

Fran (Bendigeidfran)

[vran]



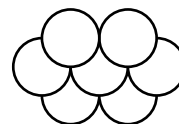
Kismet

Backgrounds & Circumstances

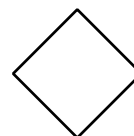
Also known as 'Brancaur', 'White Crow', or 'Gwyn' — you are the Lord of Wisdom.

Your hair is well-kempt and whitening with age. You are largest of your siblings, a giant among men, and a little bit plump, but still not as large as father. You are the eldest child of King Llyr, but you have already seen many lifetimes of ordinary men. You are a great fighter, a poet, and a war hero. Manawydan's prophesy will rob all of you of your fair share of father's land and rights. This must be a conspiracy, surely? And you don't trust that strange mutt Dormadd either... He just showed up one day, and claimed to be Branwen's protector!

Lots:



Ego:



Principles

• Manawydan is a fraud who lacks true magic; I'll prove this prophesy is false!

• Dormadd makes me uneasy. I must find out why he serves Branwen so diligently.

Goals

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

• I always speak my mind, even when it embarrasses or infuriates others.

• Playing my flute keeps me calm, and often calms those around me too.

Habits

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

• I've not waited my whole life to bow to a child!

• Our mother is still the wife of a King, and must be respected as such.

Creeds

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

Abilities

Rank

APPEAL ≥ **4**

BRAINS ≥ **5**

FINESSE ≥ **3**

BRAWN ≥ **4**

ITEM FABLE, PHYSICABLE.

Jobs

ADVOCATE 3

DECEIVER 1

LEADER 5

Appeal Dice

INQUISITOR 3

STEWARD 4

PHILOSOPHER 5

Brains Dice

CRAFTER 3

HUNTER 4

THIEF 2

Finesse Dice

GUARD 3

NURSE 2

WARRIOR 6

Brawn Dice

Assets

+ Heroic Reputation

+ Ceremonial Plate Armor

+ Huw (pet crow)

+ The Ivory Flute

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

Gambit

Used: ☐

Eyes of Earth & Stone

How did the Lord of Wisdom come to come to know so much? With a little meditation, many things may be seen or heard.

You can project your mind through walls of rock or mud. You may reach this vision out to any distance in, so long as its all connected to the earth.

You are vulnerable in this state, but your crow keeps watch.

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

Quirks

☐ Austere

☐ Drunk

☐ Gallant

☐ Reminiscant

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

☐ Athletics

☐ Etiquette

☐ Intimidation

☐ Observation

☐ Poetry

☐ Tactics

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

