



Agnus de Neweham

Of all those living at St. Giles', Agnus has been there the longest. Her brother Peter is a member of the staff and a clergyman in the house's chapel. He has watched over her and helped raise her here since they were both young, and she knows little of the outside world.

Agnus is deaf, making it difficult for her to communicate with others. She and those who have been around awhile talk using basic hand signals they've developed over the years, but newcomers find it especially difficult to speak her language. She's incredibly smart and is a highly capable problem solver, but those who don't know her often assume she's incompetent because they can't understand her. This has led Agnus to be a bit of a recluse, but she finds solace in her duties as the chapel's bell ringer—she loves the feel of the vibrations as it rings for others to hear.

Relationships

It's not that Agnus doesn't get along with the others in the house; she just has a difficult time interacting with them. Agnus loves to be part of the group whenever she can. She has a growing connection to Gerardus, who has been at St. Giles' long enough to understand some of her hand signals, but most of the others still don't quite understand what she has to say. She'd like to get to know Johana better, but Johana is the one person who can't see her hand signals at all and they have difficulty communicating effectively.

Qualities

Courage	+0 / +0	Cautious
Pious	+2 / -2	Worldly
Energetic	+1 / -1	Sluggish
Generous	+1 / -1	Selfish
Cautious	+0 / +0	Reckless

Trait Ladder

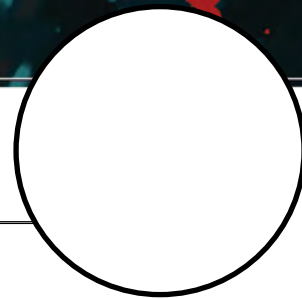
Fantastic	+5	Average	+0
Superb	+4	Mediocre	-1
Great	+3	Poor	-2
Good	+2	Terrible	-3
Fair	+1		

The Saints

Saint Name	Patronage
Lucy	Blind
Giles	Disabled
Raphael	Death
Jude	Desperate Causes
Pantaleon	Physicians
Anthony the Abbott	Grave Diggers, Skin Diseases
Blaise	Animals
Ambrose	Learning
Christopher	Travellers



Fate Points



Senses

Hear	-
See	+2
Smell	+0
Taste	+1
Touch	+1

Stress Track

Damage Track

Skills

Act / React	+0
Animal Handling	+1
Explore	+0
Hand Signals	+2
Intuition	+2
Lore	-2
Medicine	-1
Navigate	+1

Damage	Wound	Track
1-2	+1	☐ ☐
3-4	+0	☐
5-6	+2	☐
7-8	+2	☐
9+	-2	☐

Anxieties and Assurances

-1	When you're in a hurry and someone else is slowing you down, make a Fair (+1) Sluggish check to remember to take it easy. Failure results in -1 Stress.
-2	Whenever you use Blessed Dice on a roll but still fail the check, make a Fantastic (+5) Pious check or suffer -2 Stress.
+1	Whenever you give up something you have very little of to a person who is more needy than you, make a Good (+2) Generous check to recover 1 Stress.
+2	Whenever you have the opportunity to spend at least 10 minutes praying in a church or other holy place, make a Superb (+4) Pious check to recover 2 Stress. You can't benefit from this more than once in a 24-hour period.



Gerardus Caravello

Gerardus has spent his entire life working against stereotypes and trying to prove his worth to others. He's a little person, no more than four feet tall, but doesn't allow his short stature to get in the way. He arrived at St. Giles' several years ago because, despite his own high spirits, most employers wouldn't give him the benefit of the doubt. He now works as a caregiver in the almshouse and welcomes newcomers with open arms.

Gerardus is experienced at taking care of sick people and people with disabilities. He has a limited amount of medical education but a lot of practice caring for others. He is one of the few literate residents outside of the clergy and reads as much as he can about health and science. He dreams of one day studying under an actual doctor, but he enjoys his duties at the almshouse and seldom moves to accomplish that goal.

Relationships

Gerardus loves everyone and genuinely likes to care for others' well-being. He's especially fond of Agnus, who he has known longer than most others at the almshouse, and has developed several meaningful hand signals which he uses to communicate with her. When Vasco arrived at St. Giles', Gerardus was the one who treated his scurvy and nursed him back to health. Vasco was appreciative of Gerardus' help, but they haven't developed any particularly strong bond because of it.

