Reis' alleged daughter in seeking out the renewed Crimson Rogers. GM's could treat him as friend or foe—or, for that matter—as a friendly face aboard a hostile vessel, should they be captured (a friendly face that may be persuaded to help them escape).

Plot Hooks (Future): If "Reis" is still in command of the Crimson Rogers, Jean-Michele will still be hunting him. However, if the phony Reis has been cast down, there's no telling where the Swordsman will wind up. Perhaps his quest for vengeance has shredded his moral character, and he now serves aboard a pirate vessel (or captains one, himself) no better than the Rogers he hunted for so long. Alternately, he may have had his fill of seafaring life, and recommitted himself to excellence with the sword. If this option is chosen, Jean-Michele will probably have been welcomed back into his family's good graces, and his exploits will have earned him a lofty position in the Valroux family hierarchy. He would be one of Montaigne's most eligible bachelors, and his unwillingness to wed again may provide a number of opportunities for PC involvement—either persuading him to go through with another diplomatic marriage, or helping him escape from an unwelcome betrothal.

Damage and Defence Information:

-Attacks-

Musket: 7k4 attack,

5k3 damage

Main Gauche: 6k4 attack,

3k2 damage

Puzzle Sword: 9k4 attack,

4k2 damage

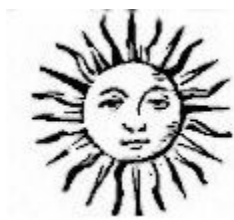
-Defenses-

Double Parry (F/K): 6k5 AD

Footwork: 15 PD, 7k5 AD

Parry (F): 25 PD, 9k5+2 AD

Parry (K): 15 PD, 7k5+5 AD



Epine du Paix

Created by: Kevin Krupp (Keta Wahrheit)



Brawn: 3

Finesse: 3

Wits: 4

Resolve: 2

Panache: 4

Reputation: 30

Arcana: Star-Crossed

Background: Cursed

Advantages: Appearance (Stunning), Dangerous Beauty, Combat Reflexes, Avalon, Castille (R/W), Montaigne (R/W), Vodacce

Courtier: Dance 4, Etiquette 5, Fashion 5, Oratory 3, Sincerity 2, Seduction 5, Mooch 4, Gossip 2

Criminal: Gambling 5, Shadow 3, Stealth 3, Cheating 5, Prestidigitation 1

Merchant: Vintner 5, Accounting 3, Appraising 1

Athlete: Climb 3, Footwork 2, Sprint 3, Throw 2, Leaping 3, Rolling 1, Swinging 2

Dirty Fighting: Attack 2, Attack (Improvised Weapon) 3, Parry (Improvised Weapon) 4

Membership: Rye Grin

Fencing: Attack 4, Parry 2

Tout Pres (Journeyman): Corps-a-Corps 4, Tagging (Improvised Weapon) 4, Double-Parry (Improvised Weapon) 4, Exploit Weakness (Tout Pres) 4

Dazzling, dashing, remarkably well-mannered, the quiet whispers on the lips of nearly every woman in the Montaigne courts, the young, but prospering vintner, Epine du Paix has risen to the heights of Montaigne society, bringing scandal with each graceful step.

He speaks little of his life before suddenly appearing in the courts riding on the sudden rush of wealth from his fledgling winery - his obvious euonym, "The Thorn" does little to stifle the various rumors about his past; some claim that he is a retired pirate captain who is using his small business as a front to cover his sudden wealth, while others swear he is the black sheep of a noble family, although no one say for sure which family he hails from. A scant few suggest even darker histories filled with murder, theft, and deception.

Epine is a reckless womanizer. He views each "love" as a new adventure, and he earnestly cherishes and remembers each of his past dalliances. When asked about one of his previous affairs, he always speaks very highly and fondly of each woman, focusing on her character and personality rather than the issue of her honor.

He dresses in the finest Montaigne fashions, usually wearing a fastidiously maintained powdered wig that covers his short dark brown hair and spends a great deal of time keeping himself fit and in pristine condition. Dreadfully obsessive compulsive, he frequently adjusts or brushes off the clothing of people around him, rearranges entire table settings, or occasionally slipping into an open window to close and open desk drawer. Epine can be occasionally sighted leaping from a bedroom window; desperate to escape the wrath of a furious father, but anyone seeking him out only has to look as far as the nearest party.

Plot Hooks

One of the female heroes wakes to a knock on her door. Stumbling around, half asleep, she opens to door to see a man holding a list. He goes over a piece of paper in his hand and asks if the name on the paper is the heroine's name. Once she affirms his question he grunts "good" and begins bringing in several elaborate flower arrangements. Just before he leaves he announces that the flowers were sent by an anonymous suitor and recites a short poem on behalf of the admirer before gruffly leaving. After scouring the city for clues to this mysterious man the heroes catch word that the delivery man is Epine's manservant. It seems the heroine has caught his eye. What are his intentions? Is it another tryst or could the heroine be the last lady to catch the vintner's eye?

The young daughter of a prominent nobleman has become infatuated with the odd Epine du Paix, and even more unnerving for her father, is that Epine has bestowed her with a gift, claiming that she is his next "greatest love." He's hired the heroes to protect her from Epine's advances and prevent her from meeting with him. Is this just another of Epine's one night stands or could there be something more?

Roleplaying Tips

Always sound like you understand everything that's happening around you even if you're completely oblivious of the actual events taking place. Frequently shuffle things around on tables, reorganize books on shelves, and adjust the collars and clothing of the PCs when they get a little scuffled or out of place.

Talk with a great amount of enthusiasm and frequently move the topic of discussion to questions about love and romance. Never refer to a woman in a disgraceful manner. Remember, they're to be idolized and treated with respect, and you should quickly rebuke anyone who refers to a woman in a disgraceful way.

When confronted with an angry parent or suitor be very courteous, complimenting them on their daughter, wife, or betrothed, while trying to escape the situation with as little confrontation as possible.

GM Secrets

All of the stories surrounding Epine's history are false. In truth, Henri Byurere is the son of a successful vintner from Paix, with most of his money acquired as gifts from his many trysts and romances. After his father died, Henri took over the business, relocated it .





*Brawn: 2
Finesse: 2
Wits: 3
Resolve: 3
Panache: 3*

*Reputation: 5
Background: Debt 1
Arcana: Envious*

*"My dear Aunt, I haven't seen your broach
since you took that carriage ride with cousin Rene."*

Advantages: Montaigne (RW), Eisen, Avalon, Gentry

*Courtier: Dancing 3, Etiquette 3, Fashion 2, Oratory 3, Diplomacy 1, Gaming 2, Gossip 1,
Mooch 4, Seduction 1, Sincerity 4, Fencing: Attack (Fencing) 3, Parry (Fencing) 2*

Knife: Attack (Knife) 2, Parry (Knife) 3

Performer: Acting 1, Dancing 3, Oratory 3, Singing 2, Cold Read 1

Sorcery (Adept): Attunement 4, Bleeding 4, Bring 4, Catch 1, Pocket 4, Walk 2

Darcy was born out of wedlock and promptly sent off to live with distant relative to be forgotten by his mother. While he knows who his mother is, he has never set eyes on her. She was married off to a man in Southern Montaigne and has stayed there, doing her best to forget about her first born.

