

Branwen

[bran:wen]



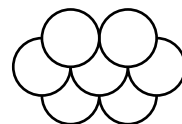
Kismet

Backgrounds & Circumstances

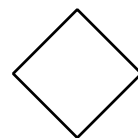
Also known as 'Branbach', 'Blackbird', or 'Duon' — you are the Lord of the Hearth.

Your eyes and hair are as black as soot. You wear a dark maroon gown, with a floral lapel and gold trimmings. You are the youngest of the family. You wish you could have just had a normal birthday. This almost feels like a kind of sick practical joke. You barely have time to process or grieve, and now your whole family seems to be turning against you. Who's fault is this? You didn't ask for this. Still, some things are beyond the power of our changing... *try though we might*. If this is the hand you've been dealt, perhaps it's time to play!

Lots:



Ego:



Principles

▸ All my siblings just want to bismirch me. I'll show them I can be King!

▸ One death is enough. I will not let anyone else die tonight.

Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

▸ My first assumptions are often wrong, but that's ok... I'm still learning.

▸ When the light of the full moon strikes me, I always get jittery.

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ Dormadd will defend me, but I'm an adult now; we can protect each other.

▸ Actions are more important than words.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Abilities

Rank

APPEAL ≥ **3**

BRAINS ≥ **4**

FINESSE ≥ **4**

BRAWN ≥ **5**

ITEMS IN PARENTHESES

Jobs

ADVOCATE 4

DECEIVER 3

LEADER 2

Appeal Dice

INQUISITOR 4

STEWARD 2

PHILOSOPHER 4

Brains Dice

CRAFTER 5

HUNTER 5

THIEF 3

Finesse Dice

GUARD 2

NURSE 5

WARRIOR 3

Brawn Dice

Assets

+ Liked by the Castle Staff

+ Reindeer-horn Bow

++ The Prophesied King

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used: ☐

Master of the House

The room comes alive under your step. The fire feels warmer, the tiles look cleaner, and the doors are definitely stronger.

You may ward any room with a fireplace against anyone from entering whom you do not allow. The room will force them out by any means necessary.

This lasts until the end of the scene, or until the fire goes out.

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

Quirks

☐ Determined

☐ Kindhearted

☐ Naïve

☐ Tactless

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

Specialties

☐ Animal Handling

☐ Barter

☐ Competition

☐ Field Dressing

☐ Gossip

☐ Mountaineering

Each specialty can be used to reroll a die once per session, counting as a KISS.

