

# Fortune's Fool

## Grimm Tales Pregen Characters

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In the following pages, you will find five pregenerated characters usable right away to play in our *Grimm Tales* campaign. These are beginning characters created with the *Fortune's Fool* system, so you may need to alter them slightly if you are bringing one in the middle of the campaign. Consult your GM to see how many, if any, extra experience points you are allowed.

These characters are tied to the world of the *Grimm Tales* campaign, but feel free to change any names, backstories, or languages as you please.

Of course, you will need a copy of *Fortune's Fool* to fully utilize these characters' Fate Twists and Martial Skills.



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## Lucian Brancusi

As a local to the region around the Carpathian Mountains, you have been aiding the Army of St. Stephen against the Ottoman hordes as a scout and survivalist. You grew up in this region, favoring the outdoors, and because of this, you have learned a touch of nature magic.

Your arcane leanings have led you to befriend an old woman that everyone calls Mother Onesti. Though many see her as a witch, you call her friend and mentor. However, she does in fact practice dark arts, and you sometimes worry for her soul.

Count Jacob Grimm, leader of the Army of St. Stephen, has asked you and Mother Onesti to join a small group tasked with a very important mission.

Statistics					
<u>Agility</u>	<u>Body</u>	<u>Heart</u>	<u>Perception</u>	<u>Status</u>	<u>Martial</u>
5	6	7	5	4	1
<u>Dodge</u>	<u>Hand Attack</u>	<u>Ranged Attack</u>	<u>Movement</u>	<u>Initiative</u>	<u>Stealth</u>
5	4	3	5	5	5

Hit Points
25
Wounds Taken
A armor
0

Minor Arcana			
<u>Cups</u>	<u>Swords</u>	<u>Pentacles</u>	<u>Wands</u>
Fortune Smiles	Fortune Frowns	Fortune Smiles	Fortune Smiles

Fate Pool	Fate Twists
4	Fate is Written House Planetary Premonition Rising Star

Major Arcana			
I - Magician	V - Hierophant	XI - Justice	XVIII - Moon
II- High Priestess	VI - Lovers	XII - Hanged Man	XIX - Sun
III - Empress	VII - Chariot	XIV - Temperance	XX - Judgment
IV - Emperor	VIII - Strength	XV - Devil	XXI - World
	IX - Hermit	XVII - Star	

<b>Skills</b>	
<u>Name</u>	<u>Draw</u>
Climbing	5
Driver	7
Escape Artist	5
Gambling	5
Gypsy Magic, Basic	N/A
Sixth Sense	N/A
Stealth Expert	7
Survival	5
Swimming	6
Tracking	7
Wiccan Craft, Basic	N/A

<b>Martial Skills</b>
Armor & Shield Training
Weapon Expertise (Hatchet)

<b>Languages</b>
Native: Hungarian
Others: German, Polish
Literate: No

<b>Gear</b>		
Hatchet	Oxcart	Gypsy Magic components
Knife	Rope	Wiccan Craft components
Shortbow	Matches	
Wooden shield	Cheap lantern	
<b>Wealth Level: Poor</b>		

<b>Weapon</b>	<b>Hit</b>	<b>Parry</b>	<b>Type</b>	<b>Frowns</b>	<b>Smiles</b>	<b>Shines</b>
<i>Hatchet</i>	5	6	Lethal	3	7	10
<i>Knife</i>	4	5	Lethal	3	6	9
<i>Shortbow</i>	3	N/A	Lethal	4	9	13





## Knight Commander Baltazar Sobowicz

You are an orc of noble birth from Poland, but being a middle son, you were cloistered in a Catholic monastery at an early age. Your unwavering devotion and your natural martial prowess has afforded you a comfortable position within the church's hierarchy as an enforcer of God's law.

When the Ottoman invasion of Europe began, you were among the first to the front lines. Presently, you are a high-ranking officer in the Army of St. Stephen, led by Count Jacob Grimm. Though the army's situation is dire, Grimm has chosen you to lead a small task force on a very important secret mission that could very well win the war.

Statistics					
<u>Agility</u>	<u>Body</u>	<u>Heart</u>	<u>Perception</u>	<u>Status</u>	<u>Martial</u>
3	10	6	3	9	4
<u>Dodge</u>	<u>Hand Attack</u>	<u>Ranged Attack</u>	<u>Movement</u>	<u>Initiative</u>	<u>Stealth</u>
3	9	5	6	3	3

Hit Points
36
Wounds Taken
Armor
3

Minor Arcana			
<u>Cups</u>	<u>Swords</u>	<u>Pentacles</u>	<u>Wands</u>
Fortune	Fortune	Fortune	Fortune
Frowns	Frowns	Smiles	Smiles