Qualities

Courage	+0 / +0	Cautious
Pious	+2 / -2	Worldly
Energetic	+1 / -1	Sluggish
Generous	+3 / -3	Selfish
Cautious	+1 / -1	Reckless

Trait Ladder

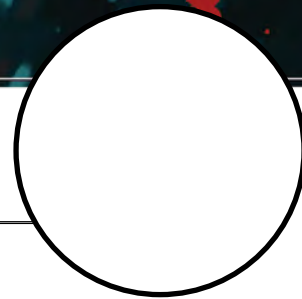
Fantastic	+5	Average	+0
Superb	+4	Mediocre	-1
Great	+3	Poor	-2
Good	+2	Terrible	-3
Fair	+1		

The Saints

Saint Name	Patronage
Lucy	Blind
Giles	Disabled
Raphael	Death
Jude	Desperate Causes
Pantaleon	Physicians
Anthony the Abbott	Grave Diggers, Skin Diseases
Blaise	Animals
Ambrose	Learning
Christopher	Travellers



Fate Points



Senses

Hear	+0
See	+0
Smell	+0
Taste	-1
Touch	+1

Stress Track

☐	☐	☐	☐	☐
☐	☐	☐	☐	☐

Damage Track

Skills

Act / React	-1
Animal Handling	+0
Explore	-1
Hand Signals	+2
Intuition	+0
Lore	+2
Medicine	+2
Navigate	-1

Damage	Wound	Track
1-2	+1	☐ ☐
3-4	+0	☐
5-6	+2	☐
7-8	+2	☐
9+	-2	☐

Anxieties and Assurances

-1	Whenever you witness someone else doing something careless, make a Fair (+1) Reckless check to recognize there may be some good in their intentions. Failure results in -1 Stress.
-2	Whenever those around you are indulging in worldly sins (lust, greed, gluttony, etc.) make a Fantastic (+5) Pious check or suffer 2 Stress.
+1	Whenever you're afforded more time than necessary to complete an action, make a Good (+2) Sluggish check to recover 1 Stress
+2	Whenever helping someone else would come at some expense to your own well-being, make a Fantastic (+5) Generous check to recover 2 Stress.



Johana de Berkshire

Blind since birth, Johana was raised by her well-to-do uncle in Berkshire until his recent death. Though she has an independent spirit she wasn't raised to be independent, so when her uncle died she was shipped off to St. Giles' Almshouse to be taken care of by the church.

Johana resents not being given the opportunity to do things on her own and is constantly working to improve her skills in any way she can. She has developed many talents in the last several months since she arrived at St. Giles' and has learned her way around despite her lack of sight. She has also become quite the explorer, thanks to her growing friendship with Vasco Vincente; the two often go on adventures around the grounds together and she watches out for him as best she can.

Relationships

Even though she is technically younger than Vasco, Johana looks out for him as if she were his older sister. The two get along well and they often like to explore together. She doesn't interact much with Agnus because they have difficulty communicating, but Johana doesn't have anything against her either.

Qualities

Courage	+2 / -2	Cautious
Pious	+0 / +0	Worldly
Energetic	+2 / -2	Sluggish
Generous	+1 / -1	Selfish
Cautious	-1 / +1	Reckless

Trait Ladder

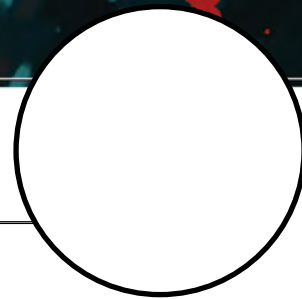
Fantastic	+5	Average	+0
Superb	+4	Mediocre	-1
Great	+3	Poor	-2
Good	+2	Terrible	-3
Fair	+1		

The Saints

Saint Name	Patronage
Lucy	Blind
Giles	Disabled
Raphael	Death
Jude	Desperate Causes
Pantaleon	Physicians
Anthony the Abbott	Grave Diggers, Skin Diseases
Blaise	Animals
Ambrose	Learning
Christopher	Travellers



Fate Points



Senses

Hear	+2
See	-
Smell	+0
Taste	+0
Touch	+2

Stress Track

☐	☐	☐	☐	☐
☐	☐	☐	☐	☐

Damage Track

Skills

Act / React	+1
Animal Handling	+1
Explore	+2
Hand Signals	-2
Intuition	+0
Lore	+1
Medicine	+0
Navigate	+0

Damage	Wound	Track
1-2	+1	☐ ☐
3-4	+0	☐
5-6	+2	☐
7-8	+2	☐
9+	-2	☐

Anxieties and Assurances

-1	Whenever someone tells you to slow down or use your head first, make a Fair (+1) Cautious check.
-2	Whenever you have a Severe Wound (or worse) but need to continue to act quickly, make a Fair (+1) Sluggish check to remember to take it easy.
+1	Whenever you would choose to take a faster, more dangerous route over a slower, safer route, make a Good (+2) Reckless check to recover 1 Stress.
+2	Whenever you help someone else who is scared out of their wits, make a Superb (+4) Courage check.



