

PERSONALITY BANDS





IRENE VIOQUE

RELIABLE PERSONALITY

"One of the wealthiest families in The Purgatory is the House of Vioque. Generations ago, its most well-known member, Mr Juan Maria Vioque, bound his life to the sea, forcing his descendants to build ships and launch fleets for a living, thus giving them great profits. However, the recent losses caused by corsairs and foreign enemies obliged them to ply the seas in person, guarding the gold and silver from beyond the Atlante sea, to protect their honour and the coveted metals. Unfortunately, the dynasty was not exempt from bad luck, and all of them died aboard their ships, leaving the House of Vioque without any male figure to hold power in these belligerent times.

There was only one member of the Vioque bloodline left alive: a beautiful girl of around twenty years old called **Maria Irene Lucia del Carmen**. She was besieged by suitors as soon as everybody heard about her father's death near the Indies' coasts. The young lady rejected many of them, but maybe because she found herself overwhelmed by tradition, sadness, or just by her youth, she accepted the proposal from Baron **Fernando Francisco de Jucar**, the king's illegitimate son. Although lacking a noteworthy fortune, the Baron was brave and very influential in the halls of the Cabildo.

It seemed that, at last, the House of Vioque would silence the gossips of the palace, who had labelled them as extinct, but misfortune beat at their door again. On the night young Irene arrived in the capital's harbour from her country house in Gadir to meet with her future husband, Del Alba's men went in for the kill through Tres Aguas.

Most of the fleet moored there was sunk quickly, since it had no crews, but the House of Vioque's galleon had to be taken by storm. The **House of Vioque's guardsmen**, who were very well-equipped, took up position on their paymaster's ship, protecting their lady, as the enemy hurled grapnels and began boarding.

The few guards who tried to cut the ropes and cast down the boarders were shot down from the assault boats as soon as they stuck their heads out. It is said that even young Irene helped repel the enemy, using a pistol to fulfil her duty of protecting her family's property and leading the men sworn to her family's coat of arms. However, the defenders were soon reduced to only a dozen men, many of them injured by shrapnel, holding out on the bridge.

All was lost. The captain, resigned to his fate, kept his gaze on young Irene, letting her know he would be with her until the end, and during that silent conversation, she forgot the soot, the explosions and shouts, and felt herself protected by those men who were prepared to give their lives. She realized, at last, that she was a Vioque, not an offering, or a prize, but a proud woman. Thus, she assumed her fate, raised her chin as high as she could... and fainted.

Irene woke up in Hospital de la Sangre, far from the conflict at the docks, with a nasty wound in her side, but alive. It appeared that the Guard of Ysbilia had repelled the attack, supporting her men long enough for them to get her to a safe place.

Wards and corridors in the hospital were crammed. Steel and lead had struck down rogues as well as men from well-to-do families. And in that disastrous place, the always restrained captain of the Vioque guard, **Juan Vicente Gomez**, broke the news to Irene.

"Your future husband has been slain by the attackers. There is only one illegitimate heir left." And immediately after that he went down on one knee in front of the young girl, swearing to protect her life while as long as the Almighty would permit, as he did with her father, many years before. But Irene Vioque would never be a child again. Deciding to take charge of her own life, she went with her men to the Cabildo and announced she would assume responsibility for her late father's house, powers and duties.

The Twenty Fours would never allow a woman to be part of the Cabildo, but she vowed she would protect the western wall and resume overseas trade, with or without their approval".

PERSONALITIES

Irene Vioque

Pay 68

Incentive	-----	4
Audacity	-----	4
Defense	-----	1/0
Vigour	-----	8



● Dagger	-	5	7	-	2/4	Block(4)
● Custom Pistol	30	-	-	5	5/7	Piercing, Slow(1), Smoke(1)



TERCIO CREAT.IV.O

PECULIARITIES:

Miserly: The Leader of a Pure Band of the Old Regime won't be able to use the Faction rule of "Wage" with Irene Vioque.

Distinguished: Any pawn of your band within 20 cm from Irene Vioque, will be able to use her Audacity value.

Orderly: If Irene Vioque is in your band, you will be able to hire a pawn of any band, no matter which Faction it is from, but only if it has an Incentive value of 2 or less. And never a Personality.

This way, yours will be a Mixed Band.

Lady: If Irene Vioque is the target of a charge, any friendly pawn within 10 cm, which is not engaged in a clash or escaping, and has not been *activated* during the turn, will be able to swap with her, for becoming the target of the charge.

Skilled Hands: Irene Vioque can invest 1 Maravedi at the beginning of her *activation* for reloading her Custom Pistol automatically and continue with her *activation* as usual.

