

Name: _____

Character

Nationality _____
Religion _____
Concept _____

Wealth _____

Background _____

Quirk _____

Background _____

Quirk _____

Arcana

Virtue _____

Effect _____

Hubris _____

Effect _____

Traits

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

Advantages

Reputations

KEY

- : Add a die to all Risks ; ◎ : Reroll one die
- ◆ : Gain 2 raises from sets of 15 ; ✨ : 10s explode

Skills

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

◎◆

Wounds

□□□□ ☆ Gain ●
□□□□ ☆ Villains gain ●●
□□□□ ☆ All rolls ✨
□□□□ ☆ Helpless



Dueling & Sorcery

Secret Society _____

Current Favor _____

Story

Name _____
Reward _____

Goal _____

Next Step _____