

The Sword

The Sword is a very simple, one-scene scenario designed to introduce new players to Burning Wheel. To keep play focused on the important aspect of learning the rules, the players are placed in conflict with one another. This isn't the normal mode of play for Burning Wheel. The player-versus-player aspect is used only to facilitate demonstration.

The Sword accommodates a GM and two to four players.

If you want to play with one player and a GM, or play cooperatively, see the Adding Monsters heading in this chapter.

The Sword presents a staple fantasy situation: Who gets the treasure? It shows how such a conflict between players can be used as fuel for a cool scene rather than a roadblock to fun.

Prepping for The Sword

If you'd like to run The Sword, there are a few bits you should look over. Familiarize yourself with the Beliefs, Instincts and skills of the player characters. You don't have to memorize them, but you should know where everyone is coming from so you can jump in and help out.

There's no map and very little descriptive text for the GM to feed the players. This is deliberate. The physical space of the scene is secondary to the conflict between the characters. The GM has no agenda except to facilitate play and demonstrate the game's rules.

As the GM, you're going to need a passing familiarity with some of the game mechanics. The Hub and the Spokes—up to page 54 of the Burning Wheel—are required reading. Pages 55 to 77 are recommended, but not required. Beyond that, a read through of the Duel of Wits and the Fight! systems will help. Weapons, Armor and Injury wouldn't hurt, but you can refer





to them as you play. Circles is not necessary, nor is Sorcery or Emotional Magic. Resources is only used for one thing, paying the Roden for his services, so you can refer to that in play as well.

The Hook

When players sit down with me to play this demo, I give them the following preamble:

You've journeyed long through this crumbling, ancient citadel, down through ruined chambers into muck-filled tubes. You arrive, at last, in the wreckage of this collapsed temple. Laying on the shattered altar, in the chamber before you, is that which you seek: The sword!

After the preamble, I lay out the characters and describe each one in brief. After the players have chosen their characters, I instruct them to read their Beliefs. Then I simply ask, "Who gets the sword?"

Mayhem ensues, and suddenly we've got game.

The Characters

There are four characters for The Sword scenario: Ssizz, a Roden cultist; Robard, a human gambler; Brechtanz, a Dwarven adventurer; and Fidhean, an Elven bard.

Brechtanz, the Dwarven Adventurer

Brechtanz is a very solid character. He's physically imposing and skilled in a number of areas. He's the perfect foil for the Elf.

Remind the other players, before they decide to stick a knife in the Dwarf, that he's armored head to toe. He's a tough nut to crack.

Lastly, as a Dwarf, this character has access to the Greed attribute. Using Greed isn't necessary for the demo scenario, but it can add a lot if you're comfortable with the mechanics. The sight of the sword can cause Brechtanz to make a Steel test against his Greed. After that, he can spend his sole Persona point to tap his Greed and dump a ton of dice into one roll.

Adventurer's Beliefs

Belief 1: This sword was a treasure of my clan for generations, stolen by foul Roden and abandoned here. I'll restore it to its rightful place among my people.



Belief 2: Words may be eaten, but blood is forever once spilled. Better a heated exchange than an exchange of blows.

Belief 3: My companions and I have seen much hardship together; I'll get them home safely.

Oath Belief: My Uncle Dvalin is proud but destitute. I will do anything to restore his fortunes.

Found Weapon

Based on Brechtanz's illustration at the end of the chapter, someone is going to want to use the pick (digging tools) as a weapon. It's a Power 4, Unwieldy, VA 1 weapon.

Fidhean, the Elven Bard

Fidhean, the Elven Bard, is a classic adventurer-type. He's handy with a sword, but his tongue is even sharper. He's well-equipped, has high stats and a decent range of skills to back them. If Fidhean's player can play the others against one another, he's going to come out on top every time.

