



Hans Grunwald der Ghoul

Name

Bavarian (German)

Nationality or Ethnicity

Lutheran

Religion or Worldview

Male Mid 30s

Gender Age

Tall Skeletal

Height Build

0
Max
Retinue

DIVINE PROVIDENCE

1 2 3 4 5 6 7

The Second

The Fourth

The Sixth

ARCHETYPES

5 TEMPERAMENT:
Melancholic

6 SOCIAL CLASS:
Commoner

3 PROFESSION:
Scoundrel

4 ENTANGLEMENT:
Benandanti (+)

ATTITUDES

9 BELIEF

2 HONOR

3 STATION

SUPPLY

Used

Profession Rules

Can produce a dagger, sap, cudgel, or thief's tools hidden on their person or belongings.

3
Max

FORTITUDE 14

For each Condition: Name, Type (+, -, ±), Score

| | | |
|----------------|---|---|
| min. 1pt | | |
| mod. 2-3pts | | |
| maj. 4-5pts | X | X |

Moderate and Major Conditions can add a Bonus Success or Failure when relevant.

WEAPONS

Weapon Name, Tags, In Class?

Weapon Proficiencies

Sickle - Farm Tool, x2
(Savage, Crude, Concealable) In Class

Stave
(Two-Handed, Simple, Bludgeoning)

Staves, Farm Tools, Hooks, Daggers, Longbow, Cudgels, Sickles

Two-handed or dual-wielding weapons can add a Bonus Success or Failure when relevant. Out-of-class weapons add a Failure.

LANGUAGES

Language, Group, Proficiency Level, Cost - Being Silver-Tongued adds a Bonus Success to rolls with other speakers of the same language.

Native: High German (B, Fluent), Middle German (B, Conversational), Low Saxon (B, Conversational), Bohemian (G, Basic), Rhaetian (K, Basic)

Home Region Germany / the HRE



Borbála of Egersee

Name

Hungarian

Nationality or Ethnicity

Politique

Religion or Worldview

Female

Mid 30s

Gender

Age

Tall

Stout

Height

Build

1

Max
Retinue

DIVINE PROVIDENCE

1 2 3 4 5 6 7

The Second

The Fourth

The Sixth

ARCHETYPES

7 TEMPERAMENT:

Choleric

3 SOCIAL CLASS:

Yeoman (Middle)

5 PROFESSION:

Soldier

2 ENTANGLEMENT:

Boatmen &
Teamsters (+)

ATTITUDES

3 BELIEF

7 HONOR

4 STATION

SUPPLY

Used

Profession Rules

Spend Supply to negate damage from physical attacks and combat that would become Conditions.

5

Max

FORTITUDE 10

For each Condition: Name, Type (+, -, ±), Score

min.

1pt

mod.

2-3pts

maj.

4-5pts

X

X

X

MODERATE AND MAJOR CONDITIONS can add a BONUS SUCCESS OR FAILURE when relevant.

WEAPONS

Weapon Name, Tags, In Class?

Partisan Spear
(Two-Handed, Long Reach, Cutting/Piercing)

Hungarian Saber
(Cutting, One-Handed, Needs Sharpening)

Wheellock Pistol (Black Powder, Point Blank, Long Reloads, Loud)

Two-handed or dual-wielding weapons can add a BONUS SUCCESS OR FAILURE when relevant. Out-of-class weapons add a FAILURE.

Weapon Proficiencies

Broad & Side Swords, Blunderbuss, Bucklers, Daggers, Muskets, Short Sabers, Staves, Pikes & Polearms, Rotellas, Zweihanders

LANGUAGES

Language, Group, Proficiency Level, Cost - Being SILVER-TONGUED adds a BONUS SUCCESS to rolls with other speakers of the same language.

