

Big Daddy Thwak Productions
in association with
Alderac Entertainment Group™
presents

Legion's Fist

by

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with special thanks to

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Tips for Running

To run this adventure, you will need the Player's Guide™ and the Game Master's Guide™. Copies of the Castille™, Eisen™, Montaigne™, Church of the Prophets™, Invisible College™, Los Vagos™, and Rilasciare™ sourcebooks will also be helpful although not required. It is assumed that the pregenerated characters will be used for this adventure. If not, at least one character should be a member of the Invisible College. The College is attempting to contact one of its members to destroy the Montaigne super weapon. The following is only a brief outline of the story. The GM should read through the adventure before playing and decide what parts should be expanded. Play-tested as is, the game runs approximately 3 ½ hours in length.

Background

Concerned by the stalled war effort in Castille, the Montaigne High Command has acquired a new super weapon from the Eisen province of Seiger. This weapon, dubbed "Legion's Fist," is a horrific engine of destruction capable of launching exploding shells out to unheard of ranges. Even now, a special unit of Montaigne soldiers is moving the weapon through occupied Castille. The Montaigne hope to use the weapon to destroy La Muralla al Ultimo and open western Castille up for a renewed offensive.

A group of Castillian patriots and members of the Invisible College seek to stop this weapon from ever being used. A lone courier races through Rancho Zepeda, looking for a band of heroes to pull off this desperate mission. Unfortunately, the courier hasn't been as careful as he should, and he's attracted unwanted attention in the form of the Inquisition. Now he is being chased by religious zealots while trying to find the heroes needed to save Castille...

Act I – Desperate Measures

The adventure opens in La Reina del Mar. The heroes are here after a mission to sabotage a Montaigne supply train. They are relaxing, trying to remain inconspicuous and out of harm's way. Let the players describe where they are and what they are doing, and give them the opportunity to role play a little down time in the city. Once they are comfortable, a desperate looking man spots Tomas Acedo (or another IC member if the pregens aren't used), and calls to him. The man is tired looking and dirty, having obviously spent several days on the road. Tell the player that he recognizes the man as Antonio de la Gosa, a courier for the Invisible College. As he approaches the players, a large Castillian in simple peasant guard emerges from the crowd.

"Antonio de la Gosa," he calls in a loud voice. "By the orders of the High Inquisitor, you are under arrest for crimes against the Church of the Prophets. Drop your weapon."

Naturally, Antonio flees. Two Brute Squads of Castillian Defenders of the Faith pour out of surrounding shops, cafes, and the woodwork in general. One Squad heads after the fleeing Antonio, and the other moves to detain whichever character Antonio hailed. The Knight Inquisitor will head after Antonio, unless it looks like the characters will fight. If the players appear ready to resist, Onorato will wade into battle, attempting to dispatch them as quickly as possible. If it becomes obvious that the players have him outmatched, Onorato will use his Righteous Wrath ability *Vanishing Act* to make his escape. Should the players submit, the Inquisitor will head off after Antonio, only to return several minutes later without the IC courier. He will question the players for a few minutes, until a squad of Montaigne soldiers arrives to investigate the disturbance. If the Montaigne arrive, Onorato will disappear into the crowd, vowing to find the players later and "put an end to their heretical ways."

If the players manage to fight and defeat Onorato, they should flee before the Montaigne arrive. Confrontation with the guard is ill advised, as any said encounter could well end in arrest. If arrested, the players are doomed, as they will be tried and hanged as insurrectionists by the Montaigne military governor, and Antonio has no means of rescuing them. Once the players are free from any entanglements, Antonio will approach again, this time more subtly.

He explains that the Montaigne have a new weapon that they will be using. It is a new mortar designed by a rogue member of the College and sold to Eisenfürst Erich Seiger. Seiger has since loaned the weapon to the Montaigne military (Seiger has no love for Castille since the Treaty of Weissberg). The weapon is roughly three times the size of any previously built mortar, and it is reputed to fire a new and devastating canister round that explodes above the target. Its heavy barrel is reinforced with bands made of dracheneisen. Combined with a revolutionary new explosive, the weapon is rumored to be able to lay waste to an area in just a few rounds. The weapon is under the command of Capitaine Gaston Leveque d'Aur, a fairly competent Montaigne officer with a fair degree of experience with artillery.

Leveque d'Aur is under orders to test the weapon on a small Castillian village rumored to be harboring resistance fighter about 80 miles west of La Reina del Mar. Antonio explains that if the players hurry, they may be able to destroy the weapon before it can be tested. He then gives Tomas (or another IC member) a vial filled with a thick gray-green liquid. The substance is dracheneisen solvent, given to the IC by the Nibelungen, who are displeased that Seiger has turned the weapon over to the Montaigne. (Actually, the weapon was crafted by a rogue Nibelungen who has since been "punished," but the Eisen will never admit any wrongdoing in designing the gun) Antonio is too tired from his journey to be able to join the players, but he is able to give them directions to the village.