Fate Pool	Fate Twists
2	Fat Chance Prudence

Major Arcana			
I - Magician	V - Hierophant	XI - Justice	XVIII - Moon
II - High Priestess	VI - Lovers	XII - Hanged Man	XIX - Sun
III - Empress	VII - Chariot	XIV - Temperance	XX - Judgment
IV - Emperor	VIII - Strength	XV - Devil	XXI - World
	IX - Hermit	XVII - Star	

<i><b>Skills</b></i>	
<u>Name</u>	<u>Draw</u>
Horsemanship	6
Intimidation	9
Latin	9
Leadership	9

<i><b>Martial Skills</b></i>
Armor & Shield Training
Powerful Strike
Sweeping Blow
Weapon Expertise (Warhammer)
Weapon Expertise, Advanced (Warhammer)

<i><b>Languages</b></i>
Native: Polish
Others: Hungarian
Literate: Yes

<i><b>Gear</b></i>	
Masterwork warhammer	Stallion
Masterwork dagger	Medium horse barding
Double-barreled pistol	Telescope
Masterwork light armor	
<b>Wealth Level:</b> Rich	

<i><b>Weapon</b></i>	<i><b>Hit</b></i>	<i><b>Parry</b></i>	<i><b>Type</b></i>	<i><b>Frowns</b></i>	<i><b>Smiles</b></i>	<i><b>Shines</b></i>
<i>Warhammer</i>	11	4	Blunt	9	18	27
<i>Dagger</i>	9	4	Lethal	4	9	13
<i>Pistol</i>	5	N/A	Lethal	8	17	25



# James Flannery



You were both excited and scared to leave your London home, but you had learned all you could from England. You are a collector, writer, and teller of stories, and you just had to broaden your horizons. And as a halfling, travel is in your blood.

While in France, you became colleagues with Anais Bessette, an elven relic hunter. She had many interesting stories to tell and you could sense that she would have many more, so the two of you have stuck together.

When Anais went off to join the Army of St. Stephen to fight the Ottoman invasion of Europe, you went along to chronicle the war, and provide the occasional medical assistance. You have since discovered Count Jacob Grimm, leader of the army, might have his own story to tell.

Statistics					
<u>Agility</u>	<u>Body</u>	<u>Heart</u>	<u>Perception</u>	<u>Status</u>	<u>Martial</u>
7	5	7	8	8	1
<u>Dodge</u>	<u>Hand Attack</u>	<u>Ranged Attack</u>	<u>Movement</u>	<u>Initiative</u>	<u>Stealth</u>
7	3	5	5	7	7

Hit Points
22
Wounds Taken
Armor
0

Minor Arcana			
<u>Cups</u>	<u>Swords</u>	<u>Pentacles</u>	<u>Wands</u>
Fortune Smiles	Fortune Smiles	Fortune Frowns	Fortune Frowns

Fate Pool	Fate Twists
4	Deja Vu Good Omen House Celestial House of Motherhood

Major Arcana			
I - Magician	V - Hierophant	XI - Justice	XVIII - Moon
II - High Priestess	VI - Lovers	XII - Hanged Man	XIX - Sun
III - Empress	VII - Chariot	XIV - Temperance	XX - Judgment
IV - Emperor	VIII - Strength	XV - Devil	XXI - World
	IX - Hermit	XVII - Star	

<b>Skills</b>	
<u>Name</u>	<u>Draw</u>
Art	8
Leadership	8
Medical	8
Performance	8

<b>Martial Skills</b>
Heightened Reflexes
Weapon Expertise (heavy crossbow)

<b>Languages</b>
Native: English
Others: French, Hungarian
Literate: Yes

<b>Gear</b>
<div>Dagger</div> <div>Heavy crossbow</div> <div>Standard medical gear</div> <div>Compass</div> <div>Quill and inkwell</div> <div>Journals</div>
<b>Wealth Level:</b> Wealthy

<b>Weapon</b>	<b>Hit</b>	<b>Parry</b>	<b>Type</b>	<b>Frowns</b>	<b>Smiles</b>	<b>Shines</b>
<i>Dagger</i>	3	6	Lethal	4	8	12
<i>Heavy crossbow</i>	6	N/A	Lethal	6	13	19





## Anais Bessette

Long ago, you received a holy vision that set you on a centuries-long quest to find and retrieve artifacts for the Catholic Church. You abandoned the finery of an elvish lifestyle to spend time among the waves and the woods, where such relics have been scattered.

About a year ago, you came into contact with James Flannery, an English halfling who was writing a history of a particular piece that you were hunting at the time. The two of you pooled your resources and were able to find the item.

But now things have changed. With war tearing apart Eastern Europe, you have set aside your calling to fight in the Army of St. Stephen, led by Count Jacob Grimm.

