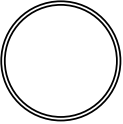


Name _____

Summary _____

House	
Position	
Prestige	

Ruth: _____

Profession: _____

Qualities and skills

Talents

◆ Focus

Engineering	Concentration
Investigate	
Profession	
Ritual	

♠ Genius

Create	Inspiration
Metaphysics	
Observation	
Science	

♣ Influence

Decieve	Confidence
Intimidate	
Lead	
Persuade	

♥ Prowess

Athletics	Vigour
Ride / Pilot	
Scout	
Skulduggery	

Reputations

Notable Possessions

Objectives

Secrets & Scandals

Relationships

Basic Tests

1. Agree the stakes
2. Your hand comprises one card for each point of skill, plus each point of quality or reputation you spend.
3. GM reveals the card of fate
4. Reveal hands and compare, highest level of success wins
5. If no successes, high card wins
6. Take damage - one per ordinary success and two per critical
7. Refresh one point of quality

Group Tests

1. Agree the stakes
2. Choose a leader
3. Leader assigns extra cards, one per point of focus
4. All participants make tests
5. Leader makes final test, +1 card per team success
6. Leader takes no damage from final test, but may refresh one point of quality as normal