

El Conquistador

Nation: Castille

Wealth: 2

Membeship: _____

ARCANA

Victorious: Spend a point to add a Dramatic wound on first wound

Proud: Gain HP when you refuse an offer of aid (such as extra dice)

BACKGROUNDS

Diestro: Gain HP when you beat a Duelist

Duelist: Gain HP when you resort to the edge of your Blade to settle matters.

REPUTATION

Corruption: _____

STORIES

TRAITS

Brawn ○~~Q~~○○○○
Finesse ○○~~Q~~○○○
Wits ○○~~Q~~○○○
Resolve ○~~Q~~○○○○
Panache ○○~~Q~~○○○

SKILLS

Athletics ○○~~Q~~○○ _____ ○○○○○
Empathy ○○~~Q~~○○ _____ ○○○○○
Intimidate ○○~~Q~~○○ _____ ○○○○○
Perform ~~Q~~○○○○ _____ ○○○○○
Weaponry ○○~~Q~~○○ _____ ○○○○○
Scholarship ○~~Q~~○○○ _____ ○○○○○
Warfare ○○~~Q~~○○ _____ ○○○○○
Ride ○~~Q~~○○○ _____ ○○○○○

C 15

C 15

ADVANTAGES

Duelist: Aldana: Once per round you may deal an additional 3 wounds to an opponent.

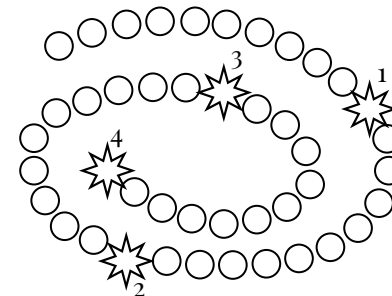
Fencer: Gain +1 die to Weaponry rolls when using a fencing Weapon

Disarming Smile: Spend a Hero Point to keep someone from starting a fight or drawing a weapon.

Indomitable Will: spend HP to avoid the effect of charm, intimidate or other social control.

Signature Item: Sword: spend 1 HP for the following: Recover, add 2d10 to risk, raise wounds by 3, reduce wounds taken by 3. (each action requires 1 HP)

WOUNDS



- 1: +1d10 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.

While your name is filled with honor, most have taken to calling you "El Conquistador" and that title has taken a legend of its own in the city. The heroes of today are rude and brash with no sense of the pride and honor the men of your generation held. You spend your days patrolling the city and protecting the weak. Most days, this includes chastising some young bravo and often calling them out for a duel to teach a few manners. One of these so called Heroes of Altamira was on that list for today but they have rudely gotten themselves captured and missed their duel. This will not stand. You will just have to go rescue these upstarts and bring them home so you may teach them a lesson in manners. Equipment: you are wearing a steel breastplate from your service in the War of the Cross. Your sword, Furioso, was handmade by the finest Soldano bladesmith of his generation.