However, Fidhean's songs don't often come into play in this scenario. They are primarily for color, but occasionally a player will use them to cause wonderment (wonderment is bad for everyone else, see page 98 of the Character Burner). The Verse of Friendship is an exception. It can be used as bargaining chip—declaring a character an Elf-friend is very powerful. But this ability is used after a conflict, not during.

Lastly, Fidhean isn't wearing a helmet and he has a glass jaw. One good clip to the head and he's going to rethink fighting out this situation.

Elven Bard's Beliefs

Belief 1: This sword was made by my father. Using its markings, I will demonstrate its origin to my companions so they cannot dispute its ownership.

Belief 2: I must return this lost sword to my father so that he will forgive me and allow me to return from my exile.

Belief 3: True friends and companions are a great treasure, and I will not let mine come to harm.

Robard, the Human Gambler's Beliefs

Robard is a gambling man. Everyone calls Robard a "thief," but his light fingers are just one of his many talents. Using him only to backstab and pick locks is doing him a disservice. He's a cunning, dangerous opponent, but he lacks power for a direct confrontation.





He's decent in the Duel of Wits, but he's weak in the physical department. He's also the only character who doesn't have a Sword skill.

Gambler's Beliefs

Belief 1: Master Kogan of the gambling house is going to break my knees if I don't pay off my debts. I've got to get paid in this venture!

Belief 2: I was the one who figured out where this treasure was; it belongs to me!

Belief 3: That Dwarf is not to be trusted. His greed will be the doom of us all. If he makes a move, I'll have to push someone else into his path.

Ssisz, the Roden Cultist

Ssisz is a Roden cultist. Before the scenario started, he led the other characters through the ruins of the ancient civilization to this collapsed temple. His player used his Below-wise to do it. We imagine that he spent a ton of artha, too! However, since the player didn't actually roll the dice, he does not gain the benefit of Let It Ride in this scenario. If he wants Ssisz to get back out, he needs to test Below-wise.

Ssisz is vulnerable on a lot of levels: he doesn't have any armor, he's got the Broken trait, and his main Duel of Wits skill is a B2 Persuasion. On the other hand, he can definitely come out on top if he is played smart. He fights effectively with a sword and shield, and has a respectable Intimidation skill that can be used to cow the gambler.

If the Roden player is out of ideas, you might suggest one bargaining chip that he has—someone's got to lead the group back to the surface!

Roden Cultist's Beliefs

Belief 1: To enter the Fields of Paradise, I must present my Visionary with this fabled sword.

Belief 2: The Prophet says, "To conquer from weakness, divide the strong." I will encourage the interlopers to argue among themselves.

Belief 3: These squabbling mice hired me to lead them to their treasure. I will now collect what I am owed or else.

Loyal Belief: Fiszik the Visionary will guide us to seize the Fields of Paradise from Men, as prophesied; I will serve him to my dying breath.



Playing the Scene

The Starting Positions

I've found it useful to start the scene with the whole group in the doorway to the chamber—still in the tunnel, really. The Roden, if he's in play, should always be in the lead.

Versus Tests

Players often attempt to shove aside their companions or make a dash for the sword. Before resolving any single action, allow everyone to state what he or she is doing. If one player shoves another, ask the target player if he wants to be shoved. If he doesn't care one way or another, there's no need to roll the dice. However, as soon as two players want the same thing, or one player doesn't want another player to succeed at what he's doing, you've got conflict. Use versus tests (Burning Wheel, page 28) to resolve these simple conflicts.

Be sure to enforce the Let It Ride rules. If a player failed to shove his compatriot aside, that's it. No amount of shoving is going to work. He's got to find another way around—either by changing the conditions of the test, tricking his friend, engaging in social conflict or escalating to violence!

Social Conflict Resolution

Focus on what the players are saying to each other and encourage them to roleplay (of course!). As soon as the players butt heads on a point, I stop the conversation. Then I ask each in turn, "Are you ready to give in to his demands?" Likely, they'll both say no.

