

HUNTER

I am the reason doors have locks, and kings have guards. I don't fight: I kill. I am not a warrior: I am death's servant.

Name: _____

Age: _____

Culture: _____

Look: _____



Skirmish



Convince



Study



XP



Harm



Unleash



Perform



Channel



XP



Harm



Slip



Soothe



Mingle



XP



Harm



Finesse



Bargain



Survey



XP



Harm

Inventory

Inventory Load

A blade or two
Rope
Lantern
Sleep charm
Documents
Tarot cards
Signal flare
Spyglass
Seal of Dioscoria

Manacles
Wheel-lock pistol
Tracking charm
Snares
Doppelganger charm
Poison
Gag of Truth
Warning Skull

Other: _____

Abilities

The Mercies of my Blade

XP

Magical proficiencies

Magical sources



Adept



Master



Adept



Master



Adept



Master



Adept



Master



Affection Name

Description

Contacts

Card

Land

Distance



Burden

Vice

Core self

Virtue

Ideal



+1 to challenge cards

+1 to challenge cards

As a child, I solved problems by

As an adult, I survived / flourished by

Fulfilled virtues:

+3 to card numerals



-1 to challenge cards

+3 to card numerals

Notes

HUNTER

Hunters do not fight their prey: they simply kill it. These implacable soldiers are trained to within an inch of their lives, and will achieve their goal no matter the pain and injury they sustain. They are the anti-heroes spoken of in soft tones, equal parts reverence and fear.

THE WAY OF THE WOLF

BUTCHER: You kill, at any cost. Create a four-segment “butcher” clock. When you use this ability, kill three or more minions effortlessly. Draw a pip card; aces have a value of 1. If the value of the pip card is equal to or less than the number of minions you butchered, advance the clock. If you already used Butcher this scenario, fill one clock segment. When the clock is filled, take 1 trauma.

PREDATOR: When you reach a target without being seen, describe how you neutralize them. This can be resisted. If you dispatch them in a spectacular way, nearby people panic and are more prone to blunders.

HEART STOPPER: You know secret pressure point techniques. Perform them on an unsuspecting target and they will drop dead after taking a number of steps that you decide. This can be resisted.

FEARSOME: Gain +1 card when intimidating others. You may also take 1 physical harm to perform a feat of almost superhuman strength, and gain an additional +1.

MATCHLOCK: A team from Dioscoria has smuggled a matchlock rifle with tripod to a sniping spot. Once per scenario you may trigger this ability: declare that you have reached the spot and retrieve the gun. It's cumbersome, hard to move and unwieldy in close combat, but effective at longer ranges.

UNSTOPPABLE: If you have 4 or more physical harm, gain +1 to all Skirmish or Unleash challenges, and do not draw fewer cards during such challenges due to the effect of harm.

RESILIENT: You naturally heal faster, and may heal +1 physical harm with the “Heal harm” downtime action.

ASSASSIN: Gain +1 Slip when the goal of this challenge is ending a life.



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Study Focused research, getting a read on someone



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Channel Using or sensing magic



Slip Stealth, acrobatics, sneak attacks
Soothe Healing, allaying fears, using bodily energies
Mingle Blending into crowds, socializing, making friends



Finesse Lockpicking, pickpocketing, sniping, tinkering
Bargain Making deals or compromises, manipulating
Survey Getting a general impression, scouting

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- **Mentalism** to steer the thoughts or actions of a person or creature.
- **Illusion** to alter the appearance of things or cause hallucinations.
- **Transmutation** to alter or transform the material properties of an item, person or creature.
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Magical sources: Angels or demons, spirits of nature, jinni, ghosts, natural forces (eg. forests, storms), life energy

OCCULTIST

I commune with forces hidden and taboo. I have learned the secret patterns above and below. To me, a word is a command, or an echo of infinity.

























