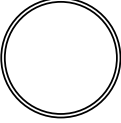


**Name** \_\_\_\_\_

**Summary** \_\_\_\_\_

|          |   |
|----------|---|
| House    |  |
| Position |   |
| Prestige |   |

**Ruth:** \_\_\_\_\_

**Profession:** \_\_\_\_\_

**Qualities and skills**

**Talents**

**♦ Focus**

|             |                      |
|-------------|----------------------|
| Engineering | <b>Concentration</b> |
| Investigate |                      |
| Profession  |                      |
| Ritual      |                      |

**♠ Genius**

|             |                    |
|-------------|--------------------|
| Create      | <b>Inspiration</b> |
| Metaphysics |                    |
| Observation |                    |
| Science     |                    |

**♣ Influence**

|            |                   |
|------------|-------------------|
| Decieve    | <b>Confidence</b> |
| Intimidate |                   |
| Lead       |                   |
| Persuade   |                   |

**♥ Prowess**

|              |               |
|--------------|---------------|
| Athletics    | <b>Vigour</b> |
| Ride / Pilot |               |
| Scout        |               |
| Skulduggery  |               |

**Reputations**

**Notable Possessions**

**Objectives**

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**Secrets & Scandals**

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**Relationships**

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**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