

Flor Escalone "La Mariposa"



Ultima *V/A* Forsan

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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: **Athletics** d8, **Common Knowledge** d6, **Fighting** d10, **Notice** d6, **Perform** d6, **Persuasion** d6, **Stealth** d6, **Thievery** d6

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Curious, Loyal, Stubborn

Edges: Charismatic, Red Odalisque

Languages: Arab, Spanish, Tuscan vernacular

Weapons:

- 2 sabers (Ag+d6 damage)
- 4 daggers (3/6/15; d6+d4 damage)
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Armor:

- Light leather robes and leggings (+1 Armor to torso, arms and legs)
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Equipment:

- Elegant dress of red veils (+1 to Persuasion and Perform rolls)
- Bag containing: Last Hope hatchet, phial of Caution, soap, a small bottle of perfume, lockpicking tools, 150 florins
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Jean Paul La Roche



Ultima *V* Forsan

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: Athletics d6, Battle d6, Fighting d8, Healing d4, Intimidation d6, Notice d4, Persuasion d4, Riding d8, Stealth d4

Pace: 6; **Parry:** 8 (2); **Toughness:** 9 (3)

Hindrances: Overconfident

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

Languages: French, Latin, Tuscan vernacular

Weapons: ▪ Longsword (Str+d8)

Armor:

- Augmented armband (+4 Armor to right arm, +1 to Strength and melee damage rolls)
- Chain shirt, leggings and helm (+3 Armor to torso, legs, arms and head)
- Medium shield (+2 Parry, -2 Cover).
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Equipment:

- Horse
- Bag with: Holy bible in Latin, 300 florins
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Filogramo Paracelso



Ultima **V** *Forsan*

Filogramo Paracelso

ALCHEMIST

Alchemists are learned men who can create acids, explosives, pyric powder and mineral extracts abound in this macabre age. Most alchemists enjoy a respected position and are very highly thought of in the Fiefs, where they are usually in the employment of the local Lord, or belong to a city guild. Others – apprentice, mercenary or itinerant alchemists – choose to travel from Fief to Fief to sell their knowledge and their potions to the highest bidder. They are scholars who can read and speak many languages and carry their equipment with them. Some others are more secretive in practicing their arts, and at times they face hostility from the local powers.

Race: Untainted

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

Skills: **Alchemy** d8, **Athletics** d6, **Common Knowledge** d4, **Fighting** d4, **Healing** d4, **Notice** d6, **Persuasion** d6, **Plague** d6, **Research** d6, **Stealth** d4, **Taunt** d8

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

Hindrances: Cautious, Pacifist (minor)

Edges: Arcane Background (Alchemy)

Languages: Ancient Greek, Latin, Tuscan vernacular

Powers:

- *Blast*
- *Healing*

Pover Points: 15

Weapons:

- Staff (Str+d4; +1 Parry, Reach 1, two-handed)

Armor:

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Equipment:

- Plague Doctor mask (+1 to resist to Miasma).
- Alchemist bag.
- Bag with: flint and steel, lantern, oil, Last Hope hatchet, Caution phial, rope, 30 florins.
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Chlomo Curiel



Ultima *V/A* Forsan

Chlomo Curiel

ISCARIOT

The sect known as the Iscariots is a religious and warrior order born among those Jews scattered throughout the Levant, and it has now spread through European and African Fiefs as well. It is possible, for example, to find official headquarters of this sect in the Abrahamic Republic of Salerno, the Sultanate of Granada and the kingdoms of Aragon and Aquitaine. Iscariots profess a fighting faith in the only God and actively take part in the defense of any Fief harboring them; their devotion is such, however, that they also help any man who is in serious trouble. They are among the best Dead Hunters in the world, trained to attack and destroy the Plague Spawn both in the Wilderness and within the Fiefs, and even in the Cities of Sorrow. Moreover, they also act as spies, saboteurs and assassins against whoever poses a real threat of using the Plague against the Fiefs: necromancers, vivisectors and infectors.