Vasco Vincente

Vasco is a former sailor from Portugal who has traveled much of the known world. His career was cut short when a prolonged bout of scurvy left him frail, sick, and senile. He came to St. Giles' to be cured of the disease, but he never fully recovered from its terrible effects and here he remains.

Although he has a great deal of worldly experience, Vasco suffers from short-term memory loss as a result of the disease. His bones are brittle and all but two of his teeth have fallen out. Despite his poor health, Vasco longs to travel again and would give anything to go on an adventure. He's just as daring as he was in his sailing days (which were not so long ago) but he lacks the strength and energy to keep up with most daily tasks, let alone extended travel.

Relationships

Vasco is a personable fellow and gets along well with most of the other residents of St. Giles'. He's particularly fond of Johanna because she shares his adventurous spirit and the two can often be found going on adventures together around the Almshouse grounds.

Qualities

Courage	+3 / -3	Cautious
Pious	-2 / +2	Worldly
Energetic	-2 / +2	Sluggish
Generous	-1 / +1	Selfish
Cautious	-1 / +1	Reckless

Trait Ladder

Fantastic	+5	Average	+0
Superb	+4	Mediocre	-1
Great	+3	Poor	-2
Good	+2	Terrible	-3
Fair	+1		

The Saints

Saint Name	Patronage
<u>Lucy</u>	Blind
<u>Giles</u>	Disabled
<u>Raphael</u>	Death
<u>Jude</u>	Desperate Causes
<u>Pantaleon</u>	Physicians
<u>Anthony the Abbott</u>	Grave Diggers, Skin Diseases
<u>Blaise</u>	Animals
<u>Ambrose</u>	Learning
<u>Christopher</u>	Travellers



Fate Points



Senses

Hear	+0
See	+2
Smell	+0
Taste	-1
Touch	-1

Stress Track

☐	☐	☐	☐	☐
☐	☐	☐	☐	☐

Damage Track

Skills

Act / React	-2
Animal Handling	+1
Explore	+2
Hand Signals	+0
Intuition	-1
Lore	+1
Medicine	+0
Navigate	+2

Damage	Wound	Track
1-2	+1	☐ ☐
3-4	+0	☐
5-6	+2	☐
7-8	+2	☐
9+	-2	☐

Anxieties and Assurances

-1	Whenever you're asked to share something you have, make a Fair (+1) Generous check or take -1 Stress.
-2	Whenever worldly pleasures are within your reach but you're denied their comfort, make a Fair (+1) Pious check or take -2 Stress.
+1	Whenever you get to keep an item that wasn't intended for you, make a Good (+2) Selfish check to recover 1 Stress.
+2	Whenever you gain an item that is nice or have an opportunity to indulge in wine and food, make a Superb (+4) Worldly check to recover 2 Stress



Gwenaelle Dubois

Gwenaelle was born somewhere in Southern France, as best as anyone has been able to discern. When she arrived at St. Giles' Almshouse, she was unconscious and bloodied. She seems to have some kind of post-traumatic stress disorder, but her unwillingness to open up about the issue has made it difficult for others to understand the cause. What everyone does know is that Gwen is typically shy and reserved, but she occasionally speaks up when she feels someone else is being harassed.

Relationships

Although she has been at St. Giles' for about five years, Gwen hasn't made a deep connection with anyone. Johanna and Vasco seem to make her nervous with all their reckless exploration, she finds Agnus difficult to communicate with, and Gerardus seems to spend too much time talking to Agnus. She has learned a thing or two about medicine from Gerardus, but for the most part Gwen tends to keep to herself.

