

# Ultima Forsan

Name \_\_\_\_\_  
Race \_\_\_\_\_

## Hindrances

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### Agility



Boating \_\_\_\_\_ Shooting \_\_\_\_\_

Fighting \_\_\_\_\_ Stealth \_\_\_\_\_

Lockpicking \_\_\_\_\_ Swimming \_\_\_\_\_

Riding \_\_\_\_\_ Throwing \_\_\_\_\_

### Smarts



Gambling \_\_\_\_\_ Notice \_\_\_\_\_

Healing \_\_\_\_\_ Repair \_\_\_\_\_

Investigation \_\_\_\_\_ Streetwise \_\_\_\_\_

Knowl. \_\_\_\_\_ Survival \_\_\_\_\_

Knowl. \_\_\_\_\_ Taunt \_\_\_\_\_

Knowl. \_\_\_\_\_ Tracking \_\_\_\_\_

### Spirit



Intimidation \_\_\_\_\_ Persuasion \_\_\_\_\_

### Strength



Climbing \_\_\_\_\_

### Cligor



### Wild Arcane

Charisma

Parry

Pace

Toughness

### Background

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### Languages

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### Permanent Injuries

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## Edges

- \_\_\_\_\_ V
- \_\_\_\_\_ X
- \_\_\_\_\_ XV
- \_\_\_\_\_ Seasoned
- \_\_\_\_\_ XXV
- \_\_\_\_\_ XXX
- \_\_\_\_\_ XXXV
- \_\_\_\_\_ Veteran
- \_\_\_\_\_ XLV
- \_\_\_\_\_ L
- \_\_\_\_\_ LV
- \_\_\_\_\_ Heroic
- \_\_\_\_\_ LXX
- \_\_\_\_\_ LXX
- \_\_\_\_\_ LXXV
- \_\_\_\_\_ Legendary
- \_\_\_\_\_ XC
- \_\_\_\_\_ C
- \_\_\_\_\_ CX

Weapon	Range	Damage	Wt.	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Power	Cost	Range	Damage/Effect
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

### Gear

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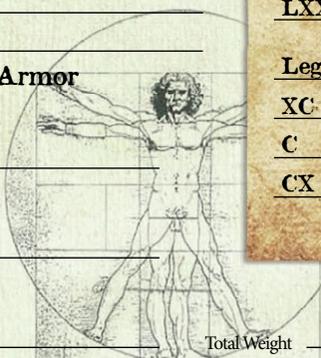
### Armor

Head

Arms

Torso

Legs



Total Weight \_\_\_\_\_ Florins \_\_\_\_\_

Weight limit \_\_\_\_\_ Encumbrance Penalty \_\_\_\_\_

Fatigue -I -II INC -III -II -I Wounds

Ultima Forsan  
Pregenerated Characters

Flor Escalione "La Mariposa"

THE RED ODALISQUE

The Red Odalisques are the elite guards of the Sultan Soraya of Granada. They can belong to any race or religion, and in the Harem of Granada they get trained in disguise and espionage techniques, as well as in a special martial art known as the "Blade Dance", which is executed holding two sabers. Each Odalisque has sworn to serve Soraya and Granada, and will agree to any compromise in order to do her mistress' will.

**Race:** Untainted

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d10, Lockpicking d4, Notice d4, Persuasion d4, Stealth d6, Streetwise d4, Throwing d8,

**Charisma:** +3; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

**Hindrances:** Curious, Loyal, Stubborn

**Edges:** Attractive, Red Odalisque

**Languages:** Spanish, Arab, Tuscan vernacular

**Weapons:**

2 sabers (damage: Agility+d6)

4 throwing knives (range: 3/6/12; damage: d6+d4)

**Armor:**

Leather corselet, armllet and jamb (Armor 1)

**Equipment:**

Elegant dress of red veils (Charisma +1)

**Bag containing:** Last Hope hatchet, phial of Caution, soap, a small bottle of perfume, lockpicking tools, 150 florins

**Edge:** Red Odalisque

Thanks to their training in the "Blade Dance", the Red Odalisques can fight with two scimitars or sabers, as if having the Ambidexterous and Two Fisted Edges, provided that they have no Encumbrance penalties.

While free from Encumbrance penalties, Red Odalisques can also use Agility instead of Strength to cause melee damage when using sabers or scimitars (they still have to follow the Minimum Strength rule).

They get two free sabers, or scimitars, and elegant, custom-made gowns of red veils, which add +1 to Charisma in those circumstances where status is important.

Ultima Forsan  
Pregenerated Characters

Jean Paul la Roche

PALADIN OF THE HOLY ROMAN EMPIRE

The French Paladins owe obedience to the Pope-King and swear themselves to the service of the Order and of the Empire of the Avignonnais Church. When they aren't on a special mission on behalf of the Vicar Generals or of the Bishop Counts, they still obey the Pope-King's orders and fight against the Dead, defend the travelers and the poor, hunt down infectors, sorcerers, heretic, necromancers and Tainted.

