

Enrique Pena : Singing Telegram Boy

Nation: Castille

Wealth: _____

Membership: _____

ARCANA

Altruistic: Activate to Suffer Consequence for another Hero.

Unfortunate: Gain 2 HP when you fail

BACKGROUNDS

Servant: Gain HP when you place yourself in danger to help another with a task.

Soldier: Gain HP when you stick to the plan regardless of danger to yourself.

REPUTATION

Corruption: _____

STORIES

TRAITS

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

SKILLS

Hide _____ ○ <input checked="" type="checkbox"/> ○○○	Aim _____ <input checked="" type="checkbox"/> ○○○○
Notice _____ ○○ <input checked="" type="checkbox"/> ○	Intimidate _____ <input checked="" type="checkbox"/> ○○○○
Ride _____ <input checked="" type="checkbox"/> ○○○○	Notice _____ ○○ <input checked="" type="checkbox"/> ○
Tempt _____ <input checked="" type="checkbox"/> ○○○○	Warfare _____ <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> ○○○
Theft _____ <input checked="" type="checkbox"/> ○○○○	Weaponry _____ <input checked="" type="checkbox"/> ○○○○
_____ ○○○○	_____ ○○○○
Empathy _____ ○ <input checked="" type="checkbox"/> ○○○	Scholarship _____ ○ <input checked="" type="checkbox"/> ○○○
Brawl _____ <input checked="" type="checkbox"/> ○○○○	_____ ○○○○

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ADVANTAGES

Able Drinker: Alcohol never effects you

Foul Weather Jack: you have an extra story.

Riot Breaker: Subtract your Resolve from Brute squad damage before taking wounds.

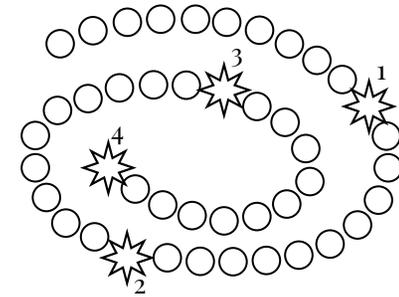
Team Player: when you create an Opportunity for someone, you may spend an extra HP to activate it for them.

Connection: Alcalde and his men.

Valiant Spirit: start the game with 2 HP

Time Sense: you always know what time it is.

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.

Enrique first encountered the heroes while he was working as a singing telegram boy. But his voice was terrible and he was soon fired. That was after he was fired from a job on the docks. Then he went to work for the city in the harbor but a boat ran a ground and wrecked that job. He then hired on with the Alcalde but was taken hostage by some prisoners. After that he tried his hand at being a night watchman for Padre Rios at the church but he let the heroes in for something and was let go.

But that something was important to Enrique. It helped put his grandfather's spirit to rest. And despite losing so many jobs often because of the Heroes of Altamira, he has never gotten hurt when they were around. He owes them his life and his family's honor. (such as it is)

Equipment: Enrique borrowed a sword from the Alcalde. He also took the blunderbuss that was his grandfather's which may or may not work.