Name:

Age:



Culture:

Look:



 Skirmish  XP	 Convince  Harm	 Study  XP	 Unleash  XP	 Perform  Harm	 Channel  Harm	 Slip  XP	 Soothe  Harm	 Mingle  Harm	 Finesse  XP	 Bargain  Harm	 Survey  Harm
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Inventory

     Load

A blade or two	Spirit flask
Rope	Ritual materials
Lantern	<i>Spirit lure</i>
Sleep charm	Other-sight lens
Documents	<i>Opium</i>
Tarot cards	Book of demons
<i>Signal flare</i>	Angelic ward
Spyglass	<i>Alchemy powders</i>
Seal of Dioscoria	

Other: _____





Abilities





The Strands of my Will





XP    





Magical proficiencies

Magical sources









 Adept 
Master  

 Adept 
Master  

 Adept 
Master  

 Adept 
Master  

Contacts

Affection	Name	Description	Card	Land	Distance
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	

Burden

Vice

Core self

Virtue

Ideal

As a child, I solved problems by

As an adult, I survived / flourished by

Fulfilled virtues:



+1 to challenge cards

+1 to challenge cards

+3 to card numerals



-1 to challenge cards
+3 to card numerals

Notes

OCCULTIST

An expert at the manipulation of spirits, magic, energy and otherworldly forces. The occultist bends spiritual forces and binds or unbinds them to the physical realm. This is the most aggressive type of magician, since their craft is focused on the outward effects of magic.

THE WAY OF THE SPIRITS

SPIRIT SHACKLE: Perform a medium channel draw to call upon a spirit of the dead. They are bound to you until they have fulfilled one command from you. On a failure, they struggle against the bond you have created: take 2 spiritual harm.

WEATHER: Manipulate the weather. A mild change (eg. cloud coverage, fog, heavy rain) is free. Take 1 harm to cause more extreme weather events such as a lightning storm.

SWAP: Trade positions with another person who you can see. This can be magically resisted. Each time you use this ability, your essence thins: take 1 spiritual harm.

SHROUD: Shift partially into the spirit world for a moment. You cannot take physical damage and are shadowy, but not invisible. Take 1 harm to stay here for a few minutes rather than a moment, or to pass through solid objects. After each use you need some time to rest before you can use this again or you will take harm.

EVIL EYE: When you take this ability, start a three-segment “Law of reflection” clock. Choose a target, and describe a misfortune that will soon befall them. (The Seer decides when this occurs exactly.) If they are seriously wounded, advance the clock by 1. If they are killed, advance the clock by 2. When filled, take 1 trauma.

THE OLD WAYS: When you take this ability, create a new contact: an ancient pagan deity. Create a ritual that calls on the favor of this god. When you perform this ritual, it achieves a strong effect if your affection with this contact is at 6, otherwise it achieves a weak effect. Affection is raised by communing with this god during downtime, costing 1 downtime action; distance cannot be gained. Using the ritual costs 1 affection. Affection is also lost by betraying their sacred principles. The ritual can be magically resisted.

CELESTIAL BARGAIN: When you take this ability gain a new contact—an Angel or Demon— and set affection to maximum. This being will assist you in the performance of powerful or devastating magic, and can act as a magical source. Each time you use this ability, lose 1 affection. When affection is empty or distance is full, this being demands your aid as their earthly representative and gives you a task. When you have fulfilled this obligation, fill affection back to maximum. They will not offer further assistance until the task is done. Distance does not increase during downtime, but fill in one distance segment every time you do something this entity disapproves of.

MASTER OF MATTER: When you take this ability, fill 4 segments of your “Transmutation” proficiency clock. When using this proficiency, gain +1 Channel.



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Magical sources: Angels or demons, spirits of nature, jinni, ghosts, natural forces (eg. forests, storms), life energy

ILLUSIONIST

The world is a hall of mirrors, and I am a prism.
Reality is a puzzle, to complete or recombine at
will. I unpick the weave of fate and knit a new seam.