Race: Untainted

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

Skills: **Athletics** d8, **Common Knowledge** d4, **Fighting** d10, **Healing** d4, **Notice** d6, **Persuasion** d4, **Research** d4, **Stealth** d8, **Survival** d4, **Thievery** d6

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Cautious, Code of Honor, Loyal

Edges: Acrobat, Iscariot

Languages: Ancient Greek, Ancient Hebrew, Latin, Tuscan vernacular

Weapons: ▪ 2 katar (Agi+d6)

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Armor: ▪ Thick leather jacket, leggings and cap (+2 Armor to torso, arms, legs and head)

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Equipment: ▪ Bag with: rope with hook, Last Hope hatchet, phial of Caution, 150 florins.

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Percivalle Taccagni



Ultima **V** *Forsan*

Percivalle Taccagni

INVENTOR

Geniuses, artists, mathematicians heirs to the wisdom of the past, scholars researching algebra, geometry and physics, grammarians and numerologists, engineers willing to experiment with the most daring mechanical and architectural solutions, clockmakers and clockworkers, artists and architects, real Renaissance men with an expertise in all arts, sciences and technologies: these individuals are among the most important symbols of Man's rebirth from the mists of the Darkest Age.

Their mechanical, magnetic, optic and architectural marvels are activated by levers and gears, hinges and tie-rods, are fueled by steam and spring mechanisms, gunpowder and inflammable oil, the power of lightning and of the wind.

Inventors are almost always on the payroll of the lord of a Fief or work in a workshop or factory equipped with any raw material and tool they may need to create prototypes and machines that someday will finally defeat the Plague Spawn.

Race: Untainted

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

Skills: **Academics** d4, **Athletics** d4, **Common Knowledge** d6, **Fighting** d4, **Notice** d8, **Persuasion** d4, **Repair** d4, **Research** d6, **Science** d4, **Shooting** d6, **Stealth** d4, **Taunt** d6, **Thievery** d4, **Weird Science** d8

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

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

Edges: Arcane Background (Weird Science)

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

Powers:

- *Protection*
- *Bolt*

Pover Points: 15

Weapons:

- Dagger (Str+d4)

Armor:

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Equipment:

- Bag with: rope, flint and steel, oil flask, lantern, 325 florins.

Maddalena Madafferi



Ultima *V* Forsan

Maddalena Madafferi

WITCH

Wise peasant women, soothsayers with a knowledge of the occult, Jewish mystics and Saracen hermeticists, fortune tellers and astrologers, pagan keepers of forgotten knowledge, grim warlocks and benandanti, curanderos and hexenmeisters, snake charmers and wild beasts trainers. Unlike acknowledged physicians, alchemists and inventors, witches are relegated to the fringes of society, often driven away or despised by the rulers of the Fiefs, and nearer to rascals, charlatans and swindlers than to scholars and academics. They often live traveling from Fief to Fief and plying their itinerant trade whenever asked to or offering their services in exchange for a few alms. Sometimes, they are persecuted as heretics, sorcerers or infectors.

Race: Tainted (Contagious, Doomed to the Affliction, Emaciated, Outsider, Plague Immune)

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

Skills: **Athletics** d4, **Common Knowledge** d4, **Fighting** d4, **Healing** d8, **Notice** d8, **Persuasion** d8, **Riding** d4, **Stealth** d4, **Taunt** d8, **Witchcraft** d8

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

Hindrances: Curious, Phobia (minor, rats), Poverty

Edges: Arcane Background (Witchcraft), Baffle the Dead

Languages: Arab, French, Hungarian, Spanish, Tuscan vernacular

Powers:

- *Bolt*
- *Deflection*

Pover Points: 15

Weapons:

- Staff (Str+d4, +1 Parry, Reach 1, two-handed)
- Dagger (Str+d4)

Armor:

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Equipment:

- Witch bag.
- Bag with: flint and steel, 10 candles, Last Hope hatchet, Caution phial, 150 florins
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