Accomplished Gunman: Irene Vioque can ignore friend and enemy pawns on her Line of Sight when choosing a target for her Custom Pistol, unless they're engaged in clashes.

THE PROTECTORATE OF THE HOUSE VIOQUE

"The western wall of Ysbilia is, without a doubt, the most damaged of the distinguished town. Given its proximity to the bank of the Betis river and, therefore, to the artillery defences of Castle San Georgio, its stones have to endure a continuous bombing day after day, which is aimed to making holes in the wall that protects the city from a frontal assault. Riddled with countless craters, the delapidated structure of the western wall is permanently guarded by the watchful forces of the Aurea Tower complex. Nevertheless, along its length, from North to South, the defense of possible gaps, is performed by the Protectorate of the House Vioque.

Men who serve Doña Irene Vioque are the best prepared soldiers in the city, as well as the better paid.

The maintenance of their munitions and clothes is superior to that of the best troops of the Duque Del Alba. Their adorned uniforms combine perfectly with the House Vioque's colors and those of their lady, who does her best to make it clear to whom the muscle defending the city belongs. After all, the young lady's fortune, bequeathed by her father, has made her a powerful ally to the Cabildo that sees how she uses her Maravedies to defend the Crown and its main bastion and capital, while they, idle lords, do other jobs. However, the young lady is not satisfied with just delivering fair wages to her men, so she personally runs her most excellent guard, showing every day that she is not another "aristocrat" with a calm bum. Through the rubble of the western wall and the ruins of nearby buildings she leads her many to victory.

The role of the Protectorate of the House Vioque is to prevent enemy forces from entering the city, taking advantage of the night to crawl silently through the damage caused by the bombing from the previous day. By making incursions like rats, out of sight of the Guard of Ysbilia and, little by little, gathering in the northern part to fight in the streets, they aim to claim the city as their own. Day after day, this experienced garrison tracks every inch of the wall, looking for holes caused by cannons from the other shore, signaling these breaches so that they are sealed up and watched promptly by the Guard of Ysbilia. However, a large part of its work is carried out far from the wall, at night. This is when the Protectorate takes the opportunity to intercept invaders who may have slipped within the city.

The Protectorate of the House Vioque is fast and deadly in the attack. Usually, the only traces left by a Guard's long working day are half-naked corpses of those who, with scared expressions, left this world among sparks smelling of black powder. Doña Vioque has doubled the wage for the purple clothes of the Duke's men, as the Maravedies for those clothes and equipment could be more useful to the poor people of this distinguished city. That's why Irene Vioque is loved by her subordinates and more modest people.

The barracks of the Protectorate of the House Vioque dot the wall they protect, however, the Protectorate sometimes manages to get into the northern area and create something resembling a stronghold. Although this is usually only for a short period of time, because although they are excellently trained, they are few, and their enemies seem to multiply at an alarming rate".

PECULIARITIES

"The Lady Orders": The Protectorate of the House Vioque can only be led by Irene Vioque, who will get the Peculiarity "Leader (20)" for free.

Strange Circumstances: The Protectorate of the House Vioque is considered as a Pure Band, despite its strange composition, and thus cannot hire Mercenaries, nor other pawns from other bands of its Faction.

The Crème de la Crème: The Protectorate of the House Vioque can only hire Guardias, Guarnicioneros and Arcabuceros of the Guard of Ysbilia.

Besides, Irene Vioque may use her Peculiarity "Orderly" as usual, although she may not hire any pawn with a Pay of 20 Maravedies or less.

The Protectorate of the House Vioque use the Faction rule of "Wage".

Money Talks: The Protectorate of the House Vioque will always count on with a Curtido or Puyo, totally free, in order to show Irene Vioque's purchasing power, that allows her to hire better fighters.



EL EMBAJADOR

TREACHEROUS PERSONALITY

"Some people say he is the son of one of those great Germanians from the north, others say that he comes from hell itself, but the truth is that he was conceived in the last year of one of those religious disputes in Germania, the ones the Matriz loves to support, and which has names so difficult to pronounce. His father was a nameless rogue from the mercenary armies in Iberia's service. His mother was one of the prostitutes that followed the battalion wherever they went.

In those days, the lack of money did not influence cheap carnal transactions, since the defenceless prostitutes were violently forced by the leaders of the army to do their job. The Grand Masters ordered this, as they knew that while an unhappy troop may complain, a troop that could not let off steam would place a beautiful ribbon around a whole region and give it to the enemy as a present. Even more so when the companies of yesteryear consisted almost exclusively of mercenaries.

