



The Hunt
By René Toft

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A Scenario By René Toft

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Introduction

This is a story from The Hochland province. It is a story set in the large Hochland forests in search of one of Chaos' numerous beasts. Players are four brothers who start in great unity, but will likely end up the opposite. The tale is divided into four chapters, with related flashback between each scene about the time before the hunt. These flashbacks are supposed to give players a deeper understanding of their characters and bring that understanding with them in the ongoing story.

A central topic in the story, especially for Zigmund are the brothers' relationship to their father. At the beginning the father is a hero. Then he is a drunken swine. And finally he is turning brother against brother, under the suspicion of Chaos. And perhaps he is right. The reason he might be right is that the youngest of the four brothers, Heinrich, is drawn to the unknown. He is a latent magician, not yet familiar with the full extent of his powers. But fact is that strange things have a knack of happening around him. To demonstrate this the player playing heinrich is presented with the following text:

When you come into a situation where your emotions are running high, then roll a die. The higher the number on the dice the more your feelings will be expressed through your surroundings, or by a physical manifestations on you. If you are happy flowers might grow around you, or if you're angry you can feel how the flames around your hands are on the brink of shooting from your hands at the slightest provocation, etc. Choose your own possible manifestation (perhaps in consultation with the game master), but remember that you are trying to keep this a secret.

Roll a low number and nothing happens.

This does not have to be a secret for the people playing the three other brothers. Just make sure that they understand that this is knowledge that their characters do not possess. Unregistered magic use is strictly forbidden and is dealt with the strictest of manners. But the brothers suspect something. Heinrich in their eyes have always been a little 'off', but him being a full blown magician? Never.

This scenario was written with very little rule use in mind. There is a little use of the basic Warhammer stats (weapon skill, agility, strength etc.), and I have therefore equipped all characters with just that. They have no skills written down, since it is more or less unnecessary and with only drag the tempo out of the scenes. If you are completely unfamiliar with the Warhammer system, then have no fear. When ever they are asked to take a test, let them roll a dice. If it's a low roll, they did well. If they get a high number something went awry. How well or how bad depends on the number rolled.

Other than I don't have anything else to add other than have fun. Or at least as much fun as you can have hunting a creature of Chaos...

Background

In the midst of the great forest, which covers most of The Old Empire, lies Hochland. East of Middenland, south and west of Ostland and north of Talabecland, the Drakwald forest extends itself. The dark woods end abruptly in the Middle Mountains to the northeast. Throughout them, the rivers of Drake Wasser, Talabec and Wolf Run, all derived from the large river Reik, run. Along the rivers, the peasants in small settlements and villages managed to keep Hochland itself supplied in food and other simple life necessities, but the more luxurious goods must be fetched from the outside. Not that there are many who think beyond survival now. The war has raged and the country is trying to get back on its feet, but the surroundings are far from serene. Forests are no longer filled with the usual wildlife. Fragmentary relics of chaos plague the area and since the war Goblin tribes have settled near the mountains of Weiss. As if that is not enough, the dams that would hold back the spring flood have been destroyed and the farmers can look forward to both flood and famine.

Flood or not, the river is a lifeline for the beleaguered Hochlanders. It is used to carry the primary commodity Hochland has to offer to the surrounding states: timber of the best quality. But the forest is not only a source of revenue. It is also where we will see the true Hochlander shine, as a hunter, and fisherman. They are as one with the nature that the people in the big cities have put behind them. The forest men of Hochland are widely renowned for their abilities as pathfinder, warrior, and not least for their precision with a bow and arrow or rifle. Outside Hochlands borders there is a standing joke that a hochlander loves his rifle more his wife, but in Hochland you do not joke about that. Here they know what is most important.

Since Hochland lies in the middle of The Old Empire, it is only natural that you often travel through the area to get from A to B. For example Hochland is on the path from Middenheim to Talabheim, or if you are sailing on one of the many rivers that flow through this part of The Empire you cannot help but pass through it. The big influx of people from the outside, has made the Hochlander a very open and tolerant people, somewhat less bellicose than its neighbours. However, not all are as open as they have been. Mistrust of foreigners has begun to spread as more and more of the country falls apart. Not a few villages have been burned and the people slaughtered or taken as slaves in the Great War against Chaos. The damage done will not be easy to remedy. It is said that time heals all wounds, but some wounds are just too deep.