At that point, I use the Duel of Wits system to resolve the social conflict. This scenario works well with these rules as described on pages 95-107 of the Burning Wheel. Occasionally, players aren't familiar with games that allow for serious social conflict. Therefore, before I turn them loose, I let the players know that they can use social conflict resolution to resolve the scene—as opposed to just beating the hell out of each other.

Judd dashed up to grab the sword. He menaces Jeff with it. Jeff tells him that he's not worthy to even touch the sword. Judd responds with a prideful, "How dare you!?" and retorts that he was going to give up the sword, but now he shall claim it as his own. I stop the conversation and ask, "Do you agree with each other? Do you want to try to argue him down? Do you want to prove that you're right?"





They ask me what they can gain from an argument, and I reply, "You can test to convince your opponent of your case. The result is as binding as any other rule in the game." They agree. They want to give this a try.

Judd and Jeff want a social conflict. Jeff wants to convince Judd to hand over the sword because he's not worthy of it. Judd states that he's offended and he's going to lay claim to the sword as his own. The outcome—who's right—will be determined by a Duel of Wits.

Two Sides

Due to the nature of the Duel of Wits, only two players are going to be active and fighting. Other players are not going to choose actions or roll dice during the Duel of Wits.

Help Is Vital

When a player isn't in the primary role of a Duel of Wits, he may still participate. He may grant help to either side on any appropriate



action. In this scenario, a +1D advantage can be the difference between victory and defeat. Thus the role of the helping player is quite significant.

Encourage players to be ready with their helping die. Tell them to roleplay their help and then hand over their helping die.

If players are sitting idle, I encourage the players leading the Duel of Wits to play to them. Rather than just ignoring the other players, they can use their own roleplaying to convince those inactive players to hand over those juicy, powerful helping dice right there.

Violence

The scenario often devolves into violence. Swords will be drawn, blows will be struck. If the players are just tussling or wrestling, use versus tests to resolve the violence. If a player has murder in his eyes, use the Fight! system.



When using versus tests, be sure to get everyone's intent and task out in the open and clarified before rolling the dice. Don't let players negotiate among each other. Have each player tell you what he's doing and then tell him to zip it if he tries to change in reaction to a clever ploy by his friend.

When using the Fight! rules, remember that this is a demonstration scenario. Start the players off with basic Fight! actions—Strike, Block and Counterstrike. Don't use stance or positioning rules. Once the action interplay is clear, or once positioning becomes important, add it into the conflict on the fly. When is positioning important in this fight? Positioning is important when you want to either keep someone out of striking distance or you want to close to striking distance with an opponent. This arises when opponents are wielding weapons of differing lengths—a sword against a knife or bare fists.

It's worth noting that, aside from the Dwarf, these characters aren't very tough. Warn the players about this. Warn them that one good hit is going to take them out—possibly even get them killed. But it is also perfectly cool to come to blows, realize how dangerous such a path is and then try to resolve the situation with a Duel of Wits.

Also, don't forget to have the players take Steel tests when their characters are wounded. Once a character is hesitating for three or four actions, stop the fight and reassess.

In the name of simplicity and clarity, don't suggest these options. Let the players ask how they can do these things, then tell them what they need to know.

Paying the Rat

According to Ssisz's Beliefs, he must be paid for his services. When play starts, the Roden has fulfilled his part of the deal. He has lead the group down to the sword. He has not yet been paid for this service. The Roden player can begin by demanding payment or he can wait until things unfold to see how he should proceed, but the best insurance for payment is to claim the sword for himself.

Paying the rat requires a Resources test. The "agreed-upon price" is an Ob 2 Resources test.





Ssisz's player can set the price higher if he so desires. If the others want to argue him down, use the Hagglng rules on page 88 of the Burning Wheel to negotiate the price. A Duel of Wits can also be played to arrive at terms.