Name: _____

Age: _____

Culture: _____

Look: _____



 Skirmish XP	 Convince Harm	 Study XP	 Unleash XP	 Perform Harm	 Channel XP	 Slip XP	 Soothe Harm	 Mingle XP	 Finesse XP	 Bargain Harm	 Survey XP
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Inventory

Load

A blade or two
Rope
Lantern
Sleep charm
Documents
Tarot cards
Signal flare
Spyglass
Seal of Dioscoria

Flash powder
Shimmer cloak
Concealment powder
True-sight mask
Throwing knife
Truth-bend mirror

Other: _____

Abilities

The Facets of my Prism

XP

Magical proficiencies

Magical sources

Adept
 Master _____

Adept
 Master _____

Contacts

Affection	Name	Description	Card	Land	Distance
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	

Burden

Vice

Core self

Virtue

Ideal

_____ _____ _____ +1 to challenge cards	_____ _____ _____ _____ +1 to challenge cards	As a child, I solved problems by _____ As an adult, I survived / flourished by _____ Fulfilled virtues: _____ _____	_____ _____ _____ _____ +3 to card numerals	_____ _____ _____ _____ -1 to challenge cards +3 to card numerals
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Notes

ILLUSIONIST

A magician who bends perception and senses, operating on the mind rather than the world. Since each human connects to the world only through the senses which are at the beck and call of the illusionist, this can grant immense power, though of a subtle kind.

THE WAY OF THE PRISM

MIND READ: When you take this ability, start a four-segment “Mind fracture” clock. You close your eyes and enter another’s mind, seeking information. If they are magically or mentally strong, they try to force you out: face a channel challenge. On failure, you gain no information; on anything but a total success, advance the clock. When the clock is filled, take 1 trauma.

MIRAGE: Perform an illusion to fool one of the senses. The illusion cannot affect your appearance. You may take 1 spiritual harm for each additional sense affected by the illusion, and/or take 1 spiritual harm to affect more than a dozen people.

UNRAVEL: You reverse the fate of a nearby object, undoing the work that led to its present state, such as untying shoelaces or unlatching a lock. If the work you are undoing took more than a few seconds, take 1 physical harm. If it took more than a few hours, take 2 physical harm. Undoing work performed by more than a few people is not possible.

MIRROR WORLD: Choose one target and unleash a full-sensory illusion to make them feel terror, euphoria, or misery. Take 1 spiritual harm to affect up to five targets. This can be magically resisted.

GLAMOR: Change how you appear. You can change anything about your appearance but may not become invisible. Each time you use this ability (unless this is the first time this scenario), your essence thins: take 1 harm.

SPIRIT DOWSING: You seek the location of a specific creature or object by entering a trance. You must know what your target looks like.

MASTER OF THE MIND: When you take this ability, fill 4 segments of “Mentalism” proficiency. Gain +1 channel when using mentalism.

WHISPER: Telepathically whisper in another person’s mind, inserting an idea, suspicion, fear or fantasy. This can be magically resisted.



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Magical sources: Angels or demons, spirits of nature, jinni, ghosts, natural forces (eg. forests, storms), life energy

CHAMPION

I will defend the meek to my last breath. My blade speaks with my heart's conviction. Injustice is not a fact of life, it is my personal nemesis.

























