

Brother Uberto

by Matt Ryan

Characteristics: Int +2, Per +3, Str +1, Sta +2, Prs -4, Com +3, Dex -2, Qik -2

Size: 0

Age: 25 (Apparent Age 25)

Decrepitude: 0

Warping Score: 0 (0 points)

Confidence Score: 1 (3 points)

Virtues and Flaws: Mendicant Friar, Ways of the Highway, Enduring Constitution, Free Expression, Latent Magic Ability, Long-Winded, Piercing Gaze, Strong-Willed, Monastic Vows, Wrathful, Infamous, Poor Presence, Visions, Weakness (friendly conversation)

Personality Traits: Brass +3, Independent +2, Chatty +1

Reputations: Troublemaker 4 (ecclesiastical)

Combat: *Fist:* Init -2, Attack +1, Defense +1, Damage +1

Kick: Init -3, Attack +2, Defense +1, Damage +4

Soak: +2

Fatigue levels: OK, 0/0, -2, -4, Unconscious

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20)

Abilities: Artes Liberales 2 (mathematics), Awareness 4 (shady characters), Bargain 1 (dinner), Brawl 3 (kicking), Civil and Canon Law 1 (ecclesiastical deferments), Concentration 1 (reading), Folk Ken 3 (peasants), French 3 (priests), German 2 (merchants), Intrigue 2 (rumors), Italian 5 (sermons), Latin 4 (Psalms), Leadership 3 (congregation), Order of Preachers Lore 3 (founder), Teaching 1 (one-on-one instruction), Theology 3 (heresy)

Equipment: Black robes, walking staff, sandals, leather sack.

Encumbrance: 0 (Burden 0)

Appearance: Brother Uberto is tall and unattractive, with beady black eyes, a heavy brow and pock-marked cheeks. He wears the distinctive black robes of his vocation, which are flayed at the hem and sleeve from his hours spent walking. He scans his head left and right, always ready for signs of diabolism.

Uberto is a Dominican friar, a most fierce preacher and proselytizer, tall and tonsured, a scraggly scarecrow of a man. He grew up in a desperate little town in the scrubby hills of central Lombardy, a place good for goats, flies, and piety. An ugly but inquisitive child, Uberto flourished under the tutelage of the local priest. He entered the priesthood and eventually became an ordained friar of the Order of Preachers (Dominicans). Uberto walked the weedy highways and rutted paths of Mythic Europe, preaching rousing sermons that exposed the wicked ways of the listeners and frightening them back into the forgiving folds of the Church.

During his travels he heard tales of a coterie of folks, a secret Covenant of misguided misfits. Rumor had it that these men and women were enchanters, casting spells that mimicked the miracles of God. He vowed to find this place and investigate these unbelievable tales. His superior and leader of the Dominicans, Master General Jordan of Saxony, wished Uberto to stay in Lorraine, preaching against the Cathar heresy, and disregard these unfounded rumors. Ignoring Jordan's orders, a bad habit of the often polemic friar, Uberto began his search.

Find the Covenant he did, and began his arduous investigations. The magi, unwilling to create an enemy, allowed Uberto to stay. They acquiesced to his preaching, as well. The friar was shocked to discover that no priest tended this flock, leaving them without holy guidance and a ripe target for

the Fiend. No weekly masses! No yearly confessions! Uberto vigorously scoured the Covenant for heresy, positive that he would find it in this den of iniquity.

Instead, Uberto found two other things. After a week spent living in the magical environment of the covenant, Uberto started to have visions, uncannily accurate portents of near future events. He was frightened at first, not knowing whether these were infernal or divine manifestations. The resident Criamon wizard suggested he continue to live at the covenant while pondering his vision's source.

The second thing Uberto found was that he liked the folks living at the covenant. People had often distrusted Uberto due to his repugnance, being suspicious of him and keeping themselves distant until now. The covenant's community was friendly, inviting him for dinner and insisting he stay and listen to the tales of the elders. Slowly, reluctantly, he began to like living among them.

Uberto has remained with the covenant folk for over a year. He is still undecided about the nature of his visions, but is enjoying his conversations with the Criamon. The magi have allowed him to continue preaching. Uberto's insistence on finding heresy has slipped, but he maintains a ready eye, ever watchful for the Fiend and his demonic minions.

Role-Playing Uberto

Uberto is most at home on the road, and will rarely refuse a journey. At the same time, he has enjoyed his stay at the covenant, and likes the consistency of life it offers. While he is interested in investigating his visions, he also used them as an excuse to extend his stay. Uberto's latent magical gift hasn't materialized yet. Perhaps an especially strong vision will trigger its occurrence.

Uberto is a dynamic speaker, delivering emotional sermons and inspirational public devotions. The merest hint of heresy drives the friar wild with anger, and he will vehemently root out any heretical practices he finds. At this point he does not deem the magi heretical but merely an odd example of God's power and love, granting these odd men and women limited accessibility into His temporal world.

Uberto's superior is displeased with the lingering friar. This tension usually plays out through ill-tempered letters, which Uberto ignores. Jordan will not allow the itinerant friar much more free rein. The Master General does not know of the magi or their arcane power and Uberto hasn't mentioned it yet. Time will tell how this will unfold.