

# Hans von Homberg



Goldschmied, \*19. April 1192 in Homberg (28),  
Findelkind, klein und stämmig, schwarze Iris,  
nahm am Albigenserkreuzzug teil

## Attribute

|                  |    |              |
|------------------|----|--------------|
| Intelligenz      | -2 | ungebildet   |
| Wahrnehmung      | +1 | Gegenstände  |
| Stärke           | 0  |              |
| Konstitution     | 0  |              |
| Erscheinung      | +1 | aufrecht     |
| Kommunikation    | +1 | schmeichelnd |
| Geschicklichkeit | +3 | Feinmotorik  |
| Schnelligkeit    | +1 | flinke Hände |

## Vorteile

|                                                                              |    |
|------------------------------------------------------------------------------|----|
| Ortskenntnis Städte                                                          |    |
| Berühmt: Reputation bei Adel & Klerus                                        | +4 |
| Starker Willen                                                               | +3 |
| Krieger                                                                      |    |
| Starkes Feenblut (Zwerg): Handwerk +1,<br>Dunkelsicht, Augen, altert langsam |    |
| Hellsicht: erkennt Illusionen, Unsichtbares                                  |    |

## Nachteile

|                                            |  |
|--------------------------------------------|--|
| Abhängiger: 12-jähriger Lehrjunge Max Rode |  |
| Ambitioniert: will große Kunst schaffen    |  |
| Fromm: will Gott verherrlichen             |  |
| Arm: aufwendiger Lebensstil                |  |
| Sozialstatus Handwerker                    |  |

## Merkmale

|            |                       |
|------------|-----------------------|
| Größe      | -1 (etwa 1 ½ Schritt) |
| Zuversicht | +1 3 Punkte           |
| Glaube     | 1                     |

## Ausrüstung

Kleidung, Goldschmiede-Werkzeug,  
Zeichnungen,  
kleines fein gearbeitetes Bronze-Reliquiar,  
Langes Schwert

## Fertigkeiten

|                |   |                   |   |
|----------------|---|-------------------|---|
| Deutsch        | 5 | (kann kaum lesen) |   |
| Französisch    | 1 | Occitan           | 2 |
| Aufmerksamkeit | 5 | Objekte           | 6 |
| List           | 4 | Schmeicheln       | 5 |
| Beruf: Schmied | 1 |                   |   |
| Goldschmied    | 5 | Reliquiare        | 6 |
| Schwimmen      | ? | Tauchen           | ? |
| Handgemenge    | 2 | Ausweichen        | 3 |
| Einhandwaffe   | 5 | Langes Schwert    | 5 |

## Waffen

|             | Ini. | Ang | Abw | Schaden |
|-------------|------|-----|-----|---------|
| Handgemenge | 1    | 3   | 2   | 0 + Adu |
| Langschwert | 3    | 12  | 7   | 6 + Adu |

## Rüstung

|                 |   |                   |  |  |
|-----------------|---|-------------------|--|--|
| Wams mit Umhang | 1 | Schutz=Wert+Konst |  |  |
|-----------------|---|-------------------|--|--|

| Wunden       | Bereich | Malus | Anzahl |
|--------------|---------|-------|--------|
| Leicht       | 1-4     | -1    | OOOO   |
| Mittel       | 5-8     | -3    | OOOO   |
| Schwer       | 9-12    | -5    | OOOO   |
| Kampfunfähig | 13-16   |       | O      |
| Tot          | 17+     |       | O      |

## Erschöpfung

|            | Malus | Erholung   |
|------------|-------|------------|
| Atemlos    | 0 ±0  | 2 Minuten  |
| Müde       | 0 -1  | 10 Minuten |
| Erschöpft  | 0 -3  | 30 Minuten |
| Benommen   | 0 -5  | 1 Stunde   |
| Bewusstlos | 0     | 2 Stunden  |

## Eigenschaften

|             |    |
|-------------|----|
| eigensinnig | +3 |
| kreativ     | +2 |
| verträumt   | +1 |

## Ruf

|                         |    |
|-------------------------|----|
| Künstler (Adel, Klerus) | +4 |
|-------------------------|----|

