

Robyn Ellis

Outgoing Dellitante

“I may be young, but if anything that is to my advantage rather than detriment.”



BELLEPHINE

“Win the battle of attrition and you never have to dirty a blade or fire a shot.”

VITALITY

DISTRESS

PASSION

HOUSE ARISTOCRAT

TYRO

Raised in luxury, you have many pursuits than you could ever attain proficiency. You can be proper and to your house you are very loyal.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY ARISTOCRAT

OUTGOING

You have been ostentatious from an early age - mingling in almost any crowd like a fish in water.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS ARISTOCRAT

PRODIGAL

Your house's coffers are endless, as far as you can see, with mirth and merriment aplenty.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO ARISTOCRAT

You can benefit from access to locations that lesser folk could never see.

Your loyalty to your house and its ideals is impressive and unshakable.

Bedecked in the finest fashion with your house's money to burn, you can use these to great advantage.

TO BE ARISTOCRACY

Aristocrats are the self-styled elites of the Dramark, solving their problems with an untold number of external assets that they consider their birthright. Power and privilege are their hallmarks, and the rest of the Dramark looks to them for leadership — for better or worse.

Whereas each individual family has its own unique offering, the overall experience of the aristocracy is to command others beneath one's station, to influence the society that exalts aristocrats, to intrigue with other privileged peers, and to sponsor explorations and reclamations of the Dramark in Ruin. The aristocracy also inherits or otherwise acquires estates and other property.

CHARACTER DETAILS

VITALITY AND DISTRESS

Vitality indicates a player character's physical wellbeing.

Distress indicates a player character's mental or emotional state.

ATTRIBUTES

Attributes define the systems by which player characters interact with the world. They may define dice pools for tests, create effects automatically, or measure a character's wellbeing.

PERSONALITY

Audacity: Ambition, self-confidence, vanity

Benevolence: Kindness, appreciation, compassion

Cunning: Cleverness, duplicity

Decorum: Tradition, orderliness, conformity

Defiance: Opposition, rebellion, individualism

Loyalty: Duty, responsibility, selflessness

Ingenuity: Creativity, insight, originality

Obsession: Focus, control, entitlement

Sensitivity: Attunement, understanding, empathy

SKILLS

Craft: Making things out of raw ingredients; being "good with your hands"

Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

Tools & Equipment: Items and appliances to suit the need

Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

ACTION RESOLUTION

Figure Out Which Attributes Apply

Personally undertaking the action requires a test based on Personality + Skill. Or you can call in external aid from your Portfolio.

Build a Dice Pool -or- Use Portfolio

Describe how you want to undertake an action. A dice pool equals the value of the Personality + Skill values for how you're undertaking the action. Roll your dice pool to test for the outcome (see Dice Results Summary, below)

Using Portfolio automatically works, but temporarily reduces Portfolio attribute value every u time it is used (mark off the blank spot).

DICE RESULTS SUMMARY

→ Die roll of 6 = brill

→ Die roll of 2, 3, 4, or 5 = no effect

→ Die roll of 1 = gloom

You only need ONE brill to succeed (provided you don't have more glooms)

At least one brill = success

More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

→ Passion increases a test dice pool by 2.

→ Tests with Passion invoked gain brills on 5s and 6s!

→ Add a Passion die to your tracker when you invoke Passion.

→ When your Passion tracker is maxed out or otherwise provoked, add all Passion dice to the next test (Passion dice have only no effect and gloom results).

When you're passionate, you gain temporary bonuses - but if used too often your self imposed martyrdom will come back to haunt you.

You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.



CONFLICTS

Conflict is a special sort of contested action.

→ When you attack, whether in the physical or social sense, you test a dice pool of the suitable Personality attribute + Skill.

→ When you defend in either the physical or social sense, you roll either a Personality attribute or a Skill, depending on if the attack is physical or social.

PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use CUNNING for a sneaky attack, DEFIANCE for something desperate, INGENUITY to improvise in weapon or strike, or AUDACITY for a bold attack.

Likewise, EXPRESS can be a showy strike, use FIGHT for trained combat attack, PHYSICALITY for brute force, and TRANSGRESS for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb, BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

EXPRESS works the crowd and makes a show, INTRIGUE can bring up a dark secret, OBSERVE can criticize dress and manners, and TRANSGRESS if you want to openly slander your opponent.

RESISTANCE

You can resist physical damage dealt to you with a Skill relevant to your defensive measure.

Resist Physical damage with PHYSICALITY to shrug off the damage, OBSERVE or INTUIT to dodge the attack, FIGHT to parry.

Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Castleton Geist

Heir to a Decaying Fiefdom



"I take my duties as First Born very seriously. The dread of a dessicated future can be delayed, if never truly conquered."

BELLEPHINE

"Win the battle of attrition and you never have to dirty a blade or fire a shot."

VITALITY

DISTRESS

PASSION

HOUSE ARISTOCRAT

NOBLE

Even from a young age you have been groomed to represent the best of the aristocracy.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY ARISTOCRAT

Your loyalty to your house and its ideals is impressive and unshakable.

INSPIRED

The world is yours, and you feel the compulsion to relay the wonder and treacherous beauty of the Dramark.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS ARISTOCRAT

You have a title that is known around the region, and a reputatoin as well. One or the other can provide the influence necessary in some circumstances.

FIRST BORN

While the trappings of nobility may be somewhat tarnished, birth order is still respected. you carry yourself as the heir to an estate - as you should.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO ARISTOCRAT

TO BE ARISTOCRACY

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PORTFOLIO

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You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.

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PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

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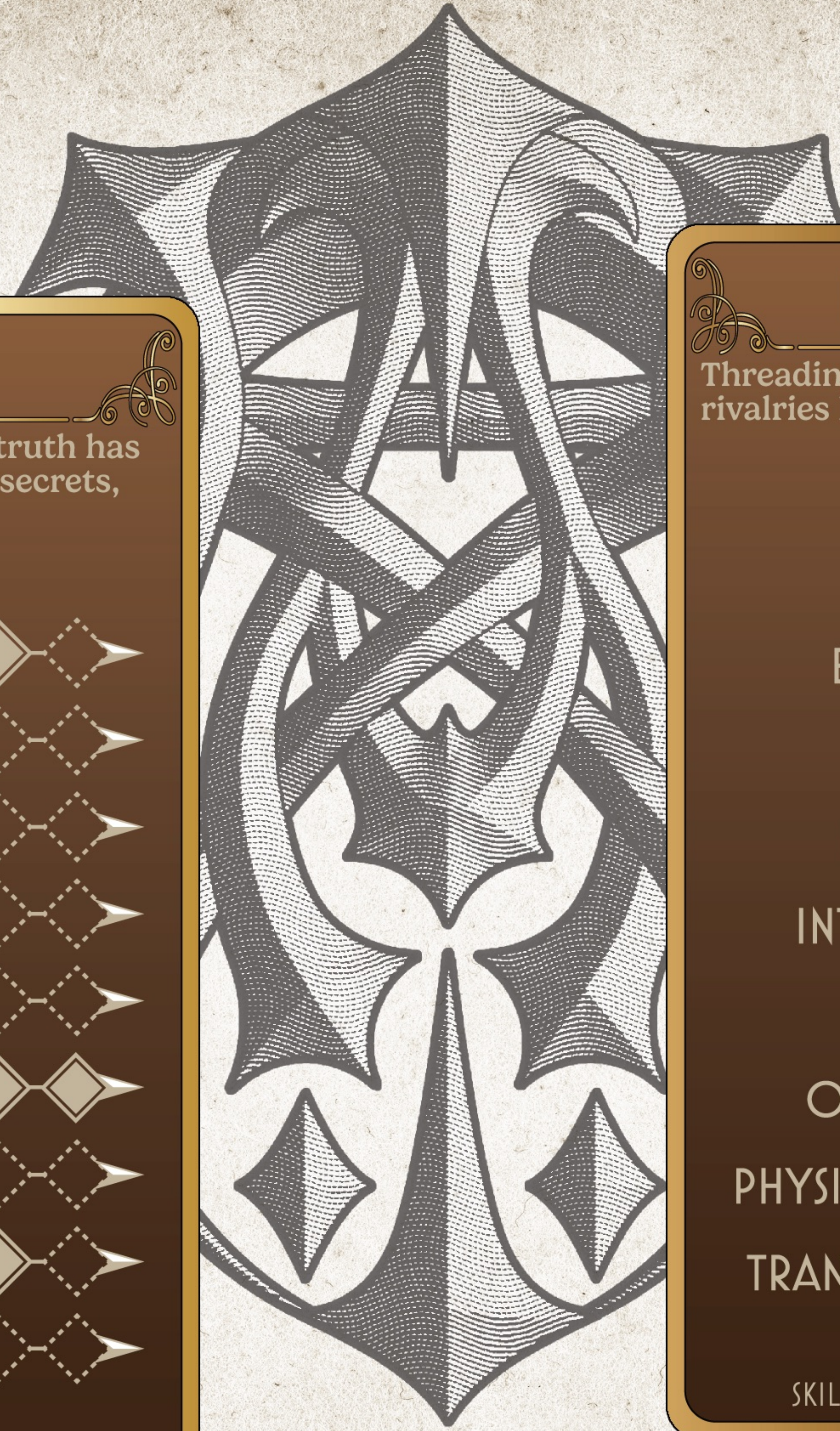
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Ainsley Astus

Diplomatic Truth-Seeker

“Each sunrise brings more to discover, more to experience, and more to understand.”



ASTUS-WILLOUGH

“Fear of the Ruin is a choice and, for many, even a lifestyle. Certainly, the danger the Ruin poses is very real, but it may be tamed.”

VITALITY

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PASSION

HOUSE ARISTOCRAT

SAGE

Your relentless pursuit of the truth has revealed the presence of dark secrets, which drives you further.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY ARISTOCRAT

You are clever and inventive, no wonder you feel a call to reclaim knowledge from the Ruin.

DIPLOMATIC

Threading the needle of alliances and rivalries has come very naturally to you.

CRAFT

EXPRESS

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SKILLS ARISTOCRAT

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb, BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

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Wakefield Willough IV

Socialite, Sybarite, and Nihilistic Reveller

“The Ruin may be upon us, but until that last dusk arives there is no reason not to enjoy the remaining days we have left.”



ASTUS-WILLOUGH

“Fear of the Ruin is a choice and, for many, even a lifestyle. Certainly, the danger the Ruin poses is very real, but it may be tamed.”

VITALITY



DISTRESS



PASSION



HOUSE ARISTOCRAT


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Raised in luxury, you have many pursuits than you could ever attain proficiency. You can be proper and to your house you are very loyal.


AUDACITY 


BENEVOLENCE 


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DECORUM 

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SENSITIVITY 

PERSONALITY ARISTOCRAT

Your loyalty to your house and its ideals is impressive and unshakable.

COMPETITIVE

You have been taught that progress requires sacrifice - and it is better for those sacrifices to come from others than you and your kin.