MCs

The Beast

The main characters are chasing a creature, a grim and ferocious monster who slaughtered one of the village cows. The loss could have been much worse but for a village on the brink of hunger, a cow means everything. Therefore this Beast must be found and killed. The village must ensure that this does not happen again.

What The Beast is, is not important. It's large, it's dangerous, it's furry, it's Chaos. It will do anything to survive, but also know that it is not immortal and four against one is not good odds. So it flees rather than stand and fight. Runs off to get on home ground. Runs off to get the upper hand.

Papa

Papa is a proud man. He is their father. War hero. Veteran. Drunkard. Pessimist. Assailant. Papa's role and the main characters' views on him will change after each flashback. What starts as a proud warrior ends up as a broken man.

Mädchen

Mädchen is the woman in both Fritz' and Franz's life. She is something elevated. A goddess among men. A diamond in the rough. At least, this is how the twins see her. The truth is that she is just like anyone else with all the shortcomings and weaknesses associated with being human. But she is beautiful, wild and kissable. And she loves drama. The more someone can fight for her the better. And, if it does not happen automatically, she will help raise the drama on the way.

Dieseltraud

Zigmund has a Longrifle, Gieseltraud. It is his price possession, especially since he got it from Papa. But with a rifle comes gun powder and bullets. Keep it safe. Keep it dry.

The Story

Part 1: Delayed

When the scenario begins, the hunt is in full swing and the frisky young brothers are racing over sticks and stones, for they have it ... almost.

The forest is a green and brown mass that rushes past you while running through the lush underground. The scent of spring is in your nostrils, but you do not heed it, while adrenaline is pumping in your veins. Run! Run all you can, and you might catch it. Stop and it disappears again.

You have been after it for two days now. You almost had it early yesterday, but it was too fast and fit. You have to drain it of its forces. You must prove that you are true Hochlanders. Proud hunters, men of the forest. You need to make your father proud.

The pace is high now and the players must have a feeling that they are just two steps behind it. The Beast. The Killer. But relax just two minutes and they will lose it again. Tell them about the landscape that rushes past them, the trees, the brook which gains strength the further they go etc. It is now they start to fall behind. There may be several reasons. Get them to do a series of agility tests during their run. A failure can result in:

1. Unanticipated tree roots sticking out of the ground trap one brother and fells him to the ground.
2. In an unguarded moment, a foot is caught in a noose trap and one of the brothers ends up hanging upside down from a tree.
3. Convulsions in the poor tortured legs.

Let them play on it. Depending on who takes the fall they should react very differently. This should only be a slight relapse, but it is enough to give The Beast the edge it needs.

Our heroes should experience at least one delay, and preferably two, as they come to a branch. As they have fallen behind and The Beast is out of sight, they can not know with certainty which way it took flight.

The characters frustration should be allowed to come out in the open. The more they argue the better.

Cut.

Flashback: farewell

It is a great day. Your father, Papa, shall, together with the other adults in the small village go to war. This scene should give the main characters a sense of cohesion. They stick together as a family and look after each other.

It rains. Heinrich is sad.

Tell them that they, the brothers, only kids, are still too young to be going to war, but their Papa isn't. Heinrich is more than happy to join and leave on the spot, but Papa does not allow this. Now it's time for one last goodbye. They are all together outside their hut and Papa takes time for a last farewell.

The scene is an opportunity for the players to interact with their father as they remember him or how they want to remember him - the proud man, hunter, warrior and not the broken excuse of a man that came home years later.

Papa bids them farewell and gives each of his sons an emotional hug, and a small commentary. The players can leave it at that or they can start a conversation. The twins especially may be slightly unstoppable in their carefree energy.

