

Ennio Vespucci

VODACCE, VATICINE

HOT HEADED (Hubris): You receive a Hero Point when your Hero flies off the handle and loses her temper.

UNCANNY (Virtue): Activate your Virtue. For the next Risk, when you determine Raises, every die counts as a Raise. At the end of the Round, you become Helpless.

REPUTATION: n/a

WEALTH: 3

DUELING ACADEMY (AMBROGIA):

- Use Panache instead of Finesse when attacking with a Sword.
- If you successfully Defend then you may use any leftover Raises to inflict Flesh Wounds on the Brute Squad who attacked you. You may only do this once per Round.
- You gain one Hero Point when you perform the Parry Maneuver.

STORIES

TRAITS

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

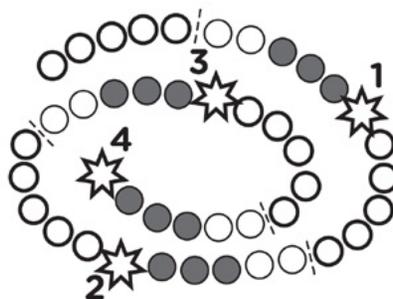
SKILLS

+1 BONUS DIE FOR EACH ●

- Athletics ●●●○○
- Deception ●○○○○
- Diplomacy ●○○○○
- Empathy ●●●○○
- Hide ●●○○○
- Intimidation ●●○○○
- Tempt ●●○○○
- 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

Bravo: You brag openly about your prowess with a sword.

Consigliere: You insist that a problem can be solved with some simple slip of a knife between the right pair of ribs.

ADVANTAGES

LEFT-HANDED: When you perform a physical Risk using your hands (picking someone's pocket, attacking someone with a sword, sneaking a dose of poison into someone's drink), you can reroll any single die in the Risk if you use your left hand.

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

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.

MEMBERSHIP (DUELIST'S GUILD): You are a member in good standing with the Duelist's Guild. You wear a pin that other members will recognize, and you have the right to challenge others to Duels.

COMBAT REFLEXES (SWORD): Choose one Weapon Skill. You are always considered to be spending a Hero Point on this action for the purpose of Speed.