Name:

Age:

Culture:

Look:



 Skirmish  XP	 Convince  Harm	 Study  XP	 Unleash  XP	 Perform  Harm	 Channel  Harm	 Slip  XP	 Soothe  Harm	 Mingle  Harm	 Finesse  XP	 Bargain  Harm	 Survey  Harm
---	---	--	--	--	--	---	---	---	--	--	---

Inventory

     Load

A blade or two Expandable shield
Rope Blessed water
Lantern Numbing salve
Sleep charm Rope ladder
Documents Protection charm
Tarot cards Holy symbol
Signal flare Psalter
Spyglass
Seal of Dioscoria

Other: _____






Abilities






The Dents of my Armor






XP    






Magical proficiencies

Magical sources









 Adept 
 Master  

 Adept 
 Master  

 Adept 
 Master  

 Adept 
 Master  

Contacts

Affection	Name	Description	Card	Land	Distance
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	

Burden

Vice

Core self

Virtue

Ideal

As a child, I solved problems by

As an adult, I survived / flourished by

Fulfilled virtues:



+1 to challenge cards

+1 to challenge cards

+3 to card numerals

-1 to challenge cards
+3 to card numerals

Notes

CHAMPION

Champions are sincere devotees of some deeply held value. Perhaps they are medieval knights hankering for a lost age of decency and justice, or Ottoman janissaries determined to defend those who cannot protect themselves. They live by a code—even if that code, as with so much in Dioscoria, is self-written.

THE WAY OF THE SHIELD

STIRRING SPEECH: Once per scenario, give a stirring speech to the group. (Actually give this speech at the table.) All players who hear it except you take a fortune card.

CHIVALRY: During challenges where you are directly protecting those who cannot protect themselves, gain +1 to all skills.

WARRIOR OF FAITH: After you invoke your ideal during a challenge, you find yourself closer to your faith: gain +1 Channel or Unleash for the rest of the scenario.

SHATTER: Throw caution to the wind and obliterate enemy defenses. Take 1 physical harm to destroy your enemy's sword or shield with a mighty strike. This can be resisted. The Seer will decide whether they flee in terror, their defenses are in tatters, or they stand in awe and await the killing blow.

BODYGUARD: Before or during combat you may choose one person to protect. Every time they would take physical harm, you defend them and take it instead. You may then make a counterattack, drawing 1 extra card for each harm you just protected them from.

PHALANX: Before combat begins, if you are outnumbered, make a Survey or Study draw. If successful, you guide the party to fight like a well-oiled machine: for the rest of this combat all Agents gain +1 to all combat-related draws. If you fail, your plan comes apart: the Seer gains +1 for the first attack each Agent makes.

DUELIST: Pick a target. You and that target will be 100% focused on each other until one is victorious. Gain +1 to challenges where you fight this target. If you abandon the duel, or are not the one to strike the final blow, your pride is wounded: take 1 spiritual harm.

CONSECRATE: Take some time to commune with angelic or demonic forces, and consecrate or curse this location. If consecrating, every player draws one extra card for challenge draws while in this location; if cursing, the Seer draws one fewer. What demands do these forces make in exchange?



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Magical sources: Angels or demons, spirits of nature, jinni, ghosts, natural forces (eg. forests, storms), life energy

PROWLER

Where others see a locked door I see a welcome mat. I twist out the tightest spots. Everything belongs to me, it just doesn't know it yet.

Name: _____

Age: _____

Culture: _____

Look: _____



Skirmish Convince Study

XP Harm

Unleash Perform Channel

XP Harm

Slip Soothe Mingle

XP Harm

Finesse Bargain Survey

XP Harm

Inventory

Load

A blade or two
Rope
Lantern
Sleep charm
Documents
Tarot cards
Signal flare
Spyglass
Seal of Dioscoria

Lockpick
Grapple hook
Caltrops
Powdered shadow
Metal-eating acid
Distraction charm
Bow
Dousing arrow

Other: _____

Abilities

The Glimpses of my Shadow

XP

Magical proficiencies

Magical sources

Adept

Master

Adept

Master

Contacts

Affection	Name	Description	Card	Land	Distance
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	

Burden

Vice

Core self

Virtue

Ideal

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Fulfilled virtues:



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+1 to challenge cards

+3 to card numerals

-1 to challenge cards
+3 to card numerals

Notes

PROWLER

Prowlers are thieves, burglars and pilferers. They slip across moonlit rooftops or half-open windows to acquire what should, by rights, be theirs: money, items, an entrance or access point. They are masters of stealth, and would rather steal into the shadows than join the fray.