As for his father, the man is completely unknown to Darcy, and no one in the family will mention him, even when Darcy pushed his grandparents for an answer. They just sent him away again to an even worse and more provincial part of the family. For all of Darcy's young life he was shuttled from one relative's manor to the next, never having a home or parents. When Porte ability manifested, he became of valued tool to the ambitious of the family. Darcy's porte became a product, traded for favors by which ever foster had control of him at the time. Eventually, Darcy learned enough of life to set out on his own and trade his talent for his own benefit within the Valroux family.

Darcy now lives at the grace of his cousins, repaying for his stays at their manors of with his porte ability. He is happy to accept and push messages through porte as payment for his upkeep. Darcy does not use the porte talent of Pocket, as it has 'a hole' in it and valuables are lost more often than kept safe. Being able to walk through gate ways is one thing he has not yet mastered and says he can not. But if there is a message you need to get to a cousin, he is more than happy to help.

NPC Secret:

Darcy sees his surviving on the graces of his cousins as his just due. Abandoned and shuffled off to other family members left him resentful of any Valroux that does not require the graces of others to live easy. The other, so called, gentry he sees them as computation for a good living. If left alone at a manor, Darcy will abuse the servants and hospitality without shame.

Contrary to Darcy's claims, he is competent in the porte sorcery. He does not 'lose' objects in the pocket. But as a child, cousin Rene had him hide his sister's jewelry in a porte pocket. Later when Rene asked for it back, Darcy claimed they fell out. It seemed to satisfy Rene's family and Rene was scolded for the lost jewelry. The hole trick worked so well as a child, it became a well used excuse for retaining precious items. Most who know of Darcy's porte also know not to let him put anything in a porte pocket. Or it will be lost.

As for not being able to use porte Walk, Darcy lies completely about it. He is able to use the walk ability. He simple doesn't want anyone to know, incase he needs it in an emergency. Also, he is able to gain access to the best wines locked away, by blooding stock going to the wine cellar and Walking to it.

NPC Hooks:

- A) The noble PC comes home to his manor after months away expecting to find a cache of earnings waiting for him. Unfortunately Darcy Valroux du Martise has been visiting. All the good wine is drank and the monthly earnings have been spent to buy more, which was also drank by Darcy.*
- B) A PC's father is also Darcy's father. Darcy has indisputable proof and is using it, along with the threat of a scandal to get his share of the estate. The PC can make amends and try to bring Darcy into the family. In which case, Darcy will take advantage of the situation. Or the PC may try and disprove Darcy's claim.*
- C) Darcy's debtors are catching up to him. He is hiding from them at a PC's manor when they come to collect. They may decide to take more than is actually owed them.*
- D) Misdirecting the Debtors, Darcy has managed to convince them that a PC is the man they are looking for. The PC will be left to pay the debt, or prove their true identity and get them back on Darcy's trail.*





Is there a problem here?

*Brawn: 2
Finesse: 4
Wits: 2
Resolve: 3
Panache: 6*

*Reputation: 20
Arcana: Passionate*

Advantages: Above Average Appearance, Avalon, Castillian, Connections, Dangerous Beauty, Faith, Membership (Swordsman's Guild, Jenny's Guild), Montaigne (R/W)

Athlete: Breakfall 2, Climbing 2, Footwork 5, Lifting 1, Rolling 2, Side-step 2, Swinging 2, Throwing 1

Courtesan: Acting 1, Dancing 1, Etiquette 3, Fashion 1, Jenny 3, Masseur 2, Seduction 3, Sincerity 2

Dirty Fighting : Attack (Dirty Fighting) 3, Eye-Gouge 3, Kick 3, Throat Strike 2

Doctor: Diagnosis 2, First Aid 3

Fencing : Attack (Fencing) 5, Parry (Fencing) 3

Firearms: Attack 3, Reload 1

Knife: Attack (Knife) 3, Parry (Knife) 5, Throw (Knife) 4

Merchant : Jenny 3, Accounting 1, Appraising 1, Haggling 1

Streetwise: Socializing 3, Scrounging 2, Shopping 1, Street Navigation 3, Underworld Lore 2

Swordschool:

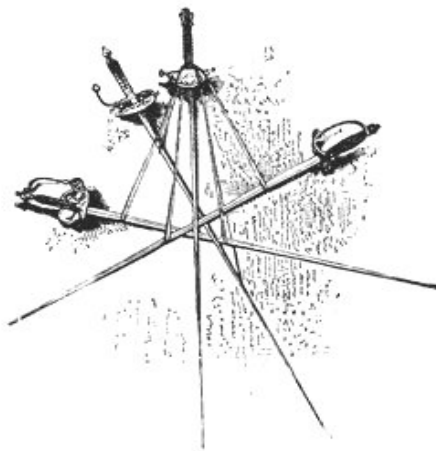
Valroix (Master) Double-Parry (Fencing/Knife) 5, Feint (Fencing) 5, Tagging (Fencing) 5, Exploit Weakness (Valroix) 5

The son of an unmarried jenny, Blaise du Boise grew up surrounded by women. His older sister and mother, her coworkers and friends, they were all constantly there to take care of him. That changed when he was eight and a cut-off shriek awoke him. He sprang from his bed and hurried to his mother's room only to find a fresh pool of blood. His sister was dead as well, but the killer had at least left the body. Blaise never forgot the look of fear in her eyes. After that, his mother's friends took him into their home.

He spent the next ten years growing up in a brothel, not what most would consider a proper environment for a young boy, but he felt loved and cherished there. His mother had been very popular, so the Guild covered the bills. They were careful to ensure that he was not exposed to the seamier side of their work until he was old enough to handle it. But they did teach him how to treat a woman correctly, even how to show her pleasure through massage and other methods. The bouncer Gretchen also taught him how to take care of himself in a barroom brawl. The jennies even introduced him to the famous swordsmen Phillip Sices du Sices and convinced him to teach Blaise. Sices du Sices owned a small salon and taught students how to fight in the Valroix style. At first, the other students, mostly from noble families, looked down on Blaise. When he caught Francouise, one of the older students, beating a peasant woman who'd accidentally bumped into him on the street, Blaise challenged him to a duel. He and his cronies simply laughed and agreed to the fight. They laughed harder when Blaise had to use practice weapons from the school because he couldn't afford his own sword yet. The laughter stopped when Blaise defeated him and left a scar on Francouise's cheek to remember the event. When Blaise left the salon a year later, Sices du Sices proudly presented him with the pin of an Apprentice Swordsman. Later that night, the jennies gave him a pin to their guild as well.