CRAFT 

EXPRESS 

FIGHT 

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PHYSICALITY 


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SKILLS ARISTOCRAT


Bedecked in the finest fashion with your house's money to burn, you can use these to great advantage.


PRODIGAL


Your house's coffers are endless, as far as you can see, with mirth and merri-ment aplenty.


ACCESS 


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River Trueblood

Stalwart Entrepreneurial Spirit

“Prosperity awaits those who are inspired enough to seek and attain it.”



In spite of your lavish upbringing, you have a genuine compassion for others.

GALDEPARK

“In search of bright prosperity.”

VITALITY

DISTRESS

PASSION

HOUSE
ARISTOCRAT

STALWART

Upstanding in a world that rejects your goals can be tough - but you have maintained you civility through it all.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY
ARISTOCRAT

INSPIRED

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CRAFT

EXPRESS

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OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS
ARISTOCRAT

You can gain access places closed to others, you also have allies you can call upon when needed.

REVERED

Due to birthright, fortune, or some other factor, you have always been held in deep regard in your house.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO
ARISTOCRAT

*Your reputation precedes you!
When necessary, you can throw that around to impress and influence others.*

TO BE ARISTOCRACY

Aristocrats are the self-styled elites of the Dramark, solving their problems with an untold number of external assets that they consider their birthright. Power and privilege are their hallmarks, and the rest of the Dramark looks to them for leadership — for better or worse.

Whereas each individual family has its own unique offering, the overall experience of the aristocracy is to command others beneath one's station, to influence the society that exalts aristocrats, to intrigue with other privileged peers, and to sponsor explorations and reclamations of the Dramark in Ruin. The aristocracy also inherits or otherwise acquires estates and other property.

CHARACTER DETAILS

VITALITY AND DISTRESS

Vitality indicates a player character's physical wellbeing.

Distress indicates a player character's mental or emotional state.

ATTRIBUTES

Attributes define the systems by which player characters interact with the world. They may define dice pools for tests, create effects automatically, or measure a character's wellbeing.

PERSONALITY

Audacity: Ambition, self-confidence, vanity

Benevolence: Kindness, appreciation, compassion

Cunning: Cleverness, duplicity

Decorum: Tradition, orderliness, conformity

Defiance: Opposition, rebellion, individualism

Loyalty: Duty, responsibility, selflessness

Ingenuity: Creativity, insight, originality

Obsession: Focus, control, entitlement

Sensitivity: Attunement, understanding, empathy

SKILLS

Craft: Making things out of raw ingredients; being "good with your hands"

Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

Tools & Equipment: Items and appliances to suit the need

Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

ACTION RESOLUTION

Figure Out Which Attributes Apply

Personally undertaking the action requires a test based on Personality + Skill. Or you can call in external aid from your Portfolio.

Build a Dice Pool -or- Use Portfolio

Describe how you want to undertake an action. A dice pool equals the value of the Personality + Skill values for how you're undertaking the action. Roll your dice pool to test for the outcome (see Dice Results Summary, below)

Using Portfolio automatically works, but temporarily reduces Portfolio attribute value every u time it is used (mark off the blank spot).

DICE RESULTS SUMMARY

→ Die roll of 6 = brill

→ Die roll of 2, 3, 4, or 5 = no effect

→ Die roll of 1 = gloom

You only need ONE brill to succeed (provided you don't have more glooms)

At least one brill = success

More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

→ Passion increases a test dice pool by 2.

→ Tests with Passion invoked gain brills on 5s and 6s!

→ Add a Passion die to your tracker when you invoke Passion.

→ When your Passion tracker is maxed out or otherwise provoked, add all Passion dice to the next test (Passion dice have only no effect and gloom results).

When you're passionate, you gain temporary bonuses - but if used too often your self imposed martyrdom will come back to haunt you.

You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.



CONFLICTS

Conflict is a special sort of contested action.

→ When you attack, whether in the physical or social sense, you test a dice pool of the suitable Personality attribute + Skill.

→ When you defend in either the physical or social sense, you roll either a Personality attribute or a Skill, depending on if the attack is physical or social.

PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use CUNNING for a sneaky attack, DEFIANCE for something desperate, INGENUITY to improvise in weapon or strike, or AUDACITY for a bold attack.

Likewise, EXPRESS can be a showy strike, use FIGHT for trained combat attack, PHYSICALITY for brute force, and TRANSGRESS for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb, BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

EXPRESS works the crowd and makes a show, INTRIGUE can bring up a dark secret, OBSERVE can criticize dress and manners, and TRANSGRESS if you want to openly slander your opponent.

RESISTANCE

You can resist physical damage dealt to you with a Skill relevant to your defensive measure.

Resist Physical damage with PHYSICALITY to shrug off the damage, OBSERVE or INTUIT to dodge the attack, FIGHT to parry.

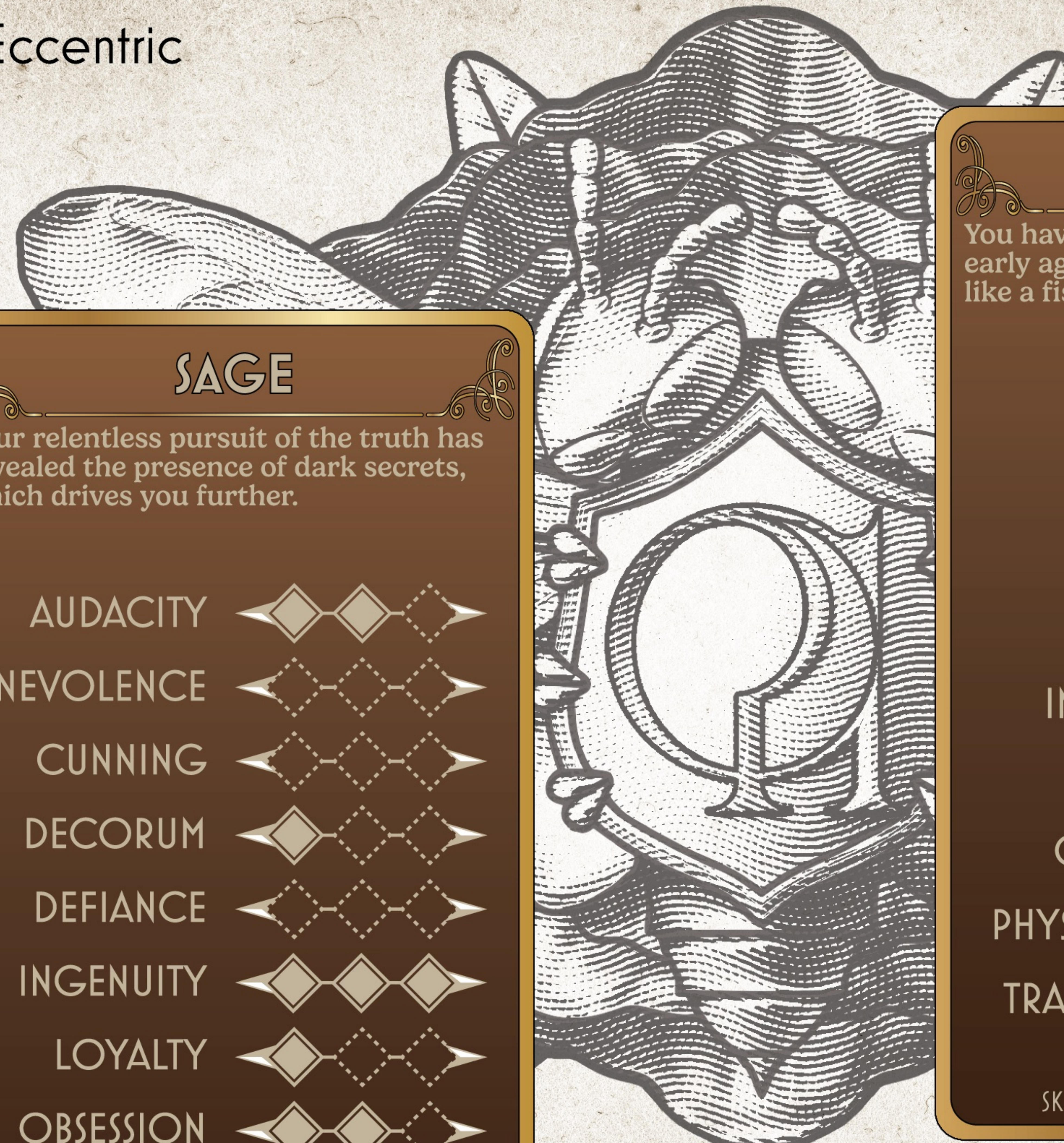
Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Amelia Galdepark

Axiatrix, Adventurer, Certified Eccentric

“The Dramark is breathtaking from the air, even if you can see exactly how invasive the Ruin has become.”



GALDEPARK
 “In search of bright prosperity.”

VITALITY
 ○ ○ ○ ○ ○

DISTRESS
 ○ ○ ○ ○ ○

PASSION
 ○ ○ ○ ○ ○

HOUSE ARISTOCRAT

SAGE
 Your relentless pursuit of the truth has revealed the presence of dark secrets, which drives you further.

AUDACITY ◆ ◆ ◆

BENEVOLENCE ◆ ◆ ◆ ◆ ◆

CUNNING ◆ ◆ ◆ ◆ ◆

DECORUM ◆ ◆ ◆ ◆ ◆

DEFIANCE ◆ ◆ ◆ ◆ ◆

INGENUITY ◆ ◆ ◆ ◆ ◆

LOYALTY ◆ ◆ ◆ ◆ ◆

OBSESSION ◆ ◆ ◆ ◆ ◆

SENSITIVITY ◆ ◆ ◆ ◆ ◆

PERSONALITY ARISTOCRAT

You are clever and inventive, no wonder you feel a call to reclaim knowledge from the Ruin.

OUTGOING
 You have been ostentatious from an early age - mingling in almost any crowd like a fish in water.

CRAFT ◆ ◆ ◆ ◆ ◆

EXPRESS ◆ ◆ ◆ ◆ ◆

FIGHT ◆ ◆ ◆ ◆ ◆

FOSTER ◆ ◆ ◆ ◆ ◆

INTRIGUE ◆ ◆ ◆ ◆ ◆

INTUIT ◆ ◆ ◆ ◆ ◆

OBSERVE ◆ ◆ ◆ ◆ ◆

PHYSICALITY ◆ ◆ ◆ ◆ ◆

TRANSGRESS ◆ ◆ ◆ ◆ ◆

SKILLS ARISTOCRAT

You have learned a lot of things during your travels. you also have a title that is deserving of respect and admiration.

RESOURCEFUL
 Your house might be wealthy, and you know how best to utilize the treasury.

ACCESS ○ ○ ○ ○ ○

ENTOURAGE ○ ○ ○ ○ ○

INFORMATION ○ ○ ○ ○ ○

MENTOR ○ ○ ○ ○ ○

REPUTATION ○ ○ ○ ○ ○

TITLE ○ ○ ○ ○ ○

TOOLS & EQUIPMENT ○ ○ ○ ○ ○

WARDROBE ○ ○ ○ ○ ○

WEALTH ○ ○ ○ ○ ○

PORTFOLIO ARISTOCRAT

Your family is incredibly rich, and you can call upon that wealth to buy your way into (and out of) trouble.