The purpose of the Resources test is to demonstrate that a) the characters are all poor bastards, and b) if they help one another, they can mitigate much of the woes of having a low Resources exponent.

Negotiated Payment

If the players arrange terms to pay some now and some later, they are essentially using the Carefully rules (Burning Wheel page 31). They can roll the dice when the final payment is made. The GM can award them with an advantage die when they make payment, but failure must result in some dastardly twist that can't be wriggled out of—like another cultist appearing from the darkness to check on his brother cultist.

Artha

The characters are all front-loaded with 2 fate points and 1 persona point. Be sure that the players get a chance to spend artha during the game so they can see what it does.

Introducing Artha

When demoing The Sword, I don't describe the uses for artha until there's a need. When a player rolls 6s and could use more successes, I stop play for a moment and have everyone look at their artha. I describe what fate points do.

I describe persona points only when a player needs to make a roll against a high obstacle. Again, I stop play for a moment and demonstrate how to use the point.

Once I've explained, I ask the player if he wants to spend the point or save it for later. It's important that he be allowed to decide.

Awarding Artha

I also recommend the GM not give out artha during play. Don't worry about it right now. But do take note of when the players use their Beliefs and say out loud: "Wow, you just broke his hand to get the sword. That's in your Beliefs, right?" At the end of the demonstration, if you have time, do artha awards. Have each player read his Beliefs and award fate and persona based on the resolution of the action.



The Sword

So what's the big deal with the sword? Use the following stats for the sword: Pow 3, Add 2, VA 1, +1D advantage. Note that it's the only weapon in the scenario with any armor-penetrating capability.

As for the sword's history, that's for you to decide. Let the players use *Ballad of History*, *Elven Artifact-wise*, *Junk-wise*, *Stuff-wise* and *Obscure History* tests to establish facts about the sword. You can set obstacles using the criteria for each skill or you can propose versus tests to quickly settle debates. Don't let jostling for the facts replace a good *Duel of Wits*, though.

The Dwarf and the Elf each have a strong opinion about the provenance of the sword. The Dwarf asserts that his clan was the last to own the sword. The Elf claims that his father forged the blade. Both are correct and can coexist. Neither assertion creates a clear claim of ownership.

Winning

The scenario is over when one player most decidedly has the sword and no one can contest him. This situation could arise from convincing everyone via a *Duel of Wits*, beating the snot out of everyone in a fight and taking the sword or by making a lucky getaway via a *Speed* test.

Friendly Agreements

Some groups prefer to talk out the scenario and arrive at a friendly resolution. That's all well and good for a regular game, but this is a demonstration. If your group is particularly agreeable, encourage them to be a bit more argumentative or contrarian than they are normally. Explain that you're not questioning their inestimable roleplaying chops; you merely want to test the mechanics of the game.

If they insist on making peace, it's your job to introduce conflict. Use the *Adding Monsters* section and confront them for the sword.

Adding Monsters

It's possible to turn this scenario into a slightly more traditional adventure by adding a guardian for the sword. This works for a group of any size. You can even play a one-on-one with the GM (using any character except the Roden). As long as the monster has the sword, the player's going to want to confront him to get it.





When using a monster, be sure to exercise the same options available to the other characters: It can engage in social conflicts, simple conflicts and violence just like everyone else. And of course, it has its own reason to want the sword. You decide what that reason is.

I recommend the spider on page 291 of the Burning Wheel, and the Troll or Hosžrem on page 292. In the Monster Burner, the Hsigo Noble (on page 268) works well. It's his sword after all, right? The Ophidia (Monster Burner, page 278) is my personal favorite. She's tough enough to take on any one of the characters, and she's got great social skills for the Duel of Wits. She's full of nefarious purposes and plots, always looking for something to rebuild her fallen empire.