To Heinrich: *"You are my youngest and most fragile diamond. You must watch yourself, you promise me that? Keep away from the woods at night and only go out there during daytime in the company of your brothers. Zigmund will take care of you while I am away."*

For Franz and Fritz: *"Relax you two rascals. Take care of each other. Do as Zigmund says. He is now the man of the house. Do you understand? Come here you frisky rascals and give your dad a big old hug. And remember! Do not make trouble! If you end up doing a prank, make sure that it is done to Old Jürgen, that snob. He thinks he is better than us."*

To Zigmund: *"My oldest son, you must be a man now. I wish I didn't have to put this responsibility on your shoulders, but it can not be otherwise. If only Mama had been here, but she is not. Your uncle Samuel will help all he can, but your brothers are now your responsibility, you know that? The twins can handle it. But Heinrich. You look out for him. Okay? He is fragile. Take care of him. I trust you. And to show you how much i trust you, I give you my old girl Gieseltraud, the first Longrifle I ever got. Take care of it and it will take care of you"*

After a last goodbye, Papa departs.

Part 2: The Jump

If they roll a successful test they rush further up the brook, which now meets a river which is only gaining strength. Throughout the trip, they can see strange tracks in the moist dirt beneath their feet. It's not from a wolverine. The tracks are much bigger. A bear? In terms of size, perhaps. But the track is more elongated and with bigger claws.

Rumbling. A deep rumble is increasing in strength, while you walk along the riverbank. You have reached the Esk waterfall. You all stand and look down at the foaming, frothy water mass. An easy 60 foot drop. In the past it was a popular place for boys to take a test of manhood. One leap and you are a hero. Back down and you are forever labeled a cowardly-custard, a chicken, a sissy or worse. But the jump in itself is far from harmless. You remember all too well the story of Hans Armster, who did not jump far enough, and ended up on the treacherous granite boulders instead of the deep water. Since then not many children have dared to take the plunge.

There! Below the waterfall a little further up along the river you see a large hairy figure jog in a half sweeping pace along the riverbank, and if the players aren't fast it will disappear into the woods. It is possible, if the players are quick, to fire one or two rounds at The Beast and they can see it if they hit. And hear. The Beast will roar and disappears into the thick vegetation.

The idea is of course that the four brothers need to jump over the edge, but in order to avoid the players just saying okay and diving in, you need to work on the characters fears. It's a long way down and there is plenty of things that can go wrong. Heinrich is afraid of water (very much so) and Fritz is a coward, when all is said and done. Franz is not much better, but will do anything to make his twin brother look bad. It shouldn't be an impossible task to get down, but it needs to present the brothers with significant problems. For instance – how do they get Heinrich down? Throw him over the edge or do they persuade him and then he jumps with his eyes closed? He may deny even the concept of him setting foot near the waterfall and crawl all the way around, which will give them all a considerable time loss. Or does he respond unexpectedly to the external pressure?

Regardless, they roll an agility test when they jump. The jump is fairly straightforward but much can go wrong. If you don't jump far enough, you can land on the big nasty rocks at the cliff's edge, or perhaps if you manage to land in the water you are pulled down by the heavy clothes and the large water masses. During a dramatic rescue operation would be an appropriate time to say the cut.

Cut.

Flashback: The Return

This is the day when Papa returns. It is a great day and a day you have looked forward to with longing.

The sun is shining. Heinrich is happy.

On horseback Papa returns home to the little village by the river shore. Alone. None of the others who went out came back alive.

At first glance he looks like himself. Proud, erect, stern. On closer inspection it becomes clear that this is a different man than the man who left what now seems so immensely long ago. His eyes are different, older, deeper. There are scars on the soul that will never heal. You truly sees the extent of this when gets off his horse. Not only is he limping severely on his right leg, but he is also missing the upper left arm. And the face has several small but deep scars, as if someone has taken a knife and scratched deep dry rivers into the very skin.

Despite the meagre times, there is a feast. There has rarely been anything to celebrate over the past several years, so now all sails are set when the village, indeed the whole area's hero has returned in 'good' health. Tables filled with fried pork, chicken soup, potatoes, and what not and the village square, and there is no shortage of praising of the hero from the village elders.

Now it is time to cross-cut between two events: Mädchen's flirtation with the twins and Papas escalating drunkenness.