It is said that the night the bastard's mother was in labour, there was neither oil lamp lit, nor stars in the sky. It seemed a firmament of mourning for her, murdered by her offspring during birth. She was horrified to see her murderer emerge from her loins, and the terrified faces of the midwives, powerless to help and crying inconsolably while the woman bled to death like a stuck pig.

This blood was undoubtedly the preface of a life full of violence and death. A life that would almost end on several occasions. The very day of his birth, the women who saw the beast being born resolved to take his life, but they were discovered by a young priest from the battalion just as they tried to suffocate him. The young priest baptized the boy with the name of **Arturo**, which means "strong and hard as a rock" and, with it, doomed him to accomplish said fate.

Arturo spent his childhood and youth going from battle to battle, sheltered by the gang of prostitutes, distillers, gunsmiths, barbers and the other people who collected the money that soldiers make selling their lives off cheaply on the European fronts.

When he was old enough to kill, he killed as much as he could. He also drank and sinned to his heart's content. And since then, hells have not stopped swirling around him. He was always surrounded by crowds. However, away from their rejoicing, he was quiet and absentminded.

Only a few knew how to talk to him, among them, some officers who dared disturb him only when he was sober and when he had to fight. And it was in those moments when Arturo really knew how to express himself clearly.

A grey morning in Mediolanum, the **Grand Master Alvaro de Toledo Fernandez**, Duke Del Alba, counted the small number of men among his **Old Purples** who wore the red crosstree against the Gauls. Adding the numbers, he resigned himself to the fact he could not recover the honour that had been denied by his king, and he raised the flag of parley. By that time, Arturo was already twenty-six years old, and he had almost reached 300 lbs in weight and was almost three yards tall. He was a Sergeant, although he was not good at giving or receiving orders, he was well-known by the Duke, since he was disciplined by him on many occasions.

Surprisingly, the Duke admired that loyal and terrible beast, and although other officers privately disapproved, he asked Sergeant Arturo to go with him to the parley with the Gaul officers".

PERSONALITIES

"All soldiers, officers and men of war gathered that day to measure their respective nations' forces. They could see the scene that was taking place in the distance. It seemed like everything went according to standard practice: the calm and ordered approach, the courtesy greeting and removal of hats and helmets as a sign of respect... And the start of the conversation immediately afterwards. What nobody expected, however, was that Arturo would suddenly slam the Gaul Captain's skull into his granite knee. The manoeuvre was quick and merciless, leaving the two groups of men shocked for a moment. A precious moment that was enough for the Sergeant to grab another Gaul by the nape and break his neck as if it was a dry branch. Recovering from the initial surprise, and without any other alternative, Del Alba ordered his men to unsheathe their swords and charge the enemy vanguard.

The exaltation of Del Alba's foot troops was not diminished by the long distance his men had to cross at speed until they reached the enemy ranks. And, although some Gauls held their positions, most of them, without a leader, turned when the Iberians crossed the gap between the two armies like mad beasts. In this way, the battle between the forces was settled.

But it was nothing but a shameful win, snatching a Pyrrhic victory from the jaws of defeat, and Del Alba had to listen to his Captains who did not wish to share the dishonour of what had happened. Although they had embarked on the crazy venture together, they did not want to supply more gossip to the sharp tongues whispering in the ear of the monarch. Del Alba apologized, blaming that opportunism on his impatience for moving his men north, but it was not enough and he had to reluctantly accept an exemplary punishment for Arturo, for fear of his officers withdrawing their support. Even so, he acted to save the life of this man, changing the official document condemning him to the gallows at the last minute for another that would confine him to a galley for life.

That day, the ignoble Sergeant's name was forgotten and since then Arturo has been known as "**El Embajador of the Duke Del Alba**", more as an insult to the noble's honour, than as a badge of his own.

Almost ten years later, El Embajador, completely disheartened after suffering many punishments and starvation, heard from his captors that the "crazy" Del Alba had risen up to try to stop the Gaul troops gathering in Osca. And that name from his past, those simple words, worked a miracle of returning the strength, anger and tenacity to his abandoned soul. With fire running through his veins like in the old days, El Embajador broke the shackles holding him, used the chains to strangle the oar foreman and released his companion, starting a mutiny that forced the ship to head for Iberia".

PERSONALITIES

El Embajador

Pay 80

Incentive	-----	2
Audacity	-----	5
Defense	-----	2/2
Vigour	-----	10



● Improvised Weapon - 5 6 - 5/7 Beating



TERCIO CREAT.IV.O

PECULIARITIES:

Tall: El Embajador can walk 15 cm instead of the usual 10 cm.