Continuing The Sword

If you want to continue playing after completing this brief scenario, I suggest that you stop play and end the session once either the sword's owner has been determined or the group has returned to the surface. Do artha awards. Encourage the players to rewrite one or two of their Beliefs to reflect the new situation in the game. For example, if Robard manages to escape with the sword, Fidhean and Brechtanz might change their Beliefs to reflect how unworthy and untrustworthy Men are—thus they must recover this priceless artifact from Robard. The next scene would involve the aggrieved parties trying to stop Robard from selling the heirloom on the black market. Men are such scum!

Once you have new Beliefs, start up the action again.

If the Group Agrees to Reconciliation...

If the group agrees to take the sword to the Elven lands and then to the Dwarves, or vice versa, pick up the action at their first destination. Fidhean's father, Fineath, is glad to have the sword returned, but it is a trinket to him—a trifle that he made in his youth. Its recovery is not enough to exonerate his wayward son in his eyes. However, Fineath will be deeply offended should Brechtanz suggest that the item must now be removed to the care of the Dwarves. Greedy Dwarves! A Duel of Wits can decide the fate of the sword in this circumstance.

If the group takes the sword to the Dwarves, Brechtanz's family rejoices. His uncle hails him as a hero. The sword is taken and put on display in the clan's hall. There is no discussion of removing it. Brechtanz' uncle will not accept a Duel of Wits over the matter. The uncle must be tricked or the sword stolen to fulfill any vows to return it to the Elven lands.



If Robard Recovered the Sword

If the group agrees to sell the sword, or simply goes up into the city—Scarport—to help Robard pay his debts, then Robard's enemies set upon them. One Master Kogan, a criminal himself, attempts to lay claim to the sword as payment for Robard's debt to him. He offers no surety or money. A second-story man will attempt to steal it in the night. Swindlers will attempt to convince the players to keep it safe with them. Finally, a gang of four young turks will attempt to take it by main force and thus earn a reputation and a place in the underworld. These events can trigger an epic campaign—a war for the underworld of Scarport!

If Ssisz Takes the Sword to His Cult

If Ssisz takes the sword to his cult, the Visionary claims the weapon for the cult (and for himself). To prevent this, the players must tangle with a charismatic, insane Roden cult leader! A Duel of Wits is in order.

However, he rewards Ssisz's efforts with a promotion within the organization. The promotion grants no material reward, but Ssisz is now one of the Visionary's *trusted* guardians. In this capacity the Visionary presents Ssisz (and friends) with a dangerous mission to be completed on behalf of the cult. What's a good mission? You decide.

If There Were Deaths

If there were deaths during the scuffle to claim the sword, you have a few options. The players of mortally wounded characters can burn up new characters. We prefer members of Ssisz's cult or of Robard's cohort of thieves. Be sure that these new characters have Beliefs in line with the new situation regarding the sword. Don't use this scenario to play out a reincarnated revenge story. That's just silly.

If only one character made it out alive, then you have to make a decision. Are the other players invested in the fate of that sword? If not, then perhaps it's best not to continue. Burn up new characters for everyone and start a new adventure in your own setting.

If the other players want to give it a shot, burn up three- or four-lifepath characters. Let the surviving player indicate the direction he wants to run. If he's stuck, the GM presents a situation. The players write Beliefs about the survivor, their relationship to him and about resolving the situation.





Possible situations include: Robard's enemies come to collect; another greedy Dwarf artificer hears of the sword's reappearance and tries to claim it; or Ssisz's cult comes in the night seeking revenge for their fallen brother; or a new adventure like Thelon's Rift that has nothing to do with the sword.

Breaking Down The Sword

After playing *The Sword*, the group should come away with an understanding of how Beliefs drive play. They all played their Beliefs and fought over the sword in one way or another. This type of play leads to rewards. Though the players didn't get to spend those exact rewards, they should have spent a fate point or two. Thus they can clearly see the value of playing a Belief to earn rewards, so those rewards can help them overcome future obstacles.