Since then, Blaise has traveled from jenny house to jenny house, acting as a bodyguard, protector, confidant and friend to them wherever they maybe. When men abuse jennies, he is the one to challenge them to a duel and teach them some respect. He also seeks the man who killed his family, though the only description he has is that the man had long, scraggly white hair, was left-handed and walked with a limp.

Blaise du Boise is an energetic young man with the strength and speed of a swordsman and all the social skills a skilled courtier could desire. He believes strongly in heroics and is eager to rush into harm's way with little regard for danger. While his clothes are fine quality and well-cared for, it is obvious to experts that he hasn't the means to purchase new ones regularly. He tends to be overly dramatic and rushes to the aid of any woman in need. In fact, his greatest flaw is that while he constantly reminds men that jennies and all women are people too, that they have rights and feelings, he often forgets that many women are fully capable of taking care of themselves. It is just that every time he sees a woman in danger, even if it is a danger she can handle easily, he sees his sister's terrified face and rushes to her aid.





*Brawn: 1
Finesse: 2
Wits: 3
Resolve: 2
Panache: 2*

*Reputation: 0
Background: Wanted 1
Arcana: None*

"Yes madam, this Mad Hatter seems to be a real scoundrel."

Advantages: Montaigne (R/W), Keen Senses

Servant: Etiquette 3, Fashion 3, Menial Tasks 3, Unobtrusive 3, Drive Carriage 1, Gossip 1, Valet 1

Criminal: Gambling 1, Shadowing 3, Stealth 3, Ambush 1, Lockpicking 1

Streetwise: Socializing 1, Street Navigation 3

Penibal is very much a proper butler, always maintaining a respectful distance from his betters, showing proper respect and applying just the right nasal tone to those beneath his status. Slow and deliberate can be used to describe him as a butler does not rush about "willy nilly". Penibal is a butler's butler.

That is Penibal's day job. His night job is a member of the Rilasciare Freeman League. His all too proper attitude and attire disappear and the Rilasciare prankster and vandal, the Mad Hatter, take its place. Penibal truly believes that change must happen, but can be done by the simple methods of the Freeman League. So he sets pranks to embarrass a particularly obstinate or arrogant nobles, and to bring them down a peg or two.

The nom de gar, Mad Hatter, came about by accident when Penibal first used black paint to vandalize a silver plaque dedicating the birth of yet another privileged child. Hurried and worried of being caught on his first mission, he only made two quick brush strokes and rushed off. The next morning when he passed by to look at the reaction of his handy work, he heard two men talking. One said the paint looked like a hat. The other said if it was a hat, then it must be from a mad man. The Mad Hatter was born and similar marks have since been left at many of Penibal's missions.

NPC Secret: While Penibal is a prankster, he is disturbed by some very cruel behavior of nobles. With one particularly cruel porte noble lady, he set in motion a plan to cause her carriage axle to break and unconvinced her during a cross country trip. When the axle finally failed the carriage plunged into a river, and the lady and her husband drowned. Penibal feels a measure of justice over the lady's death. Having a peasant thrown through a port hole is overly cruel. But her husband's death bothers him. He did not commit the cruel acts and should not have died. However, the lord did stand by and allow the cruelty to happen. Currently Penibal is conflicted over how he feels concerning the deaths his prank caused.

Plot Hooks:

- A: Noble PC's that are arrogant, rude or cruel find themselves targets of a prankster. Items are ruined, appointments changed and nefarious dealing go bad. Penibal is using his position and connections to learn their activities and interfering with them.*
- B: The persona of Mad Hatter has taken on its own personality and Penibal is not even aware of it. The Mad Hatter persona has compartmentalized the personalities and Penibal is not aware of his involvement with the revolutionist Rilasciare Freeman. If Penibal is caught or found out, he has no knowledge of the Rilasciare, that incident with the paint was a one time thing.*
- C: Penibal is a connection to a local cell for Rilasciare PC's. He will use his sources among other wait staff to add the PC's in a plot. As long as he thinks no one is going to get hurt.*
- D: The death of the cruel nobles has become resolved and Penibal starts on the road to the next level of extremist activism. He has already started to learn how to make bombs.*
- E: At first the death of the two nobles did not receive anything more than a cursory examination by authorities. Much to Penibal's relief. However, family pressure to investigate the accident has led to evidence that the carriage was sabotaged. Penibal's role in it is unknown, but the investigation meetings are occurring at his masters. Penibal knows as much or more than his master about the investigation's progress and seeks to help his conspirators. If the PC's are the investigators, good leads suddenly dead end. Witnesses disappear before they can be found. Eventually they will determine that someone is leaking information, and it could only be Penibal's master.*





*Brawn 2
Finesse 3
Wits 4
Resolve 4
Panache 3*

*Reputation: None
Background: None
Arcana: None*

*Advantages: Appearance (Above Average), Ordained, University
Languages: Castille (R/W), Montaigne (R/W), Théan (R/W), Vodacce (R/W)
Courtier: Dancing 1, Diplomacy 2, Etiquette 3, Fashion 1, Oratory 2,
Politics 3, Sincerity 1
Fencing: Attack (Fencing) 3, Parry (Fencing) 4
Firearms: Attack (Firearms) 3, Reload (Firearms) 2
Merchant: Perfumer 2, Accounting 3
Priest: Oratory 2, Philosophy 2, Religious Lore (Vaticine) 3, Writing 2,
Theology 2
Rider: Ride (Horse) 4, Mounting 2
Scholar: Calculus 1, History 2, Mathematics 4, Philosophy 2, Research 1,
Theology 2*

Rosalie was born in the north of Montaigne, near Crieux, to deeply religious parents of the rising middle class. Her father was an accountant and her mother was a perfumer's daughter. She was raised to believe in hard work and piety, and was read to from the book of the Prophets every night. She hoped to continue her father's work when she came of age. She was an intelligent girl, with a keen interest in numbers, and though her teachers at her university urged her to push the bounds of mathematics, she was more interested in honest work than a life of theory and abstraction.

During the War of the Cross, however, everything changed. There was an Objecitonist uprising in the north of Montaigne, and during a single night of fighting, her mother was killed in the crossfire. Rosalie and her father grieved for her, and agreed that it was better to move on. One year later, on the anniversary of her mother's death, a drunken nobleman challenged her father to a duel and, as Rosalie's father was unarmed and untrained, he was quickly killed.

When Rosalie sought justice, she was told that it was a duel, and that her father had simply lost. The Musketeers did everything they could to bring the nobleman to justice, but were rebuffed by his connections. Rosalie appreciated their efforts, but felt that they were hampered by the very system they belonged to. The only person who spoke out publicly was the priest of her parish, who renounced that nobleman from the pulpit as a killer, and as a priest refused to enter into a duel.