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PORTFOLIO

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You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.

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CONFLICTS

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PHYSICAL VIOLENCE

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

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Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Noah Kai

Resourceful Noble with a Predator's Heart

“Being Nobility in the time of the ruin means taking advantage of any situation that presents itself in order to prosper.”



VALGREAVE

“You learn a person’s true character by how they treat animals.”

VITALITY

○ ○ ○ ○ ○

DISTRESS

○ ○ ○ ○ ○

PASSION

○ ○ ○ ○ ○

HOUSE ARISTOCRAT

NOBLE

Even from a young age you have been groomed to represent the best of the aristocracy.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY ARISTOCRAT

COMPETITIVE

You have been taught that progress requires sacrifice - and it is better for those sacrifices to come from others than you and your kin.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS ARISTOCRAT

RESOURCEFUL

Your house might be wealthy, and you know how best to utilize the treasury.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO ARISTOCRAT

You have learned a lot of things during your travels. you also have a title that is deserving of respect and admiration.

Your loyalty to your house and its ideals is impressive and unshakable.

Your family is incredibly rich, and you can call upon that wealth to buy your way into (and out of) trouble.

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PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb, BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

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Paul Winedark

Ruin Conqueror and Paragon of Charity

“The Ruin has taken so much from so many, my life’s work seeks to alleviate as much of that suffering as possible.”

VALGREAVE

“You learn a person’s true character by how they treat animals.”

VITALITY

○ ○ ○ ○ ○

DISTRESS

○ ○ ○ ○ ○

PASSION

○ ○ ○ ○ ○

HOUSE ARISTOCRAT

In spite of your lavish upbringing, you have a genuine compassion for others.

STALWART

Upstanding in a world that rejects your goals can be tough - but you have maintained your civility through it all.

AUDACITY ◀▶

BENEVOLENCE ◀▶▶

CUNNING ▶▶▶▶

DECORUM ▶▶▶▶▶

DEFIANCE ▶▶▶▶▶▶

INGENUITY ▶▶▶▶▶▶▶

LOYALTY ▶▶▶▶▶▶▶▶

OBSESSION ▶▶▶▶▶▶▶▶▶

SENSITIVITY ▶▶▶▶▶▶▶▶▶▶

PERSONALITY ARISTOCRAT

DIPLOMATIC

Threading the needle of alliances and rivalries has come very naturally to you.

CRAFT ▶▶▶▶▶▶▶▶▶▶

EXPRESS ▶▶▶▶▶▶▶▶▶▶

FIGHT ▶▶▶▶▶▶▶▶▶▶

FOSTER ▶▶▶▶▶▶▶▶▶▶

INTRIGUE ▶▶▶▶▶▶▶▶▶▶

INTUIT ▶▶▶▶▶▶▶▶▶▶

OBSERVE ▶▶▶▶▶▶▶▶▶▶

PHYSICALITY ▶▶▶▶▶▶▶▶▶▶

TRANSGRESS ▶▶▶▶▶▶▶▶▶▶

SKILLS ARISTOCRAT

You can gain access places closed to others, you also have allies you can call upon when needed.

REVERED

Due to birthright, fortune, or some other factor, you have always been held in deep regard in your house.

ACCESS ○ ○ ○ ○ ○

ENTOURAGE ○ ○ ○ ○ ○

INFORMATION ○ ○ ○ ○ ○

MENTOR ○ ○ ○ ○ ○

REPUTATION ○ ○ ○ ○ ○

TITLE ○ ○ ○ ○ ○

TOOLS & EQUIPMENT ○ ○ ○ ○ ○

WARDROBE ○ ○ ○ ○ ○

WEALTH ○ ○ ○ ○ ○

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb, BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

EXPRESS works the crowd and makes a show, INTRIGUE can bring up a dark secret, OBSERVE can criticize dress and manners, and TRANSGRESS if you want to openly slander your opponent.

RESISTANCE

You can resist physical damage dealt to you with a Skill relevant to your defensive measure.

Resist Physical damage with PHYSICALITY to shrug off the damage, OBSERVE or INTUIT to dodge the attack, FIGHT to parry.

Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Angel Blanc

Piedmont Accord's Best and Brightest

"I see the ruin differently than most - its colors out of space enchant me, I must admit."

PIEDMONT ACCORD

"Execute contracts for the experience as well as the fee."

VITALITY

● ● ● ● ●

DISTRESS

● ● ● ● ●

PASSION

● ● ● ● ●

HOUSE TRUEFOLK

You are able to see new uses for everyday items, and can find solutions to problems others cannot.

SAVANT

Your personality revolves around knowledge and the search for truth. You can find new ways to solve your problems and quest to learn more.

AUDACITY ● ● ● ● ●

BENEVOLENCE ● ● ● ● ●

CUNNING ● ● ● ● ●

DECORUM ● ● ● ● ●

DEFIANCE ● ● ● ● ●

INGENUITY ● ● ● ● ●

LOYALTY ● ● ● ● ●

OBSESSION ● ● ● ● ●

SENSITIVITY ● ● ● ● ●

PERSONALITY TRUEFOLK



Your ability to express yourself through art and debate is outstanding!

ARTISTIC

Your craft is beautiful and expressive, going above and beyond your mundane tasks.

CRAFT ● ● ● ● ●

EXPRESS ● ● ● ● ●

FIGHT ● ● ● ● ●

FOSTER ● ● ● ● ●

INTRIGUE ● ● ● ● ●

INTUIT ● ● ● ● ●

OBSERVE ● ● ● ● ●

PHYSICALITY ● ● ● ● ●

TRANSGRESS ● ● ● ● ●

SKILLS TRUEFOLK

TRUEFOLK COMPETENCY: Appraise Artwork

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You have a special talent that cannot fail.

Ingenious application of common items can be a wonderful resource.

HONORED

For whatever reason, you are honored by your guild - a distinction that comes with certain advantages.

ACCESS ● ● ● ● ●

ENTOURAGE ● ● ● ● ●

INFORMATION ● ● ● ● ●

MENTOR ● ● ● ● ●

REPUTATION ● ● ● ● ●

TITLE ● ● ● ● ●

TOOLS & EQUIPMENT ● ● ● ● ●

WARDROBE ● ● ● ● ●

WEALTH ● ● ● ● ●

PORTFOLIO TRUEFOLK

BIG HONKIN' SPANNER

Add +1 to the die pool for an attack when using **INGENUITY**.

Cards and Characters by Will Balvanz (aka LegendaryBill) www.terminalviscositygames.com

TO BE TRUEFOLK

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CHARACTER DETAILS

VITALITY AND DISTRESS

Vitality indicates a player character's physical wellbeing.

Distress indicates a player character's mental or emotional state.

ATTRIBUTES

Attributes define the systems by which player characters interact with the world. They may define dice pools for tests, create effects automatically, or measure a character's wellbeing.

PERSONALITY

Audacity: Ambition, self-confidence, vanity

Benevolence: Kindness, appreciation, compassion

Cunning: Cleverness, duplicity

Decorum: Tradition, orderliness, conformity

Defiance: Opposition, rebellion, individualism

Loyalty: Duty, responsibility, selflessness

Ingenuity: Creativity, insight, originality

Obsession: Focus, control, entitlement

Sensitivity: Attunement, understanding, empathy

SKILLS

Craft: Making things out of raw ingredients; being "good with your hands"

Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

Tools & Equipment: Items and appliances to suit the need

Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.

ACTION RESOLUTION

Figure Out Which Attributes Apply

Personally undertaking the action requires a test based on Personality + Skill. Or you can call in external aid from your Portfolio.

Build a Dice Pool -or- Use Portfolio

Describe how you want to undertake an action. A dice pool equals the value of the Personality + Skill values for how you're undertaking the action. Roll your dice pool to test for the outcome (see Dice Results Summary, below)

Using Portfolio automatically works, but temporarily reduces Portfolio attribute value every u time it is used (mark off the blank spot).

DICE RESULTS SUMMARY

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→ Die roll of 1 = gloom

You only need ONE brill to succeed (provided you don't have more glooms)

At least one brill = success

More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

→ Passion increases a test dice pool by 2.

→ Tests with Passion invoked gain brills on 5s and 6s!

→ Add a Passion die to your tracker when you invoke Passion.

→ When your Passion tracker is maxed out or otherwise provoked, add all Passion dice to the next test (Passion dice have only no effect and gloom results).

When you're passionate, you gain temporary bonuses - but if used too often your self imposed martyrdom will come back to haunt you.

You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.



CONFLICTS

Conflict is a special sort of contested action.

→ When you attack, whether in the physical or social sense, you test a dice pool of the suitable Personality attribute + Skill.

→ When you defend in either the physical or social sense, you roll either a Personality attribute or a Skill, depending on if the attack is physical or social.

PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use **CUNNING** for a sneaky attack, **DEFIANCE** for something desperate, **INGENUITY** to improvise in weapon or strike, or **AUDACITY** for a bold attack.

Likewise, **EXPRESS** can be a showy strike, use **FIGHT** for trained combat attack, **PHYSICALITY** for brute force, and **TRANSGRESS** for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. **BENEVOLENCE** to get the crowd on your side, **DECORUM** to uphold social standings, or **SENSITIVITY** to use your opponent's feelings to your advantage.

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Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with **DEFIANCE** to shrug off the barbs, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your eccentricity.

Trance Campbell

Artistic Genius and Inventive Rookie

“I must see the Dramark differently than most, for when others see doom I see opportunity!”

PIEDMONT ACCORD
 “Execute contracts for the experience as well as the fee.”


VITALITY



DISTRESS



PASSION



HOUSE TRUEFOLK


ROOKIE
 You aren't certain what you don't know yet - but you are eager to learn! Loyal to a fault, you trust that your guild will provide.


AUDACITY 


BENEVOLENCE 


CUNNING 


DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 

PERSONALITY TRUEFOLK



Your ability to express yourself through art and debate is outstanding!

You are loyal to your guild and the values it stands for - Investigation, Tenacity, and Wisdom.

ARTISTIC
 Your craft is beautiful and expressive, going above and beyond your mundane tasks.

CRAFT 

EXPRESS 

FIGHT 

FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 

PHYSICALITY 

TRANSGRESS 

SKILLS TRUEFOLK


TRUEFOLK COMPETENCY: Appraise Artwork


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You have a special talent that cannot fail.


You wield a gorgeous (if somewhat unreliable) weapon of your own design.

