

Alexsy Gracjan Nowak

SARMATIAN COMMONWEALTH, VATICINE

TRUSTING (Hubris): You receive a Hero Point when your Hero trusts what someone tells her, regardless of how suspicious it may be.

WILLFUL (Virtue): Activate your Virtue and target a Villain. Until the end of this Scene, you cannot spend Hero Points and the Villain cannot spend Danger Points.

REPUTATION: Principled 2

WEALTH: 3

STORIES

TRAITS

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

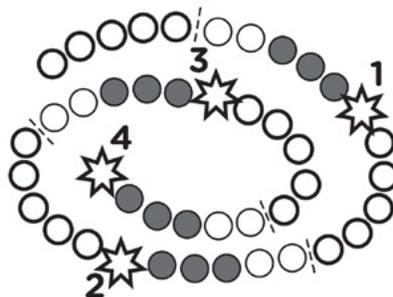
SKILLS

+1 BONUS DIE FOR EACH ●

Athletics ●●○○○
 Diplomacy ●●○○○
 Know (Fashion) ●○○○○
 Know (Tactics) ●●●○○
 Perform (Dancing) ●○○○○
 Ride ●○○○○
 Warfare ●●●○○
 Weapon (Sword) ●●○○○

REROLL
 REROLL

WOUNDS



- 1: +1d6 to all risks.
- 2: Villains gain 2 bonus dice against you.
- 3: Your 9's count as 10's during Risks.
- 4: You become Helpless.

BACKGROUNDS

Army Officer: You take command to organize other characters toward a single goal.

Aristocrat: You appeal to your bloodline, breeding, or family name to solve a problem.

ADVANTAGES

LEADERSHIP: Spend a Hero Point to inspire a group to action. The group must be able to hear you, but if they can and they are either of neutral or better disposition, they will do whatever you command so long as it is reasonable (they are unlikely to all throw themselves off a bridge to certain death, for example). You can do this once per game session.

CONFIDANTS (MILITARY): You have a connection with a particular NPC or minor faction. Confidants are people you trust, and will help you with minimal payment as long as it isn't likely to cause them harm or cost them dearly.

INDOMITABLE WILL: Spend a Hero Point. You cannot be intimidated, seduced, or otherwise goaded into acting a way that you do not wish. You can do this once per game session.

REPUTATION (PRINCIPLED): When you attempt to use your reputation to your advantage in a Social Risk, you gain 2 bonus dice. You can do this once per game session.

LARGE: All of your Intimidation Risks have one extra die. Any Physical Risk you take that would benefit from your size (lifting large or heavy objects, for example) gains one extra die.