Native: Hungarian (M, Fluent)
High German (B, Conversational),
Lombard (C, Basic)

Home Region Ottoman Controlled Europe

LONG & RUTH

ADVENTURES IN RENAISSANCE EUROPE



Giuseppe de Cioni

Name

Milanese

Nationality or Ethnicity

Catholic

Religion or Worldview

Male Early 20s

Gender Age

Short Average

Height Build

2
Max
Retinue

DIVINE PROVIDENCE

1 2 3 4 5 6 7

The Second

The Fourth

The Sixth

ARCHETYPES

4 TEMPERAMENT:
Sanguine

3 SOCIAL CLASS:
Burgher (Middle)

6 PROFESSION:
Minstrel

5 ENTANGLEMENT:
Local Nobility (-)

ATTITUDES

4 BELIEF

7 HONOR

4 STATION

SUPPLY

Used

Profession Rules

Spend to negate damage from social errors and tensions... by producing drink or distracting bauble.

6
Max

FORTITUDE 8

For each Condition: Name, Type (+, -, ±), Score

min.
1pt

mod.
2-3pts

maj.
4-5pts

X

X

X

MODERATE AND MAJOR CONDITIONS can add a BONUS SUCCESS OR FAILURE when relevant.

WEAPONS

Weapon Name, Tags, In Class?

Sidesword
(Cutting, One-Handed, Needs Sharpening)

Musket
(Two-Handed, Black Powder, Long Reloads, Loud)

Two-handed or dual-wielding weapons can add a BONUS SUCCESS OR FAILURE when relevant. Out-of-class weapons add a FAILURE.

Weapon Proficiencies

Broad & Side Swords, Blunderbuss, Bucklers, Daggers, Muskets, Short Sabers, Staves,

LANGUAGES

Language, Group, Proficiency Level, Cost - Being SILVER-TONGUED adds a BONUS SUCCESS to rolls with other speakers of the same language.

Native: Lombard (C, Silver-Tongued), Tuscan (C, Literate), Rhaetian (K, Conversational), High German (B, Basic)

Home Region Italian Peninsula

LONG & RUTH

ADVENTURES IN RENAISSANCE EUROPE



Arda Effendi, the shrewd

Name

Ottoman Albanian

Nationality or Ethnicity

Sunni Muslim

Religion or Worldview

Male Mid 50s

Gender Age

Medium Plump

Height Build

0
Max
Retinue

DIVINE PROVIDENCE

1 2 3 4 5 6 7

The Second

The Fourth

The Sixth

ARCHETYPES

7 TEMPERAMENT:

Phlegmatic

4 SOCIAL CLASS:

Foreigner

3 PROFESSION:

Factor

6 ENTANGLEMENT:

Fugger Family (-)

ATTITUDES

2 BELIEF

9 HONOR

5 STATION

SUPPLY

Used

Profession Rules

Spend Supply Point to produce a bag of coin or valuable trinket from their person.

3

Max

FORTITUDE 16

For each Condition: Name, Type (+, -, ±), Score

min.
1pt

mod.
2-3pts

maj.
4-5pts

X

X

MODERATE AND MAJOR CONDITIONS can add a BONUS SUCCESS OR FAILURE when relevant.

WEAPONS

Weapon Name, Tags, In Class?

Weapon Proficiencies

Yatajan (Straight Sword - One-Handed, Cutting, Needs Sharpening)

Iron Mace (Bludgeoning)

Sabers, Straight Swords, Daggers, Maces, Longbows, Muskets

Two-handed or dual-wielding weapons can add a BONUS SUCCESS OR FAILURE when relevant. Out-of-class weapons add a FAILURE.

LANGUAGES

Language, Group, Proficiency Level, Cost - Being SILVER-TONGUED adds a BONUS SUCCESS to rolls with other speakers of the same language.

