

Character: **Besnik**  
Concept: S'danzo philanderer  
Appearance: Dark eyes and hair, ill shaven, gypsy style,  
hair tied back,

Culture Group: S'danzo - deceitful outsider. Free d6 in  
Stealth. Outsider Hindrance. (Generated by JAS and  
adopted by RGM 9/28/08)  
Background: Entrepreneur

Rank: Novice (3 XPs)  
Attributes: Agility d8 Smarts d8 Spirit d6 Strength d8  
Vigor d4  
Skills: Fighting d8 Lockpicking d6+2 Stealth d8+2  
Healing d8 Notice d8  
Streetwise d6 Climbing d6+2  
Languages: S'danzo, Rankene, Sanctan, Ilsigi  
Charisma: -2 Pace: 6 Parry: 6 Toughness: 4  
Hindrances: Outsider (S'danzo), Vow (recover SS), Loyal,  
Quirk (openly critical of other cultures compared to the  
S'danzo)  
Edges: Thief (+2 climb, lockpick, stealth, disarm traps)  
Powers: None

Gear: Dagger (Str+d4, 1#, \$25), Short sword, back  
scabbard (Str+d6, 4#, \$200), Colorful fit clothes and  
Traveler's cloak, Dark clothes and cloak (\$20), Black  
burlap bag (\$1),

Concept: Besnik is a middle-aged S'danzo thief who appears to be  
nothing more than a colorful philanderer. His infidelities and  
connection to the Street of Red Lanterns are notorious. This is  
actually a ruse to allow him access to sensitive information which may  
enable him to improve or protect the lot of himself and his fellow  
S'danzo. He has gained just enough status in his community to be given  
certain responsibilities for its well-being, including information  
regarding and a directive to obtain the Spirit Stones. Despite his  
reputation, he has actuality he has been quite faithful to his wife.  
He is as much a spy as a thief.

1) Living, non-enemy NPC who is important

Besnik's wife: Luminitsa. In truth, Besnik is deeply in love with his  
seeress (fortuneteller) wife. His reputation hurts her and often  
places them at odds. The tension between them is not for show even  
though she may be privy to some of his back alley, bedroom dealings and  
the necessity for such. The best year of Besnik's life was the year he  
and Luminitsa travelled together following their wedding. Shortly  
after they arrived in Sanctuary he concoct his double life in order to  
protect himself, and, if somewhat perversely, Luminitsa.

I hope to develop a contact in Myrtis. She is a fascinating and worldly character who sits at the center of a web of information. Perhaps not as a confidant as she is powerful figure, but as someone with whom he could trade secrets for their mutual benefit.

2) Something the PC is passionate about

His central priority is the well-being of the S'danzo people. He may act carefree and irresponsible but he knows well how vulnerable and alone they are in Sanctuary. The recovery of the Spirit Stones is crucial to their protection and well-being.

3) A living rival or enemy NPC (or organization)

The Dyareelans are hereditary enemies of the S'danzo. It was the Mother of Chaos who deceived the S'danzo and forced them to leave their hereditary homes, never to have a permanent homeland again. Besnik should be acquainted with the tattoos and markings of Dyareela's faithful. He is careful not to betray what he learns but he will use any knowledge gained to protect his people and destroy the Dyareelans. As an outsider and minority in Sanctuary, he will look to collaborate with those who would oppose Dyareela.

Contacts:

1) Lilly, a low level prostitute at Amelie's second whorehouse the Slippery Lilly. She is one of several children of the house, products of the clientele and prostitutes. When abandoned at birth by the mother, either by death or flight to a different city, the convention is to name all such children after the house. Lilly is also known as "the Dark" because she is the product of very dark skinned peoples and has near perfect ebony skin. During slow days she has become the House's seamstress and is quite good at repair and modification of aging garments. She has fondness for the bright colors of S'danzo textiles.

2)

Abode: a S'danzo tent/stall at the marketplace. Obviously not the most secure dwelling. The family wealth is divided between, Besnik's belt pouch, Luminitsa's clothing, and a couple of flagstones carefully hidden in lesser traveled areas of town.