The group should also have come away with at least a cursory understanding of versus tests, *Duel of Wits* and *Fight!* If you didn't engage with one of those systems in play, consider running the scenario again and specifically engaging that mechanic so you can see how it works.



Brechtanz, Adventurer

Beliefs

This sword was a treasure of my clan for generations, stolen by foul Roden and abandoned here. I'll restore it to its rightful place among my people.

Words may be eaten, but blood is forever once spilled. Better a heated exchange than an exchange of blows.

My companions and I have seen much hardship together; I'll get them home safely.

Oath Belief: My Uncle Dvalin is proud but destitute. I will do anything to restore his fortunes.

Instincts

Whenever someone tells a tale, always one-up them.

Always compliment good craftsmanship.

Always keep a knife in my boot.

Lifepaths (Age 81)

Born Clansman, Delver, Tinkerer, Adventurer

Stats

Wi: B5, Pe: B5, Po: B4, Fo: B5, Ag: B4, Sp: B4, Speed Multi.: x3

Attributes

Health B7, Steel B5, Hesitation 5, Reflexes B4, Mortal Wound B11, Greed B3 (Idiom: Riches, Physical Beauty, Craftsmanship), Circles B2, Resources B1

PTGS

Su: B3 Li: B6 Mi: B8 Se: B9 Tr: B10 Mo: B11

Circles

Reputation: Rough and tumble adventurer in the village of Verge, 1D

Affiliation: Kwamish Antiquers, 1D; Thieves' Guild of Scarport, 1D

Relationship: Uncle Dvalin (4 pts)

Common Traits

Accustomed to the Dark [Dt, no penalties for twilight, starlight, candlelight, lamp light or torchlight], Bearded [Char], Greed [Dt, Emotional Attribute], Oathsworn [Dt, grants additional belief], Shaped from Earth

and Stone [Dt, grants access to Dwarven Arts], Stout [Dt, Speed Multiplier x3], Tough [Dt, round up when factoring Mortal Wound]

Traits

Deep Sense [Dt, use Perception as Orienteering while underground], Curious [Char], Adventurer [Dt, +1 Ob to Circles tests with all Artificer and Noble-born Dwarves, free 1D affiliation outside the Dwarf hold], Stubborn [Dt, +2D to body of argument in a Duel of Wits that contravenes a belief]

Skills

Tunnel-wise B2, Stuff-wise B2, Survival B3, Mending B3, Scavenging B2, Excavation B3[§], Climbing B2, Herbalism B3, Hagglng B2, Firebuilding B2, Sword B3, Lockpick B3, Obscure History B2, Persuasion B4

Gear

Shoddy sword, shoddy knife, Dwarven-made plated leather armor, clothes, traveling gear, sturdy shoes, shoddy Herbalism tools, shoddy Excavation tools, shoddy Lockpick tools

Weapons

Bare Fist—I:B2 M:B4 S:B6, Add 2, VA –, Fast, Shortest
Shoddy Knife—I:B3 M:B5 S:B7, Add 1, VA –, Fast, Shortest
Shoddy Sword—I:B4 M:B7 S:B10, Add 2, VA –, Slow, Long,

May Great Strike

[§] This ability is open-ended. 6s explode when rolling. See individual ability descriptions in Character Burner.



Fidhean, Bard

Beliefs

This sword was made by my father. Using its markings, I will demonstrate its origin to my companions so they cannot dispute its ownership.

I must return this lost sword to my father so that he will forgive me and allow me to return from my exile.

True friends and companions are a great treasure, and I will not let mine come to harm.

Instincts

Never accept an insult.

When a friend is hurt, soothe him.

When times are dark, sing to uplift the hearts of those around me.