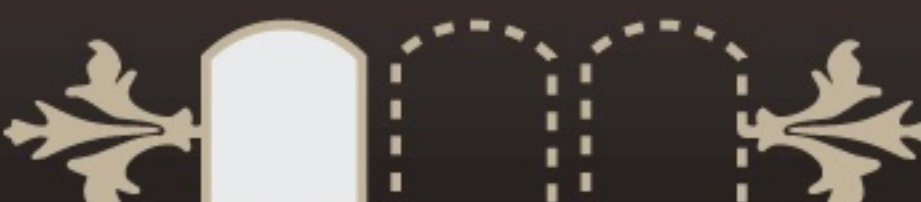
INVENTIVE
 For whatever reason, you have always been good with gadgets. Even within your guild, you have been able to add improvements to their devices.


ACCESS 


ENTOURAGE 


INFORMATION 


MENTOR 

REPUTATION 

TITLE 


TOOLS & EQUIPMENT 

WARDROBE 

WEALTH 

PORTFOLIO TRUEFOLK

BLUNDERBUSS



Add +1 to the die pool for an attack. You may attack a target up to 20 feet away. Once used, this weapon must be reloaded.

Cards and Characters by Will Balvanz (aka LegendaryBill)
www.terminalviscositygames.com

TO BE TRUEFOLK

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Because the truefolk consist largely of everyone who isn't an aristocrat or a societal outsider, the activities that members of the group perform are unsurprisingly broad. Truefolk might expect to achieve notable accomplishment in their profession or hobby, support a fellow truefolk in need of assistance (often in a professional or community capacity), discern a fraud within their chosen guild or a lackluster product of it, or create an artisan-grade work of innovative insight.

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Loyalty: Duty, responsibility, selflessness

Ingenuity: Creativity, insight, originality

Obsession: Focus, control, entitlement

Sensitivity: Attunement, understanding, empathy

SKILLS

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Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

Tools & Equipment: Items and appliances to suit the need

Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.

ACTION RESOLUTION

Figure Out Which Attributes Apply

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PASSION

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You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.



CONFLICTS

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PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use **CUNNING** for a sneaky attack, **DEFIANCE** for something desperate, **INGENUITY** to improvise in weapon or strike, or **AUDACITY** for a bold attack.

Likewise, **EXPRESS** can be a showy strike, use **FIGHT** for trained combat attack, **PHYSICALITY** for brute force, and **TRANSGRESS** for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

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Resist Social damage with **DEFIANCE** to shrug off the barbs, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your eccentricity.

Cameron Baum

Adventurous Creator

“Creation, itself, is my reward.”

PEACOCK'S FEAST

“The true artist’s ability is to share a thousand personal moments with a thousand individuals at the same time.”

VITALITY

○ ○ ○ ○ ○

DISTRESS

○ ○ ○ ○ ○

PASSION

○ ○ ○ ○ ○

HOUSE TRUEFOLK

You are focused and precise on your outlook and views.

CREATOR

Your creative streak may border on an obsession, but you are becoming quite innovative and bold when you defend and demonstrate your work.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY TRUEFOLK



You are observant of the world around you in your vigilance in seeking adventure.

You have a special talent that cannot fail.

ADVENTUROUS

The world may be falling apart, but your heart yearns for adventure and exploration.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS TRUEFOLK

TRUEFOLK COMPETENCY: Fishing

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JOURNEYFOLK

You are already a respected professional within your guild. Whether this is due to intellect, luck, or persistence is anyone’s guess - including yours.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO TRUEFOLK

WOODSMAN'S AXE

Add +1 to the die pool for an attack when using FIGHT.
Add +2 to the die pool for an attack when using PHYSICALITY.

A heavy axe can fell a tree and clear new paths for your travels.

Cards and Characters by Will Balvanz (aka LegendaryBill) www.terminalviscositygames.com

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Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

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PHYSICAL VIOLENCE

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Likewise, **EXPRESS** can be a showy strike, use **FIGHT** for trained combat attack, **PHYSICALITY** for brute force, and **TRANSGRESS** for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. **BENEVOLENCE** to get the crowd on your side, **DECORUM** to uphold social standings, or **SENSITIVITY** to use your opponent's feelings to your advantage.

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Jan Jungbauer

Adventurous Tinker

“My heart yearns for adventure - to explore and craft voyages of discovery.”

RIVET AND BELLOWS UNION

“Seek the premise of the work before building the scaffolding.”

VITALITY

○ ○ ○ ○ ○

DISTRESS

○ ○ ○ ○ ○

PASSION

○ ○ ○ ○ ○

HOUSE TRUEFOLK

You can be quite crafty in the use of any resource around in attaining your ends.

VOYAGER

You look at the world full of wonders manevolent and benign and feel a compulsion to discover as much as possible.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

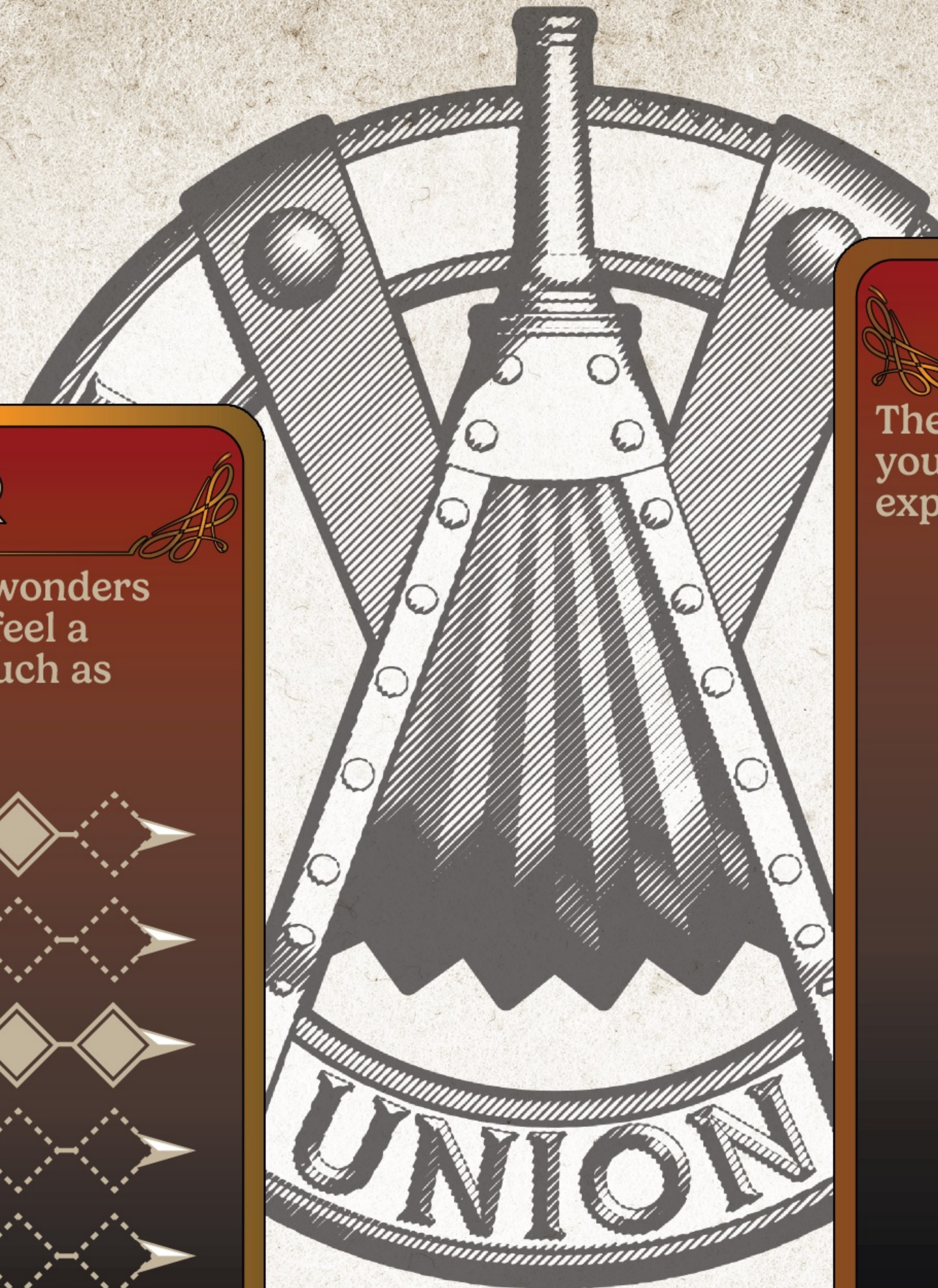
INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY TRUEFOLK



You are observant of the world around you in your vigilance in seeking adventure.

You have a special talent that cannot fail.

ADVENTUROUS

The world may be falling apart, but your heart yearns for adventure and exploration.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS TRUEFOLK

TRUEFOLK COMPETENCY: Fishing

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TINKER

Your job in the guild helps provide for you, but your true passion lies in the after-hours experiments you conduct.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO TRUEFOLK

HUNTING RIFLE

You may attack a target up to 100 feet away.

A good long ranged rifle is almost as important on safari as food and water.

TO BE TRUEFOLK

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PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

Tools & Equipment: Items and appliances to suit the need

Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.

ACTION RESOLUTION

Figure Out Which Attributes Apply

Personally undertaking the action requires a test based on Personality + Skill. Or you can call in external aid from your Portfolio.

Build a Dice Pool -or- Use Portfolio

Describe how you want to undertake an action. A dice pool equals the value of the Personality + Skill values for how you're undertaking the action. Roll your dice pool to test for the outcome (see Dice Results Summary, below)

Using Portfolio automatically works, but temporarily reduces Portfolio attribute value every u time it is used (mark off the blank spot).

DICE RESULTS SUMMARY

→ Die roll of 6 = brill

→ Die roll of 2, 3, 4, or 5 = no effect

→ Die roll of 1 = gloom

You only need ONE brill to succeed (provided you don't have more glooms)

At least one brill = success

More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

→ Passion increases a test dice pool by 2.

→ Tests with Passion invoked gain brills on 5s and 6s!

→ Add a Passion die to your tracker when you invoke Passion.

→ When your Passion tracker is maxed out or otherwise provoked, add all Passion dice to the next test (Passion dice have only no effect and gloom results).

When you're passionate, you gain temporary bonuses - but if used too often your self imposed martyrdom will come back to haunt you.

You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.



CONFLICTS

Conflict is a special sort of contested action.

→ When you attack, whether in the physical or social sense, you test a dice pool of the suitable Personality attribute + Skill.

→ When you defend in either the physical or social sense, you roll either a Personality attribute or a Skill, depending on if the attack is physical or social.

PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use **CUNNING** for a sneaky attack, **DEFIANCE** for something desperate, **INGENUITY** to improvise in weapon or strike, or **AUDACITY** for a bold attack.

Likewise, **EXPRESS** can be a showy strike, use **FIGHT** for trained combat attack, **PHYSICALITY** for brute force, and **TRANSGRESS** for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. **BENEVOLENCE** to get the crowd on your side, **DECORUM** to uphold social standings, or **SENSITIVITY** to use your opponent's feelings to your advantage.

