

# 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,
Dunkelsicht, schwarze Iris, 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 Confidence
Glaube	1

## Ausrüstung

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

## 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	1	Tauchen 2
Reiten	1	Gestohlene Pferde 2
Handgemenge	2	Ausweichen 3
Einhandwaffe	5	Langes Schwert 6

## Waffen

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

## Rüstung

		Schutz=Wert+Konst
Wams mit Umhang	1	
Brigantine	5	Leather Scale

## Wunden

	Bereich	Malus	Anzahl
Leicht	1-4	-1	0000
Mittel	5-8	-3	0000
Schwer	9-12	-5	0000
Kampfunfähig	13-16		0
Tot	17+		0

## 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
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## Erfahrungspunkte

20/30

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 Musikus, Magus **Thomas**  
~~**Promethea** (Gisa): traumatisierte Maga, mit-~~  
~~**Ratte Alberich**~~ **Lin**  
**Gretel:** Jägerin, Bogenschützin **Roxana**  
~~**Teyo:** Magus~~ **Jon**  
**Lennart:** Holzmagus **Jon**  
~~**Hermann:** Kreuzritter mit Sehschwäche, fromm,~~  
~~hasst Dämonen~~ **Andre**  
**Phillip von Schartburg:** Barde **Olaf**  
**Hans der Goldschmied** **Herbert**

**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  
**Die Marionetten und der Riese**  
Beppo, Berta, Julia, Theo, Friedbert, Riese, Jörg &  
Maximilian; Eppstein, Schlierbach  
**Werwölfe**  
Henker, Wirt, Apotheker, Mönch, Mönchsbruder  
**Flammenpferd-Dämon**  
Burg Rodenstein, Fränkisch-Crumbach,  
Rodensteiner Geist mit flammendem Pferd  
**Heidelberger Edelstein-Raub**  
Perkeo der Zwerg/Weinkellermeister, Ludwig  
(der Kelheimer): Herzog von Bayern und Pfalzgraf  
bei Rhein (Wittelsbacher), Cousin Otto VIII von  
Wittelsbach hat 1208 König Phillip von Schwaben  
erschlagen, 1205 einem Drachen in Lindenfels  
einen blauen Saphir geraubt

**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.