At the dinner you present Mädchen to the players. She is serving at the dinner and can turn the heads of most present. She is beautiful, lush, and something of a drama queen. Furthermore she is Fritz's girlfriend (at least when he is there), but also interested in Franz. And he is very interested in her. Under the pretext that she 'thinks' she is talking to Fritz, she will take Franz behind one of the buildings and take care of her 'true' love. If Franz goes along with it, it obviously needs to be discovered by Fritz who **1)** either starts a big quarrel and/or fight, while Mädchen asserts her innocence: "to think that a brother (Franz) can deceive two people that the way", or **2)** Fritz does absolutely nothing but lets anger build up inside. The last possibility is quite fine, since it might then be expressed later ...

As the evening runs its course Papa becomes more and more piss drunk and the more he drinks, the more evil, disgusting and downright mean he becomes. Loud, rude, know-it-all. He is better than all the others. They do not know how it really is! Have they perhaps ever tried to stare death straight in the eye? Or get their arm torn off by a heinous monster? If it was up to him, anyone who suspected of Chaos should die a painful death.

The feast continues. Papa is very drunk and very embarrassing, and it will only get worse. If one of the brothers doesn't try to stop him, he tries to feel up Mädchen or urinate on the table or throw wine on other guests and tell them how they look just like his best friend when he died bathed in blood. If that is not enough he will at any opportunity try to start a fight. With anyone. Even the brothers.

The more embarrassing Papa becomes the more shameful is Heinrich is and the sun will not continue to shine.

Scene 3: *The hole*

The four brothers have in one way or another come down to the bank of the river, most likely wet and perhaps even cranky (that would be perfectly fine).

If they hit the Beast from the top of the waterfall, it will not take them long to find a blood trail. First clear and open. Later more and more sparingly. But it is clear that the Beast is hit.

If they did not shot at the Beast or shot and missed, then it is a little harder, but still not impossible. They are from Hochland, and they should benefit from this. Let them look around a bit along the shore and find some broken branches after a while.

Before they take off again, or perhaps while they are in the process of hunting, you should tell them that they are all wet, tired and very hungry. This is information Zigmund undoubtedly will try to ignore as long as possible, but it may be that the other brothers offer a different opinion. However, they may reasoned with if need be, but it is up to the players themselves.

They decide to have a break, or not, but things can still happen when you travel in the forest, especially when you travel at breakneck speed. It may well be that in their haste they do not notice a big beehive, sitting on one of the more low-hanging branches. It can go horribly wrong. A nearby bog or lake might be the remedy, but it is up to you as a game master, how or if that should develop. It could also be that they make a narrow escape, and then put beehive into use later.

They follow the tracks ahead and come to a small glade in the otherwise dense forest. In the midst of this glade there is a hole. A large and apparently deep hole with a diameter of well over six feet. Apparently a trap dug by some Hochlandic hunters, but in this case it is not covered by branches. It is already 'used'. Someone has walked straight into the trap and now there is a lot of guttural snarling from the bottom of the hole. Someone or something is down there.

Heinrich's shirt has been ripped, and one sleeve now has a great hole in it. In the subdued sunlight Zigmund can see a strange scar through the hole. It is almost like a pattern. Like letters, just more ... artistic.

Cut.

Flashback: The beginning

Papa takes Zigmund aside. He smells of cherry brandy and poor personal hygiene. His balance is somewhat unstable, but it may also be due to the one leg not working as intended.

Papa has become suspicious of the younger brother, Heinrich, and wants Zigmund to tell how Heinrich have been behaving while Papa was away. He wants to know whether there has been anything out of the ordinary. Has Heinrich behaved 'strangely'? Are there perhaps any strange marks on the body? 'It' often physically manifests.

What Papa is hinting at is obviously that his youngest son is marked by chaos. If he has become one of the obscene and heinous gods' disciples, those gods Papa has fought and survived. Those who are responsible for the kind of man he is today. Those who must be fought wherever they are. Whoever they are. Even the immediate family.

Whether or not Zigmund actually says something is not so important. It is great if he does, but no matter what, Papa tells Zigmund that he has always suspected the boy. Ever since ... their blessed mother died given birth, for which Papa had never really forgiven Heinrich. And then, he has always been so annoyingly fragile. It is not normal that a kid of Papa's flesh and blood would be so fragile.