EXPRESS works the crowd and makes a show, **INTRIGUE** can bring up a dark secret, **OBSERVE** can criticize dress and manners, and **TRANSGRESS** if you want to openly slander your opponent.

RESISTANCE

You can resist physical damage dealt to you with a Skill relevant to your defensive measure.

Resist Physical damage with **PHYSICALITY** to shrug off the damage, **OBSERVE** or **INTUIT** to dodge the attack, **FIGHT** to parry.

Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with **DEFIANCE** to shrug off the barbs, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your eccentricity.

Dakota Brier

Traveling Caregiver

“A compassionate heart and kind hand are two things sorely missing in the Dramark.”

CROWN HALL COLLEGE

“Like ridding ourselves of Ruin, education acts as fire burning away ignorance.”

VITALITY

○ ○ ○ ○ ○

DISTRESS

○ ○ ○ ○ ○


PASSION


○ ○ ○ ○ ○


HOUSE TRUEFOLK


VOYAGER


You look at the world full of wonders manevolent and benign and feel a compulsion to discover as much as possible.


AUDACITY 


BENEVOLENCE 


CUNNING 


DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 

PERSONALITY TRUEFOLK



You can be quite crafty in the use of any resource around in attaining your ends.

You have a gift for empathy toward living things. Your ability to heal has been an asset on your travels.

NURTERING

You might be called to mend wounds, deliver infants, or help treat the sick - all of which you have done before.

CRAFT 

EXPRESS 

FIGHT 

FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 

PHYSICALITY 

TRANSGRESS 


SKILLS TRUEFOLK


TRUEFOLK COMPETENCY: Animal Husbandry


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INVENTIVE


For whatever reason, you have always been good with gadgets. Even within your guild, you have been able to add improvements to their devices.


ACCESS 


ENTOURAGE 


INFORMATION 


MENTOR 

REPUTATION 

TITLE 


TOOLS & EQUIPMENT 

WARDROBE 

WEALTH 

PORTFOLIO TRUEFOLK

CARVER



Add +1 to the die pool for an attack when using CUNNING.

You have a special talent that cannot fail.

A trust knife at one's side can be used for manner of purpose.

TO BE TRUEFOLK

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CHARACTER DETAILS

VITALITY AND DISTRESS

Vitality indicates a player character's physical wellbeing.

Distress indicates a player character's mental or emotional state.

ATTRIBUTES

Attributes define the systems by which player characters interact with the world. They may define dice pools for tests, create effects automatically, or measure a character's wellbeing.

PERSONALITY

Audacity: Ambition, self-confidence, vanity

Benevolence: Kindness, appreciation, compassion

Cunning: Cleverness, duplicity

Decorum: Tradition, orderliness, conformity

Defiance: Opposition, rebellion, individualism

Loyalty: Duty, responsibility, selflessness

Ingenuity: Creativity, insight, originality

Obsession: Focus, control, entitlement

Sensitivity: Attunement, understanding, empathy

SKILLS

Craft: Making things out of raw ingredients; being "good with your hands"

Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

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ACTION RESOLUTION

Figure Out Which Attributes Apply

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You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.



CONFLICTS

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PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use **CUNNING** for a sneaky attack, **DEFIANCE** for something desperate, **INGENUITY** to improvise in weapon or strike, or **AUDACITY** for a bold attack.

Likewise, **EXPRESS** can be a showy strike, use **FIGHT** for trained combat attack, **PHYSICALITY** for brute force, and **TRANSGRESS** for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. **BENEVOLENCE** to get the crowd on your side, **DECORUM** to uphold social standings, or **SENSITIVITY** to use your opponent's feelings to your advantage.

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Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with **DEFIANCE** to shrug off the barbs, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your eccentricity.

Coretta Beechworth

Journeyfolk Blacksmith and Veterinarian

“Beasts of burden are no less Truefolk than the two legged ones who likewise toil all day.”

CROWN HALL COLLEGE

“Like ridding ourselves of Ruin, education acts as fire burning away ignorance.”

VITALITY

○ ○ ○ ○ ○

DISTRESS

○ ○ ○ ○ ○

PASSION

○ ○ ○ ○ ○

HOUSE TRUEFOLK

You are focused and precise on your outlook and views.

CREATOR

Your creative streak may border on an obsession, but you are becoming quite innovative and bold when you defend and demonstrate your work.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

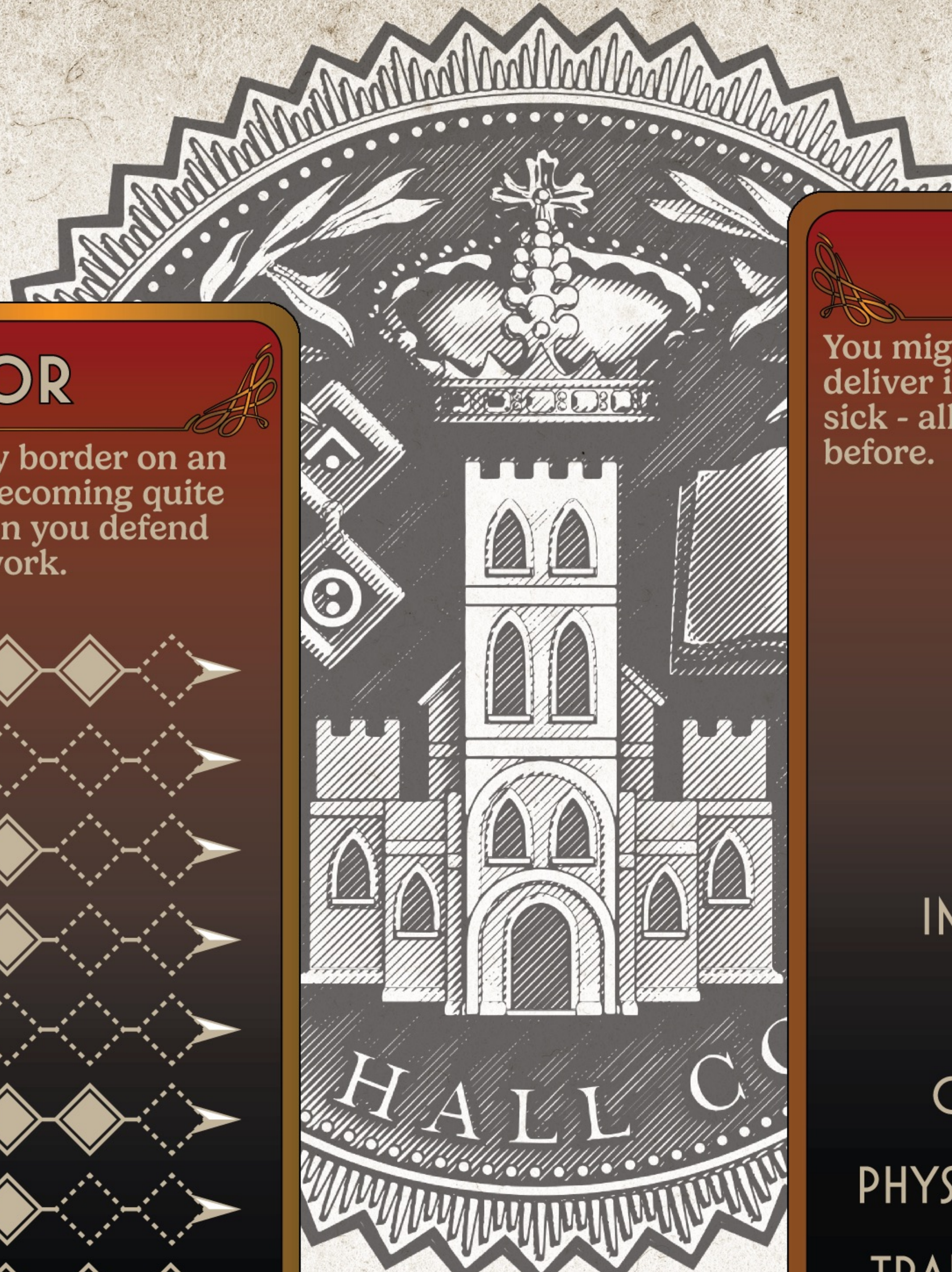
INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY TRUEFOLK



You have a gift for empathy toward living things. You can try your hand in healing and tending a variety of animals.

NURTERING

You might be called to mend wounds, deliver infants, or help treat the sick - all of which you have done before.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS TRUEFOLK

TRUEFOLK COMPETENCY: Animal Husbandry

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JOURNEYFOLK

You are already a respected professional within your guild. Whether this is due to intellect, luck, or persistence is anyone's guess - including yours.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO TRUEFOLK

CARVER

Add +1 to the die pool for an attack when using CUNNING.

Cards and Characters by Will Balvanz (aka LegendaryBill) www.terminalviscositygames.com

TO BE TRUEFOLK

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Because the truefolk consist largely of everyone who isn't an aristocrat or a societal outsider, the activities that members of the group perform are unsurprisingly broad. Truefolk might expect to achieve notable accomplishment in their profession or hobby, support a fellow truefolk in need of assistance (often in a professional or community capacity), discern a fraud within their chosen guild or a lackluster product of it, or create an artisan-grade work of innovative insight.

You have a special talent that cannot fail.

Your trusty blade has heeled cut off ruin-afflicted digits and delivered cattle. Think of what else you could do with it.

CHARACTER DETAILS

VITALITY AND DISTRESS

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ATTRIBUTES

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PERSONALITY

Audacity: Ambition, self-confidence, vanity

Benevolence: Kindness, appreciation, compassion

Cunning: Cleverness, duplicity

Decorum: Tradition, orderliness, conformity

Defiance: Opposition, rebellion, individualism

Loyalty: Duty, responsibility, selflessness

Ingenuity: Creativity, insight, originality

Obsession: Focus, control, entitlement

Sensitivity: Attunement, understanding, empathy

SKILLS

Craft: Making things out of raw ingredients; being "good with your hands"

Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

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Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.

ACTION RESOLUTION

Figure Out Which Attributes Apply

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You only need ONE brill to succeed (provided you don't have more glooms)

At least one brill = success

More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

→ Passion increases a test dice pool by 2.

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→ Add a Passion die to your tracker when you invoke Passion.

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When you're passionate, you gain temporary bonuses - but if used too often your self imposed martyrdom will come back to haunt you.

You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.



CONFLICTS

Conflict is a special sort of contested action.

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PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use **CUNNING** for a sneaky attack, **DEFIANCE** for something desperate, **INGENUITY** to improvise in weapon or strike, or **AUDACITY** for a bold attack.

Likewise, **EXPRESS** can be a showy strike, use **FIGHT** for trained combat attack, **PHYSICALITY** for brute force, and **TRANSGRESS** for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. **BENEVOLENCE** to get the crowd on your side, **DECORUM** to uphold social standings, or **SENSITIVITY** to use your opponent's feelings to your advantage.

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Resist Social damage with **DEFIANCE** to shrug off the barbs, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your eccentricity.

Alex Kirby

Industrious Rookie Tinker

“A machine in disrepair is an affront to everything I hold dear.”

