

Jost Baumann ~ Eisen Merchant/Courier

Brawn ●●○○○ Finesse ●●●○○ Wits ●●●●○ Resolve* ●●●○○ Panache ●●●○○

* True Courage: Once per session, add one die to any Resolve roll.

Advantages: Academy, University, Rilasciare Membership, Connection (2), Appearance: Above Average, Barterer, Merchant Guild, Uppmann's Coat: Secret Pockets (Vest), Citation (The Saviors of Baron Conin), Ship: The Queen's Gift (3), Island Hideaway (3)

Arcana: Righteous **Background:** Predecessor - Niklaus Baumann (2)

Society: Rilasciare (*Couriers*) **Languages:** Avalon (R/W), Eisen (N/R/W), Vendel

Swordsman's School: Höpken [EN 88] **Rank:** Apprentice (Next: All knacks rank 4+)
 ●○○○○ Arc (+5 range per rank) ●●●○○ ○ Reload (-1 round to reload per rank)
 ●○○○○ Exploit Weakness: Höpken ●●○○○ Trick Shooting (-5 to penalties per rank)

Offensive Knacks

- Attack: Crossbow - *Crossbow*
- Attack: Firearms - *Firearms*
- Attack: Knife - *Knife*
- Attack: Pugilism - *Pugilism*
- Jab (Roll 2 attacks at +10 TN) - *Pugilism*

Defensive Knacks

- Balance - *Acrobat, Sailor*
- Footwork - *Acrobat, Athlete, Pugilism*
- Interpose - *Bodyguard* [S&H 93]
- Leaping - *Athlete, Sailor*
- Parry: Knife - *Knife*

Civil and Non-Combat Martial Knacks

- Carpenter - *Merchant*
- Climbing - *Athlete, Guide, Sailor*
- Conceal - *Spy*
- Cooking - *Herbalist*
- Dancing - *Courtier*
- Diagnosis - *Doctor, Herbalist* [PG 141]
- Disguise - *Spy*
- Drive Carriage - *Servant*
- Etiquette - *Courtier, Sentry, Servant*
- Fashion - *Courtier, Servant*
- First Aid - *Doctor, Herbalist* [PG 141]
- Fletcher - *Crossbow* [PG 153]
- Flora - *Herbalist* [FT 72]
- Gambling - *Criminal*
- Hagglng (+5 from Barterer) - *Merchant*
- Knotwork - *Sailor*
- Accounting - *Merchant, Servant* [PG 143]
- Appraising - *Merchant* [PG 143]
- Menial Tasks - *Servant*
- Oratory - *Courtier*
- Perfumer - *Merchant*
- Ride - *Guide, Rider*
- Rigging - *Sailor*
- Shadowing - *Bodyguard, Criminal, Spy*
- Sincerity - *Courtier, Spy*
- Sprinting - *Athlete*
- Stand Watch - *Sentry* [S&H 94]
- Stealth - *Criminal, Spy, Urchin*
- Street Navigation - *Guide, Urchin*
- Surgery - *Doctor* [PG 142]
- Survival - *Urchin*
- Swimming - *Athlete, Guide, Sailor*
- Throwing - *Athlete*
- Unobtrusive - *Bodyguard, Sentry, Serv.*
- Gossip - *Courtier, Servant* [PG 139]
- Trick Riding - *Rider* [PG 156]

Equipment: Vest (Uppmann's Coat), Knife, Stiletto, Crossbow, ___ / 2 Rilasciare Bolts

Combat Rolls and TNs

Attack	Crossbow	Knife	Stiletto	Grappling Gun	Wounds
<i>To Hit</i>	k	k	(+1) k	k	<i>Flesh:</i>
<i>Damage</i>	3k3	k2	(-1) k2	1k1	<i>Dramatic:</i>

Ranged Weapons	Crossbow	w/ Rilasciare Bolts	Grappling Gun	Experience
<i>Maximum Range</i>	yards	(+25)	yards	80 feet
<i>Short Range Penalty</i>	to hit			-5 to hit
<i>Long Range Penalty</i>	to hit	(+5)	to hit	-10 to hit
<i>Actions to Reload</i>	Actions			25 Actions

Defense	Footwork	Balance	Knife	Climb	Interpose
<i>Passive</i>					-10 to your Passive Defense TN. The character you are protecting uses your Interpose Rank to find their TN.
<i>Active</i>	k	k	k	k	k To take another's damage for them.

