

4. Vivienne - Noblewoman

"I am NOT 'milady' anymore, monster!"



Vivienne was raised in a beautiful house, always with servants on-hand to tend to her every need. She did have obligations, of course, with etiquette lessons to learn, official ceremonies to attend, and awful would-be-suitors to meet. Politics can be dangerous in the Old Kingdom, so Vivienne's father made her train with the blade along with her brothers, because "you never know what can happen". It was that training that saved Vivienne's life when the family dead emerged from their tomb. Vivienne has lost everything, but she doesn't intend to lose her life.



Starting Skills:

1. **Destiny** — For each SCAVENGE Action you take, you may choose to roll all dice again. The new result replaces the previous one.
2. **Swordmaster** — Increase the Dice value of each Melee weapon you wield by 1.
3. **Fast** — You gain an Extra Action that can be used to either Disengage or Evade.
4. **Bloodlust** — You gain 1 Extra Attack using a Melee weapon.

Name

Vivienne

Occupation

Noblewoman

Looks

Wears a nice dress now stained with blood

Level/xp



Armor

Hit Points

5

Strain

1

2

3

Fatigue

1

2

3

	Muscle 2	Brains 1	Guts 3
Athletics 2	STUNT	SNEAK	ENDURE
Attitude 3	CONVINCE	LORE	HEARTEN
Combat 3	FIGHT+1	SHOOT	DEFEND
Magic 2	CAST	SENSE	WARD
Perception 2	SPOT	RUMORS	SCOUT
Survival 1	SCAVENGE	CRAFT	THIEVERY

Skills

Destiny

Swordmaster

Fast

Bloodlust

Fervor

1

2

3

4

5

6

7

8

Conditions

Weapon

Sword

Melee	0	2	4+	1	1	-

Weapon

Dagger

Melee	0	1	4+	1	1	-

Gear	
HAND 1	SACK 1
HAND 2	SACK 2
BODY 1	SACK 3
BODY 2	SACK 4
BODY 3	SACK 5
BODY 4	SACK 6