RIVET AND BELLOWS UNION

“Seek the premise of the work before building the scaffolding.”

VITALITY

○ ○ ○ ○ ○

DISTRESS

○ ○ ○ ○ ○

PASSION

○ ○ ○ ○ ○

HOUSE TRUEFOLK

ROOKIE

You aren't certain what you don't know yet - but you are eager to learn! Loyal to a fault, you trust that your guild will provide.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY TRUEFOLK



Your ability to craft, build, and modify defines you as an impressive craftsman.

You are loyal to your guild and the values it stands for - Investigation, Tenacity, and Wisdom.

You have a special talent that cannot fail.

INDUSTRIOUS

Some reject the life of labor, but you thrive in that environment.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS TRUEFOLK

TRUEFOLK COMPETENCY: Machine Repair

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TINKER

Your job in the guild helps provide for you, but your true passion lies in the after-hours experiments you conduct.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO TRUEFOLK

Tools may be designed for a singular purpose - but the ingenious will push the bounds of opportunity.

BIG HONKIN' SPANNER

Add +1 to the die pool for an attack when using **INGENUITY**.

TO BE TRUEFOLK

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. **BENEVOLENCE** to get the crowd on your side, **DECORUM** to uphold social standings, or **SENSITIVITY** to use your opponent's feelings to your advantage.

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Keith "Cogwheel" Calvert

Ingenious Craftsman and Honored Guild Member

"Invention arises directly from idleness; possibly also from laziness."



Your ability to craft, build, and modify defines you as an impressive craftsman.

You have a special talent that cannot fail.

PEACOCK'S FEAST

"The true artist's ability is to share a thousand personal moments with a thousand individuals at the same time."

VITALITY

DISTRESS

PASSION

HOUSE TRUEFOLK

SAVANT

Your personality revolves around knowledge and the search for truth. You can find new ways to solve your problems and quest to learn more.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY TRUEFOLK

INDUSTRIOUS

Some reject the life of labor, but you thrive in that environment.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS TRUEFOLK

HONORED

For whatever reason, you are honored by your guild - a distinction that comes with certain advantages.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO TRUEFOLK

TRUEFOLK COMPETENCY: Machine Repair

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PERSONALITY

Audacity: Ambition, self-confidence, vanity

Benevolence: Kindness, appreciation, compassion

Cunning: Cleverness, duplicity

Decorum: Tradition, orderliness, conformity

Defiance: Opposition, rebellion, individualism

Loyalty: Duty, responsibility, selflessness

Ingenuity: Creativity, insight, originality

Obsession: Focus, control, entitlement

Sensitivity: Attunement, understanding, empathy

SKILLS

Craft: Making things out of raw ingredients; being "good with your hands"

Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

Tools & Equipment: Items and appliances to suit the need

Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.

ACTION RESOLUTION

Figure Out Which Attributes Apply

Personally undertaking the action requires a test based on Personality + Skill. Or you can call in external aid from your Portfolio.

Build a Dice Pool -or- Use Portfolio

Describe how you want to undertake an action. A dice pool equals the value of the Personality + Skill values for how you're undertaking the action. Roll your dice pool to test for the outcome (see Dice Results Summary, below)

Using Portfolio automatically works, but temporarily reduces Portfolio attribute value every u time it is used (mark off the blank spot).

DICE RESULTS SUMMARY

→ Die roll of 6 = brill

→ Die roll of 2, 3, 4, or 5 = no effect

→ Die roll of 1 = gloom

You only need ONE brill to succeed (provided you don't have more glooms)

At least one brill = success

More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

→ Passion increases a test dice pool by 2.

→ Tests with Passion invoked gain brills on 5s and 6s!

→ Add a Passion die to your tracker when you invoke Passion.

→ When your Passion tracker is maxed out or otherwise provoked, add all Passion dice to the next test (Passion dice have only no effect and gloom results).

When you're passionate, you gain temporary bonuses - but if used too often your self imposed martyrdom will come back to haunt you.

You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations impeached.



CONFLICTS

Conflict is a special sort of contested action.

→ When you attack, whether in the physical or social sense, you test a dice pool of the suitable Personality attribute + Skill.

→ When you defend in either the physical or social sense, you roll either a Personality attribute or a Skill, depending on if the attack is physical or social.

PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use **CUNNING** for a sneaky attack, **DEFIANCE** for something desperate, **INGENUITY** to improvise in weapon or strike, or **AUDACITY** for a bold attack.

Likewise, **EXPRESS** can be a showy strike, use **FIGHT** for trained combat attack, **PHYSICALITY** for brute force, and **TRANSGRESS** for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. **BENEVOLENCE** to get the crowd on your side, **DECORUM** to uphold social standings, or **SENSITIVITY** to use your opponent's feelings to your advantage.

EXPRESS works the crowd and makes a show, **INTRIGUE** can bring up a dark secret, **OBSERVE** can criticize dress and manners, and **TRANSGRESS** if you want to openly slander your opponent.

RESISTANCE

You can resist physical damage dealt to you with a Skill relevant to your defensive measure.

Resist Physical damage with **PHYSICALITY** to shrug off the damage, **OBSERVE** or **INTUIT** to dodge the attack, **FIGHT** to parry.

Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with **DEFIANCE** to shrug off the barbs, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your eccentricity.

Echo Kelvin

Finder of Secrets, Servant to No One

“Mysteries abound, and the more of them I can understand, the better off I shall be.”

SHADOW BROKER

“There is good coin in providing the masses with items they are told they should not possess.”

VITALITY


DISTRESS


PASSION


FACTION UNBONDED

FUGITIVE

You acknowledge the existence of the social order. You also reject its rules and norms.

AUDACITY 

BENEVOLENCE 

CUNNING 

DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 

PERSONALITY UNBONDED

CLANDESTINE

You were born an outsider, but you have made your ventures into high society through intrigue and charisma.

CRAFT 

EXPRESS 

FIGHT 

FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 


PHYSICALITY 


TRANSGRESS 


SKILLS UNBONDED


PROSPEROUS


For an unbonded, you came from a family with some resources at your disposal. Had your family stayed within the social order, you might very well be a noble of some kind by now.


ACCESS 


ENTOURAGE 


INFORMATION 


MENTOR 

REPUTATION 

TITLE 

TOOLS & EQUIPMENT 

WARDROBE 


WEALTH 

PORTFOLIO UNBONDED

Down with the Aristocracy!!

They go low, and you can go even lower!

REVOLVER



You may attack a target up to 35 feet away.

No one need to know that you are an awful shot.

TO BE UNBONDED

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Overall, the unbonded might expect to rebel against the aristocracy, to defy the social order that demands obedience from them, infiltrate organizations and estates, and liberate their compatriots from the catastrophic consequences of their actions. Every individual or crew of unbonded will have its own approach, such as by homesteading, inventing, racketeering, thieving, or something corresponding to their chosen way of life outside conventional society.

CHARACTER DETAILS

VITALITY AND DISTRESS

Vitality indicates a player character's physical wellbeing.

Distress indicates a player character's mental or emotional state.

ATTRIBUTES

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Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

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You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations inpeached.

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

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Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Constance Osborne

Information Dealer, Artifact Hunter, and Part-Time Fence

“Life can be thrilling or terrifying. As for me, I choose to set aside the fear for the adventure.”

SHADOW BROKER

“There is good coin in providing the masses with items they are told they should not possess.”

VITALITY

DISTRESS

PASSION

FACTION UNBONDED

OUTLAW

You acknowledge the existence of the social order. You also reject its rules and norms.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY UNBONDED

You are quite adept at deploying unconventional solutions to your problems.

Your knack for finding small details is astounding.

QUIXOTIC

You're idealistic, for sure, and to others you might look unrealistic and utterly impractical.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS UNBONDED

ATTENDED

There is a person in your life whose advice has set your path. They are ready with advice and counsel that you find quite valuable.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE


TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO UNBONDED

CAVALRY SABRE



Add +1 to the die pool for an attack when using CUNNING.
Add +1 to the die pool for an attack when using FIGHT.

A good blade by your side has gotten you out of more scraps than you can count.

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

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Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Cadence Mercy

Homesteader with a Checkered Past

"I long to be left alone - the Aristocracy has nothing for me but their own downfall."

HOMESTEADER

"The dream is an independant life, free from the trappings of title and deed. Out there lie estates to settle and raise a community of one's own."

VITALITY

DISTRESS

PASSION

FACTION UNBONDED

NOVICE

Having just left either the Truefolk or Aristocrats, you are not fully prepared for the rugged life you now live. You trust in your new kin and their kindness.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY UNBONDED

You feel a duty to your family, even if their indiscretion cost you a lifestyle to which you had grown accustomed.

You are large enough to often be the biggest target in whatever room you happen to find yourself.

CRUEL

The ruin has caused you to develop a callous indifference to others' pain and suffering.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

SKILLS UNBONDED

RESPLENDENT

Style is the most important thing to you - hump the Aristocracy! You have dedicated yourself to the accumulation of wardrobe and wealth.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