Lifepaths (Age 130)

Born Citadel, Student, Song Singer, Bard

Stats

Wi: B6, Pe: B6, Po: B3, Fo: B3, Ag: B5, Sp: B6, Speed Multi.: x3.5

Attributes

Health B6, Steel B7, Hesitation 4, Reflexes B5, Mortal Wound B9, Grief B5, Circles B3, Resources B1

PTGS

Su: B2 Li: B4 Mi: B6 Se: B7 Tr: B3 Mo: B9

Circles

Reputation: Traveling Bard, +1D, Exile among the Elves of Amon Kel, +1D (Infamous)

Affiliation: The Exiles of Amon Kel, +1D

Relationship: Fineath, father and althing of the Citadel of Amon Kel (10 pts, discounted to 6 due to immediate family and enmity)

Common Traits

Born Under the Silver Stars [Char], Essence of the Earth [Dt, no need to make Health tests for disease, +1D to Health tests against fatigue or poison], Fair and Statuesque [Char], First Born [Dt, ability to use Elven Songs], Grief [Dt, Emotional Attribute], Keen Sight [Dt, +1D to Perception-based and Observation-based field maneuvers in Range and Cover or any Perception test involving long distances; no Ob penalties for dim (not complete darkness) light]

Traits

Exile [Dt, cannot journey West; +1D to starting Grief; Infamous reputation]

Skills

Elven Script B3, Lyric of Law B3§, Sing B4, Song of Merriment B3§, Ballad of History B3§, Etiquette B4, Oratory B5, Song of Songs B3§, Song of Soothing B3§, Lament of Stars B3§, Verse of Friendship B3§, Conspicuous B3, Flute B2, Sword B4, Man-wise B3, Elven Artifact-wise B3

Gear

Traveling gear, Elven flute, run of the mill plated leather armor, run of the mill sword, Elven clothes, Elven shoes

Weapons

Bare Fist—I:B2 M:B3 S:B4, Add 2, VA –, Fast, Shortest

Sword—I:B3 M:B6 S:B9, Add 2, VA –, Slow, Long,

May Great Strike



§ This ability is open-ended. 6s explode when rolling. See individual ability descriptions in Character Burner.

Robard, Gambler

Beliefs

Master Kogan of the gambling house is going to break my knees if I don't pay off my debts. I've got to get paid in this venture!

I was the one who figured out where this treasure was; it belongs to me!

That Dwarf is not to be trusted. His greed will be the doom of us all. If he makes a move, I'll have to push someone else into his path.

Instincts

Never throw the first punch.

Always haggle for the price.

Always cheat.

Lifepaths (Age 24)

City Born, Urchin, City Peddler, Criminal

Stats

Wi: B4, Pe: B4, Po: B4, Fo: B4, Ag: B4, Sp: B4, Speed Multi.: x3.5

Attributes

Health B3, Steel B3, Hesitation 6, Reflexes B4, Mortal Wound B10, Circles B2, Resources B0

PTGS

Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Circles

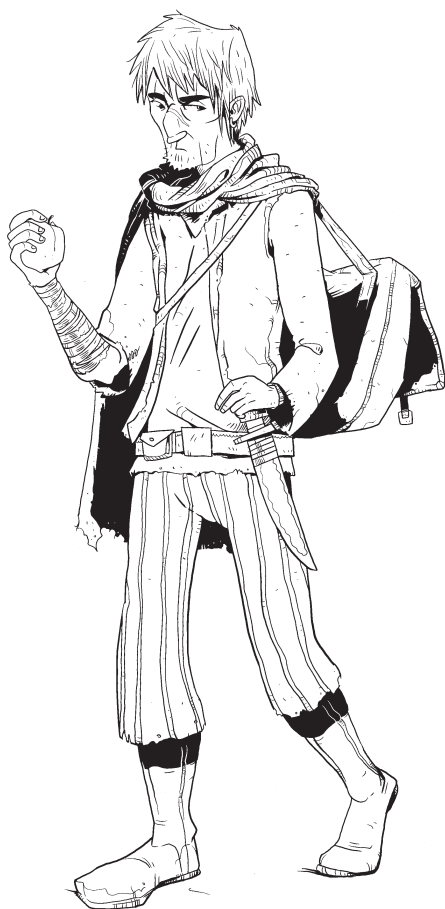
Affiliation: 1D Thieves' Guild of Scarport