NPCs: Antonio de la Gosa, Knight Inquisitor Onorato de la Santos

Castillian Defenders of the Faith*

Brute Squad #1	#1	#2
	O O O O O O O O	O O O O O O O O
Threat	2	2
TN to Hit	15	15
Weapons	Medium Weapons	Medium Weapons
Action Dice	2	2
Skills	Sprinting +1, Disguise +2	Sprinting +1, Disguise +2

*Castillian Brutes roll one extra die per squad (i.e. a full squad is 9k2)

Act II – The Massacre

The players get to the village with little trouble. On horseback, the trip should take about 2 days of hard riding. As they approach the village, they can see thick columns of black smoke rising from the ruins. Every build in the town has been smashed flat. The trees that once stood in the village square are reduced to pulp and splinters, and there are no signs of survivors. Several craters, each a dozen feet or more in diameter, pock the ground throughout the ruins of the village. Every man, woman, and child appears to have died in the barrage. AS the heroes search for survivors or clues however, they can hear a faint whimpering sound from under a pile of rubble that used to be a chapel.

A small boy, the only survivor of the massacre, cowers in terror. He will shriek hysterically if approached, and only by making a Panache + Oratory roll (TN 20, 15 for female characters) can the players calm him. Once he stops screaming, he simply points to the north. There the heroes can see a small hill about a mile away. “La lluvia del diablo (the devil’s rain),” he whispers, over and over. No amount of prodding or coaxing can get him to say anything else. His mind is overwhelmed by the horror of the attack, and it will be a long time before he recovers.

Should the heroes investigate the hill, they will find a set of strange tracks on the hilltop. The impression of the mortar’s base has been pressed almost a foot into the ground. A Wits + Cannonmaking (TN 20) or Natural Philosophy (TN 30) or Artillery (TN 15) will reveal that the gun that made this print was several times larger and more powerful than anything ever seen before. If the players want to track the wagon, it is fairly simple (Wits + Tracking, TN 15), as Captain Leveque d’Aur is no longer interested in hiding his presence. He has one day’s head start on the heroes, and they are about three days ride from La Muralla de Ultimo.

If Knight Inquisitor Onorato was not defeated in Act I, he arrives as the players are preparing to leave. This part should be role played carefully. Onorato is enraged by the carnage he finds, and may blame the heroes at first. He will demand to know what has happened here. If the players can offer a convincing argument (show him the mortar track and the solvent and perhaps explain what’s happening), he will calm down considerably. He will then offer to take the boy to the local monastery and offer his blessing on the party. Of course, if they decide not to talk, he will attack, fighting to the death against the “butchers of Los Jaradiennes Verde.”

If Onorato was soundly defeated in Act I, a pair of monks from the local monastery arrive. They can tell the players of the horrible explosions that lit the early morning sky the day before. The very ground itself shook under the force of the hits, and they heard the blasts five miles away. They came to investigate as soon as they dared (they actually saw the military convoy pull out yesterday afternoon). The priests can tell the players that there were about 60 to 70 men, with about a dozen of them on horses.

NPCs: Onorato (if not defeated in Act I)

Castillian Defenders of the Faith*

Brute Squad #1	#1	#2
	O O O O O O O O	O O O O O O O O
Threat	2	2
TN to Hit	15	15
Weapons	Medium Weapons	Medium Weapons
Action Dice	2	2
Skills	Sprinting +1, Disguise +2	Sprinting +1, Disguise +2

*Castillian Brutes roll one extra die per squad (i.e. a full squad is 9k2)

Act III – Legion’s Fist

If the characters follow the tracks left at the massacred village, they can catch the convoy in about two days (a full day away from La Muralla). If they didn’t find the tracks, they can make a reasonable guess as to where the gun will be positioned, and arrive there soon after the gun is in place. There are 60 soldiers (12 5-man Squads – 8 Montaigne and 4 Eisen) guarding the convoy, along with 10 civilian wagon handlers (a total of five wagons – the mortar, 3 ammo wagons, and a supply wagon), as well as the command staff (Leveque d’Aur, del Salmeron, Falco, von Kaltenbach, and Duval). If the gun reaches its destination, there are an additional 40 men guarding it, for a total of 100 Brutes.

Obviously, taking the mortar out en route to the emplacement is the players’ best hope. They may either try to sneak in during the night (best idea), or fight their way in (not best idea). During the night, there are always two Threat Two Brute Squads (Montaigne) on guard. Sneaking in requires an Opposed Finesse + Stealth roll. The guards roll 5K2+5 (they get a Free Raise because they are on the alert for saboteurs. If a player can sneak in, he or she can use the solvent on the weapon (Wits + Cannonmaking, TN 15) to weaken the weapon so that it will explode the first time it is fired. If a fight breaks out, the rest of the camp will rouse themselves from their slumber rather quickly (the guards on duty on Round One, 3 more Montaigne Brute Squads on Rounds 2 and 3 each, the Eisen Brutes on Round 4, and the NPCs on Round 5). The Eisen Brutes (and Gisko) will move directly to the gun, to protect it from sabotage. If the players have to take out the gun in place, double the number of Brutes on duty (4 Squads), and also double the number that arrive on Rounds 2 and 3. A direct assault has to be well planned and executed flawlessly to work.

Emphasize to the players that stealth and subterfuge are their best bet for getting to the gun. Clever players may think of different ways to get to the gun. Remember, ultimately they are supposed to be able to destroy it. They are the heroes. This doesn’t mean you should let them just waltz in and sprinkle Nibelung solvent all over the gun. It does mean, however, that you as GM should award creativity and quick thinking. Should the players manage to sabotage the gun, it will explode the very next time it is fired (the dracheneisen that reinforces the heavy barrel will deteriorate and the pressure from the massive powder charge will blow the gun to bits, killing everyone around it).