The twins sit on a fence at a field and are about to see who can spit furthest (you can let the players decide this dispute in real life, but for your own sake make them take it outside). They are interrupted by Mädchen who walks over and gives Franz a large kiss right on the mouth. Yes, she knows well that Fritz is her boyfriend and she does know one from the other, but the twins do not know that she is able to. So once again she wants to start a little drama, since she really likes the attention, especially if it's about two people fighting over her. The more drama the better. Fritz will probably shout out, and Franz too, but as usual, she will assert his innocence ("*you are as like as two peas*") and immediately blame Franz for kissing with way to much feeling or not stopping her or ...

Heinrich is in the field a bit from there and can see the whole thing. Suddenly he finds a dead cow. Guted. Intestines scattered. Maimed. Obviously killed by something big. But the blood and the fierceness by which it is done fascinates more than it repels Heinrich. At some level, Heinrich understands all too well. Everything.

If Heinrich doesn't sound the alarm (it may be that he is a little too fascinated), then someone else will. Let another peasant discover the dead cow and shout the alarm.

After that it doesn't take long before half the village is crowded around the poor dead animal. And in a village where the only man not too old to go hunting is a cripple, the four brothers are the best they can offer, something Papa is quick to point out. He volunteers his four sons to go and kill the Beast. And he does not take no for an answer. Mädchen will also be on the back of the twins, if they decide to withdraw from the hunt.

Papa pulls Zigmund to aside; *"Keep an eye on Heinrich. If you find out that he is marked ... you know what to do. I trust you "*.

Part 4: Marked

What are they going to do with The Beast? It is caught in an old trap in a hole in the ground, maybe injured, maybe dying, maybe furious.

Looking down into the 9 foot hole below you see a hairy dark figure hiding in the shadows. It looks big. Dangerous.

Heinrich can feel the Beast. Its energy is flowing over him. The anger. The dark Chaos that fills its veins calls to Heinrich like blood to a vampire. And Heinrich senses that The Beast can feel him too.

What happens now is pretty open. How this story ends depends much on how the game has evolved so far. Are the characters at each others throats? Then see if you can't get them into even deeper waters. It doesn't take more than a little push before you lose your balance and fall straight down to the Beast.

If Fritz or Franz or both take the plunge, It will not take many seconds before they look pure death straight in the eye. And the Beast will not hesitate for a moment.

If Heinrich falls, the situation is somewhat different. The Beast will not attack and Heinrich will feel no fear there. But the fall in itself can be dangerous.

It may also be that the brothers simply still are best friends and if that is the case there are a few options - **1**) They will defeat The Beast where they are, or **2**) they leave it and go back to the village.

Another possibility is that it is a trap in a trap. The Beast has pulled them further and further into an area where it not only has all the advantages but also reinforcements. Suddenly the Beast begins to roar and howl loudly, fiercely and long. And the roar is answered by many similar howls. All of them in the immediate vicinity all around the four brothers. Whether or not the characters should be allowed to run away, or if it is already too late and we need a final stand, is up to you. But who is on who's side? Can the brothers even fight side by side any longer?



Zigmund Bruder

Zigmund is the oldest of four brothers. He is also the strongest. And the best hunter. Not that he is a boaster in any way. More the opposite. But the fact is that he is the better man when it comes to the things that count. The reason for this is that Zigmund has always looked up to his father, and Papa was both the best hunter, and the rowdiest. So Zigmund would never dream of backing off from a fight. But he won't start one either.

Indeed, Zigmund is probably more the quiet type, if he should say so himself. Others, including his brothers, will probably prefer to call him precocious and knowing to the brink of annoying. A true older brother who always knows best and is not afraid to put people in their place by flexing his muscles (if they will not listen to reason).

One thing that is really important for Zigmund is the assigning of blame. Not that he would ever blame anyone that hasn't done anything, or would try to avoid blame, if he himself in fact was to blame. If he is to blame, he will tell you. But it is important that someone steps up to the plate and acknowledge guilt. So if anything goes wrong, he will put heaven and earth into motion to find out whose fault it was.