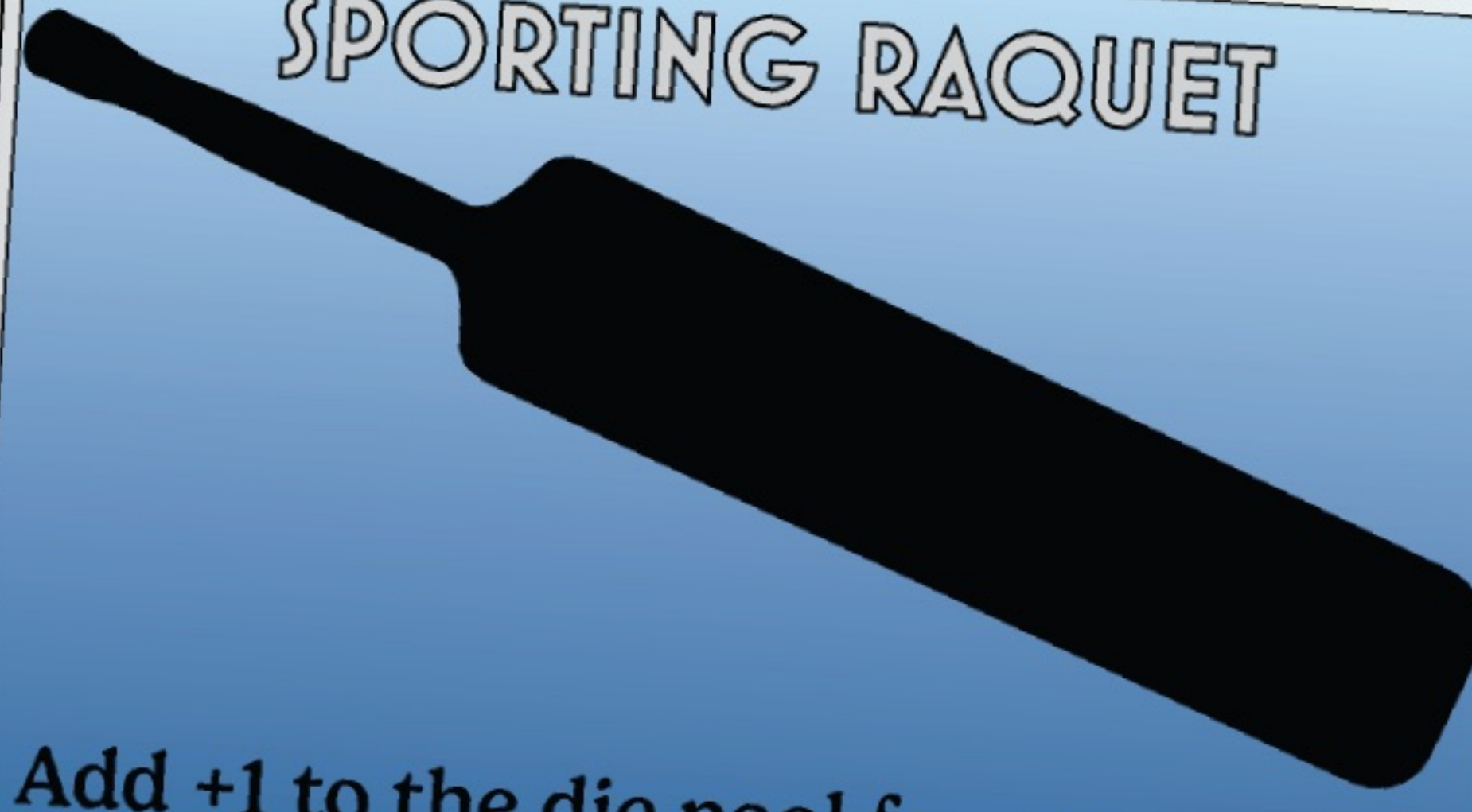
PORTFOLIO UNBONDED

TO BE UNBONDED

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SPORTING RAQUET



Add +1 to the die pool for an attack when using PHYSICALITY.

Even sporting instruments can be turned into something intimidating.

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

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Mason McCormick

Independant Pioneer and Musclebound Unit

“When you're bold, some people will think you're crazy, but I reckon it's more insane to be timid.”

HOMESTEADER

“The dream is an independant life, free from the trappings of title and deed. Out there lie estates to settle and raise a community of one's own.”

VITALITY

DISTRESS

PASSION

FACTION UNBONDED

PIONEER

You are willing to take most paths that lead you away from boredom and towards discovery - even at risk to yourself or your cause.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

PERSONALITY UNBONDED

You are very good at finding innovative solutions.

Your presence is physically imposing - you got the work muscles!

CRUEL

The ruin has caused you to develop a callous indifference to others' pain and suffering.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

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SKILLS UNBONDED

PROSPEROUS

For an unbonded, you came from a family with some resources at your disposal. Had your family stayed within the social order, you might very well be a noble of some kind by now.

ACCESS

ENTOURAGE

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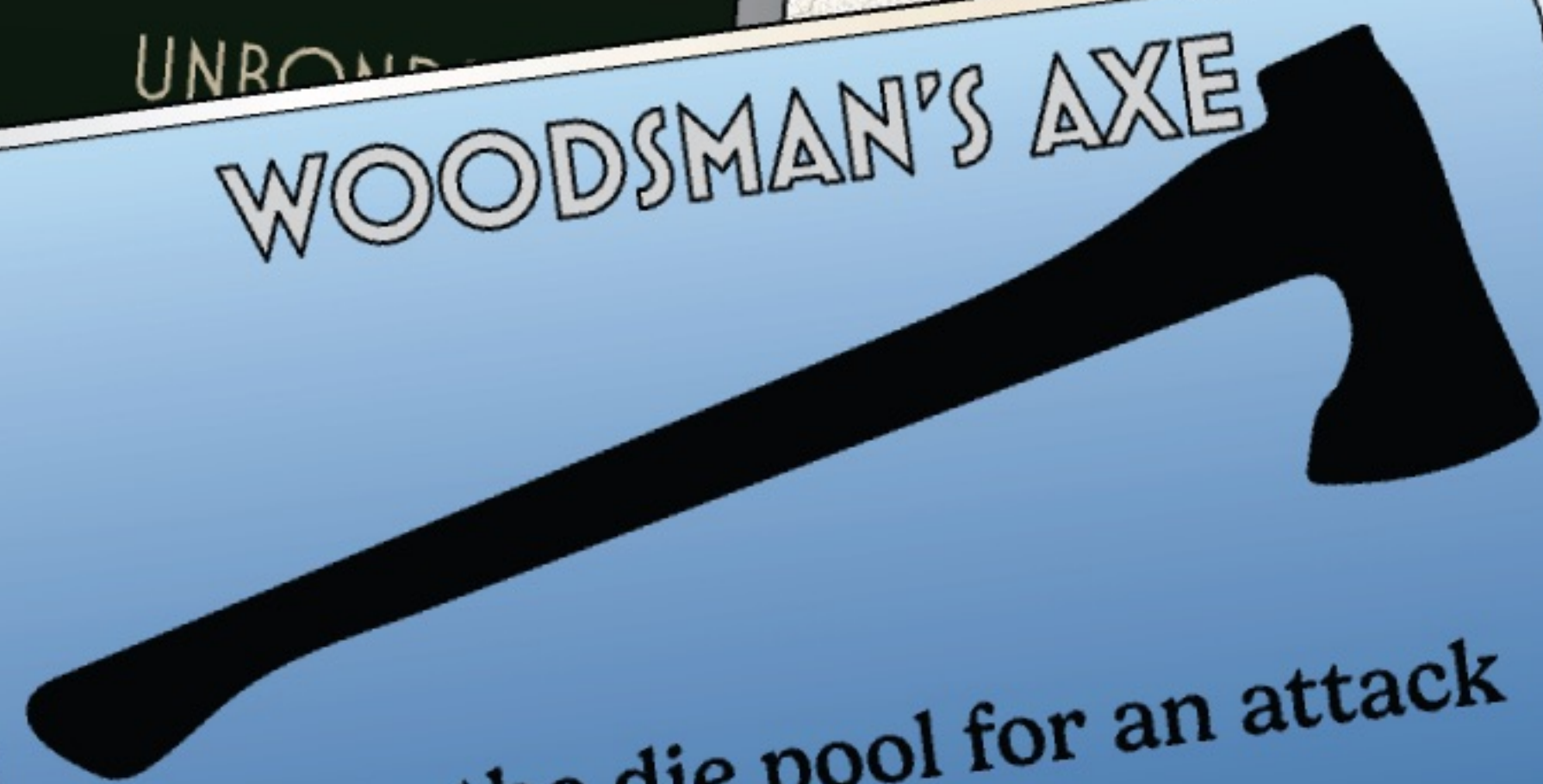
TOOLS & EQUIPMENT

WARDROBE

WEALTH

PORTFOLIO UNBONDED

WOODSMAN'S AXE



Add +1 to the die pool for an attack when using FIGHT.
Add +2 to the die pool for an attack when using PHYSICALITY.

Your trusty axe “Otis” has helped build your homestead and it can also help defend it.

TO BE UNBONDED

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Sensitivity: Attunement, understanding, empathy

SKILLS

Craft: Making things out of raw ingredients; being "good with your hands"

Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

Tools & Equipment: Items and appliances to suit the need

Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

ACTION RESOLUTION

Figure Out Which Attributes Apply

Personally undertaking the action requires a test based on Personality + Skill. Or you can call in external aid from your Portfolio.

Build a Dice Pool -or- Use Portfolio

Describe how you want to undertake an action. A dice pool equals the value of the Personality + Skill values for how you're undertaking the action. Roll your dice pool to test for the outcome (see Dice Results Summary, below)

Using Portfolio automatically works, but temporarily reduces Portfolio attribute value every u time it is used (mark off the blank spot).

DICE RESULTS SUMMARY

→ Die roll of 6 = brill

→ Die roll of 2, 3, 4, or 5 = no effect

→ Die roll of 1 = gloom

At least one brill = success

More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

→ Passion increases a test dice pool by 2.

→ Tests with Passion invoked gain brills on 5s and 6s!

→ Add a Passion die to your tracker when you invoke Passion.

→ When your Passion tracker is maxed out or otherwise provoked, add all Passion dice to the next test (Passion dice have only no effect and gloom results).

When you're passionate, you gain temporary bonuses - but if used too often your self imposed martyrdom will come back to haunt you.

You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations inpeached.

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.



CONFLICTS

Conflict is a special sort of contested action.

→ When you attack, whether in the physical or social sense, you test a dice pool of the suitable Personality attribute + Skill.

→ When you defend in either the physical or social sense, you roll either a Personality attribute or a Skill, depending on if the attack is physical or social.

PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use CUNNING for a sneaky attack, DEFIANCE for something desperate, INGENUITY to improvise in weapon or strike, or AUDACITY for a bold attack.

Likewise, EXPRESS can be a showy strike, use FIGHT for trained combat attack, PHYSICALITY for brute force, and TRANSGRESS for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

EXPRESS works the crowd and makes a show, INTRIGUE can bring up a dark secret, OBSERVE can criticize dress and manners, and TRANSGRESS if you want to openly slander your opponent.

RESISTANCE

You can resist physical damage dealt to you with a Skill relevant to your defensive measure.

Resist Physical damage with PHYSICALITY to shrug off the damage, OBSERVE or INTUIT to dodge the attack, FIGHT to parry.

Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Blaine Westersen

Rebel Without Direction

“Rebellion is man’s natural state, to deny that is to deny your own humanity.”

DISSIDENT

“It is the profession of the honest man to rise up against oppressors, to restore justice, and to ensure the chance of liberty lives in reality as it does in the breast of freedom.”

VITALITY



DISTRESS



PASSION



FACTION UNBONDED


OUTLAW

You acknowledge the existence of the social order. You also reject its rules and norms.

AUDACITY 


BENEVOLENCE 

CUNNING 

DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 

PERSONALITY UNBONDED

You are quite adept at deploying unconventional solutions to your problems.

Your knack for finding small details is astounding.

QUIXOTIC

You’re idealistic, for sure, and to others you might look unrealistic and utterly impractical.

CRAFT 

EXPRESS 

FIGHT 

FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 

PHYSICALITY 

TRANSGRESS 

SKILLS UNBONDED

LAWLESS

Your ventures have proven to bring you wealth and reputation. While shivaree lurks, your escapades have kept you in the crime business.

ACCESS 

ENTOURAGE 

INFORMATION 

MENTOR 

REPUTATION 

TITLE 


TOOLS & EQUIPMENT 

WARDROBE 

WEALTH 

PORTFOLIO UNBONDED

RENEGADE COCKTAIL



You may attack a target up to 15 feet away, and deals FIRE damage. Once used, discard this card.

Let it all burn!