NPCs: Leveque d’Aur, del Salmeron, Falco, Duval, Gisko

Brute Squad	Montaigne #1	Montaigne #1	Montaigne #1	Montaigne #1	Montaigne #1	Montaigne #1
	O O O O O	O O O O O	O O O O O	O O O O O	O O O O O	O O O O O
Threat	3	3	3	2	2	2
TN to Hit	20	20	20	15	15	15
Weapons	Musket*, Bayonet**	Musket, bayonet	Musket, bayonet	Musket, bayonet	Musket, bayonet	Musket, bayonet
Action Dice	4***	4	3	3	3	3

Brute Squad	Montaigne #1	Montaigne #1	Eisen #1	Eisen #1	Eisen #3	Eisen #4
	O O O O O	O O O O O	O O O O O	O O O O O	O O O O O	O O O O O
Threat	2	2	2	2	2	2
TN to Hit	15	15	15****	15	15	15
Weapons	Musket*, Bayonet**	Musket, bayonet	Musket, bayonet	Musket, bayonet	Musket, bayonet	Musket, bayonet
Action Dice	3***	3	2	2	2	2

* Muskets are firearms and do 15 points of damage per Hit.

**Bayonets are Heavy Weapons and do 9 points of damage per Hit.

*** Montaigne Brutes receive on additional Action Die per Round.

****Eisen Brutes are sturdy, and require two hits apiece to be incapacitated.

Major NPCs

Capitaine Gaston Leveque d'Aur (Villain)

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

Reputation: -30

Background: None

Arcana: Insightful

*Advantages: Castille (R/W), Eisen, Montaigne (R/W; Academy, Commission (Captain – Army),
Montaigne Accent (West)*

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

Commander: Ambush 2, Diplomacy 2, Artillery 3, Cartography 2, Strategy 2, Tactics 2

Courtier: Dancing 2, Diplomacy 2, Etiquette 2, Fashion 2, Oratory 2, Scheming 2, Sincerity 1

Fencing: Attack (Fencing) 4, Parry (Fencing) 2

Firearms: Attack (Firearms) 2

Knife: Attack (Knife) 2, Parry (Knife) 4

Rider: Riding 2, Mounting 2

*Gaulle School (Journeyman): Bind (Knife) 4, Disarm (Knife) 5, Double Parry (Fencing/Knife) 4,
Exploit Weakness (Valroux) 4*

Equipment: 2 pistols, rapier, triple dagger

*Notes: Gaulle – NOHP with triple dagger. FR w/ Parry (Knife) when using triple dagger. Triple
dagger - +2 TN to be hit if Parry (Knife) is used for Defense*

Swordsman Knacks

Bind: A Bind is only usable against an opponent's fencing weapon. It locks your sword (or buckler, or panzerhand) and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item. To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

Disarm: You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

Double-parry: A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

Gaston has been in the military from a very young age. Unlike many he saw rise up the ranks quickly due to the right word in the right ear, or the right friend in the right place, he has worked his way up with something of an efficiency. He became captain due to his ability to follow orders to the letter, and put the military way ahead of anything else in his life. Duty, as he sees it, is it's own

reward. Now, the duty handed down from on high has been to test the new mortar on Los Jaradiennes Verde, and then to use Legion's Fist to smash La Muralla de Ultimo. He knows in his heart that this is another way for him to show the fierce loyalty he has to his superiors. He will knock down the wall, and Castille will fall.

Roleplaying Hints: Nothing is done that can't be done well. Perfectly, in fact. Gaston leaves nothing to chance. Every step is measured, every attack thought out. He refuses to accept anything less from his subordinates. He has no hatred for his enemies, just a knowledge that they are going to fall before him, as planned.

Lieutenant Gavriel del Salmeron (Villain)

Brawn: 3, Finesse: 4, Wits: 3, Resolve: 3, Panache: 4

Reputation: -35

Background: Vendetta (Inquisition)

Arcana: Focused

Advantages: Castille (R/W), Montaigne (R/W); Commission (Lieutenant), Castillian Accent (Aldana), Castillian Blade (Aldana), Combat Reflexes, Lightning Reflexes

Athlete: Break Fall 1, Climbing 1, Footwork 2, Leaping 1, Sprinting 1, Throwing 1

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

Firearms: Attack (Firearms) 1

Fencing: Attack (Fencing) 4, Parry (Fencing) 4

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

Rider: Mounting 1, Riding 3, Trick Riding 2

Aldana: Feint (Fencing) 4, Riposte (Fencing) 4, Tagging (Fencing) 4, Exploit Weakness (Aldana) 4

Equipment: 2 pistols, Aldana Blade, Dagger

Notes: Aldana - + (ML)K0 Initiative dice, +5 TN to be hit; Aldana Blade – allows user to lower one Action die by one at the beginning of each Round

Swordsman's Knacks

Feint: When attacking an enemy, you can declare a Feint. Roll Finesse + Feint; you must roll a number of Raises equal to your enemy's Wits. If you manage this, he cannot avoid the attack using any Active Defense.