Traits

Sickly [Dt, -1D Health], The Story [Call-on for Falsehood when telling a story to an audience], Cynical [Char], Poker Face [C-O for Falsehood and Gambling when bluffing], Fleet of Foot [C-O for Speed in races or positioning]

Skills

Brawling B2, Climbing B3, Falsehood B2, Hagglng B3, Inconspicuous B3, Knives B3, Lockpick B3, Mending B3, Persuasion B4, Stealthy B3, Streetwise B3, Tomb-wise B2



Gear

Run of the mill knife, run of the mill quilted armor, traveling gear, shoes, clothes, Lockpick toolkit

Weapons

Bare Fist—I:B2 M:B4 S:B6, Add 2, VA –, Fast, Shortest

Knife—I:B3 M:B5 S:B7, Add 1, VA –, Fast, Shortest

Ssisz, Cultist

Beliefs

To enter the Fields of Paradise, I must present my Visionary with this fabled sword.

The Prophet says, "To conquer from weakness, divide the strong." I will encourage the interlopers to argue among themselves.

These squabbling mice hired me to lead them to their treasure. I will now collect what I am owed or else.

Loyal Belief: Fiszzik the Visionary will guide us to seize the Fields of Paradise from Men, as prophesied; I will serve him to my dying breath.

Instincts

Always demand payment up front.

Never reveal my hand until I'm ready to strike.

Tithe half of what I make to the Visionary and the cult.

Lifepaths (Age 20)

Born Below, Scavenger, Initiate, Guardian

Stats

Wi: B4, Pe: B4 (5), Po: B3, Fo: B3, Ag: B4, Sp: B6, Speed Multi.: x4

Attributes

Health B3, Steel B7, Hesitation 6 (7), Reflexes B5, Mortal Wound B9, Circles B2, Resources B0

PTGS

Su: B2 Li: B4 Mi: B6 Se: B7 Tr: B8 Mo: B9

Circles

Affiliation: +1D with Saba's Nest in the Below

Common Traits

Acer's Likeness [Char], Coat of Fur [C-O for Health and Forte related to weather and wet], Communal [Dt, grants affiliation with nest], Enlarged Incisors [Dt, weapon], Quick-Blooded [Dt, old age at 40, x4 Speed Multiplier], Tail [Char], Large Ears [Dt, +1D to Perception rolls], Pack Rat [Char], Skittish [Dt, +1 Hesitation for Steel tests for Fear or Surprise, must choose Run Screaming hesitation if hesitating for more than one action].



Traits

Tunnel Vision [Dt, reduce penalties for dim light (not complete darkness) by one step], Greedy [Char], Broken [Dt, -1 Ob to motivate character by Preaching, Oratory or Suasion], Merciless [Char], Loyal [Dt, adds extra belief], Callous [Char], Hackles [C-O for Intimidation]

Skills

Inconspicuous B4, Doctrine B2, Sword B4, Shield Training, Appraisal B3, Intimidation B4, Brawling B2, Junk-wise B2, Society-wise B2, Hagglng B2, Below-wise B2, Persuasion B2

Gear

Sword, wooden shield (2D), traveling gear, blood blossom (+1D to Herbalism or Field Dressing tests), clothes

Weapons

Bare Fist—I:B2 M:B4 S:B6, Add 2, VA –, Fast, Shortest
 Enlarged Incisors—I:B3 M:B5 S:B7, Add 2, VA –, Fast, Shortest
 Shield Bash—I:B3 M:B6 S:B9, Add 2, VA –, Slow, Short
 Sword—I:B4 M:B7 S:B10, Add 2, VA –, Slow, Long,
may Great Strike