Rosalie was captured by the idea that the only people above the power of the nobles were the clergy. With her university education and strong sense of piety, she easily joined the church. Her theological education at a convent stood her well, as did her family's business sense, and she was raised to the position of Monsignor without ever having to minister to a flock.

Rosalie is a stern looking woman in her mid-forties. She was a fantastic beauty when she was young, though she never took time to make anything of it when she was young, but has come into her beauty in middle age. Her thick brown hair has a few strands of grey, a facet of aging which she does not bother to hide. Her entire demeanor demands respect.

Pre-revolution, Rosalie enjoys being at the top of the religious world in Crieux. Ever since the bishops went missing, the other monsignors have looked to her experience and business acumen to help guide them. While she by no means leads the Vaticine community of Crieux, she stands as one of its most respected members and has considerable influence. Whenever possible she uses this influence to combat the gross injustices perpetrated upon the people by the nobility, not because she feels pity for those who suffer (she does) but because she wishes to spite those who feel entitlement.

Post-revolution, Rosalie is a slightly different character. She is not pleased to find that the bishops have survived, as she had every expectation of being elected bishop once Leon was defeated. Her bitterness leads her to be more vindictive, and her reputation for being anti-noble gives her breathing room in the era of the revolutionary government. In many ways, she embodies the worst of the revolution, using her power to snuff out opposing voices.

Secrets:

Rosalie does not believe in Théus. She believes in the Vaticine church. This is an important distinction, as it governs her every decision. Her every action is in the interest of the church, to the extent of any other morality. The church is the vehicle for her revenge against Objectionists and nobles alike, and while the former are beyond her reach, the latter are close at hand and vulnerable.

The only real skeleton in her closet comes from about fifteen years ago. When the Inquisition was comparatively young, she gave them a foothold in Montaigne. She used one of their agents to frame the man who killed her father for heresy, and had the satisfaction of seeing his execution deep in the recesses of a Crieux prison. There was only one problem. She hated the Inquisition. She thought that they were bad for the church. With every action they took, her power and influence waned. Their Knight Inquisitors refused to follow her orders, often claiming rank, and they routinely interfered with her plans. She has spent nearly as much time battling the Inquisition's influence in Crieux as she has persecuting the nobility, often denouncing the order publicly. If it were ever to come out that she is directly responsible for the inquisition's presence, her reputation would suffer horribly. Unfortunately for her, that first agent, the one who framed her father's killer, is still alive and active, despite her best efforts.

Plot Hooks:

Rosalie contacts the heroes covertly, speaking to them at a secluded location in the middle of the night. She swears them to secrecy, and then explains that something horrible has happened. She has become aware that an agent of the Inquisition is in the area, and is on a mission to kill someone dear to the characters. Of course, once they catch the Knight Inquisitor, he reveals that he was sent by the Monsignor, and that there may be some terrible fate in store for them all.

One of the priests under Rosalie has been thrown in prison for "seditious acts", which are of course fabricated. Rosalie cannot challenge the nobility/revolutionary government directly, so she sends the heroes in break him out of prison and bring him to a safe house. Because of her position, she is able to give the heroes detailed information about the priest's guards and prison. Depending on her level of villainy in your campaign, those details could even be correct. She is, after all, not entirely evil.

An elderly nobleman and his daughter are fleeing the country after the revolution, and appeal to the heroes for aid. They meet little resistance until they arrive in Creux, when they encounter a Sword of Solomon acting under Rosalie's orders. Hired thugs were one thing, but now the heroes have to deal with a skilled swordsman and an influential public figure who will do anything to stop the fleeing pair.



Kisa Ksanfippa

Created by: Laura Gullett (Rebecca Iavelli)



*Brawn: 2
Finesse: 3
Wits: 4
Resolve: 3
Panache: 3*

*Reputation: 8
Background: Hunted 1
Arcana: None*

Advantages: Appearance Above Average, Ussura R/W, Eisen R/W, Vodacce R/W, Castille, Combat Reflexes, Keen Sences, Linguist, Accurate Archer, Barterer

Courtier: Dancing 3, Etiquette 2, Fashion 1, Oratory 2, Gossip 1, Mooch 2, Scheming 3, Seduction 2, Sincerity 3

Criminal: Gambling 1, Shadowing 2, Stealth 2, Ambush 1, Pickpocket 3, Quack 1, Scrounging 2

Archer: Attack (bow) 4, Fletcher 2, Horse Archery 4, Snapshot 3, Trick Shooting 2

Athlete: Climbing 2, Footwork 2, Sprinting 3, Throwing 1, Break Fall 2, Leaping 2, Rolling 2, Swiming 3, Swinging 2

Dirty Fighting: Attack (dirty fighting) 2, Attack (improvised weapon) 1, Eye Gouge 2, Kick 3, Parry (improvised weapon) 1, Throat Strike 2, Throw (improvised weapon) 1

Rider: Ride 5, Animal Training 2, Mounting 3, Trick Riding 3

Buslayevich Bowman School: (See Ussura Book)

Charge (Bow) 2, Horse Archery 4, Trick Riding 3, Exploit Weakness (Buslayevich) 2

Pyeryem: Speak 1, Man 1, Horse 3, Sparrow Hawk 1, Cat 2

Kisa is the dominant of the twins, and it was her decision to leave Ussura to try to make some money elsewhere and make a name for herself. She was just plain curious on how things were in other parts of the world, and figured it would be to her benefit to learn about them by traveling to see them in person. Her brother Sasha, loyal to the core, followed her, both from curiosity, and to help keep his sister safe, not that she needed much help, but it was a good excuse. While traveling, they both noticed that in some areas, there were those that had and those that didn't. While in some places people shared out and helped those in need, other places people didn't, and they also caused more grief to those who had not. So they decide to take upon themselves the task of "taking" a fair share from those who didn't share, and spreading the weath themselves to those who needed it. It was fairly simple, really. One would become a horse and the other would "sell" the horse to the local wealthy merchant or lord, as a pack animal. Once packed up for a trip, the horse would "free" itself somewhere along the way, bringing along anything that might be packed up to sell for money or barter and then pass it out to the needy. The trick worked quite well, as they made sure never to be seen together as humans. One was alway an animal, and one a human, and depending on who got goods, they would hurry back to a pre-arranged meeting spot, each change. So, if Kisa had been a horse, she would turn human, while Sasha would become a horse. Kisa horse shape was of a brown mare with a blazed face, while Sasha's was of a grey stallion, so if they had been followed, the follower(s) would find that they had followed the "wrong" person, since the mounted person they would find, was not the mounted person they had seen before.