Statistics					
<u>Agility</u>	<u>Body</u>	<u>Heart</u>	<u>Perception</u>	<u>Status</u>	<u>Martial</u>
8	4	7	8	5	2
<u>Dodge</u>	<u>Hand Attack</u>	<u>Ranged Attack</u>	<u>Movement</u>	<u>Initiative</u>	<u>Stealth</u>
8	4	6	6	8	8

Hit Points
19
Wounds Taken
Armor
1

Minor Arcana			
<u>Cups</u>	<u>Swords</u>	<u>Pentacles</u>	<u>Wands</u>
Fortune	Fortune	Fortune	Fortune
Frowns	Smiles	Frowns	Frowns

Fate Pool	Fate Twists
2	Fool's Errand Hunch

Major Arcana			
I - Magician	V - Hierophant	XI - Justice	XVIII - Moon
II - High Priestess	VI - Lovers	XII - Hanged Man	XIX - Sun
III - Empress	VII - Chariot	XIV - Temperance	XX - Judgment
IV - Emperor	VIII - Strength	XV - Devil	XXI - World
	IX - Hermit	XVII - Star	

<b>Skills</b>	
<u>Name</u>	<u>Draw</u>
Acrobatics	7
Arcane Sense	9
Fletching	9
Juggling	9
Lockpick	9
Navigation	8
Running	8
Sailing	9

<b>Martial Skills</b>
Armor & Shield Training
Double-Nock
Evasion

<b>Languages</b>
Native: French
Others: Hungarian
Literate: Yes

<b>Gear</b>		
Longbow	Standard lockpicks	Rope
Masterwork arrows	Standard fletching tools	
Heavy spear	High quality lantern	
Light armor	Matches	
<b>Wealth Level:</b> Middle Class		

<b>Weapon</b>	<b>Hit</b>	<b>Parry</b>	<b>Type</b>	<b>Frowns</b>	<b>Smiles</b>	<b>Shines</b>
<i>Longbow</i>	6	N/A	Lethal	5	11	16
<i>Heavy spear</i>	4	10	Lethal	4	8	12





## Mother Onesti

You have seen and done much in your many years, not all of it within the law. Above it all, you have done what has been necessary to survive, even if it means making a pact with dark forces. It doesn't make you an evil person, you just tend to see things in a more practical manner than others.

Along with Lucian Brancusi, a young man who has helped you out on a number of occasions, you have been hired as a local guide for the Army of St. Stephen. Though you say you are doing it for the money, you feel some patriotic duty to keep your home from being invaded by the Turks.

You have been hearing whispers that Count Jacob Grimm, the leader of the army, is gathering a group to search for a potent magical artifact. With a little persuasion, you have made sure that Lucian and yourself are a part of that team.

Statistics					
<u>Agility</u>	<u>Body</u>	<u>Heart</u>	<u>Perception</u>	<u>Status</u>	<u>Martial</u>
3	4	10	5	2	-1
<u>Dodge</u>	<u>Hand Attack</u>	<u>Ranged Attack</u>	<u>Movement</u>	<u>Initiative</u>	<u>Stealth</u>
3	1	1	3	4	4

Hit Points
22
Wounds Taken
Armor
0

Minor Arcana			
<u>Cups</u>	<u>Swords</u>	<u>Pentacles</u>	<u>Wands</u>
Fortune Smiles	Fortune Frowns	Fortune Smiles	Fortune Smiles

Fate Pool	Fate Twists
1	Devil's Laugh

Major Arcana			
I - Magician	V - Hierophant	XI - Justice	XVIII - Moon
II - High Priestess	VI - Lovers	XII - Hanged Man	XIX - Sun
III - Empress	VII - Chariot	XIV - Temperance	XX - Judgment
IV - Emperor	VIII - Strength	XV - Devil	XXI - World
	IX - Hermit	XVII - Star	

<b><i>Skills</i></b>	
<u>Name</u>	<u>Draw</u>
Apothecary	8
Climbing	3
Construction	4
Culinary	10
Deception	8
Disguise	4
Driver	7
Forgery	5
Navigation	7
Sixth Sense	N/A
Smith	4
Stealth Expert	6
Vocal Control	6
Witchcraft, Basic	N/A
Witchcraft, Advanced	N/A

<b><i>Martial Skills</i></b>
Basic Weapon Training (staff)

<b><i>Languages</i></b>
Native: Hungarian
Others: Turkish
Literate: No

<b><i>Gear</i></b>	
Masterwork staff	Witchcraft components
Poor herbs & chemicals	Matches
Poor construction tools	Candles
Poor smith tools	
<b>Wealth Level:</b> Poor	

<b><i>Weapon</i></b>	<b><i>Hit</i></b>	<b><i>Parry</i></b>	<b><i>Type</i></b>	<b><i>Frowns</i></b>	<b><i>Smiles</i></b>	<b><i>Shines</i></b>
<i>Staff</i>	1	6	Blunt	5	9	14

