

Entrepreneur A. Dara

Ambitious Industrialist, Strategic Risk-Taker

A. Dara

A young and ambitious industrialist from the Dara family, Entrepreneur A. Dara is driven by a restless energy and an insatiable desire to innovate. They see opportunity in every challenge, particularly in expanding their family's holdings into Ruin-afflicted territories. They are a frequent collaborator with their cousin, **Financier G. Dara**, whose cunning financial strategies complement their bold ventures. They also have a clandestine arrangement with **"The Shadow Quill,"** a notorious unbonded pamphleteer, to subtly discredit their aristocratic rivals.

VITALITY



DISTRESS



PASSION



ARISTOCRAT

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY	◆◆◆
BENEVOLENCE	◆◆◆
CUNNING	◆◆◆
DECORUM	◆◆◆
DEFIANCE	◆◆◆
INGENUITY	◆◆◆
LOYALTY	◆◆◆
OBSESSION	◆◆◆
SENSITIVITY	◆◆◆

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT	◆◆◆
EXPRESS	◆◆◆
FIGHT	◆◆◆
FOSTER	◆◆◆
INTRIGUE	◆◆◆
INTUIT	◆◆◆
OBSERVE	◆◆◆
PHYSICALITY	◆◆◆
TRANSGRESS	◆◆◆

You have a knack for finding solutions that others may miss.

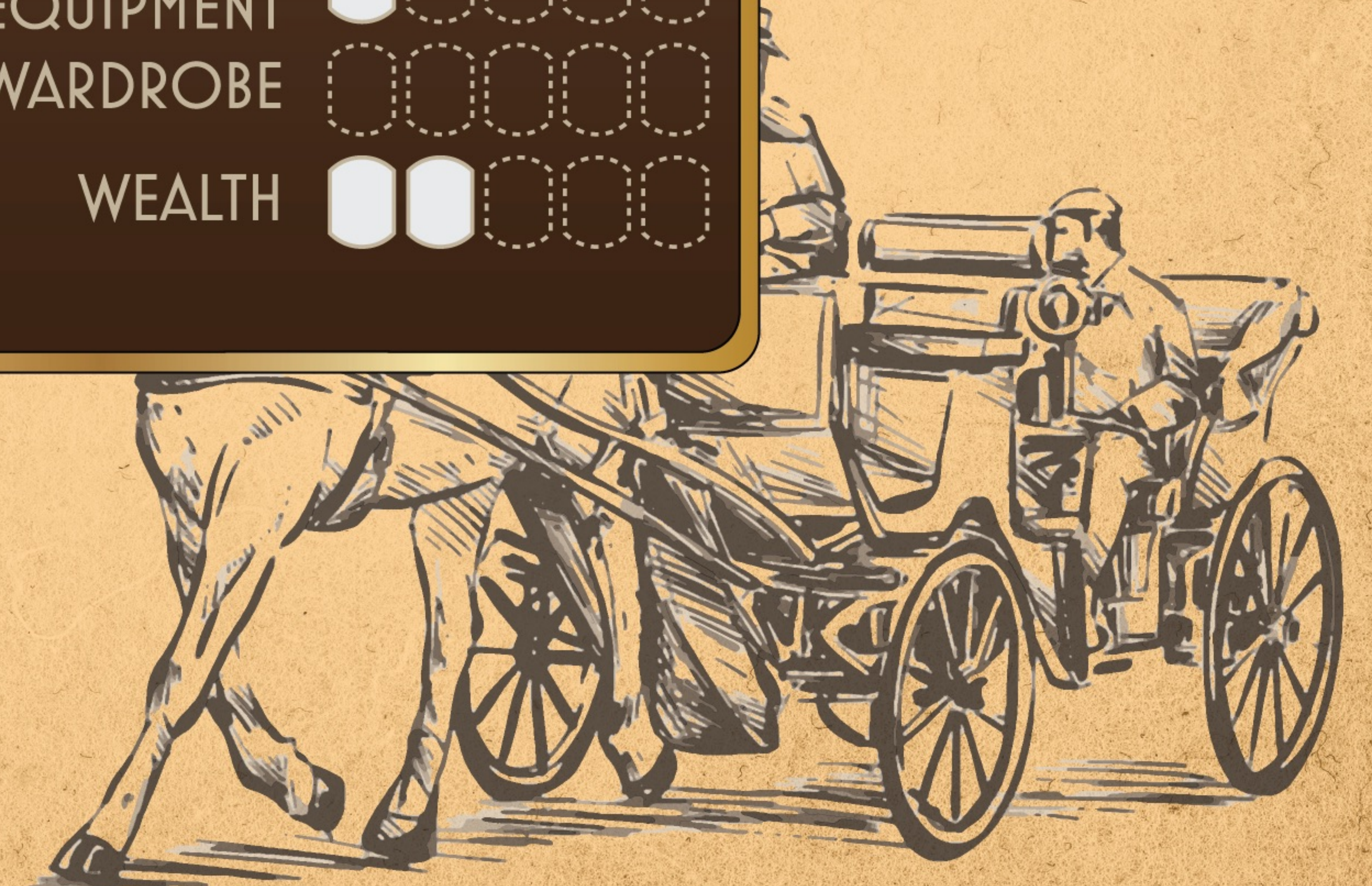
"Fortune favors the bold, especially in a crumbling market."

Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS	○	○	○	○
ENTOURAGE	○	○	○	○
INFORMATION	○	○	○	○
MENTOR	○	○	○	○
REPUTATION	○	○	○	○
TITLE	○	○	○	○
TOOLS & EQUIPMENT	○	○	○	○
WARDROBE	○	○	○	○
WEALTH	○	○	○	○

You have built a network that can be called upon to provide information as necessary. You are seldom caught unaware.



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 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 sensible people are quite 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 endure the sting of the blow, OBSERVE or INTUIT to dodge the attack, FIGHT to use your combat skills to parry.

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

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

Baronet B. Valgreave

Ruin Conqueror and Paragon of Charity

“Adaptation, not stagnation, is the true legacy.”

B. Valgreave

A progressive and outspoken member of the Valgreave family, Baronet B. Valgreave champions new methods of conservation and agricultural innovation, often to the consternation of their more traditional kin. They share a strained but familial bond with The **Landed C. Valgreave**, though they view their methods as archaic and ultimately unsustainable. Their unconventional approach has led them to an unlikely alliance with **Foreman LJ Bartlett**, a Rivet and Bellows Union foreman, whose practical skills they greatly admire for their ambitious projects.

VITALITY



DISTRESS



PASSION



ARISTOCRAT

Personality

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AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

You can easily get caught up with your conservation projects.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

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ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

You have no problem throwing around your title and money to make things happen.

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You can even invoke Passion to resist damage as most sensible people are quite 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.

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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

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

Resist Physical damage with PHYSICALITY to endure the sting of the blow, OBSERVE or INTUIT to dodge the attack, FIGHT to use your combat skills to parry.

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

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

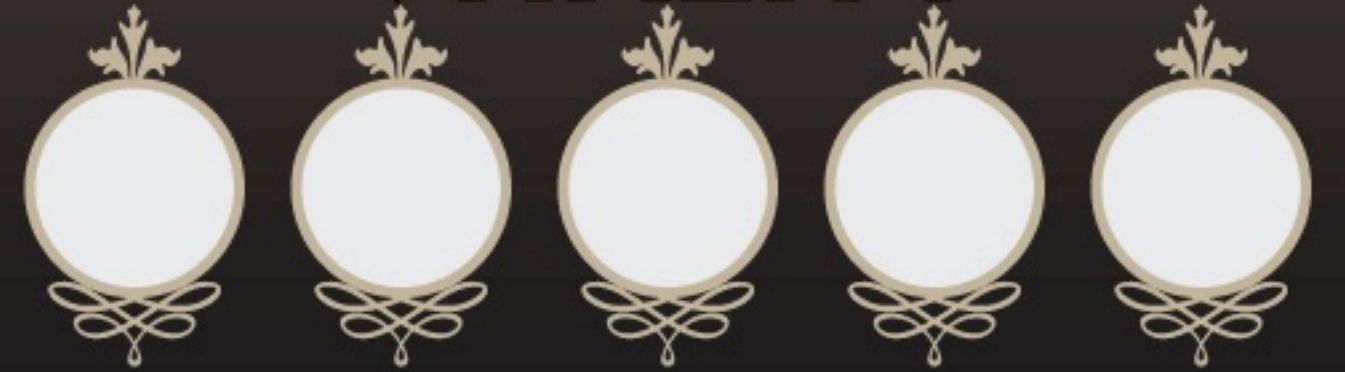
Foreman L.J. Bartlett

Pragmatic Foreman, Resourceful Problem-Solver

“Measure twice, cut once,
and make sure it holds against the rust.”