(Continued on Sasha's Character Sheet)

Sacha Ksanfippa

Created by Laura Gullett (Rebecca Iavelli)



*Brawn: 4
Finesse: 3
Wits: 3
Resolve: 4
Panache: 2*

*Reputation: 8
Background: Hunted 1
Arcana: Loyal*

Advantages: Able Drinker, Appearance Above Average, Keen Senses, Ussura R/W, Eisen R/W, Castillian, Vodacce, Animal Affinity, Large, Toughness

Courtier: Dancing 1, Etiquette 2, Fashion 1, Oratory 2, Gossip 1, Mooch 3, Scheming 1, Seduction 2, Sincerity 3

Criminal: Gambling 3, Shadowing 1, Stealth 2, Ambush 2, Cheating 2, Lockpicking 3, Prestidigitation 2, Scrounging 2

Athlete: Climbing 2, Footwork 3, Sprinting 1, Throwing 2, Break Fall 1, Leaping 1, Lifting 3, Rolling 2, Swimming 1, Swinging 2, Side Step 2

Dirty Fighting: Attack (dirty fighting) 3, Attack (improvised weapon) 2, Eye Gouge 1, Kick 1, Parry (improvised weapon) 1, Throat Strike 1, Throw (improvised weapon) 2

Rider: Ride 5, Animal Training 3, Mounting 2, Trick Riding 2

Wrestling: Grapple 3, Bear Hug 2, Break 2, Escape 2, Head Butt 1

Hand Axe: Attack (Hand Axe) 3, Parry (Hand Axe) 2, Throw (Hand Axe) 2

Dobrynya Wrestling School: (See Ussura Book)

Bear Hug 2, Disarm (Wrestling) 2, Fortitude 3, Exploit Weakness (Dobrynya) 2

Pyeryem: Speak 1, Man 1, Horse 2, Owl 1, Ferret 2

Sacha is the younger of the twins by three minutes. He is a large man, but not enormously so. He is pretty light on his feet when he needs to be, but is very friendly and sincere in his ways, which comes in handy in their travels. He is the one with more "animal instinct", and usually the one who makes the "deal" selling the "horse", his sister, and then waits at a pre-arranged place for his sister to return with what-ever had been packed. They have a pretty good system, and help what poor they can, but they do have a few merchants and lords in the areas that are looking out for them, if they ever figure out who they are, since the poor will not reveal who their benefactor's are.

Plot Hook:

The local lord has hired the pc's to try to find out what happened to a mare he had bought, that must have been stolen after she spooked and ran off, carrying a very important item (gm's choice) that the lord needs back.



Tor Gottfridgson

Created by: Mark Edwards (Black Jack Rackham)



“YEAAARRRGHH!!!”

*Brawn 3
Finesse 3
Wits 2
Resolve 3
Panache 2*

*Reputation: 0
Background: None
Arcana: Proud
TN to be Hit:
20 (Balance, Footwork),
15 (Climbing),
10 (Sprinting, Axe, Rigging)*

*Active Defenses: Balance 5k2 Sprinting 3k2
Footwork 5k2 Battle Axe 3k2
Climbing 4k2 Rigging 3k2*

*To Hit: Battle Axe 6k3, Grappling 6k3
Damage: Battle Axe 7k2, Grapple 4k1*

Advantages: Bearsark, Cold Climate Conditioning, Large, Vendel

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

Sailor: Balance 3, Climbing 2, Knotwork 1, Rigging 1

Hunter: Fishing 1, Survival 1, Hunting 1

Wrestling: Grapple 3

Heavy Weapon: Attack (Heavy Weapon) 3, Parry (Heavy Weapon) 1

Swordsman's Guild : Leegstra (Apprentice): Beat 3, Corps-a-Corps 3, Lunge 2, Exploit Weakness (Leegstra) 1

The raiders came to Knut's village in the wee hours of the morning. Before anyone could put up much of a defense, the flames were already high in the sky. Running outside, he saw that the meager defenders would be no match for the armed and angry raiders. With nary a second thought, he let the bearsark fury overwhelm him. The bulk of the battle he remembers only in flashes of rage and blood. When it all finally stopped, all the raiders were dead, and so were all the villagers. Who exactly killed who he had no way of knowing, but that didn't make the guilt any less. He felt guilty all the same, and the blood on his hands included his family.

Not really thinking about it, he headed east into the mountains hoping that somewhere up there touching the sky, he would finally be able to end his pain and shame. How long he walked, he had no idea, but eventually he reached the eastern shores of his island home. Somehow he had succeeded in walking across the vast mountain range from one side of the island to the other.

While an amazing feat, it did nothing to quell the rage and shame. So he built a small shelter and waited to die. Quite soon, however, he realized that dying would not be enough. So he determined to erase his name, ensuring that his deeds would not live on. Then and there he took the name Tor Gottfridgson, never to speak his real name again. He still waits on that lonely shore, hoping that someone will come, that enemies will come to do battle, or that he will finally die, and end his miserable life.

Plot Hooks:

- A. The heroes become lost and find themselves on the lonely shores near Tor's home. Seeing that them as his chance, he seeks to draw one or more of them into combat so that he can finally be out of his pain. Can the heroes figure out what's going on before they are forced to kill him?*
- B. Alternately, Tor could be incorrect about having killed all of his family. Perhaps one survived and knows some critical information about the raiders. He hires the heroes to find Tor and bring him back so that Vestenmannjavnjar justice can be dispensed.*
- C. Tor finally decides that waiting is doing no good, and builds a raft to sail off to die. The heroes find him on a raft days or weeks later. Once they nurse him back to health, he will, no doubt, go back to his original plan of having the heroes slay him in battle. How will the heroes deal with a bearsark running rampant on their ship?*
- D. It is well known that bearsarks spout gibberish while fighting. Perhaps in one of the above scenarios, Tor makes mention of some of the things he has seen while crossing the mountains. Members of the Explorers Society could find this information not only intriguing but useful if only they could get Tor talking.*



Thrand Glass

Created by: Dana DeVries (Danar)



Brawn 3 Reputation: 20
Finesse 3 Background: None
Resolve 3 Arcana : Friendly
Wits 3
Panache 3

"A guildler is never worth as much as a guildler and a smile."

