



BACKGROUNDS

REPUTATION

QUIRK

QUIRK

NAME

NATION

RELIGION

VIRTUE

HUBRIS

ARCANA

SKILLS

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

3: re-roll | 4: [15] = 2 raises | 5: 10's explode

TRAITS

- BRAWN ⊙○○○○
- FINESSE ⊙○○○○
- WITS ⊙○○○○
- RESOLVE ⊙○○○○
- PANACHE ⊙○○○○

WOUNDS

- ☆ 1: +1d10 to all Risks
- ☆ 2: Villains gain +2 dice
- ☆ 3: 10's explode
- ☆ 4: You are Helpless
- Hard to Kill: 5 ○○○○○☆

DUELIST STYLES

SORCERY

ADVANTAGES

SECRET SOCIETY

FAVOR

LANGUAGES

WEALTH

STARTING
CURRENT

EQUIPMENT

COMPANIONS

Empty box for companions details.

DUELING DETAILS

Empty box for dueling details.

BACKGROUND DETAILS

Empty box for background details.

PATRONS & ALLIES

Empty box for patrons & allies details.

SORCERY DETAILS

Empty box for sorcery details.

CORRUPTION

/ / /

NOTES

Large empty box for notes.

ENEMIES & RIVALS

Empty box for enemies & rivals details.

SECRET SOCIETY DETAILS

Empty box for secret society details.

Goal: _____

STEP 1: _____

STEP 2: _____

STEP 3: _____

STEP 4: _____

STEP 5: _____

Ending: _____

Reward: _____

Goal: _____

STEP 1: _____

STEP 2: _____

STEP 3: _____

STEP 4: _____

STEP 5: _____

Ending: _____

Reward: _____

Goal: _____

STEP 1: _____

STEP 2: _____

STEP 3: _____

STEP 4: _____

STEP 5: _____

Ending: _____

Reward: _____

Goal: _____

STEP 1: _____

STEP 2: _____

STEP 3: _____

STEP 4: _____

STEP 5: _____

Ending: _____

Reward: _____

Goal: _____

STEP 1: _____

STEP 2: _____

STEP 3: _____

STEP 4: _____

STEP 5: _____

Ending: _____

Reward: _____

Goal: _____

STEP 1: _____

STEP 2: _____

STEP 3: _____

STEP 4: _____

STEP 5: _____

Ending: _____

Reward: _____