Native: Albanian (Literate)

Turkish (Literate)

High German (Literate)

Home Region Ottoman-Controlled Europe

LONG & SHORT

ADVENTURES IN RENAISSANCE EUROPE



Sister Mechthild,
Freiin von Breuner

Name

Austrian

Nationality or Ethnicity

Catholic

Religion or Worldview

Male

Mid 40s

Gender

Age

1

Max
Retinue

Average

Petite

Height

Build

DIVINE PROVIDENCE

1 2 3 4 5 6 7

The Second

The Fourth

The Sixth

ARCHETYPES

2 TEMPERAMENT:

Sanguine

7 SOCIAL CLASS:

Nobility (upper)

5 PROFESSION:

Chaplain

4 ENTANGLEMENT:

Jesuits (+)

ATTITUDES

8 BELIEF

4 HONOR

8 STATION

SUPPLY

Used

Profession Rules

Can produce a
dagger, sap, cudgel,
or thief's tools
hidden on their
person or
belongings.

3

Max

FORTITUDE 10

For each Condition: Name, Type (+, -, ±), Score

min.
1pt

mod.
2-3pts

maj.
4-5pts

X

X

X

MODERATE AND MAJOR CONDITIONS can add a BONUS SUCCESS OR FAILURE when relevant.

WEAPONS

Weapon Name, Tags, In Class?

Crossbow
(Two-Handed, Bolts)

Dagger
(One-Handed, Stabbing, Close-In)

Two-handed or dual-wielding weapons can add a BONUS SUCCESS OR FAILURE when relevant. Out-of-class weapons add a FAILURE.

Weapon Proficiencies

Broad & Side Swords,
Rapiers, Crossbows,
Blunderbuss, Fowling
Pieces, Longswords,
Targets, Bucklers,
Daggers, Muskets,
Short Sabers, Staves,

LANGUAGES

Language, Group, Proficiency Level, Cost - Being SILVER-TONGUED adds a BONUS SUCCESS to rolls with other speakers of the same language.

Native: Rhaetian (K, Literate),
Latin (Literate)
Hebrew (Literate)
High German (B, Literate),

Savoyard (D, Basic)
Lombard (C, Basic)

Home Region Germany / the HRE

LONG & RUTH

ADVENTURES IN RENAISSANCE EUROPE



Jean-Louis de Croix

Name

French

Nationality or Ethnicity

Reformed (Huguenot)

Religion or Worldview

Male Mid 40s

Gender Age

Average Average

Height Build

2
Max
Retinue

DIVINE PROVIDENCE

1 2 3 4 5 6 7

The Second

The Fourth

The Sixth

ARCHETYPES

3 TEMPERAMENT:
Choleric

3 SOCIAL CLASS:
Burgher (Middle)

7 PROFESSION:
Doctor

6 ENTANGLEMENT:
Prince Bishop
of Brixen (-)

ATTITUDES

5 BELIEF

7 HONOR

2 STATION

SUPPLY

Used

Profession Rules

Use Supply to produce astrological readings, attempts at medicine/alchemy, or complex machinery.

7
Max

FORTITUDE 8

For each Condition: Name, Type (+, -, ±), Score

min.
1pt

mod.
2-3pts

maj.
4-5pts

X

X

X

MODERATE AND MAJOR CONDITIONS can add a BONUS SUCCESS OR FAILURE when relevant.

WEAPONS

Weapon Name, Tags, In Class?

Langemesser Saber
(Cutting, One-Handed, Needs Sharpening)

Stave
(Two-Handed, Simple, Bludgeoning)

Two-handed or dual-wielding weapons can add a BONUS SUCCESS OR FAILURE when relevant. Out-of-class weapons add a FAILURE.

Weapon Proficiencies

Broad & Side Swords,
Blunderbuss,
Bucklers, Daggers,
Muskets, Short
Sabers, Staves,

LANGUAGES

Language, Group, Proficiency Level, Cost - Being SILVER-TONGUED adds a BONUS SUCCESS to rolls with other speakers of the same language.

Native: Occitan (D, Literate),
Parisian French (D, Literate)
Latin (Literate)

Ancient Greek (Literate)
High German (B, Basic)
Lombard (C, Conversational)

Home Region France