L.J. Bartlett

A skilled foreman with the Rivet and Bellows Union, Foreman LJ Bartlett is known for their honesty, their kindness, and their ability to find creative solutions to even the most intractable engineering problems. They are a valued contact for **Baronet B. Valgreave**, whose ambitious projects often require their expertise. Within the Union, they often butt heads with the more radical views of **Crew Boss T. Blenheim**, though they respect Crew Boss Blenheim's dedication to the truefolk cause.

VITALITY


DISTRESS


PASSION


TRUEFOLK

Personality

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AUDACITY 

BENEVOLENCE 

CUNNING 

DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 

TRUEFOLK

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

Years of work have made your body into an impressive and imposing figure.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT 

EXPRESS 

FIGHT 

FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 

PHYSICALITY 

TRANSGRESS 

TRUEFOLK

Structural Integrity Assessment - You can always discern the weakest point in a structure or mechanism and identify the most efficient method for its repair.

You have a special talent that cannot fail.

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

Portfolio

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ACCESS 

ENTOURAGE 

INFORMATION 

MENTOR 

REPUTATION 

TITLE 

TOOLS & EQUIPMENT 

WARDROBE 

WEALTH 

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

“Everyperson” Truefolk are the most numerous faction of the Dramark. Upon their ability and industry the ongoing function of society depends. They are the makers and the doers of the Dramark, in any number of human vocations, usually with a mind toward their families, guild-mates, and communities in this time of Ruin.

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.

CHARACTER DETAILS

VITALITY AND DISTRESS

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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

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

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More glooms than brills = catastrophe

Three brills = triumph

PASSION

Invoke Passion to greatly increase success chances!

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→ 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 like pocket sand, **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 fosh hooks and sucker punches!

SOCIAL CONFLICT

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

AUDACITY can be used for a statement about one's mother.

BENEVOLENCE to get the crowd on your side,

DECORUM to uphold social standings and order,

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 keep a stiff upper lip, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your passionate interests.

Maestro J. Blackwood

Melancholic Composer, Artistic Visionary

“Even in ruin, there is a melody to be found.”

J. Blackwood

A talented young composer within the Peacock's Feast, Maestro J. Blackwood is known for their innovative musical compositions that often capture the melancholic beauty of the dying world. They are a protégé of **Chef F. Butterfield**, who fiercely champions their artistic endeavors and helps them navigate the cutthroat world of the arts.

VITALITY

● ● ● ● ● ●

DISTRESS

● ● ● ● ● ● ● ●

PASSION

● ● ● ● ● ●

TRUEFOLK

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY ● ● ● ● ● ● ● ●

BENEVOLENCE ● ● ● ● ● ● ● ●

CUNNING ● ● ● ● ● ● ● ●

DECORUM ● ● ● ● ● ● ● ●

DEFIANCE ● ● ● ● ● ● ● ●

INGENUITY ● ● ● ● ● ● ● ●

LOYALTY ● ● ● ● ● ● ● ●

OBSESSION ● ● ● ● ● ● ● ●

SENSITIVITY ● ● ● ● ● ● ● ●

TRUEFOLK

Expression is your core strength.

You see music in new ways, which transcends the way you see the world itself.

You have a special talent that cannot fail.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT ● ● ● ● ● ● ● ●

EXPRESS ● ● ● ● ● ● ● ●

FIGHT ● ● ● ● ● ● ● ●

FOSTER ● ● ● ● ● ● ● ●

INTRIGUE ● ● ● ● ● ● ● ●

INTUIT ● ● ● ● ● ● ● ●

OBSERVE ● ● ● ● ● ● ● ●

PHYSICALITY ● ● ● ● ● ● ● ●

TRANSGRESS ● ● ● ● ● ● ● ●

TRUEFOLK

Evocative Composition - You can unfailingly create a musical piece that perfectly captures and conveys a specific emotion or theme.