Riposte: A Riposte is a parry immediately followed up with a counterattack. You first attempt an Active Defense against the incoming attack, and then, *if the Active Defense is successful*, make an attack of your own on the person who just attacked you. When performing a Riposte, you receive ½ the dice from your Parry Knack (rounded down) for your Active Defense, and ½ the dice from your Attack Knack (rounded down) for your counterattack. For every Rank in Riposte, you may add one die to either the Active Defense *or* the counterattack. These dice are added *after* you've halved the appropriate Knacks.

Tagging: Tagging, a particularly flashy piece of showing off with your weapon, is designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

Gavriel was born into an abnormally small Castillian family. It was only himself, and his older brother, Pedro. The two quickly learned to look out for each other in all things. Together, they learned the hard work that goes into life, and quickly became adept students in the Aldana style. Unfortunately, Pedro was slightly more outspoken than his brother, and soon found himself in the tender mercies of the Inquisition. Gavriel was forced to watch as Pedro was executed for a supposed heresy that never occurred. With a rage, Gavriel took it upon himself to destroy the Inquisition. But they were too powerful and too many. He needed help. He would find that help in the most unlikely of places; the words of l'Empereur, the ruler of Montaigne, who claimed he would liberate Castille from the oppressive hand of the church. Gavriel was drawn like a moth to a flame.

Roleplaying Hints: Passion like a burning flame. The lands of Castille have been held for too long by the forces of the Inquisition. The Church is crushing what were once a proud people under its heel, and now it is time to win it back. If it means working for l'Empereur, so be it. If it means smashing villages, so be it. If it means walking into death itself... So be it. The Inquisition *will* fall.

Lieutenant Richter Falco (Villain)

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

Reputation: -10

Background: None

Arcana: Focused

Advantages: Castille (R/W), Eisen (R/W), Montaigne (R/W); Academy, Commission (Army), Eisen Accent (South), Large, Tough

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

Commander: Ambush 2, Artillery 2, Cartography 2, Incitation 1, Leadership 2, Logistics 1, Strategy 3, Tactics 3

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

Heavy Weapon: Attack (Heavy Weapon) 4, Parry (Heavy Weapon) 2

Panzerhand: Attack (Panzerhand) 3, Parry (Panzerhand) 3, Uppercut 2

Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 1, Uppercut 2

Rider: Riding 1

Eisenfaust (Apprentice): Beat (Heavy Weapon) 2, Bind (Panzerhand) 1, Disarm (Panzerhand) 2, Exploit Weakness (Eisenfaust) 1

Equipment: Broadsword, Panzerhand

Notes: Eisenfaust: NOHP with panzerhand, may use broadsword one-handed, +1 FR to attack for every 5 points your opponent missed you by

Born a soldier, lives a soldier, will die a soldier. It's not an exciting life, but at least there's a certainty to it. Richter was raised in the academies. His father was one of Seiger's Iron Guard, and Richter did everything he could at first to distance himself from his father's 'questionable' past. He learned, however, that there was something to being intimidating, and that having a known mass-murderer as a father was sometimes helpful. He began to wear it almost like a badge. It sometimes attracted the wrong type of attention, but in other moments, it gave Richter a steely will he barely knew he had before. He rose through the ranks, and his current assignment is to baby-sit a piece of artillery. He doesn't mind, though. It's a chance to spread his own little version of terror in a whole different country.

Roleplaying Tips: Richter believes himself to be even tougher than he really is, which is saying something. He loves to inflict the maximum amount of bullying on others that he can get away with. He stands tall, and tries to cast a long, long shadow.

Gisko von Kaltenbach (Villain)

Brawn: 1, *Finesse:* 3, *Wits:* 4, *Resolve:* 4, *Panache:* 2

Reputation: 15

Background: Contentious Theory

Arcana: Overzealous

Advantages: Castillian (R/W), Eisen (R/W), High Eisen (R/W), Montaigne (R/W), Vendel (R/W); Eisen Accent (North), Membership (Invisible College), University

Arson: Architecture 3, Cartography 2, Conceal 2, Mathematics 3, Natural Philosophy 4, Street Navigation 2

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

Bomb Making: Blacksmithing 3, Cooper 1, Fuses 4, Mathematics 3, Natural Philosophy 4, Poison 1

Doctor: Diagnosis 2, Examiner 1, First Aid 1, Surgery 2

Engineer: Architecture 3, Cannonsmithing 4, Drafting 2, Mathematics 4, Natural Philosophy 4

Firearms: Attack (Firearms) 2

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

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

Streetwise: Scrounging 2, Socializing 3, Street Navigation 2

Doctor Gisko. That's what they called him once. A man of science, a man of reason. Then one day something happened. He was trying so hard to prove a theory about the nature of metals, and.. It all collapsed. Everything he had written, everything he'd thought, all suddenly became as so much gibberish to him. It took three assistants to pry him away from the cannon he was working on, but they couldn't stop him from igniting the powder. His assistants turned into so much red meat, and the idea of shrapnel became imbedded in Gisko's mind. He laughs about it at night. Laughs in ways no sane man should laugh. He managed to get the idea to Heilgrund, and also to steal the idea of 'super powder' from a colleague. Now he's not just a madman. He's a madman with a budget.

