



The Fixer

OUROBOROS

AGE OF DROWNING

NAME Bartolomeus 'Barto' Deschmett
AGE 47 GENDER M LINEAGE Nibu
ROLE Fixer VOCATION Smuggler
MOTIVATION Redemption SOCIAL CLASS Middle
DARKNESS Greed SECRET _____
LEAGUE Dorfas MISSION _____
GOAL _____

Advancement

EXPERIENCE POINTS ☐ ☐ ☐ ☐ ☐ ☐
STORY POINTS ☐ ☐ ☐

1 Rating Number ☐ Checked ☒ Disabled

Traits

SKILLS

DICE POOL

Creation

ARTS, CRAFTS, DEVICES



Environment

NAVIGATION, SENSES, SURVIVAL



Social

AUTHORITY, INTIMACY, INTRIGUE



Information

EDUCATION, RESEARCH, WHISPERS



Combat

CLOSE QUARTERS, MELEE, MARKSMANSHIP



AFFINITIES

DICE POOL

Physical

ATHLETICS, RESILIENCE, SUBTLETY



Channeling

AWARENESS, CONTROL, FORCE



Dreaming

CHIMAERA, LUCIDITY, REVERIE



Resolve

CONVICTION, COURAGE, IDENTITY



Occult

FOLKLORE, SYMBOLS, TRANSMUTATION



Assets

GEAR

(Outfits, Tools, Consumables)

- ☒ 2 Navigation Tools
- ☒ 1 Headscope (+2B on AIM)
- ☒ First Aid Kit (+1B)
- ☒ Hurricane Lamp
- ☐ Tinderbox

WEAPONS

- | Impact | Reload / Properties | Name |
|--------|---------------------|-------------|
| 3M 3L | 1 Ammo
2 Actions | Ivory Rifle |
| | | |
| | | |
| | | |

Connections

PULLING STRINGS

Commonwealth Merchants
Antiquarian Contacts

ATTACHMENTS

Relations- Love for Family
Vice - Pleasure and Hedonism

Focuses

MUNDANE

INNOVATION



EXPLORATION



INFLUENCE



KNOWLEDGE



MARTIAL



MYSTICAL

ABOMINATION



RESONANCE



DREAMSCAPES



FAITH



RITUAL



FOCUS ABILITIES

Survivor

Silver Tongue

FOCUS ABILITIES

Tonic of Youth

Status

CREDIT

LOWER ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
MIDDLE ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
UPPER ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SHADOW

RIGHTEOUS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
WEARIED ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
FORSAKEN ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

COMPLICATIONS Avarice of Grandeur-Claim Ashes of Youth or increase Shadow

Strain

HARM

ARMOR ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
STRAINED ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
-1 -1 -2

STRESS

STRAINED ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
-1 -1 -2

SURREALITY

STRAINED ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
-1 -1 -2

TRAUMA

☐ ☐ ☐

“Nothing is impossible, for the right price
- Bartolomeus “Barto” Deschmet

The Fixer

You make things happen. Where others see obstacles, you see leverage—connections to exploit, deals to broker, problems that dissolve when the right pressure is applied.

You operate in grey spaces between legal and illegal, official and unofficial, doing what needs doing without asking permission. Whether through charm, coin, or applied threats, you get results.

Your network spans classes and factions because you've learned that everyone needs something, and everyone can be useful. Morality is negotiable. Survival isn't.

Motivation

Redemption — You have done wrong, preyed on the lives of others. Is there still time to follow a righteous path?

Darkness

Greed — You want nobility, wealth and status. You will reach for them regardless of the cost.

Complication

Borrowed Time: Bartolomeus depends on the Tonic of Youth to maintain his appearance and suppress the effects of age and old wounds. Whenever he has an opportunity to obtain *Ashes of Youth* to prepare another dose, he must pursue it or **increase Shadow by 1**. Without the Tonic, his age and old wounds become increasingly apparent. His **Abomination Flaw** applies to Social (Intimacy) rolls when these signs cannot be concealed.

Significant Items

Ivory Rifle (Weapon): One of Barto's prized acquisitions, is a hunting rifle favored by the aristocracy. He acquired it at an auction in the Commonwealth. This modified rifle allows him to shoot at distances comparable to sharpshooters. Acquiring this rifle brought him closer to the noble Houses that want to see it in action in one of their hunts.

Damage: 3 M, 3 L

Ammo / Reload: 1 / 2 actions

Spider (Headscope): Crafted by Artefis and called “Spider” due to its many goggles, the headscope is used for both scouting and hunting, though most noblemen would consider its use cheating. Bartholomeus treasures it as it allows him to travel safely and spot danger from afar.

Impact: +1 (on Senses rolls)

Modifier: +2 Major Bonus on AIM actions.



Spider

Focus Abilities

Survivor (Environment Ability): Passive

When taking strain from Environmental hazards or conditions reduce this strain by half, rounded down.

Silver Tongue (Influence Ability): Once per Session

When an NPC would refuse your request, you may use logical reasoning or emotional appeal to make them reconsider. The NPC instead agrees to negotiate, provide limited assistance, or share information they would otherwise withhold.

Tonic of Youth, Taboo Enthusiast

(Abomination Ability): Once per Session

Requires Ashes of Youth Component (Obtain through your Complication at GM's discretion)

When not hiding their physical peculiarities, characters with Abomination abilities have a **Flaw on Social (Intimacy)** rolls.

You have learned a forbidden formula for extending life using Ashes of Youth. The Tonic preserves a youthful appearance while leaving traces of age, making you unnerving to behold. To prepare it, combine the Ashes with a small amount of your own bodily matter and subject the mixture to an alchemical process that produces the draught.

Prepare: Calcine your own matter with the Ashes of Youth to create the draught. **Increase your Shadow by 1.**

Drink: The drinker removes 1 **Temporary or Permanent Harm**, then **increases their Shadow by 1.**

Ashes of Youth: A forbidden alchemical substance said to preserve the essence of youth. Its true preparation is known to few practitioners of the Taboo Art: the bones and marrow of children are reduced to ash through a secret alchemical process, destroying the body while preserving what Alchemists call its vital principle.