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MENTOR ● ● ● ● ● ● ● ●

REPUTATION ● ● ● ● ● ● ● ●

TITLE ● ● ● ● ● ● ● ●

TOOLS & EQUIPMENT ● ● ● ● ● ● ● ●

WARDROBE ● ● ● ● ● ● ● ●

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TRUEFOLK

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The latest symphony from Maestro J. Blackwood? A brazen, beautiful defiance! Each note a hammer blow against the false gilded façade. Their compositions speak a truth sharper than any political screed, tearing down the flimsy curtains of aristocratic excess with pure, unadulterated sound. The city's elite may applaud, but they cannot truly grasp the ruinous beauty, the desperate lament that echoes in every chord. A true visionary, turning the world's ending into a masterpiece of glorious despair. More, Maestro, more!
- The Shadow Quill

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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 time it is used (mark off a 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 than brills)

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 like pocket sand, **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 fosh hooks and sucker punches!

SOCIAL CONFLICT

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

AUDACITY can be used for a statement about one's mother.

BENEVOLENCE to get the crowd on your side,

DECORUM to uphold social standings and order,

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 keep a stiff upper lip, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your passionate interests.


Crew Boss T. Blenheim

Fiery Unionist, Justice Advocate

“Our toil builds their luxury;
our strength will build our future.”

T. Blenheim

An impassioned crew boss for the Rivet and Bellows Union, Crew Boss T. Blenheim is a fervent advocate for workers' rights and social justice. They frequently clash with Foreman LJ Bartlett over tactics, though they share a common goal of improving the lives of their fellow truefolk. Their rhetoric and organizational skills have caught the attention of "The Shadow Quill," an unbonded pamphleteer with whom they secretly collaborate

VITALITY

DISTRESS

PASSION


TRUEFOLK

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY 
 BENEVOLENCE 
 CUNNING 
 DECORUM 
 DEFIANCE 
 INGENUITY 
 LOYALTY 
 OBSESSION 
 SENSITIVITY 

TRUEFOLK

You are outspoken and can make your opinions known.

Standing up to the Aristocracy can sometimes turn violent.

Traditional methods only go so far.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT 
 EXPRESS 
 FIGHT 
 FOSTER 
 INTRIGUE 
 INTUIT 
 OBSERVE 
 PHYSICALITY 
 TRANSGRESS 

TRUEFOLK

Union Mobilization - You can reliably gather a small, dedicated group of Union members for a specific, non-violent task, such as a protest or a work stoppage.


Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS 
 ENTOURAGE 
 INFORMATION 
 MENTOR 
 REPUTATION 
 TITLE 
 TOOLS & EQUIPMENT 
 WARDROBE 
 WEALTH 

TRUEFOLK

REVOLVER



You may attack a target up to 35 feet away.

You have a special talent that cannot fail.

Non-violent assembly is one thing, but sometimes its good to have a little meat in the pot.

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.

TO BE TRUEFOLK

“Everyperson” Truefolk are the most numerous faction of the Dramark. Upon their ability and industry the ongoing function of society depends. They are the makers and the doers of the Dramark, in any number of human vocations, usually with a mind toward their families, guild-mates, and communities in this time of Ruin.

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 time it is used (mark off a 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 than brills)

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.



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 like pocket sand, **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 fosh hooks and sucker punches!

SOCIAL CONFLICT

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

AUDACITY can be used for a statement about one's mother.

BENEVOLENCE to get the crowd on your side, **DECORUM** to uphold social standings and order, 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 relavent 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 conflist is resisted through a Personality attribute relavent to your oratory style.

Resist Social damage with **DEFIANCE** to keep a stiff upper lip, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your passionate interests.

Chef F. Butterfield

Boisterous Gastronomer with Underworld Connects

“A full belly soothes many an existential dread.”

F. Butterfield

A master gastronome with the Peacock's Feast, Chef F. Butterfield is renowned throughout the Dramark for their opulent feasts and daring culinary creations. They have a professional, albeit somewhat wary, relationship with **Agent S. Croft**, who sometimes assists them in sourcing unusual ingredients. They are also a mentor and a fierce defender of **Maestro J. Blackwood**, a talented young composer within the Peacock's Feast.

VITALITY

DISTRESS

PASSION

TRUEFOLK

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

TRUEFOLK

Your culinary talents extend to the creation of many concoctions.

A lot of fools doubt your choice of ingredients - at least they would if they knew what they were eating.

Once you get past that pesky gag reflex, vast numbers of satisfying and piquant delights await.

You have a special talent that cannot fail.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

TRUEFOLK

Perfect Presentation - Your culinary creations consistently achieve flawless taste and presentation, regardless of available ingredients.

Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

TRUEFOLK

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

TO BE TRUEFOLK

“Everyperson” Truefolk are the most numerous faction of the Dramark. Upon their ability and industry the ongoing function of society depends. They are the makers and the doers of the Dramark, in any number of human vocations, usually with a mind toward their families, guild-mates, and communities in this time of Ruin.

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.

I have discovered that the flesh of the Ruin-afflicted, so long as the decay has not set to the bone, can be prepared by wrapping the meat in a burlap sack, then boiling in a mix of beer and water for at least 2 hours. From there, the tangy meat should fall off the bone and can be used in stew, or pulled apart for sandwiches.

Nightcap mushrooms, with their pungent taste and aromatic scent, along with fresh onions and crushed black pepper, work well to mask any remnants of putricity in this meat, making it fit to serve to soldier and saint alike.

CHARACTER DETAILS

VITALITY AND DISTRESS

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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 time it is used (mark off a 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 than brills)

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 like pocket sand, **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 fosh hooks and sucker punches!

SOCIAL CONFLICT

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

AUDACITY can be used for a statement about one's mother. **BENEVOLENCE** to get the crowd on your side, **DECORUM** to uphold social standings and order, 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 keep a stiff upper lip, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your passionate interests.

The Landed C. Valgreave

Ruin Conqueror and Paragon of Charity

“The land remembers, even if humanity forgets.”

C. Valgreave

A quiet and brooding figure, the Landed C. Valgreave is deeply rooted in the ancient traditions of their family and their mastery over the land. They are intensely private, preferring the company of their champion hunting hounds to the superficiality of high society. Within their family, they are distantly connected to **Baronet B. Valgreave**, whose progressive views on animal husbandry often clash with their traditional methods. They have an unusual, almost paternal, relationship with **"Whisper" Wallace**, an unbonded tracker who occasionally assists them.

VITALITY

DISTRESS

PASSION

ARISTOCRAT

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY	
BENEVOLENCE	
CUNNING	
DECORUM	
DEFIANCE	
INGENUITY	
LOYALTY	
OBSESSION	
SENSITIVITY	

Despite tradition, your methods can be quite underhanded.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT	
EXPRESS	
FIGHT	
FOSTER	
INTRIGUE	
INTUIT	
OBSERVE	
PHYSICALITY	
TRANSGRESS	

You can call upon your contact and servants when needed.

Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS	
ENTOURAGE	
INFORMATION	
MENTOR	
REPUTATION	
TITLE	
TOOLS & EQUIPMENT	
WARDROBE	
WEALTH	



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 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 sensible people are quite 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 endure the sting of the blow, OBSERVE or INTUIT to dodge the attack, FIGHT to use your combat skills to parry.

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

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


Agent S. Croft


Discreet Informant, Shadow Negotiator


“The quiet truth is often the loudest weapon.”

S. Croft

A sharp and discreet fellow-rank agent of the Piedmont Accord, Agent S. Croft specializes in information gathering and delicate negotiations. They operate in the shadows of Dramark society, often seen but rarely noticed. They are a trusted, if sometimes exasperated, informant for **Commander R. Thorne**, providing them with intelligence on various social and territorial issues. Their integrity is often tested by requests from **Chef F. Butterfield**, seeking information on exotic ingredients or illicit goods.

VITALITY


DISTRESS



PASSION


TRUEFOLK


Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY 

BENEVOLENCE 


CUNNING 


DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 


TRUEFOLK


You are careful not to attract too much attention ...

... while carrying out your nefarious deeds.


Skills


These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.


CRAFT 


EXPRESS 


FIGHT 


FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 

PHYSICALITY 

TRANSGRESS 

TRUEFOLK

Unseen Delivery - You have a special talent that cannot fail. You can always deliver a message or small parcel to a specified recipient without being observed by unintended parties.

Portfolio


This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS 

ENTOURAGE 

INFORMATION 

MENTOR 

REPUTATION 

TITLE 

TOOLS & EQUIPMENT 


WARDROBE 

WEALTH 

TRUEFOLK

Your father's old sabre is a trusty sidearm during many an illicit rendezvous.

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.

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.

TO BE TRUEFOLK

“Everyperson” Truefolk are the most numerous faction of the Dramark. Upon their ability and industry the ongoing function of society depends. They are the makers and the doers of the Dramark, in any number of human vocations, usually with a mind toward their families, guild-mates, and communities in this time of Ruin.

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 time it is used (mark off a 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 than brills)

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 like pocket sand, **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 fosh hooks and sucker punches!