But Zigmund loves his brothers. The twins **Franz** and **Fritz** you can't control even if you wanted too. And if any prank has been pulled in the village, you can be dead sure it is they who are behind it. They are alike like peas, and it does not help that they both are crazy about the same girl. It appears however that Fritz has become her boyfriend. Or is it Franz?

Heinrich is the youngest of the four brothers and has always been known as the 'fragile' one. Born prematurely and under considerable complications the birth of Heinrich killed your mother. And since Papa did not have time to play motherhen if there was to be bread on the table, it was up to Zigmund to take care of Heinrich. But Heinrich is... different. Whether this is because he was born prematurely, Zigmund does not know. But things sometimes happen around him. If he is happy, the sun always seem to shine. . Nah, that's just nonsense.

Zigmund has a Longrifle, **Gieseltraud**. It is his price possession, especially since he got it from Papa. But with a rifle comes gun powder and bullets. Keep it safe. Keep it dry.

You will: Make your father proud.

	WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TB	M	Mag	IP	FP
Profil	36	41	31	39	35	31	30	33	1	10	3	3	4	0	0	3

Fritz Bruder

Fritz is the twin brother of Franz. He is 2 minutes older than Franz, a fact that always comes up as the last trump in many conversations ("Well I am the oldest). And the trump is quite important since Fritz is in an ever going, never-ending competition with his twin brother... about anything and everything. Who can eat the most, drink the most water in 10 seconds, spit furthest, jump longest or highest, hit hardest, shout loudest, and so on and so on. When it comes to Franz, Fritz has a very hard time keeping his mouth shut and always wants to have the last say in any matter. Anything else will be considered as a defeat.

Fritz is, when push comes to shove, not really happy about all this rural atmosphere, talk about Chaos, dark woods, and the dangerous stuff that everyone knows is out there, away from the security of the village. But Fritz' girlfriend, Mädchen, is of a different opinion. She likes strong men, so Fritz must repeatedly prove his worth. And if he does not, there is no doubt that Franz will try and take his place by her side. Franz is definitely keen on her, and he is not intent on holding back. If Fritz can't keep his girl, that's his problem.

Fritz is actually a bit of a wimp. A chicken. But the circumstances (including most of all the brother Franz and girlfriend Mädchen) force him to prove his courage and boast and draw attention to himself time and time again.

But Fritz also has two other brothers.

Zigmund is the oldest, precocious and knowing to the point of being annoying. A true older brother who always knows best and is not afraid to put people in their place by flexing his muscles, and it must be said that he is quite buff. Fritz and Franz have been told that they must obey Zigmund, but it is just so much more fun to tease the matter-of-fact bore.

Heinrich is the youngest of the four brothers and a little strange but other than that okay. It can not be counted on two hands how many times Fritz and Franz have gotten in trouble because they wanted to incorporate Heinrich into their wild games. Heinrich is 'fragile' so they have to look out for him. No wild games for Heinrich. Luckily Heinrich is now older and less fragile. But now he is just strange. He often keeps to himself. And he doesn't not even look at girls. He just mutters something about the forces of nature or something. Bah.

You will: When there is danger, all you really want is to turn around and run away.

	WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TB	M	Mag	IP	FP
Profil	31	26	33	28	31	32	30	38	1	13	3	2	4	0	0	3

Franz Bruder

Franz is the twin brother of Fritz. He is 2 minutes younger than Fritz, a fact that always comes up as the last trump from Fritz in many conversations ("Well I am the oldest). Not that it helps shutting Franz up, since Franz is in an ever going, never-ending competition with his twin brother... about anything and everything. Who can eat the most, drink the most water in 10 seconds, spit furthest, jump longest or highest, hit hardest, shout loudest, and so on and so on. When it comes to Fritz, Franz has a very hard time keeping his mouth shut and always wants to have the last say in any matter. Anything else will be considered as a defeat.