Advantages: Appearance (Above Average), Avalon (R/W), Castillian (R/W), Connections (Numerous), Eisen (R/W), Linguist, Membership (Merchant Guild), Membership (Swordsman Guild), Montaigne (R/W), Vendel (R/W), Vodacce (R/W)
Athlete : Breakfall 2, Climbing 2, Footwork 3, Leaping 2, Sprinting 2, Rolling 2, Swinging 2, Throwing 1
Courtier : Dancing 3, Diplomacy 4, Etiquette 3, Fashion 2, Gaming 2, Gossip 2, Oratory 3, Sincerity 3
Dirty Fighting : Attack (Dirty Fighting) 2, Attack (Improvised Weapon) 4, Parry (Improvised Weapon) 4, Throw (Improvised Weapon) 2
Fencing : Attack (Fencing) 4, Parry (Fencing) 4
Larson : Ambush 4, Exploit Weakness (Larson) 4, Feint (4), Parry (Lantern) 4
Merchant : Accounting 3, Appraising 2, Brass Smith 3, Glass Blowing 3, Haggling 3, Lantern Making 5, Tinker 3
Performer : Acting 2, Cold Read 3, Dancing 2, Oratory 3, Singing 1
Streetwise : Socializing 3, Shopping 3, Street Navigation 3, Underworld Lore 1

While Glass's name is not widely known across Theah, his products are used in every nation from Vendel to Castille. His father was a second generation Vendel glass blower and his mother was a Vestenmanjavenar brass smith. Together they instilled a respect for all people in him and trained him in their crafts, so perhaps it was inevitable that he would combine both parents' talents into the art of lantern making and spend as much time selling as making his creations. As a young man, he traveled across much of Theah with his mother's brother, Ragnar Orgson. His ear for languages allowed him to pick up the dialects of many of the folks he encountered, but it was his strong interest in the people that he met that made him friends everywhere they went. Returning home, he found his home burned to the ground and his both parents dead. Investigation revealed that his father had secretly incurred enormous debts from a corrupt merchant named Tom Redeyes and been unable to pay them off.

Glass devoted the next two years to mastering his chosen craft and learning to fight. Rather than just creating normal brass lanterns, he focused on the highest quality and craftsmanship, eventually settling upon two popular designs. The first style named xxx for his father was ornate with swirling fillagrie and delicate glass and was popular among rich merchants and nobles. The second named XXX after his mother was more sleek, but its brightness and sturdy construction made it perfect for guardsmen. The income from the lanterns was enough to build up a small fortune. With that fortune, he sought out the man responsible for his parents deaths. Fighting his way past the guards, he dropped enough oil-soaked guilders on the table in front of Redeyes to have paid off his father's debts. Then he smashed a lantern down upon the table, starting a fire that soon engulfed the entire shop. While the guards fled, Redeyes tried to gather his money. Glass urged the man to flee, but instead Redeyes attacked. A desperate fight in the midst of a fire ended with Glass dragging Redeyes out only seconds before the building collapsed. Although, the courts found Glass guilty of arson, they sentenced him to only exile for ten years due to the circumstances. He had achieved what he sought and left the Vendel Isles.

Since then, Glass has roamed Theah, displaying and selling his wares. He occasionally rents a shop and spends a month crafting his creations to deliver to those who have ordered. He also buys and sells other cargoes, but generally only when a good deal arises for all parties. His focus has always been to make a small profit and friendly contacts rather than a fortune. This is true whether selling to palaces in Montaigne or garrisons in Eisen, merchant shops in Castille or Avalon lighthouses. He specializes in the quality and often aids his customers with other matters at the same time. He's been known to rescue kidnapped daughters and fight off brigands for his customers, simply because he sees almost everyone as a friend he hasn't made yet.

The only people he truly dislikes are the Vodacce. This is partially due to the unspoken trade war going on between the two people, but most of the disdain is due to their business practices. Vodacce merchants typically use guile and secrecy to help garner all the money and power possible from each business dealing. Glass still despises secrecy because of what it cost his parents, so he takes delight in defeating Vodacce in business dealings. Thrand Glass is a short, but broad man who always has a friendly smile on his lips and an outstretched hand in greeting. He keeps his appearance clean and tidy, except when he's working in the forge, though his clothes are not ostentatious. He's always on the side of the downtrodden and the persecuted. Although an Objectivist, he doesn't speak of his faith much, believing that Theus has enough love in his heart to accept everyone regardless of their beliefs.



"Calvino"

Created by: Jim Bickmeyer (Leatherneck)



*Brawn: 1
Finesse: 2
Wits: 3
Resolve: 2
Panache: 2*

*Reputation: -10
Background: True Identity 2, On the Streets 1
Arcana: None*

"For a Senate I can easily lead you there."

Advantages: Vodacce, Scoundrel

Criminal: Gambling 1, Shadowing 2, Stealth 3, Pickpocket 2, Scrounging 1

Dirty Fighting: Attack (Dirty Fighting) 2, Attack (Improvised Weapon) 1, Kick 1

*Guide: Climbing 2, Stealth 3, Street Navigation 3, Survival 1, Direction Sense 1,
Navigation 1*

Knife: Attack (Knife) 2, Parry (Knife) 1, Throw (Knife) 1

Servant: Etiquette 1, Fashion 1, Menial Tasks 2, Unobtrusive 1, Gossip 2, Haggling 1

Calvino is a street child making a living as a guide in the city. At one time Calvino had a normal life as youngest of three children of Chandler. Life was comfortable and pleasant. Then his mother died of a fever and father's business slowed. Life became less pleasant and the young Calvino started to work more in his father business. When his farther missed a "protection" payment life went from mostly comfortable to unbearably harsh. The Chandler business caught fire and burned down, along with the living quarters above the shop. Even though a group of traveling swordsmen and Explorers tried to save the family, only Calvino was rescued and survived. With no family members willing to take him in, Calvino lived with friends of his father. There was put to work by the old family friend, and found life worse than the lowest apprenticeship. When told in no uncertain terms, that he would had no chance of becoming an apprentice, Calvino left to make a living on his own. Using his sharp wit, the young man, Calvino learned to not only survive, but to prosper. He now makes a fair living guiding travelers and tourists and doing whatever it takes to survive.

NCP Secret:

Calvino actual name is Miranda, and is hiding the truth of being an adolescent girl.

She fears that if she is found out she will be seen as vulnerable and targeted. As well as any other possible horror.

Plot Hooks:

A: Miranda has worked for the heroes and became smitten by one of them. Because of that, she is often on hand with needed information, or a lead. The romantic feelings she has may become noticed but not before her true gender is realized, leading to an awkward situation.

B: A hero may be mistaken as one of the gang that caused Miranda's families demise. She will use her skill on the streets to hurt their reputation, hinder them, or assist their rivals.

C: Miranda's secret has been found out by a group of boys that once counted her as a male comrade. Her life is now in danger and she is hiding from them and looking for safety. After having dealings with the heroes in the past, she will turn to them for help. But still try to protect her secret by portraying her former friends as something worse than they are.





Brawn: 2

Finesse: 4

Wits: 5

Resolve: 4

Panache: 5

Reputation: -84

Background: None

Arcana: None

"Good evening, gentlemen."