SOCIAL CONFLICT

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

AUDACITY can be used for a statement about one's mother.

BENEVOLENCE to get the crowd on your side,

DECORUM to uphold social standings and order,

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 keep a stiff upper lip, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your passionate interests.


Doctor A. Finch


Eccentric Ruinologist, Cosmic Theorist

“Ignorance is a luxury we can no longer afford.”

A. Finch

A brilliant master at Crown Hall College, Doctor A. Finch is a pioneer in the burgeoning field of Ruinology, focusing on the cosmic and philosophical implications of the dead star's light. Their unorthodox theories often put them at odds with the more conservative academics. They maintain a discreet patronage from The **Honored E. Beaumont-Smythe**, whose intellectual curiosity they find refreshing, and are constantly sparring in academic debates with **Professor E. Vance**, a sharp-minded colleague and unlikely friend.

VITALITY 

DISTRESS 

PASSION 

TRUEFOLK

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY 

BENEVOLENCE 

CUNNING 

DECORUM 

DEFIANCE 

INGENUITY 

LOYALTY 

OBSESSION 

SENSITIVITY 

TRUEFOLK

Your love of the living fuels your kindness - and your passion to understand the Ruin.


Your ability to heal has been an asset on your travels.


You're quite observant, always vigilant for any signs of Ruin.


You have a special talent that cannot fail.


Skills


These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.


CRAFT 


EXPRESS 


FIGHT 


FOSTER 

INTRIGUE 

INTUIT 

OBSERVE 

PHYSICALITY 


TRANSGRESS 

TRUEFOLK


Ruinous Diagnosis - You can infallibly identify the stage and immediate effects of Ruin-affliction on any subject you examine.

Portfolio


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ACCESS 


ENTOURAGE 


INFORMATION 

MENTOR 

REPUTATION 

TITLE 


TOOLS & EQUIPMENT 

WARDROBE 

WEALTH 

TRUEFOLK

CARVER



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

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

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

TO BE TRUEFOLK

“Everyperson” Truefolk are the most numerous faction of the Dramark. Upon their ability and industry the ongoing function of society depends. They are the makers and the doers of the Dramark, in any number of human vocations, usually with a mind toward their families, guild-mates, and communities in this time of Ruin.

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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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

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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)

You might use **CUNNING** for a sneaky attack, **DEFIANCE** for something like pocket sand, **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 fosh hooks and sucker punches!

SOCIAL CONFLICT

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

AUDACITY can be used for a statement about one's mother.

BENEVOLENCE to get the crowd on your side,

DECORUM to uphold social standings and order,

or **SENSITIVITY** to use your opponent's feelings to your advantage.

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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 keep a stiff upper lip, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your passionate interests.

Financier G. Dara

Ruthless Strategist, Profit-Driven Investor

“Numbers rarely lie, unlike so many promises.”

G. Dara

Sharp-witted and pragmatic, Financier G. Dara is a financial strategist who manages a sizable portion of the Dara family's investments. They view sentimentality as a flaw in the face of the Ruin, and their decisions are always guided by profit and power. They work closely with **A. Dara**, advising them on their territorial expansions. Their shrewd business dealings have brought them into frequent, if sometimes uncomfortable, contact with **Chef F. Butterfield**, a master gastronome who supplies lavish, if questionable, ingredients for their exclusive affairs.

VITALITY

DISTRESS

PASSION

ARISTOCRAT

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

Ruthless in your heart ...

... enterprising in the execution.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

You embody aristocracy, with fine clothes reputation and title to match, and money when all else fails.

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

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ATTRIBUTES

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Audacity: Ambition, self-confidence, vanity

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Cunning: Cleverness, duplicity

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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.

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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 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 sensible people are quite 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 endure the sting of the blow, OBSERVE or INTUIT to dodge the attack, FIGHT to use your combat skills to parry.

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

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

"The Shadow Quill"

Clandestine Pamphleteer, Rebel Voice

"The Shadow Quill"

A prolific and biting unbonded pamphleteer, "The Shadow Quill" uses their sharp wit and clandestine printing press to expose aristocratic corruption and champion the cause of the common folk. Their true identity is a closely guarded secret, but their influence is undeniable. They maintain a covert correspondence with **Entrepreneur A. Dara**, exchanging information that benefits both their agendas, and frequently publishes the fiery manifestos supplied by **Crew Boss T. Blenheim**, amplifying the truefolk's voice of rebellion.

