

QUALITIES

Name

Title, Rank

Motif

Birth Quality

Precedence

Virtue

Flaw

GOVERNING ABILITIES

STRENGTH	INTELLIGENCE	WISDOM	DEXTERITY	CONSTITUTION	CHARISMA
<i>Modifier</i>	<i>Modifier</i>	<i>Modifier</i>	<i>Modifier</i>	<i>Modifier</i>	<i>Modifier</i>

LIFEPATHS

Name	Level	Name	Level

MENTALITIES

Nationality	/
Religion	/
Politics	/

CLOTHING & APPEARANCE

EQUIPMENT & INVENTORY

OTHER LIFE PATH SKILLS

HISTORY

MEASURES

Age	Exertion			
Saves	P&P	Terror	Chance	Artillery
Hit Points	Total		Current	
Will	Total		Current	
Reputation	Damage	Current		Deeds
Morale	Total		Current	

DUEL OF WITS

Voice (Cha)	To Hit	Damage
Press (Int)	To Hit	Damage
Reputation Armor	d	pts
Special Skills		

COMBAT

Defense (Str/Dex)	Attack	Defend
Melee (Str)	To Hit	Damage
Musketry (Dex)	To Hit	
Armor	d	pts
Special Skills		

ARMS

	Damage	Initiative
	Damage	Initiative
	Damage	Initiative
	Damage	Initiative

RULES

SKILL RATINGS

A diagram showing a sequence of skill ratings from 1 to 10. Each rating is in a box. Above the boxes are dice icons: a 1-sided die above '1', a 2-sided die above '2', a 3-sided die above '3', a 4-sided die above '4', a 5-sided die above '5', a 6-sided die above '7', a 7-sided die above '9', an 8-sided die above '11', and a 9-sided die above '10'. Below the boxes are brackets indicating bonuses: a bracket under '1' with an asterisk (*), and brackets under '2' through '10' with bonuses +1, +2, +3, +4, +5, +6, +7, and +8 respectively.

Example skill rating bonuses.

*Unskilled: No modifiers unless otherwise specified.

♣ MORTAL COIL ♣

1st year spent	2nd year spent	3rd year spent	4th year spent
+5/-5	+10/-10	+15/-15	+20/-20
reroll	reroll	reroll	reroll

Spend years to reroll one of your own combat, duel of wits or skill rolls, or force a reroll for an action directly against you. Modifiers only count for this single task. Each year spent adds one to your exertion total for this endeavor or mission.

✿ VIRTUES & FLAWS ✿

Virtue: Other players invoke, pass a test. **Flaw:** You invoke, fail a test.

Embodiment: Invoke both in an endeavor, gain +1 to next exertion roll.

MOTIF

If one player invokes their motif to stop a conflict between other players, other players remove one point of current exertion total.

WEALTH

Wealth Rating	Class
Obligations	Property
Debts	Income
Dependent	Relation

GENERAL SKILLS

Break	/	Str	Sang-Froid	/	Con
Improvise	/	Wis	Search	/	Int
Listen	/	Wis	Sneak	/	Dex
Parley	/	Cha	Traverse	/	Dex

LIFEPATH SKILLS

[illegible]

LANGUAGE SKILLS

$\frac{\quad}{\quad}$	Int	$\frac{\quad}{\quad}$	Int
$\frac{\quad}{\quad}$	Int	$\frac{\quad}{\quad}$	Int
$\frac{\quad}{\quad}$	Int	$\frac{\quad}{\quad}$	Int
$\frac{\quad}{\quad}$	Int	$\frac{\quad}{\quad}$	Int

SPECIAL MARTIAL SKILLS

Accuracy (to hit)	+1	+2	+3	+4	+5
Force (damage)	+1	+2	+d4	+d6	+d8
Knife Work (dam)	+1d	+2d	+3d	—	—
Mêlée (to hit)	+1	+2	+3	+4	+5
Fencer (to hit)	+1	+2	+3	+4	+5
Parry (defense)	+1	+2	+3	+4	+5
Drill (initiative)	+1	muskets, rifles, harquebus only			
Main Gauche (+1 A)	-4	-3	-2	-1	0
Gun Crew (to hit)	+1	+2	+3	+4	+5
QH (init. w cudgels)	+1	+2	+3	+4	+5
Vive Le Roi	+1d mv	+2 dm	+2d mv	+3 dm	+3d mv
Scarred	Ignore hits doing 1 pt of damage				
Iron Will	If on mission and 0 HP, restore to 1 HP				
Touch	Elect to do 1 pt of damage instead of rolling				

GENERAL SKILLS	GOVERNORS
Break	Strength
Improvise	Wisdom
Listen	Wisdom
Parley	Charisma
Sang Froid	Constitution
Search	Intelligence
Sneak	Dexterity
Traverse	Dexterity
LIFEPATH SKILLS	GOVERNORS
Accounting	Intelligence
Astrology	Intelligence
Astronomy	Intelligence
Carpentry	Strength
Charivari	Charisma
Chymistry	Wisdom
Counterfeiting	Wisdom
Decipher	Wisdom
Fashion	Charisma
Goëtia	Wisdom
Hermetics	Special
Horsemanship	Wisdom
Leadership	Intelligence
Lock Picking	Dexterity
Mathematics	Intelligence
Mend	Wisdom
Mentor	Charisma
Military Doctrine	Intelligence
Navigate	Intelligence
Pilot	Wisdom
Rook	Charisma
Seamanship	Constitution
Soldiering	Constitution
Steal	Dexterity
Sub Rosa	Wisdom
Theology	Intelligence
Theurgy	Wisdom
Trade	Wisdom