Advantages : Appearance (Stunning), Avalon, Castillian (R/W), Connections (Numerous), Combat Reflexes, Dangerous Beauty, Grand Master (Ambrogia/Villanova), Indomitable Will, Left-handed, Lightning Reflexes, Montaigne R/W), Vodacce (R/W), Membership : Swordsman's Guild, Noble, Patron (Numerous), Thean (R/W), Vendel (R/W),

Athlete: Break fall 2, Climbing 2, Footwork 5, Leaping 2, Rolling 2, Sprinting 3, Swinging 2, Throwing 1, Sidestep 5

Courtier: Dancing 4, Diplomacy 4, Etiquette 5, Fashion 5, Gossip 5, Lip Reading 5, Oratory 3, Politics 5, Scheming 5, Seduction 5, Sincerity 5

Courtesan: Cold Read 5, Conceal 5, Comedy 3, Dancing 4, Etiquette 5, Fashion 5, Gossip 5, Jenny 5, Masseur 4, Poison 5, Seduction 5, Sincerity 5, Unobtrusive 3

Performer: Acting 3, Cold Read 5, Dancing 5, Disguise 3, Oratory 3, Singing 2

Scholar: History 3, Law 4, Mathematics 3, Occult 1, Philosophy 4, Theology 3

Spy: Bribery 5, Conceal 5, Cryptography 3, Disguise 3, Forgery 3, Hand Signs 5, Interrogation 4, Poison 5, Lip Reading 5, Shadowing 3, Sincerity 5

Streetwise: Shopping 4, Socialize 5, Street Navigation 4, Underworld Lore 4

Fencing: Attack (Fencing) 5, Parry (Fencing) 5

Knife: Attack (Knife) 5, Parry (Knife) 5, Throw (Knife) 5

Wrestling: Escape 3, Grapple 3

Swordman Schools:

Ambrogia (Master): Pommel Strike 5, Exploit Weakness (Ambrogia) 5, Feint (Fencing) 5, Riposte (Fencing) 5

Villanova (Master): Exploit Weakness (Villanova) 5, Stop Thrust 5

Twenty-five years ago, the Ambrogia family was known as a minor Vodaccean noble family, but today they possess power, fame and notoriety. This is entirely due to one woman, Veronica Ambrogia.

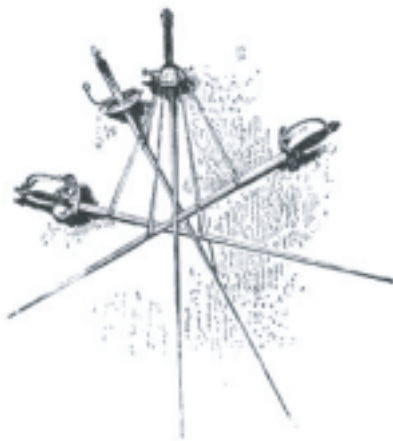
Twenty years ago, she was a courtesan with beauty, excellent reflexes, a brilliant mind and the naivety that only the young possess. The details are now unclear, but rumors circulated of a nobleman named Antonio Vespucci, a skilled swordsman who broke her heart. She disappeared for several months. Again, the details are unclear, but she spent the time in seclusion while teaching herself to fight. When she returned, she had a harder look in her eye and a sword at her side. Within a few days, she challenged Vespucci to a duel that left him blind. He died shortly afterwards. After that, Veronica was a different woman. She was colder and more calculating. She played her suitors off against each other without even alienating anyone and began to accumulate enough political favors and power to make a true difference in the twisted realm of Vodaccean politics.

She even displayed a measure of her skill to her male admirers and began to teach others the technique she'd developed. Veronica's popularity encouraged the spread of the Ambrogia school throughout Vodacce and beyond so now it is the most common Vodaccean swordsman school. When Prince Villanova wanted private tutoring, she traded it for lessons in his own private techniques, a distinction that few can claim. She even helped establish the Swordsman Guild. While many Guild members have even called for her to have full seat on the Head Council, she prefers her position as advisor. It allows her to manipulate events from the shadows.

Similarly, she maintains strong ties with each of the Vodaccean Princes and, just as importantly, their mistresses. In fact, one of the reasons the Jennys Guild has not been able to penetrate into Vodacce is that Veronica's network of courtesans and noble mistresses serve much the same purpose, namely to protect each other and promote their own agendas. Using these connections, Veronica is able to subtly alter the course of the entire nation without having an overt position of power.

Because of this power, many minor nobles shower her family with gifts or entangle them in complicated schemes and plots. However, the true power brokers of Vodacce understand that her relatives have no power over Veronica. Twenty years ago, when she was still gathering her power base, Veronica relied upon her family to aid her. However, a group of her cousins led by Vincenzo Ambrogia betrayed her, attempting to seize control of Prince Caligari's lands. Veronica discovered the plot only hours before Vincenzo and his men arrived at her home. They found her and a cadre of her best students waiting for them. The plot died along with her cousin. She swore that day to never allow her family any power over her. Even after giving birth to a daughter, she left the child to be raised by others rather than risk being vulnerable again.

Veronica Ambrogia remains a lovely woman of almost forty years. Her mind and social skills remains as powerful as ever while her body is still comely enough to entice even the most celebrate of men into impure thoughts. All three are merely weapons in her arsenal, tools to enforce her powerful will. In public, she remains the very paragon of the witty, enigmatic courtesan with a cutting remark for every woman and a wicked grin for every man. In private, she is far more reserved and willing to lend a helping hand to others, but only when it serves her own purposes.



Serafina Ferrando

Created by: (Miles2Go)



*Brawn 1
Finesse 2
Wits 2
Resolve 1
Panache 2*

*Reputation: None
Background: None
Arcana: None*

Tesorina (Little Treasure)

*Advantages: Linguist, Vodacce (R/W), Castillian (R/w), Montaigne (R/W), Thean (R/W)
Courtesan: Dancing 1, Etiquette 2, Fashion 2, Jenny 3, Masseur 2, Unobtrusive 1, Mooch 1
Scholar: History 1, Mathematics 1, Philosophy 2, Research 1 Theology 2
Streetwise: Socializing 2, Street Navigation 1, Shopping 1
Martial Skills : Knife: Attack 1 , Parry 1*

Serafina Ferrando was born the second of three daughters to Adolfo and Crocetta Ferrando. Although she has no brothers, she was not worried about her future. Her father was a prosperous merchant, not outstanding but prosperous. Her older sister Patrizia was fabulously dowered to a lesser noble. Standing as her sister's maid of honor, Serafina had no doubt she too would soon be happily wedded. After the wedding the Ferrando finances took a turn for the worse. Her father had stretched the family finances to dower Patrizia. It really wasn't that big a downturn. Had the Ferrando's simply cutback expenses, nothing much would have happened, but Adolfo didn't want to lose face before his new family connections. He kept spending and even started spending more to keep up appearances. Unfortunately his income just wouldn't keep up with expenses. He turned to first loans and then gambling trying to make up expenses, but that only made things worse. Serafina knew none of this. Her father had concealed the family's decaying finances continuing to spend as if the money was still coming in. She was totally surprised when called in to see her father she found her mother in tears. She was stunned when she learned about the family finances and floored to learn how her father planned to solve the problem - by selling Serafina to a Courtesan house. Serafina begged and pleaded not to be sold and was beaten for her rebelliousness. Finally broken and sobbing she 'consented' and was sold.