VITALITY



DISTRESS



PASSION



UNBONDED

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY	◆	◆	◆	◆	◆
BENEVOLENCE	◆	◆	◆	◆	◆
CUNNING	◆	◆	◆	◆	◆
DECORUM	◆	◆	◆	◆	◆
DEFIANCE	◆	◆	◆	◆	◆
INGENUITY	◆	◆	◆	◆	◆
LOYALTY	◆	◆	◆	◆	◆
OBSESSION	◆	◆	◆	◆	◆
SENSITIVITY	◆	◆	◆	◆	◆

UNBONDED

To say you "keep your head on a swivel" would be a disservice to swivels.

You are very good at finding innovative solutions, despite their moral implications

"Truth, unadorned, is the sharpest blade against their gilded lies."

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT	◆	◆	◆	◆	◆
EXPRESS	◆	◆	◆	◆	◆
FIGHT	◆	◆	◆	◆	◆
FOSTER	◆	◆	◆	◆	◆
INTRIGUE	◆	◆	◆	◆	◆
INTUIT	◆	◆	◆	◆	◆
OBSERVE	◆	◆	◆	◆	◆
PHYSICALITY	◆	◆	◆	◆	◆
TRANSGRESS	◆	◆	◆	◆	◆

UNBONDED

Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS	◆	◆	◆	◆	◆
ENTOURAGE	◆	◆	◆	◆	◆
INFORMATION	◆	◆	◆	◆	◆
MENTOR	◆	◆	◆	◆	◆
REPUTATION	◆	◆	◆	◆	◆
TITLE	◆	◆	◆	◆	◆
TOOLS & EQUIPMENT	◆	◆	◆	◆	◆
WARDROBE	◆	◆	◆	◆	◆
WEALTH	◆	◆	◆	◆	◆

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

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.

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.

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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 dirty moves like eye gouges and kidney punches!

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 painful barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.

Commander R. Thorne

Stern Traditionalist, Order's Guardian

"Order, discipline, and a well-placed defense are all that stand between us and the abyss."

Cmdr. R. Thorne

A Bellephine by birth and a veteran of countless social skirmishes, Commander R. Thorne is a person of rigid decorum and a fierce protector of tradition. They see the encroachment of the Ruin not as a cosmic horror, but as a vile enemy to be combated with every available resource. They are a staunch ally of their fellow aristocrat **The Honored E. Beaumont-Smythe**, believing their influence essential to maintaining societal order, and frequently employs the discreet services of **Agent S. Croft**, a Piedmont Accord agent, to gather intelligence on perceived threats.

VITALITY

DISTRESS

PASSION

ARISTOCRAT

Your military experience is evident in everything you do.

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

You have access to equipment that can be useful in almost any situation

Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION


TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

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.

You have been in a duel or fifteen in your years.

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 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 sensible people are quite 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 endure the sting of the blow, OBSERVE or INTUIT to dodge the attack, FIGHT to use your combat skills to parry.

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

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

Professor A. Vance

Meticulous Scholar, Empirical Researcher

“Data, not dread, will light our path forward.”

E. Vance

A distinguished scholar at Crown Hall College, Professor E. Vance adheres strictly to established science and logic. They are a meticulous researcher who believes that the only way to combat the Ruin is through understanding and practical application. They often find themselves at odds with the theories of **Doctor A. Finch**. They occasionally offer their expertise to **"Whisper" Wallace**, providing analysis of phenomena they've encountered.

VITALITY



DISTRESS



PASSION



TRUEFOLK

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY

BENEVOLENCE

CUNNING

DECORUM

DEFIANCE

INGENUITY

LOYALTY

OBSESSION

SENSITIVITY

TRUEFOLK

Your lectures are notoriously entertaining.

You have had to break some rules in your pursuit of knowledge

As coach of the cricket league, you are in pretty good shape for a professor.

You have a special talent that cannot fail.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT

EXPRESS

FIGHT

FOSTER

INTRIGUE

INTUIT

OBSERVE

PHYSICALITY

TRANSGRESS

TRUEFOLK

Scholarly Verification - You can reliably confirm the authenticity and accuracy of any historical document or scientific report you scrutinize.

Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS

ENTOURAGE

INFORMATION

MENTOR

REPUTATION

TITLE

TOOLS & EQUIPMENT

WARDROBE

WEALTH

TRUEFOLK

SPORTING RAQUET

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

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

TO BE TRUEFOLK

“Everyperson” Truefolk are the most numerous faction of the Dramark. Upon their ability and industry the ongoing function of society depends. They are the makers and the doers of the Dramark, in any number of human vocations, usually with a mind toward their families, guild-mates, and communities in this time of Ruin.

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.

From games on campus to personal defense weapon.

CHARACTER DETAILS

VITALITY AND DISTRESS

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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

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 time it is used (mark off a 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 than brills)

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 like pocket sand, **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 fosh hooks and sucker punches!

SOCIAL CONFLICT

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

AUDACITY can be used for a statement about one's mother.

BENEVOLENCE to get the crowd on your side,

DECORUM to uphold social standings and order,

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 keep a stiff upper lip, fall on your sense of duty with **LOYALTY**, or use **OBSESSION** to rely on your passionate interests.

"Whisper" Wallace

Taciturn Tracker, Wilderness Guide

"The wilderness tells secrets to those who listen quietly."

"Whisper" Wallace

A taciturn and highly resourceful unbonded tracker, "Whisper" operates on the fringes of society, a master of navigating the Ruin-scarred wilderness. They have an almost preternatural ability to move unseen and gather forgotten lore. They occasionally work for **The Landed C. Valgreave**, assisting in tracking rare creatures or mapping uncharted territories. "Whisper" also provides unusual biological samples and field observations to **Professor E. Vance**, albeit with extreme caution and always for a price.

VITALITY

● ● ● ● ● ● ● ●

DISTRESS

● ● ● ● ● ● ● ●

PASSION

● ● ● ● ● ● ● ●

UNBONDED

Personality

This attribute reflects your character's outlook on the world and how they emotionally interact with it. Higher values indicate a greater reliance on that particular perspective.

AUDACITY ● ● ● ● ● ● ● ●

BENEVOLENCE ● ● ● ● ● ● ● ●

CUNNING ● ● ● ● ● ● ● ●

DECORUM ● ● ● ● ● ● ● ●

DEFIANCE ● ● ● ● ● ● ● ●

INGENUITY ● ● ● ● ● ● ● ●

LOYALTY ● ● ● ● ● ● ● ●

OBSESSION ● ● ● ● ● ● ● ●

SENSITIVITY ● ● ● ● ● ● ● ●

UNBONDED

If fortune truly favors the bold, you shall be rich beyond your wildest imagination!

You've never backed down from an honest fight ...

... and initiated more than your share of dishonest ones.

Skills

These represent your character's areas of expertise, encompassing knowledge, professional crafts, and general aptitudes acquired throughout their life.

CRAFT ● ● ● ● ● ● ● ●

EXPRESS ● ● ● ● ● ● ● ●

FIGHT ● ● ● ● ● ● ● ●

FOSTER ● ● ● ● ● ● ● ●

INTRIGUE ● ● ● ● ● ● ● ●

INTUIT ● ● ● ● ● ● ● ●

OBSERVE ● ● ● ● ● ● ● ●

PHYSICALITY ● ● ● ● ● ● ● ●

TRANSGRESS ● ● ● ● ● ● ● ●

Portfolio

This attribute is a collection of external assets your character can draw upon. Portfolio attributes are not "tested" with dice rolls; instead, they are "spent" to achieve desired outcomes.

ACCESS ● ● ● ● ● ● ● ●

ENTOURAGE ● ● ● ● ● ● ● ●

INFORMATION ● ● ● ● ● ● ● ●

MENTOR ● ● ● ● ● ● ● ●

REPUTATION ● ● ● ● ● ● ● ●

TITLE ● ● ● ● ● ● ● ●


TOOLS & EQUIPMENT ● ● ● ● ● ● ● ●

WARDROBE ● ● ● ● ● ● ● ●

WEALTH ● ● ● ● ● ● ● ●

UNBONDED

HUNTING RIFLE



You may attack a target up to 100 feet away.

A trusty rifle is one's best friend in the wilderness.

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.

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

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Foster: Growing and nurturing and restoring to health

Intrigue: Subterfuge, deceit, and secrecy

Intuit: Figuring things out from incomplete or enigmatic information

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Physicality: Acts of exertion or athleticism

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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

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More glooms than brills = catastrophe

Three brills = triumph

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 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.

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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 dirty moves like eye gouges and kidney punches!

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 painful barbs, fall on your sense of duty with LOYALTY, or use OBSESSION to rely on your eccentricity.