TO BE UNBONDED

Unbonded go their own way, having deliberately set themselves outside the prevailing social order in a manner that may be personal or collective. They might not trust the guilds, or they may derive their income from socially unacceptable practices, or prefer to make their own rules far away from communities they consider frivolous. They might be hardy individualists, or they may have a price on their heads.

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CHARACTER DETAILS

VITALITY AND DISTRESS

Vitality indicates a player character's physical wellbeing.

Distress indicates a player character's mental or emotional state.

ATTRIBUTES

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PERSONALITY

Audacity: Ambition, self-confidence, vanity

Benevolence: Kindness, appreciation, compassion

Cunning: Cleverness, duplicity

Decorum: Tradition, orderliness, conformity

Defiance: Opposition, rebellion, individualism

Loyalty: Duty, responsibility, selflessness

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Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

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Dmitri Fremen

Extremist Dissident and Professional RapsCALLION

“In order to exist, man must rebel; but rebellion must respect the limits that it discovers in itself - limits where minds meet, and in meeting, begin to exist.”

DISSIDENT

“It is the profession of the honest man to rise up against oppressors, to restore justice, and to ensure the chance of liberty lives in reality as it does in the breast of freedom.”

VITALITY

● ● ● ● ● ● ● ●

DISTRESS

● ● ● ● ● ● ● ●

PASSION

● ● ● ● ● ● ● ●

FACTION UNBONDED

FUGITIVE

You acknowledge the existence of the social order. You also reject its rules and norms.

AUDACITY ◀ ◆ ◆ ▶

BENEVOLENCE ◀ ◆ ◆ ▶

CUNNING ◀ ◆ ◆ ▶

DECORUM ◀ ◆ ◆ ▶

DEFIANCE ◀ ◆ ◆ ◆ ▶

INGENUITY ◀ ◆ ◆ ▶

LOYALTY ◀ ◆ ◆ ▶

OBSESSION ◀ ◆ ◆ ▶

SENSITIVITY ◀ ◆ ◆ ▶

PERSONALITY UNBONDED

MISCHIEVOUS

Your playful demeanor has compelled you to learn the skills that are useful when circumventing cultural norms.

CRAFT ◀ ◆ ◆ ◆ ▶

EXPRESS ◀ ◆ ◆ ◆ ▶

FIGHT ◀ ◆ ◆ ◆ ▶

FOSTER ◀ ◆ ◆ ◆ ▶

INTRIGUE ◀ ◆ ◆ ◆ ▶

INTUIT ◀ ◆ ◆ ◆ ▶

OBSERVE ◀ ◆ ◆ ◆ ▶

PHYSICALITY ◀ ◆ ◆ ◆ ▶

TRANSGRESS ◀ ◆ ◆ ◆ ▶

SKILLS UNBONDED

LAWLESS

Your ventures have proven to bring you wealth and reputation. While shivaree lurks, your escapades have kept you in the crime business.

ACCESS ◀ ● ● ● ▶

ENTOURAGE ◀ ● ● ● ▶

INFORMATION ◀ ● ● ● ▶

MENTOR ◀ ● ● ● ▶

REPUTATION ◀ ● ● ● ▶

TITLE ◀ ● ● ● ▶

TOOLS & EQUIPMENT ◀ ● ● ● ▶

WARDROBE ◀ ● ● ● ▶

WEALTH ◀ ● ● ● ▶

PORTFOLIO UNBONDED

Down with the Aristocracy!!


Your traditions and social contracts do not bind me.

TO BE UNBONDED

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RENEGADE COCKTAIL



Fire. Fire. FIRE!!

You may attack a target up to 15 feet away, and deals FIRE damage. Once used, discard this card.

CHARACTER DETAILS

VITALITY AND DISTRESS

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Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

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ACTION RESOLUTION

Figure Out Which Attributes Apply

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→ Die roll of 1 = gloom

At least one brill = success

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Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

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You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations inpeached.

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.



CONFLICTS

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PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use CUNNING for a sneaky attack, DEFIANCE for something desperate, INGENUITY to improvise in weapon or strike, or AUDACITY for a bold attack.

Likewise, EXPRESS can be a showy strike, use FIGHT for trained combat attack, PHYSICALITY for brute force, and TRANSGRESS for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

EXPRESS works the crowd and makes a show, INTRIGUE can bring up a dark secret, OBSERVE can criticize dress and manners, and TRANSGRESS if you want to openly slander your opponent.

RESISTANCE

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Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Alistair Emory

Exiled Royal Searching for Purpose

“You cannot move forward while still dwelling on the past.”

FORMER ROYALTY

“I prefer to think of myself as a prince(ss) from a long line of regal blood.”

VITALITY


DISTRESS


PASSION


FACTION UNBONDED

PIONEER

You are willing to take most paths that lead you away from boredom and towards discovery - even at risk to yourself or your cause.

AUDACITY 

BENEVOLENCE 

CUNNING 

DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 

PERSONALITY UNBONDED

You are very good at finding innovative solutions.

Your traditions and social contracts do not bind me.

MISCHIEVOUS

Your playful demeanor has compelled you to learn the skills that are useful when circumventing cultural norms.

CRAFT 

EXPRESS 

FIGHT 

FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 

PHYSICALITY 

TRANSGRESS 

SKILLS UNBONDED

ATTENDED

There is a person in your life whose advice has set your path. They are ready with advice and counsel that you find quite valuable.

ACCESS 

ENTOURAGE 

INFORMATION 

MENTOR 

REPUTATION 

TITLE 

TOOLS & EQUIPMENT 

WARDROBE 

WEALTH 

PORTFOLIO UNBONDED

FLINTLOCK PISTOL



You may attack a target up to 25 feet away.
 Once used, this weapon must be reloaded.

A reflection of past glory, this pistol is nonetheless as lethal as it ever was.

TO BE UNBONDED

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SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

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Shawn Griffiths

Disavowed Royal looking for a Homecoming

“One who has lost honor can lose nothing more.”

FORMER ROYALTY

“I prefer to think of myself as a prince(ss) from a long line of regal blood.”

VITALITY



DISTRESS



PASSION



FACTION: UNBONDED


NOVICE


Having just left either the Truefolk or Aristocrats, you are not fully prepared for the rugged life you now live. You trust in your new kin and their kindness.


AUDACITY 


BENEVOLENCE 


CUNNING 


DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 

PERSONALITY: UNBONDED

To regain favor you might need to get dirty - something you are well versed in.

You feel a duty to your family, even if their indiscretion cost you a lifestyle to which you had grown accustomed.

CLANDESTINE

You were born an outsider, but you have made your ventures into high society through intrigue and charisma.

CRAFT 

EXPRESS 

FIGHT 

FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 

PHYSICALITY 

TRANSGRESS 

SKILLS: UNBONDED

RESPLENDENT

Style is the most important thing to you - hump the Aristocracy! You have dedicated yourself to the accumulation of wardrobe and wealth.

ACCESS 

ENTOURAGE 

INFORMATION 

MENTOR 

REPUTATION 

TITLE 


TOOLS & EQUIPMENT 

WARDROBE 

WEALTH 

PORTFOLIO: UNBONDED

REVOLVER



You may attack a target up to 35 feet away.

More than one duel has been won through the barrel of your late father's pistol.

TO BE UNBONDED

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Defiance: Opposition, rebellion, individualism

Loyalty: Duty, responsibility, selflessness

Ingenuity: Creativity, insight, originality

Obsession: Focus, control, entitlement

Sensitivity: Attunement, understanding, empathy

SKILLS

Craft: Making things out of raw ingredients; being "good with your hands"

Express: Communication, directly, indirectly, or through the use of media

Fight: The application of guns, knives, fists, etc. to one's opponents

Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

Observe: Alertness to your surroundings

Physicality: Acts of exertion or athleticism

Transgress: Violations of the social order: B&E, forgery, poisoncraft, etc.

Truefolk Competency: Truefolk have a Skill unique to them at which they always succeed.

PORTFOLIO

Access: You can enter places otherwise restricted

Information: You possess relevant knowledge

Entourage: People or animals who help you

Mentor: A well-connected person who looks out for your interests

Reputation: You're well-known

Title: People respect your authority or social prominence

Tools & Equipment: Items and appliances to suit the need

Wardrobe: Clothing lets you look the part and make statements

Wealth: Buy your way out of problems

ACTION RESOLUTION

Figure Out Which Attributes Apply

Personally undertaking the action requires a test based on Personality + Skill. Or you can call in external aid from your Portfolio.

Build a Dice Pool -or- Use Portfolio

Describe how you want to undertake an action. A dice pool equals the value of the Personality + Skill values for how you're undertaking the action. Roll your dice pool to test for the outcome (see Dice Results Summary, below)

Using Portfolio automatically works, but temporarily reduces Portfolio attribute value every u time it is used (mark off the blank spot).

DICE RESULTS SUMMARY

→ Die roll of 6 = brill

→ Die roll of 2, 3, 4, or 5 = no effect

→ Die roll of 1 = gloom

At least one brill = success

More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

→ Passion increases a test dice pool by 2.

→ Tests with Passion invoked gain brills on 5s and 6s!

→ Add a Passion die to your tracker when you invoke Passion.

→ When your Passion tracker is maxed out or otherwise provoked, add all Passion dice to the next test (Passion dice have only no effect and gloom results).

When you're passionate, you gain temporary bonuses - but if used too often your self imposed martyrdom will come back to haunt you.

You can even invoke Passion to resist damage as most folk are pretty passionate about not being injured or having their reputations inpeached.

Having more than one rank in Portfolio doesn't mean your portfolio is better, just that it can be used more times.



CONFLICTS

Conflict is a special sort of contested action.

→ When you attack, whether in the physical or social sense, you test a dice pool of the suitable Personality attribute + Skill.

→ When you defend in either the physical or social sense, you roll either a Personality attribute or a Skill, depending on if the attack is physical or social.

PHYSICAL VIOLENCE

Personality + Skill test brills = amount of Vitality damage taken (- resistance)

You might use CUNNING for a sneaky attack, DEFIANCE for something desperate, INGENUITY to improvise in weapon or strike, or AUDACITY for a bold attack.

Likewise, EXPRESS can be a showy strike, use FIGHT for trained combat attack, PHYSICALITY for brute force, and TRANSGRESS for illegal moves!

SOCIAL CONFLICT

Personality + Skill test brills = amount of Distress damage taken (- resistance)

AUDACITY can be used for a wicked rhetorical barb. BENEVOLENCE to get the crowd on your side, DECORUM to uphold social standings, or SENSITIVITY to use your opponent's feelings to your advantage.

EXPRESS works the crowd and makes a show, INTRIGUE can bring up a dark secret, OBSERVE can criticize dress and manners, and TRANSGRESS if you want to openly slander your opponent.

RESISTANCE

You can resist physical damage dealt to you with a Skill relevant to your defensive measure.

Resist Physical damage with PHYSICALITY to shrug off the damage, OBSERVE or INTUIT to dodge the attack, FIGHT to parry.

Social conflict is resisted through a Personality attribute relevant to your oratory style.

Resist Social damage with DEFIANCE to shrug off the barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.