

## CHARACTER INFORMATION

Player \_\_\_\_\_  
Character \_\_\_\_\_  
Concept \_\_\_\_\_  
Nation \_\_\_\_\_  
Religion \_\_\_\_\_  
Reputations \_\_\_\_\_  
Wealth \_\_\_\_\_

## ARCANA

## STORIES

Name \_\_\_\_\_  
Goal \_\_\_\_\_  
Reward \_\_\_\_\_  
Step 1 \_\_\_\_\_

## TRAITS

Brawn ○○○○○  
Finesse ○○○○○  
Resolve ○○○○○  
Wits ○○○○○  
Panache ○○○○○

## SKILLS

Aim ○○○○○	Perform ○○○○○
Athletics ○○○○○	Ride ○○○○○
Brawl ○○○○○	Sailing ○○○○○
Convince ○○○○○	Scholarship ○○○○○
Empathy ○○○○○	Tempt ○○○○○
Hide ○○○○○	Theft ○○○○○
Intimidate ○○○○○	Warfare ○○○○○
Notice ○○○○○	Weaponry ○○○○○

Rank 3: Re-Roll a single die  
Rank 4: Sets of 15 = 2 Raises  
Rank 5: 10s explode (+1 die)

## DEATH SPIRAL

- 1: +1 Bonus Die to all Risks
- 2: Villains gain +2 Bonus Dice
- 3: Your 10s explode (+1 die)
- 4: You become Helpless



## BACKGROUNDS

## ADVANTAGES