Role Playing Notes: (From the Doctor himself...) "Mad, am I? I vill show zem mad! I vill show zem all! Vell, except for ze blind ones, but I vill TELL zem about it! How zey laughed last year at ze science conference! Zey von't be laffing dis year! For one thing, I'll be vearing PANTS!... (nutty as a march hare. Play him as such.)

Sergeant Ermus Duval (Henchman)

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

Reputation: -25

Background: None

Arcana: None

Advantages: Castille, Montaigne (R/W); Commission (Sergeant), Montaigne Accent (North)

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

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

Firearms: Attack (Firearms) 3

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

Rider: Riding 3, Trick Riding 1

Servant: Drive Carriage 1, Etiquette 2, Fashion 1, Menial Tasks 1, Unobtrusive 2

Spy: Shadowing 1, Stealth 2

Equipment: 2 pistols, rapier

Notes: Tout Près: NOHP w/ Improvised Weapon, FR/ Parry (Improvised Weapon)

Sergeant Duval had little prospects in the world. Grew up in a northern province with little to do. Became a servant because he needed the money. Nothing ever seemed to happen to him, until the invasion. Then it became plain to him. His life was to be that of a soldier. He volunteered as quickly as he could, and he began to excel at the military life. He became fully indoctrinated, and learned to hate the Castillians even before he'd ever met them. The life was good for him. It gave him a discipline he did not have before, and soon a commission followed.

Roleplaying Hints: Duval's life has become the military. He's learned that being a good soldier is not only about following orders, but doing it with a will. He has made himself hate Castille with a passion, and this serves to get him through, even when the tasks of soldiering are unpleasant.

Knight Inquisitor Onorato de los Santos (Villain)

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

Reputation: -40

Background: Moment of Awe

Arcana: Proud

Advantages: Castille (R/W), Montaigne (R/W), Théan (R/W); Faith, Membership (Inquisition), Righteous Wrath

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

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

Firearms: Attack (Firearms) 3

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

Rider: Riding 3

Spy: Interrogation 3, Shadowing 3, Stealth 3

Gallegos (Apprentice): Feint (Fencing) 2, Riposte (Fencing) 3, Tagging (Fencing) 2, Exploit Weakness (Gallegos) 2

Equipment: 2 pistols, rapier

Notes: Gallegos: FR w/ Parry - Fencing; when Holding an Action, increase the Phase of the die by one at the end of the current Phase

Onorato looked into the night sky. The stars were like a million fireflies in the inky blackness. It was the last moment he saw the world through the eyes of sanity. The next moment was filled with the harsh screams of those burning at the stake. They were heretics. They deserved their fate. He had captured them by himself, and Theus was no doubt with him. He needed no other aid, then or ever. Those that had turned their backs on him- his friends, his family, his lover. None of them mattered anymore. All that mattered was Theus, and his purifying flame...

Roleplaying hints: Onorato has the exact fervor that the inquisition needs him to have. He's a killer with no compunction, as he is convinced that only -he-, and he alone, can bring the light of Theus to the world. His current mission is to destroy a heretic named Antonio de la Gosa, and nothing will stand in his way. For the greater glory of Theus.

Antonio de la Gosa (Hero)

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

Reputation: 0

Background: None

Arcana: None

Advantages: Castille (R/W), Montaigne (R/W); Castillian Accent (Aldana), Membership (Invisible College)

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

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

Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 1

Rider: Riding 1

Spy: Conceal 1, Shadowing 1, Stealth 1

Bonita (Apprentice): Bind (Fencing) 1 Disarm (Fencing) 1, Exploit Weakness (*Bonita*) 1, Wall of Steel 2

Equipment: Rapier

Notes: *Bonita*: 1 FR when Parrying with Fencing Weapon. Increase Phase on Held Dice by one at end of Phase.

Swordsman's Knacks

Bind: A Bind is only usable against an opponent's fencing weapon. It locks your sword (or buckler, or panzerhand) and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item. To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

Disarm: You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

Wall of Steel: Your sword is an ever-moving blocking device, parrying one blow after another. You use it like a tortoise uses its shell. If you have not attacked yet this Round, then each Rank in this Knack raises your TN to be hit by 2 if you use Parry (Fencing) to determine your Passive Defense.

It is so strange how a small twist of fate can unravel one's entire life. Antonio de la Gosa was waiting in a bar in southern Castille, waiting for certain men to arrive, for some less-than-ethical dealings, when he saw out of the corner of his eye a lovely young señorita who seemed unescorted. He went to speak to her, and after a few drinks, he decided he might as well escort her home. The problem came when the pair of them was attacked on the way. Antonio was clubbed to near unconsciousness, but the señorita seemed to be able to hold her own. It turned out the young woman was a bodyguard, of sorts, and the attackers were members of the inquisition. Antonio now had powerful enemies, and he ended up doing what he did best; pleading to the woman for some chance to survive. She pitied him and took him into the folds of the Invisible College, where, over the next year, he learned her trade; that of a bodyguard and courier.

Roleplaying Tips: Panic if you must, but remember that the mission comes first. Well, unless something distracts you. No, no, mission first. Really. Ignore the young lady, she's nothing but trouble. And the beer. Nothing good could come of having more glasses of it. Okay, one won't hurt. But just one this time... And then the mission.