Reputation	
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Spent Social Dice/ Total Social Dice	/
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Connections

Friendly Face: Isaiah Sheppard, Prof. Lydia du Valroux, The Crew of the Eel

Informant: Kathleen Tipton

Owes a Favor: Carver Williams

Confidant: "Dom" Holmwoode, Brice Merrel (+Favor), Loic the Orphan, John the Mariner

Ally: Capt. Graham

Other Parties' Interest

Höpken Sword School

Apprentice	Your crossbow does 3k3 damage instead of 2k3.
Journeyman	Your crossbow range is +10 yards, your short range modifier is -0, and your long range modifier is -5. You may build a 4k3 damage crossbow for 5000 g. Anyone with a Brawn of 3 or less takes 3 extra actions to reload this weapon.
Master	Your crossbow range is +15 yards, your short range modifier is +5, and your long range modifier is -0. You may raise your Reload (Crossbow) knack to rank 6 to allow you to fire every round. (It costs 25 XP to go from 5 to 6.)

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Combat Rolls and TNs

Attack	Crossbow	Knife	Stiletto	Grappling Gun	Wounds
<i>To Hit</i>	6k3	6k3	(+1) 7k3	4k3	<i>Flesh:</i>
<i>Damage</i>	3k3	3k2	(-1) 2k2	1k1	<i>Dramatic:</i>

Ranged Weapons	Crossbow	w/ Rilasciare Bolts	Grappling Gun	Experience
<i>Maximum Range</i>	105 yards	(+25) 130 yards	80 feet	1 XP
<i>Short Range Penalty</i>	-5 to hit		-5 to hit	
<i>Long Range Penalty</i>	-10 to hit	(+5) -5 to hit	-10 to hit	Wealth
<i>Actions to Reload</i>	3 Actions		25 Actions	226 G

Defense	Footwork	Balance	Knife	Leaping	Interpose
<i>Passive</i>	20	20	10	10	-10 to your Passive Defense TN. The character you are protecting uses your Interpose Rank to find their TN.
<i>Active</i>	7k4	7k4	5k4	5k4	5k4 To take another's damage for them.

Reputation	22
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Spent Social Dice/ Total Social Dice	/	2
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Connections

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Informant: Kathleen Tipton

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<i>Other Parties' Interest</i>	3
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Personal Advantages (*Academy/University bestow character creation bonuses only*)

Appearance: *Above Average* - +1k0 on all **social** rolls. [PG 130-131]

Barterer - You get +5 on **Haggling** rolls. [US 100]

Citation (*The Saviors of Baron Conin*) - +10 Reputation when interacting with the upper class of the city of Pomitain. [PG 131]

Connection (2: *Confidant*) - A person (Rilasciare cell member: Dominick “Dom” Holmwoode) you trust, but would not risk their life for you. [PG 131]

Merchant Guild - You are a Journeyman (above apprentice) with your own shop and revenue (**Perfumer** rank in dice keep 2 each month). You can join several guilds, but you gain income from only one. (Income earned after even numbered episodes.) You know the secret code of signs and passwords for your particular Guild, and can use them to discreetly communicate with fellow members if you wish. You reach Master status when you attain a Rank of 5 in your merchant Knack. [VV 103]

Uppmann’s Coat: Secret Pockets - You have a trick coat. The coat contains two concealed pockets, unnoticeable to even the most thorough searches. Each pocket holds one item, pistol-sized or smaller. GM discretion on what qualifies. [RI 87]