At first the courtesan house wasn't so bad. It was luxurious in a way that even Serafina had never experienced before, but Serafina could not forget how all the luxury was purchased and that she herself was the merchandise. After two weeks she ran back home, only to have her father beat her and bring her back, where she was beaten again. Consigned to her fate she studied the courtesan arts but she was never comfortable with it.

When the time came for her to be presented as a courtesan she took the name Tesorina. Literally 'little treasure', it is a common Vodacce endearment similar to 'dearest'. As Tesorina she was moderately successful as a courtesan. She charmed a few a few nobles and some wealthier merchants, but never managed to wrap one around her finger. Men always seem to use her instead of the other way around. She hates her profession and tends to drink heavily to help her get through it. Secretly she despises men and herself. She's borne one child that was handed over to the church to raise and is still trying to land that one wealthy man who will buy her contract.

At twenty-three she already is starting to get desperate. Courtesan training is expensive and courtesans are expected to repay their school. She has heard rumors that those courtesans that cannot pay are eventually sold to Jenny houses - not the nice ones. The ones that the girls never leave their rooms and cater to the most debauched whims of nobles. Things might have gone on as they were with Tesorina going from one man to the next looking for the right one, but something happened recently to bring everything to a head. Tesorina came back to the courtesan school and found her younger sister Lucia in training. Apparently her family just kept spending even more than before and when the money ran out they sold Lucia. Tesorina is even more determined now than before to somehow escape Vodacce and her life and to take her sister Lucia with her - while there is still time.





Brawn: 4
Finesse: 4
Wits: 5
Resolve: 6
Panache: 4

Reputation: 12
Background: Destiny
Arcana: Focused

Advantages: Avalon R/W, Castillian R/W, Crescent, Eisen, Montaigne R/W, Thean R/W, Vendel, Vodacce R/W, Dangerous Beauty, Faith, Keen Senses, Left Handed, Legendary Trait (Resolve), Linguist, Miracle Worker (3D), Musical Ear, Toughness, University

Acrobat: Balance 4, Footwork 5, Break Fall 1, Lifting 4, Rolling 2, Stunt 1

Courtier: Dancing 3, Etiquette 4, Fashion 3, Oratory 2, Diplomacy 5, Sincerity 5, Memorizing 1

Doctor: Diagnosis 5, First Aid 2, Surgery 5, Veterinarian 1

Guide: Ride 1, Street Navigation 3, Tracking 1, Cartography 2, Swimming 2

Herbalist: Cooking 5, Flora 4, Compounds 2, Poison 2

Performer: Acting 1, Singing 5, Cold Read 4, Disguise 3, Skill 1

Sailor: Climbing 4, Knotwork 3, Rigging 3, Pilot 3

Servant: Menial Tasks 2, Unobtrusive 4, Drive Carriage 1, Valet 3

Spy: Shadowing 3, Stealth 3, Conceal 2, Forgery 2

Knife: Attack 5, Parry 4

Wrestling: Grapple 4, Bear Hug 1, Break 1, Escape 2, Head Butt 1

Sorte: Coins/Cups 0, Staves 3, Swords 3, Arcana 1

Cristina grew up a servant to the Gallili family of Vodacce. Her mother, Graciela Viali, was born on a farm but became a cook and then the housekeeper of the Numa city household. Cristina assisted her mother in the kitchens, gathered wild herbs, and ran errands in the markets and throughout the city for the household. She was a quick learner, especially with music and languages, but seemed to prefer outdoor physical activities to indoor domestic tasks. In her free time she enjoyed watching performances by the traveling circuses. She studied singing, practiced balancing and tumbling routines, and dreamed of running away one day to join Gioia, her favorite circus group.

When she grew older she worked on barges and ships belonging to Giovanna and Marco Casola, Graciela's sister and her husband. She learned to apply first aid on the ships' crews, utilizing her mother's home remedies. However, at puberty she returned to the household to receive instruction toward becoming a lady's maid and companion. She preferred being away from the attention of the family members, however, and began to plot to leave the household to live her own life.

She left the internal turmoil of life in Vodacce only to plunge into the external chaos between Castille and Montaigne. She joined a group of Castillians in their fight against the Montaigne invasion, and helped them by developing skills as a diplomat and surgeon. She assumed various roles and disguises, often as a monk in the blue habit of the Order of Sta. Francesca. Cristina often dresses plainly and rarely draws attention to herself. She is embarrassed by her lack of formal education, especially when nobles and academics discuss topics with unfamiliar references, but can interject perceptive questions into these monologues and may request sources and/or proof. She is yet unaware that her intense expression, as someone elaborates upon a pet idea or theory new to her, can be very seductive.

Secrets:

Cristina actually is the child of a then unmarried and underage Gallili daughter. The girl became pregnant, refused to have an abortion or to divulge the father's identity, and was sent away incognita to bear the child. An even bigger scandal threatened when Agnese Gallili dei Martini, Sorte Strega, widow, and retired leader of the Numa Tessatore, determined that the unborn child had the potential for Sorte.

Agnese and her sister Anna Gallili, a retired courtesan and Senzavista, had been mischief makers since childhood. Their version of the Great Game, upon both reentering the household, became Agnese coding the Sorte Strands of interesting people and the two sisters together using that information for coercion and blackmail. They were growing bored with this, however, and decided that it might be amusing to steal the child and develop some new schemes.

Agnese declared the unborn child a Senzavista. The Church, the original intended recipient for the child, received a replacement upon the birth. Graciela, who had always wanted a child, was informed that a baby's mother had died in childbirth on one of the farms and that she could adopt the child as her own. Neither Agnese nor Anna wanted to raise an infant.

One day, after praying to Theus asking him to save the life of a desperately ill friend, Cristina learned that she sometimes could achieve great success by praying to Theus to assist her own efforts instead. Her herbal remedy lowered her friend's fever. Theus apparently has bestowed his favor upon her despite the Church's teachings against sorcery. She now believes Theus has a plan for her life and a part for her to play in resolving the curse that Sorte has placed upon relationships between women and men in Vodacce.

Her great Aunts have revealed some of their secrets. Cristina has grown to love them both, despite their flaws and many terrible fights. But rather than follow their plans for her, she finally resolved to overcome the Sorte Tapestries restraining her and escape to pursue her own destiny.

Plot Hooks:

- a) A severely wounded Player Character needs the attention of a wandering surgeon/healer.*
- b) A group of PC adventurers encounters Cristina undercover/in disguise as a valet/ladies maid.*
- c) PC adventurers encounter Cristina incognita as a spectator or as a performer in a circus setting.*