PRE-GENERATED CHARACTERS AND BACKGROUNDS

Alejandro Benicio [*jah-lay-HAN-dro ben-EE-see-oh*]

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

Reputation: 27

Background: El Vago

Arcana: Focused

Advantages: Castillian (R/W), Montaigne (ACQ); Castillian Accent (Torres), Friend of the People, Membership (Los Vagos)

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

Courtier: Dancing 2, Diplomacy 1, Etiquette 2, Fashion 1, Oratory 3

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

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

Spy: Interrogation 2, Shadowing 2, Stealth 2

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

El Puñal Occulto (Apprentice): Bind (Fencing) 3, Corps-à-Corps 3, Pommel Strike 3, Exploit Weakness (El Puñal Occulto) 3

Notes: El Puñal Occulto – NOPH w/ puñal, FR when attacking with puñal [poon-YAL]

Arcana: *Focused*: You may activate your Virtue to transfer one Rank in any of your Traits to any other Trait for the Duration of the Scene. You may exceed your normal maximum Trait Rank with this Virtue. This transfer lasts until the end of the scene, and cannot be canceled prematurely. This Virtue may be used only once per Scene

El Puñal Occulto (Apprentice): You suffer no off-handed penalties when using a puñal and you get a Free Raise when attacking with a puñal.

Bind: A Bind is only usable against an opponent's fencing weapon. It locks your sword and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item. To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

Corps-à-corps: Corps-à-corps is the art of close, or body against body, fencing. You declare that you are using this Knack instead of the Attack Knack. If your attack gets through, you inflict a 0K1 barehanded attack, and your opponent then falls down and becomes prone.

Disarm: You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

Background

Growing up in the politics of Castille was never easy. As the fifth son of a landowner, you had to carve out a space for yourself. Your family was helpful, of course, but in the end, it came down to you.

You'd always heard stories of El Vago, the people's hero, and his daring exploits against those who would act unjustly with the populous of Castille. You found yourself wishing to emulate that heroism, and more than once you ended the night in an alley somewhere, defending people against brigands and the like. One particular night, you defended a lovely doña who, in her gratitude, told you about a tavern in a nearby town where you might find more of what you seek.

The tavern turned out to be a recruiting space for Los Vagos, the organization dedicated to the ideals of El Vago. Impressed by your courage and natural abilities, Los Vagos began to train you in their ways, particularly their fighting style, El Puñal Occulto. You continued to ride the range for them, especially when the Montaigne invasion began. After a while, though, you found yourself behind enemy lines. You began to gather a small band of fighters and have been keeping one thing safe - a stash of gold worth some half-million guilders, hidden in a local church. You have been using it to fund your anti-Montaigne activities as of late.

Your part in the local membership is divided. You are definitely a competent fighter, but you also have the courtly and street skills necessary to get information, especially the type that the Montaigne like to keep hidden. You've been trying to keep yourself busy with that, while other members of your 'brotherhood' have taken to harassing the Montaigne in the local countryside.

A few months ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. Since then, the fight against the Montaigne has started shifting in favor of Castille, and you and your band of heroes have become somewhat well known to the local populous.

Salvador Delaga [sal-va-DOOR day-LA-gah]

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

Reputation: 22

Background: None

Arcana: None

Advantages: Castillian (R/W), Montaigne; Castillian Accent (Torres), Membership (Invisible College)

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

Doctor: Diagnosis 2, First Aid 1, Surgery 1

Fencing: Attack (Fencing) 3, Parry (Fencing) 4

Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 1

Rider: Ride 1

Bonita School (Apprentice): Bind (Fencing) 2, Disarm (Fencing) 1, Wall of Steel 2, Exploit Weakness (Bonita)

Notes: Bonita – FR w/ Parry (Fencing), when Holding Action, increase Action Die by one at end of Phase

Bonita School (Apprentice): You have learned to play a waiting game, watching for attacks and opportunities to escape. You receive one Free Raise when Parrying with a Fencing Weapon. In addition, when you Hold an Action, increase the Phase showing on that Action Die by one at the end of the Phase.

Bind: A Bind is only usable against an opponent's fencing weapon. It locks your sword (or buckler, or panzerhand) and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item. To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

Disarm: You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

Wall of Steel: Your sword is an ever-moving blocking device, parrying one blow after another. You use it like a tortoise uses its shell. If you have not attacked yet this Round, then each Rank in this Knack raises your TN to be hit by 2 if you use Parry (Fencing) to determine your Passive Defense.

Background

Your youth was spent at your father's side, learning about how to properly use a sword. Your father was a swordsman, a professional duelist. He had high hopes that you, too, would one day carry on his tradition. Fate, however, would intervene.

When you were a young man, your father was killed in a duel with a Montaigne swordsman. The duel was completely legal, and thus you had little recourse. You fell a bit heavily into the bottle, but it didn't last long. One night you helped defend the local doctor against a group of

brigands, and in order to show his appreciation for this act, the doctor introduced you to some of his friends in an organization called 'The Invisible College'. It was from them that you began to learn some doctor skills, which you continue to pursue. You also learned the organization's fighting style, the primarily defensive 'Bonita' school. You've since used it on several occasions to frustrate and thwart those who would do wrong.