Group Advantages (*Shared amongst The Tide’s Promise/The Queen’s Gift crew*)

Ship (3 personal/20 group) - You have a ship built: The Queen’s Gift [PG 194]

Island Hideaway (3) - You know an island that does not appear on anyone else's charts. It has a hidden reef you know but others don’t (Wits+Pilot TN 30 for others). [WOB 103]

Secret Society [RI 76-77]

Rilasciare Membership - The following are advantages for Rilasciare members:

- True Courage: Once per Scenario, add one die to any **Resolve** roll.
- Ready access to weapons and armaments. Visit a Rilasciare cell for up to two basic weapons including gunpowder and ammunition.
- The Courier network will dependably move messages, which will almost certainly reach their destination without being compromised.
- A 2-point Connection Advantage with another member of their cell. This connection can provide the Hero with advice, guidance, and even shelter from the authorities if necessary.

The Couriers - Couriers always receive traveling money to cover their expenses; they can stay at inns and purchase food and other incidentals. If they start from the Kirk headquarters, they can receive passage on a ship, access to a carriage, or the use of a fast horse for a single adventure, which must be returned.

Arcana [PG 162]

Righteous - You don’t have any doubts about the moral justifiability of your actions.

Complications

New Arrivals: Edouard/Paulette/Lydia (Ep 1), Niles Wallace... Sir Niles Wallace (Ep 2), Corked (Ep 4), Stole from the Pirate King (Origins PA 1)

This Side Down

Jost Baumann

Eisen Merchant

(Young ~ Stocky ~ Kind Hearted)



Arcana: Righteous

Crossbow (Across the Back)

Leather Satchel (Left Hip)

Sheathed Knife (Left Hip)

Visibly Wearing: Fine Vest

Interpose (Knack)

Interpose: When you use this Knack to protect someone else, your TN to be hit is reduced by 10 (minimum 5), and your client may use your Interpose Rank as their Defensive Knack for calculating their TN to be hit.

Interpose may also be used as an Active Defense to take a hit for someone. Use your Action Dice for this and roll Wits + Interpose for this Active Defense attempt. If you succeed, you take the damage from the Attack instead of its intended victim. If you receive Dramatic Wound(s) from using Interpose for an Active Defense, you gain a Drama Die.

Witty Repartee Table

(All rolls are contested against Trait*5)

Charm (Wits): When successes = target's Resolve, target is convinced.

Intimidate (Resolve): Target has a penalty of 1 unkept die + 1 die for each raise taken when acting against the hero for the rest of the scene.

Taunt (Panache): Target must Raise as many times as the PC did when acting against him.

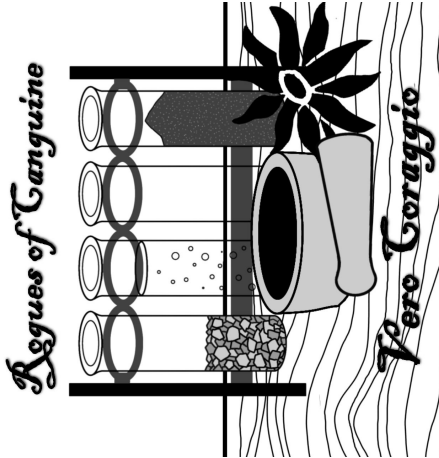
Trick Shooting (Knack)

Trick Shooting: Subtract 5 per Rank from penalties to your shot (range, cover, etc.). This cannot lower your TN below the base TN to be hit or count towards Raises to Damage, but the bonuses can be applied towards Called Shots.

Mounting/Trick Riding (Knack)

Mounting: This Knack allows you to mount your horse both while running (TN 15) and while leaping off a one-story building (TN 20).

Trick Riding: Trick Riding lets you stand while riding (TN 15), hang off one side of the horse for cover (TN 20), and other tricks.



Jost Baumann's Episode Checklist:

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