

The Tamale Man

Nation: Castille

Wealth: 2

Membership: _____

ARCANA

Subtle: activate when you act by Proxy. Your next risk has all dice count as raises

Superstitious: +1HP when you refuse to use sorcery

BACKGROUNDS

Merchant: +1HP when you undersell an item to someone who truly needs it.

Antropologo: +1 HP when you solve a problem for a group of strangers

REPUTATION

Corruption: _____

STORIES

TRAITS

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

SKILLS

Athletics ⊗○○○○ Perform (chef) ○○⊗○○
Convince ○○⊗○○ Brawl ⊗○○○○
Empathy ○○⊗○○ _____ ○○○○○
Notice ○○⊗○○ _____ ○○○○○
Scholarship ○⊗○○○ _____ ○○○○○
Intimidate ⊗○○○○ _____ ○○○○○
Ride ⊗○○○○ _____ ○○○○○
Tempt ○○⊗○○ _____ ○○○○○
C 15

ADVANTAGES

Lyceum: Gain +1 to all dice on Convince, Tempt and Intimidate checks

Time Sense: you always know the exact time

Linguist: You speak all languages

University: Gain +1 on all dice for Scholarship, Empathy and Notice checks.

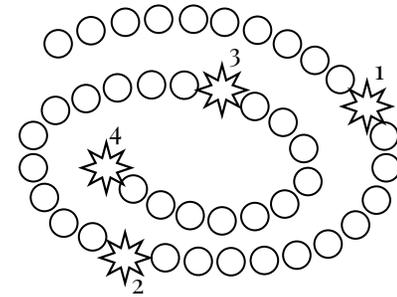
Extended Family: spend a HP to have a "cousin" in the area you can call on for minor help.

Cast Iron Stomach: you can eat anything that is food even the rotten stuff.

Direction Sense: you always know how to find your way

Survivalist: you can forage for food anywhere.

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.

Everyone just knows you as the Tamale man. You spend your days moving your cart around the city peddling tamales to sustain your family. It's a good, quiet life and you get to meet all the interesting people. You have learned a lot in your years as a street vendor. Secrets, plans, and innovations that you could have exploited to make yourself very rich. But that sort of thing is not for you. You are content with your honest earnings and the smiles on the content faces. What is left over feeds the homeless and those trying hard but in bad circumstances. People like Mad Macario, Enrique Pena and that Eisen named Nikolaus. Now they have hatched a scheme to go rescue the Heroes of Altamira... Somebody has to go keep an eye on them, someone with sense... well, you haven't had a vacation in years.

Equipment: Bag full of tamales, chef's knife, rat removing club, bag of special seasonings.