When the Montaigne invasion began, you found yourself behind enemy lines, in an area that you used to call home. You did what you could to help the resistance, but your meager doctor skills were only of so much use.

One night, however, you were contacted by a group of freedom fighters who had decided to harass the local Montaigne in a guerilla fashion. You most heartily agreed, and have since been one of the prime combatants of the 'brotherhood'. You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times. You've vowed to defend it with your life, if need be.

A few months ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. Since then, the fight against the Montaigne has started shifting in favor of Castille, and you and your band of heroes have become somewhat well known to the local populous.

Hector Zayas [HECK-tor ZEYE-ahs]

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

Reputation: 23

Background: None

Arcana: Victorious

*Advantages: Castillian (R/W); Academy, Castillian Accent (Aldana), Commission (Corporal),
Extended Family*

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

Commander: Strategy 1, Tactics 2

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

Dirty Fighting: Attack (Dirty Fighting) 1

Fencing: Attack (Fencing) 3, Parry (Fencing) 4

Firearms: Attack (Firearms) 4

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

Polearm: Attack (Polearm) 2, Parry (Polearm) 2

Streetwise: Socializing 2, Street Navigation 1

Arcana: *Victorious:* You may activate your Virtue after you hit your opponent, but before you roll for Damage. Do not roll for Damage; you automatically score a Dramatic Wound.

Background

You are a Castillian military man like your father and his father before him. You're the first in line that has made Corporal rank, though, and that has always filled you with pride. You've taken your part in the Castillian military very seriously and never more so than recently.

When the Montaigne invaded Castille, you were quick on the counteroffensive, but you and your men were overpowered. Cut off and alone, you found yourself behind enemy lines against an army that seemed very ready to stay entrenched in your homeland. Your savvy for tactics and strategy made you realize that, singly, you could not make much of a difference. However, you quickly found the local guerilla cell and signed on as something of a 'military mind'. Most of your plans have gone well, and the Montaigne have remained singly frustrated in the area. It is not simply the planning that works well; it is the multi-talents of your "brotherhood," not to mention the fact that you, yourself, are an extremely effective combatant.

You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times. You've vowed to defend it with your life, if need be.

A few months ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. Since then, the fight against the Montaigne has started shifting in favor of Castille, and you and your band of heroes have become somewhat well known to the local populous.

Catalina Lopez de Torres [cah-tah-LEE-na day tor-REZ]

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

Reputation: 16

Background: None

Arcana: Reckless

Advantages: Castillian (R/W), Montaigne; Castillian Accent (Torres), Castillian Blade (Torres), Lightning Reflexes

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

Cloak: Parry (Cloak) 4, Entangle 1

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

Fencing: Attack (Fencing) 4, Parry (Fencing) 2

Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 1

Rider: Ride 2, Trick Riding 1

Streetwise: Socializing 2, Street Navigation 1

Torres School (Apprentice): Double Parry (Fencing/Cloak) 2, Side Step 3, Tagging (Fencing) 2, Exploit Weakness (Torres) 1

Notes: Torres School – NOHP when using a cloak. Side Step may affect 1 extra AD per ML. Torres Blade - +3 to any Damage Rolls

Arcana: *Reckless:* The GM can activate your Hubris in order to get you to ignore any nagging feelings of worry or hesitation you may have when confronted with a potentially dangerous environment.

Torres School (Apprentice) You suffer no off-hand penalties when using a cloak. Also, your Side-Step Knack can now affect one Action Die per Mastery Level (1 at Apprentice).

Double-parry: A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

Side-Step: Whenever you use an Active Defense successfully, you may lower your next upcoming Action Die by your Rank in this Knack. You may not take the Action Die lower than the current Phase.

Tagging: Tagging, a particularly flashy piece of showing off with your weapon, is designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

Background

In the days before the Montaigne invasion of Castille, you seemed to have your hands full all the time. Female duelists were rare enough, but one from the actual Torres family who could wield a family blade -- well, that always sent a specific message. You were often hired to show either a great deal of respect to your opponent, or to show that the employer could afford to hire such an unusual fighter.

The bottom dropped out of the market, however, after the invasion. Invaders took over the area where you made your home, and while carrying a weapon was not technically illegal for a Castillian, actually drawing it would arouse bad suspicions. Drawing it on a Montaigne would be patently illegal. Still, you shouldered on, but the contracts stopped coming. People began to fear settling differences the old-fashioned way, and would only appeal to the Montaigne “justice,” which was usually inordinately unjust to the Castillians, and lenient to the Montaigne.

Frustrated, you took to quietly finding ways to pick fights with single Montaigne soldiers. One night, however, you bit off more than you could chew, and found yourself badly wounded in an alley. Luckily, a doctor found you. Even more luckily, you found that he was of a like mind as yours, and inducted you into a local “brotherhood” of resistance fighters who were working against the Montaigne in secrecy. You joined up without any hesitation.

You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times.

A few months ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. Since then, the fight against the Montaigne has started shifting in favor of Castille, and you and your band of heroes have become somewhat well known to the local populous.