Qualities

Courage	+1 / +1	Cautious
Pious	+2 / -2	Worldly
Energetic	-1 / +1	Sluggish
Generous	+2 / -2	Selfish
Cautious	+1 / -1	Reckless

Trait Ladder

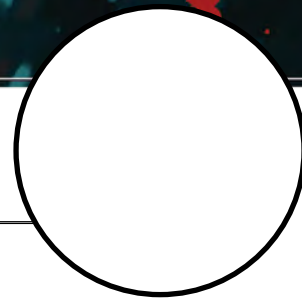
Fantastic	+5	Average	+0
Superb	+4	Mediocre	-1
Great	+3	Poor	-2
Good	+2	Terrible	-3
Fair	+1		

The Saints

Saint Name	Patronage
<u>Lucy</u>	Blind
<u>Giles</u>	Disabled
<u>Raphael</u>	Death
<u>Jude</u>	Desperate Causes
<u>Pantaleon</u>	Physicians
<u>Anthony the Abbott</u>	Grave Diggers, Skin Diseases
<u>Blaise</u>	Animals
<u>Ambrose</u>	Learning
<u>Christopher</u>	Travellers



Fate Points



Senses

Hear	-1
See	+0
Smell	+1
Taste	-1
Touch	+1

Stress Track

Damage Track

Skills

Act / React	-1
Animal Handling	+1
Explore	-1
Hand Signals	+0
Intuition	+2
Lore	+1
Medicine	+1
Navigate	+0

Damage	Wound	Track
1-2	+1	☐ ☐
3-4	+0	☐
5-6	+2	☐
7-8	+2	☐
9+	-2	☐

Anxieties and Assurances

-1	Whenever you witness someone take advantage of another person with lesser means, make a Fair (+1) Courageous check to speak up or take 1 Stress.
-2	Whenever there is a high risk of incurring an injury, make a Good (+2) Reckless check to react quickly or take 2 Stress.
+1	Whenever someone else heeds your words of caution and avoids getting hurt, make a Good (+2) Cautious check to recover 1 Stress.
+2	Whenever your good deed or prayer causes someone else to recover Stress, make a Fantastic (+5) Generous or Pious check to recover 2 Stress.



Marcus Bernard

Marcus was in the French cavalry when his people suffered a dreadful defeat. Although he was one of the few survivors of the doomed skirmish, he lost one of his legs and was severely injured from the fight. He has only been at St. Giles' for a few months, but he is starting to grow accustomed to his new crutches and has recently begun exploring new ways to become mobile again.

Relationships

Marcus hasn't had time to get to know many of the other denizens very well yet. He appreciates the curious and exploratory nature of both Johanna and Vasco, but the two seem so close that he doesn't want to complicate their relationship. He doesn't understand most of Agnus' hand signals yet, but has expressed a willingness to learn. For the most part though, he just works with whoever is around and hasn't spent much time on building any close friendships.

Qualities

Courage	+1 / -1	Cautious
Pious	+0 / +0	Worldly
Energetic	+1 / -1	Sluggish
Generous	-1 / +1	Selfish
Cautious	-2 / +2	Reckless

The Saints

Saint Name	Patronage
Lucy	Blind
Giles	Disabled
Raphael	Death
Jude	Desperate Causes
Pantaleon	Physicians
Anthony the Abbott	Grave Diggers, Skin Diseases
Blaise	Animals
Ambrose	Learning
Christopher	Travellers

Trait Ladder

Fantastic	+5	Average	+0
Superb	+4	Mediocre	-1
Great	+3	Poor	-2
Good	+2	Terrible	-3
Fair	+1		



Fate Points



Senses

Hear	+0
See	+0
Smell	+2
Taste	+1
Touch	-3

Stress Track

☐	☐	☐	☐	☐
☐	☐	☐	☐	☐

Damage Track

Skills

Act / React	+2
Animal Handling	+1
Explore	+0
Hand Signals	-2
Intuition	-2
Lore	+2
Medicine	+1
Navigate	+1

Damage	Wound	Track
1-2	+1	☐ ☐
3-4	+0	☐
5-6	+2	☐
7-8	+2	☐
9+	-2	☐

Anxieties and Assurances

-1	Whenever you take an action that would reasonably require extra time and caution, make a Superb (+4) Reckless check to do things your way regardless. If you fail, take 1 Stress.
-2	Whenever you do something quickly but fail, make a Good (+2) Sluggish check or take 2 Stress.
+1	Whenever you take a risky action and succeed, make a Superb (+4) Reckless check to recover 1 Stress.
+2	Whenever you save someone else from harm, make a Great (+3) Courageous check to recover 2 Stress.