

# Domenica Vespucci

VODACCE, VATICINE

**PROUD (Hubris):** You receive a Hero Point when your Hero refuses an offer of aid.

**PERSPICACIOUS (Virtue):** Activate your Virtue to predict what a character's very next action will be.

**REPUTATION:** Resourceful 1

**WEALTH:** 2

## TRAITS

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

## SKILLS

+1 BONUS DIE FOR EACH ●

- Deception ●●○○○
- Diplomacy ●●●○○
- Empathy ●●○○○
- Hide ●●○○○
- Know (Fashion) ●○○○○
- Know (Occult) ●○○○○
- Perform (Dancing) ●●○○○
- Tempt ●●●○○
- Weapon (Whip) ●●○○○

REROLL  
REROLL

## BACKGROUNDS

**Fate Witch:** You talk about another character's "Destiny," regardless of whether it's true or not.

**Courtier:** You solve a problem by making promises, trading political favors, etc.

## ADVANTAGES

**ALLY (VESPUCCI VASSALS):** You have a connection with a particular NPC or minor faction. An Ally is a close friend who would walk through fire for you.

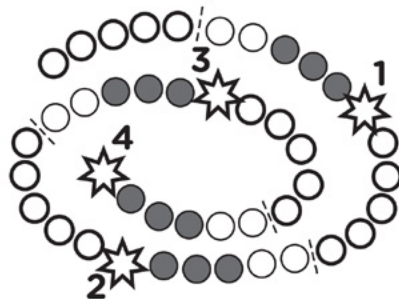
**FRIEND AT COURT:** When you are at a ball, feast, or similar high society function, spend a Hero Point to reveal you have a close friend also in attendance. You can do this once per game session.

**COME HITHER:** Spend a Hero Point to lure another character into a private room and leave said private room without them, removing them from the scene. They may be rescued later, after you're long gone. You can do this once per game session.

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

**LINGUIST:** You speak, read, and write all Thean languages. Even the dead ones.

## 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.

## STORIES