Doña Luisa Ramirez de Soldano del Castillo [doan-YAH loo-EE-sah rah-MEER-ez day soul-DAH-no dell cah-STEE-oh]

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

Reputation: 25

Background: None

Arcana: Overconfident

Advantages: Castillian (R/W), Vodacce (R/W), Théan (R/W); Castillian Accent (Soldano), Castillian Education, Castillian Blade (Soldano), Noble

Athlete: Climbing 1, Footwork 1, Leaping 1, Sprinting 1, Swinging 1, Throwing 1

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

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

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

Spy: Conceal 2, Interrogation 1, Shadowing 3, Stealth 2

Waylay: Ambush 2, Camouflage 1, Land on Target 1, Lie In Wait 1, Set Traps 2, Shadowing 3

Soldano School (Apprentice): Double Parry (Fencing) 1, Tagging (Fencing) 1, Whirl 3, Exploit

Weakness (Soldano) 1

Notes: Soldano Blade - +2 to all rolls using sword, Soldano School – NOHP with fencing weapon; get ML in DD at beginning of battle, lose it at end.

Arcana: *Overconfident:* The GM can activate your Hubris to squash any doubts you have about your own abilities.

Soldano School (Apprentice) You suffer no off-hand penalties when fighting with a fencing weapon in each hand. You also receive a number of Drama Dice at the beginning of the battle equal to your Mastery Level. These Dice, if unused, go away at the end of the battle.

Double-parry: A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

Tagging: Tagging, a particularly flashy piece of showing off with your weapon, is designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

Whirl: Whirl is a spinning attack used to take out several unskilled opponents at once. For each Rank you have in this Knack, you may add 2 to your Attack Roll when attacking Brutes.

Background

Being part of the noble Soldano family line has taught you the basics of the family fighting style, and allowed you access to one of the fine blades of the family, but while you are schooled in swordplay, it is elsewhere you excel.

Since you were young, you've always been fascinated with the secrets of others. Often would be the time you'd sneak away from some boring party and find out who was having trysts with who, or

who was stabbing whom in the back with their conversations. You became quite good at the game of following people without their knowledge – but all that changed after the invasion.

The Montaigne give parties, of course, but you don't speak their language so making sense of overheard conversations became a bit harder. Still, you found that by following them, you could learn all sorts of things, and as you were still, technically, nobility, you were still invited to some of the parties.

You were secretly contacted a few months ago by an old school friend who inducted you into a “brotherhood” of loyal Castellians loyal who use the resources of the local populous to harass and hinder the occupying Montaigne. This quickly became your new game. You have helped immensely in some of the group's more 'stealthy' missions, and your presence in some of the upper class events locally allows you access that many of the others would not have.

You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times.

A few months ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. Since then, the fight against the Montaigne has started shifting in favor of Castille, and you and your band of heroes have become somewhat well known to the local populous.

Tómas Acedo de Torres (7th Sea™) [toe-MAHS AH-say-doh day TOR-rez]

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

Reputation: 9

Background: None

Arcana: Overzealous

Advantages: Castillian (R/W), Montaigne (R/W), Théan (R/W); Castillian Accent (Zepeda), Castillian Education, University

Arson: Architecture 3, Cartography 2, Conceal 2, Mathematics 3, Natural Philosophy 4, Street Navigation 2

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

Bomb Making: Blacksmithing 1, Cooper 1, Fuses 2, Mathematics 3, Natural Philosophy 4, Poison 1

Doctor: Diagnosis 2, Examiner 1, First Aid 1, Surgery 2

Engineer: Architecture 3, Cannonsmithing 1, Drafting 1, Mathematics 3, Natural Philosophy 4

Firearms: Attack (Firearms) 3

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

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

Servant: Drive Carriage 2, Etiquette 1, Fashion 1, Hagglng 2, Menial Tasks 1, Unobtrusive 2

Spy: Bribery 1, Conceal 2, Forgery 1, Shadowing 1, Sincerity 2, Stealth 1

Streetwise: Scrounging 2, Socializing 1, Street Navigation 2

Arcana: *Overzealous* The GM can activate your Hubris in order to get you to strongly defend one of your opinions, no matter how inappropriate the time and place.

Background

You write a paper here, you write a paper there, you watch what happens. Sometimes, things get explosive.

You were educated in the schools of Castille, and were rightly proud of your knowledge, so much so that you joined a group of 'thinkers' that were in defiance of the Inquisition's edict against scientific progress. You had a knack for keeping yourself out of sight, usually, and along with your friends, you thought that the strong arm of the Vaticine Church would be your only worry.

Would that it had been so.

When the Montaigne invasion occurred, you and your companions were caught off-guard. On the upside, you didn't have to worry as much about the Inquisition any further. On the downside, you now had to worry about an invading nation who seemed to hate not just you, but all Castillians.

You realized you had to do something, and you began to plot. With your knowledge of natural philosophy and architecture, you began to make plans for destruction of the Montaigne army. A few times certain fortifications would detonate in the middle of the night, and usually you'd be far away when it happened. Usually.

One night you were not so lucky. A pair of soldiers detained you, and things looked bad. However, at that moment, El Vago, the people's hero, came and rescued you! In gratitude, you told him you would do whatever you could to aid his cause. He introduced you to members of a 'brotherhood' of guerilla fighters, who would come to rely on your skills, not only as a bomb-maker, but as a doctor as well.

You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times.

A few months ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. Since then, the fight against the Montaigne has started shifting in favor of Castille, and you and your band of heroes have become somewhat well known to the local populous.