**Race:** Untainted

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d8, Healing d4, Intimidation d8, Notice d4, Persuasion d4, Riding d8

**Charisma:** 0; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 8 (2)

**Hindrances:** Overconfident

**Edges:** Knight (Paladin of the Holy Roman Empire), Brawny

**Languages:** French, Tuscan vernacular, Latin

**Weapons:**

Longsword (damage: Strength+d8)

**Armor:**

**Augmented armlet** (Armor +3 on the right arm, +1 to Strength rolls and melee damage); chainmail corselet, left armllet and jambs (Armor 2), medium shield (+1 Parry, +2 Armor against ranged attacks), full helmet (Armor +3)

**Equipment:**

**Bag containing:** the Bible in Latin, 300 florins

**Edge:** Knight - Paladin of the Holy Roman Empire

The Paladins of the Holy Roman Empire are an elite corps that answers directly to the Pope, Constantin II. They are bound by a holy vow which implies obedience and immediate answer to any call to arms, even if this might mean certain death. They get a warhorse, full chainmail armor (corselet, armllets and jambs), steel helmet (enclosed), long sword and medium shield with their order's coat of arms, plus an augmented bracelet. They can ask for hospitality at any ecclesiastical facility belonging to the Avignonnais Church, as well as at monasteries, convents and abbeys belonging to any Christian religious order.

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Ultima Forsan  
Pregenerated Characters

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Riccardo De Barri

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DEAD HUNTER

Many Fiefs have elite corps of armigers, men-at-arms, and woodsmen whose specific task is to patrol the borders or to venture into the savage lands to destroy the Dead that get too close to the Fief. These “Feditori” perform their duties alone or in small groups, setting ambushes, traps, and surprise attacks, and they usually carry short weapons. At times, adventurers and itinerant hunters do that as well, and some Fiefs will pay 50 florins or some similar reward, for each Dead’s head.

**Race:** Untainted

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Firing d8, Notice d4, Stealth d6, Streetwise d6, Survival d4, Tracking d4

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Hindrances:** Greedy (minor), Ugly

**Edges:** Steady Hands, Shot to the Head

**Languages:** Tuscan vernacular, German, Hungarian

**Weapons:**

**Axe** (damage: Strength+d6)

**2 flintlock pistols** (range: 5/10/20; damage: 2d6+1; 2 actions to reload; can be reloaded in one round with a successful Agility roll)

Pouch containing 20 shots and black powder.

**Armor:**

**Leather corselet, armlets and jambs** (Armor 1), pot helmet (Armor 3, head protection 50%).

**Equipment:**

**Bag containing:** pouch of salamander wool, Last Hope hatchet, one phial of Caution, rope, 30 florins.

**Edge: Shot to the Head**

The character is particularly adept at scoring a direct hit to the Dead’s head, and can anticipate their movements and shuffling gait. This halves the penalty for called shots to the head when the character attacks the Dead with a ranged weapon.

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Ultima Forsan  
Pregenerated Characters

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Percivalle Taccagni

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INVENTOR

Real geniuses, artists, mathematicians, scholars of algebra and physics, engineers who wouldn’t hesitate to experiment the most daring mechanical solutions, true Renaissance men with a deep knowledge of all arts, sciences and technologies, these men are one of the most important symbols of Man’s rebirth from the fog of the darkest Age. Their mechanical, magnetic and optical marvels are activated by levers and gears, hinges and tie-rods, are fueled by steam and spring devices, by gunpowder and inflammable oil, by lightning and wind power.

They usually work for the lord of some fief, or in a workshop equipped with all sorts of tools and raw materials, and they strive to create prototypes and machines that one day will allow them to defeat the Progeny of the Plague.

**Race:** Untainted

**Attributes:** Agility d6, Strength d6, Smarts d8, Spirit d4, Vigor d6

**Skills:** Fighting d6, Investigation d4, Notice d6, Taunt d6, Repair d6, Weird Science d8, Shooting d8

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Hard of Hearing, Quirk (eats only raw food)

**Edges:** Arcane Background (Weird Science)

**Languages:** Tuscan vernacular, French, German, Latin, Ancient Greek

**Powers:** *Armor* (-1 to Weird Science roll; Armor +2/+4)

**Weapons:**

**Bombard** (loaded with iron ball: range: 14/28/56; damage: 2d10; PA 2, Heavy Weapon. Loaded with 4 shots and black powder: conical model; damage 2d8; an opposed roll in Agility neutralizes the damage)

**Dagger** (damage: Strength+d4)

**Equipment:**

10 iron balls

12 shots and black powder

**Bag containing:** rope, flint and steel, flask of oil, lantern, 25 florins.

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