Franz is, when push comes to shove, not really happy about all this rural atmosphere, talk about Chaos, dark woods, and the dangerous stuff that everyone knows is out there, away from the security of the village. But Fritz' girlfriend, Mädchen, is of a different opinion. She likes strong men, and since Franz also is crazy about the girl, he tries his best to appear as a 'real man'. And preferably to get his brother to look like a wimp at the same time. Mädchen is as beautiful as a summer morning and wild as ... as ... something really wild and untamed. She has a look in the eye which can make even a blind man randy, and she knows it. Now the situation is such that Fritz and Franz are identical twins, and it is not easy to spot one from the other. Even for people who know them. This is something Franz uses to his advantage. If he can steal a kiss from an unsuspecting Mädchen, it has been a very good day.

Franz is actually a bit of a wimp. A chicken. But the circumstances (including most of all the brother Fritz and the girlfriend Mädchen) force him to prove his courage and boast and draw attention to himself time and time again.

But Franz also got two other brothers.

Zigmund is the oldest, precocious and knowing to the point of being annoying. A true older brother who always knows best and is not afraid to put people in their place by flexing his muscles, and it must be said that he is quite buff. Fritz and Franz have been told that they must obey Zigmund, but it is just so much more fun to tease the matter-of-fact bore.

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You will: Every time you brother acts like a wimp, you call him on it. Especially if there is anyone nearby.

	WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TB	M	Mag	IP	FP
Profil	31	26	33	28	31	32	30	38	1	13	3	2	4	0	0	3

Heinrich Bruder

Heinrich is the youngest of four brothers. Because Heinrich was born prematurely during severe complications, he has always been something of a sob story. Equipped with a fragile health and bones that break just by looking at them, or when he tried to play with his older brothers, he was not the luckiest of children. Fortunately for Heinrich his health has improved over the last few years, but he is still very cautious. There is no reason to challenge fate. Moreover, there are things which are more exciting than climbing trees.

Heinrich is a latent magician. Something he has kept hidden for everyone, including his brothers. The price for having unauthorized magical abilities are, in nine out of ten cases, a one-way ticket to the stake. Getting into a school for people like him requires both connections and money, something Heinrich has neither of. So Heinrich keeps his skills hidden, but it is getting harder and harder. It is as if a dam inside him is about to collapse. He wakes up with his hands engulfed in blue flames; he can feel how the wind gets stronger every time he gets angry; and the simple fact that it usually rains when he is sad. Or is he sad because it rains? It is not always easy to control his emotions, and when they are not under control, that's when the dam is weakest.

When you come into a situation where your emotions are running high, then roll a die. The higher the number on the dice the more your feelings will be expressed through your surroundings, or by a physical manifestations on you. If you are happy flowers might grow around you, or if you're angry you can feel how the flames around your hands are on the brink of shooting from your hands at the slightest provocation, etc. Choose your own possible manifestation (perhaps in consultation with the game master), but remember that you are trying to keep this a secret.

Roll a low number and nothing happens.

Heinrich fears many things. Magic is not one of them. It is simply forces that can be transformed into something extraordinary. For example, you are quite sure that these forces are the ones responsible for the sign on your arm. It is like a beautiful scar in a fine pattern. One day it was suddenly there. That is for your eyes only. One thing Heinrich is afraid of is water. Papa tried to teach him how to swim by throwing him into the lake when Heinrich was just 4 years old. That experience gave Heinrich a natural skepticism towards everything Papa said and did. As well as a severe fright of any water level that reaches above his navel.

However, Heinrich truly loves his older brother **Zigmund**, the eldest of the four brothers, and the only one who ever really took care of him. Even though Zigmund may be a know it all at times and is a little too precocious, he is still the one who has always been there for Heinrich, and for that Heinrich is forever grateful.

The twins **Franz** and **Fritz** one couldn't control even if they wanted too. They are also your older brothers and have tried on countless occasions to get you in trouble. If any prank has been pulled in the village, you can be dead sure they are behind it. Furthermore they are like two peas in a pod, and it does not help that they both are crazy about the same girl. It appears however that Fritz has become her boyfriend. Or is it Franz?

You will: let yourself be fascinated by the unknown. You have an affinity with it that your brothers will never understand.

	WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TB	M	Mag	IP	FP
Profil	32	24	25	25	24	39	29	27	1	12	3	3	4	1	0	2