Fearsome: Any enemy pawn who wants to engage El Embajador charging into a clash will have to make an *Audacity* roll. if this roll is unsuccessful, the enemy pawn will not be able to move and will have to declare its *activation* as being finished.

Savage: El Embajador is treated as if he had the double of Vigour Points when you determine who's the winner of his clashes.

In addition, if there are still enemy pawns in the clash, El Embajador will have to push back.

Immune: El Embajador is not affected by Special Rule "Panic".

Loyal: If a friendly pawn is eliminated within 15 cm from El Embajador, he will have to make an *Audacity* roll. If he fails, he will have to *activate* to face the enemy pawn which killed his friend and charge him (although he won't have the charge modifier).

This Peculiarity can be used even if El Embajador had been *activated* during the turn. And if El Embajador had been *activated* during the turn, will be able to *activate*, as usual, after using this Peculiarity.

If El Embajador escape from a clash by using this Peculiarity, enemy pawns will have to apply a -1 modifier to their *opportunity attacks*.

This Peculiarity can be used only once per turn.

Strangle: If El Embajador impacts an enemy pawn by Rearguard, it will be automatically eliminated, no matter how many Vigour Points he has got.

THE EMBASSY

"When a wandering company has to abandon a highly contested position before accomplishing its mission, or just when its troops turn to be more useful elsewhere, a little contingent of experts known as "The Embassy" is sent to the place.

The souls of the men who join the Embassy's troops are convicted even before joining its ranks. Thus, they are made up of the lowest class of our world. The methods they use are often indescribable. And the few who are aware of the existence of this infamous infantry corps disapprove of it without hesitation. Nevertheless, the Duque thinks there are men who were born without a soul, and since they are already condemned to hell, he prefers to use them for his purposes, before letting them languish in prisons, where they are not useful to anyone.

Seen from a distance, the Embassy could be mistaken for a group of common highwaymen. And, when some unfortunate man comes near, his opinion does not change. These scoundrels frequently travel under the influence of alcohol and do not usually wear a uniform or a coat of arms to identify them, making it almost impossible to tell who their master is.

Del Alba is well aware that they are a necessary evil in times like these. A misfortune in line with the tragedy his land is suffering. He also knows the Holy Trinity would condemn him if it was his will that guided these beasts. For this reason, he gave a sergeant with less qualms in such affairs the disgrace of leading them: Arturo de Pinedos, better known as "El Embajador".

El Embajador personally selects the members of his Embassy from among the biggest and strongest men, as well as from among the most skilled and reckless ones of the Old Purples; those who only respect strength and the only ones who would follow a man like him. Furthermore, he takes his pick from the rabble crowding the dungeons of Castle San Georgio.

The only existing relationship between these beasts and the honorable body of diplomats from which it takes its name may be that both of them represent their masters in order to settle conflicts. Thus, the Embassy solves problems of all sorts quickly and effectively, before the officers see the need to mobilize the scarce troops of the New Order. Besides, in the event of failure, their lord would only lose a handful of ne'er-do-wells that would have probably found the same fate being killed in a corner dark alley or on the scaffold itself.

There is nothing in these men's and their leader's actions that can be further from the literal meaning of the name, which was given to their detachments. Their way of working is simple, very simple: They are accustomed to attack the enemy without notice, very fast. They create such chaos and confusion that, in most cases, the enemy chooses rather to flee than to confront them in open combat.

The fruit of the "dialogue" from the Embassy is usually considered a few hours after their attack.

If a satisfactory result was not reached after the first attack, the enemy will be judged a severe threat and only in that case will the army "really" take matters into its own hands, not having an alternative. For if "The Embassy" fails, the big guns will need to be brought to bear".

PECULIARITIES

"There is Only One Master": The Embassy can only be led by El Embajador, who will get the Peculiarity "*Leader (20)*" for free.

Strange Circumstances: The Embassy is considered as a Pure Band, despite its strange composition, and thus cannot hire Mercenaries, nor other pawns from other bands of its Faction.

Scum: The Embassy can hire pawns from the Old Purples band, if they are not equipped with distance weapons, as well as Convictos and Perturbados from the Guard of Ysbilia, in order to represent prisoners it has released from the dungeons of Castle San Georgio.

The Embassy use the Faction rule of "*Wage*".

Uproar: The Embassy can hire a maximum of pawns equal to twice the value of total Incentive of them.

Reckless Vanguard: The Embassy's deployment area is always 20 cm closer than usual to the enemy's deployment area.

Besides, although it is necessary to do an authority roll, the Embassy will always be the first to activate a pawn every turn.

Dispensables: All pawns in the Embassy have the "*Insignificant*" Peculiarity, totally free.