## Erfahrungspunkte

0/10

ca. 818–857                      Bau des Hildebold Doms  
 1164      Erzbischof Rainald von Dassel bringt die  
             Gebeine der Heiligen drei Könige aus Mailand  
 1181-1200      Nikolaus von Verdun schafft den  
                     Dreikönigenschrein in Coellen (†1205)  
 5. April 1192                      Ostersonntag  
 12. April 1192                      Weißer Sonntag  
 19. April 1192      Hirtensonntag, Hans aufgefunden  
 1192-1202      Kindheit in Homberg, Vater Schmied  
 1197-1215      Deutscher Thronstreit (Otto IV.)  
 1198-1216                      Innozenz III. ist Papst  
                     (Lotario dei Conti di Segni, \*1161)  
 1200-1216      Etablierung des Coellener Rates  
 1202-1206      Goldschmiede-Lehrjunge in Coellen  
 1202-1204      4. Kreuzzug nach Zara & Byzanz  
 1206-1209      Goldschmiede-Geselle in Coellen  
 1208                      Max Rode geboren  
 1209-1210      Teilnahme am Albigenserkreuzzug  
 1209-1229      Albigenserkreuzzug Lyon→Béziers  
 22. Juli 1209                      Massaker von Béziers  
 1. August 1209      Belagerung von Carcassonne  
 22. Juli 1210                      Massaker von Minerve  
 1210-1216      Goldschmiede-Geselle auf der Walz  
 25. Juli 1215      Friedrich II. von Staufen (\*1194)  
                     wird in Aachen endgültig Deutscher König  
 1216-1227                      Honorius III. ist Papst  
                     (Cencio Savelli, \*1148)  
 1216-1225                      Engelbert I. von Berg (\*1185)  
                     ist Erzbischof des Heiligen Coellen  
 1216      Heirat mit Marie, Witwe meines Meisters  
 1216-1220      Goldschmiede-Meister in Coellen  
 1216-1220      Arbeit am Dreikönigenschrein  
                     nach Nikolaus von Verdun  
 1217-1221      5. Kreuzzug nach Damiette (Ägypten)  
 1218      Hans nimmt Max Rode als Lehrjunge auf  
 1220      Eintritt in den Griesheimer Konvent?  
 1220      Friedrich II. von Staufen (\*1194) wird  
                     zum Römisch-Deutschen Kaiser gekrönt  
 1248                      Baubeginn des neuen Doms,  
                     Brand zerstört Großteil des alten Doms

**Mathias Benjamin:** Bastard und betrogener  
 Erbe, feinsinniger Musiker, Magus  
**Promethea** (Gisa): traumatisierte Maga, mit  
 Ratte Alberich  
**Gretel:** Jägerin, Bogenschützin  
**Hermann:** Kreuzritter mit Sehschwäche, fromm,  
 hasst Dämonen  
  
**Kloster Maria Laach**  
 Abt Markus (Kultist)  
 Prior Eduard (Kultist)  
 Überlebender Albert (Kultist, tot?)  
 Kräuterkundler Kunholt  
 Dietrich  
 Philippus (Toter am Ufer)  
**Raubritter-Burg**  
 Hadrian alter kleiner Magus  
 Gunther, großer Träger  
 Asrael?  
 Fulbert, Wächter in der Burg

**FAMOUS**

Minor, General

You have a good Reputation of level 4. Choose any reputation you like (it need not be justified), and one type.

**STRONG-WILLED**

Minor, General

You cannot easily be coerced into activities, beliefs, or feelings. You get +3 on any roll which may require strength of will.

**WARRIOR**

Minor, General

You have been trained to fight, and may have spent some time campaigning, perhaps on one of the Crusades. You may acquire Martial Abilities during character creation, and gain an additional 50 experience points which must be spent on Martial Abilities.

**STRONG FAERIE BLOOD**

Major, Supernatural

The blood of the fay is strong in you. Perhaps one of your parents was actually a faerie, or maybe you were conceived or born in a place of great faerie power. This ancestry grants you several abilities. First, you have natural longevity. You start making aging rolls at the age of fifty, rather than the normal 35, and get -3 to Aging Rolls, cumulative with any other bonuses. Second, you have faerie eyes. This gives you the Virtue Second Sight (see page 48) at no cost, and you can see normally in darkness or semi-darkness, such as in deep woods or at night. Your eyes look mostly normal, but are an unusual and vivid color. Third, you may learn Faerie Lore during character generation. Finally, you get the benefits of a particular type of fay heritage, as given in the Virtue Faerie Blood (page 42). Your specific fay heritage is clearly visible. Choose one physical quirk, such as small horns, literally blue blood, or eyes without irises and pupils, appropriate to the faeries from which you are descended. You may not have both Faerie Blood and Strong Faerie Blood. This is a Supernatural Virtue, and you cannot lose it when being trained as a magus (see page 106). If your master cannot preserve the ability, you cannot be trained.

**SECOND SIGHT**

Minor, Supernatural

You are able to see through illusionary concealment and disguise, including invisibility,

and can also see naturally invisible things such as spirits and the boundaries between regio levels (see page 189). Choosing this Virtue confers the Ability Second Sight 1 (page 67).

**DEPENDENT**

Major, Story

You feel responsible for someone, and bound to help if he is in trouble. This person may be a relative or friend, but should be relatively weak and a non-player character. If your Dependent passes beyond your ability to help, or becomes too powerful, you should substitute another Story Flaw. Possibilities include taking the children of the old Dependent as new Dependents, taking the killers of the Dependent as Enemies, or taking the Dependent as a True Friend.

**AMBITIOUS**

Major or Minor, Personality

You want to be the most successful or powerful person in the world in some respect. You will not be distracted into doing things that do not contribute to your ambition, and are very eager to do things that advance it.

**PIOUS**

Major or Minor, Personality

You are a fervent follower of your religion. You avoid the things it prohibits, and enthusiastically do the things it commands.

**POOR**

Major, General

You are a poor member of your social class. You must work three seasons per year in order to make ends meet, and can afford only the necessities of life, as measured by your status. This also means that you have one fewer season available for any form of advancement other than exposure, which is a major hindrance. You cannot take this Flaw if you are supported by the covenant. In particular, this Flaw is not available to magi.

**CRAFTSMAN**

Free, Social Status

You live by making and selling goods. You are probably a free resident of a town, but you may be from a rural area. The Wealthy Major Virtue and Poor Major Flaw affect you normally.