THE WAY OF THE SHADOWS

LIVING SHADOW: +1 to challenges which involve remaining unseen; +2 if they are searching for you.

LEVITATION: Use magic to float through the air. This slows your fall, lets you leap great distances or climb a wall that would be impossible to scale. Each time per scenario you use it after the first, your magical energies wane: take 1 spiritual harm.

SLEIGHT OF HAND: +1 to Finesse if you are trying to steal or plant something on a person. +2 if you're trying to conceal an object.

WISP: Disappear in a wreath of smoke and teleport through a wall, ceiling, or floor. Each time per scenario you use this after the first, your essence thins: take 1 spiritual harm. After each wisp your character must also wait a few minutes before the power can be used again.

SLIPPERY: It looked like you got injured, but it was only a glancing blow! When the scenario is over, remove 1 physical harm. Also gain +1 to Finesse or Slip when climbing, running or leaping in a creative or unorthodox way.

BURGLAR: +1 to Survey or Study challenges while casing a joint. +1 to Finesse when gaining access to a forbidden area or container.

GETAWAY: Once per session, when you are discovered somewhere you shouldn't be, draw a fortune card.

THIEF'S INSTINCT: When you take this ability, start a 4-segment "Loot" clock. You have a knack for knowing where your target would hide their treasures: when searching for a secret hiding spot, you find it immediately. Each time you do this, fill a "Loot" segment as you pocket treasures or information. When the clock is full, you may trade it in during the downtime phase for free training and information: gain 3xp.



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Magical sources: Angels or demons, spirits of nature, jinni, ghosts, natural forces (eg. forests, storms), life energy

SCOUNDREL

I have a knack for sticking a sword where it's not meant to be. I don't live to fight, I fight to live. Fate is not match for my survival instinct.

Name:

Age:

Culture:

Look:



Skirmish



Convince



Study



XP



Harm



Unleash



Perform



Channel



XP



Harm



Slip



Soothe



Mingle



XP



Harm



Finesse



Bargain



Survey



XP



Harm

Inventory

Inventory Load

A blade or two
Rope
Lantern
Sleep charm
Documents
Tarot cards
Signal flare
Spyglass
Seal of Dioscoria

Charisma charm
Loaded dice
Lockpick
Disguise kit
Counterfeit currency
Lust powder
Flask of alcohol

Other: _____

Abilities

The Twists of my Fortune

XP

Magical proficiencies

Magical sources



Adept



Master



Adept



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Adept



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Adept



Master



Affection Name

Description

Contacts

Card

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Vice

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As a child, I solved problems by

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+3 to card numerals

Notes

SCOUNDREL

The Guild of the Lost takes in the black sheep who are refused elsewhere. These mountebanks and ne'er-do-wells live by their wits, their tongue and, when those two fail, by the panache of their swordplay. It is said the Guild sacrifices to Fortuna herself, which explains how their Agents can survive so many absurd brushes with death.

THE WAY OF THE LOST

DESPERATE GAMBIT: Gain +2 for an attack challenge, but if you fail take 2 more physical harm.

SHOW FIGHTER: Make a difficult Finesse attack against a target. If successful, you may choose to do something showy rather than cause harm. This pauses the fight and lets you talk to them for a second, and you impress any onlookers with your skill.

ADAPTIVE STYLE: You allow your opponent to strike you; take 1 physical harm. You now have a better understanding of their technique: gain +1 to combat challenges in this scenario when fighting them, or others trained in the same way.

INTERROGATOR: Gain +1 for a challenge when trying to get information using ruthless intimidation or threats of violence. Gain an extra +1 if you have 3 or more harm.

UNCANNY LUCK: Every time you use a fortune card to win one of your own challenges, flip a coin. If it's heads, keep the fortune card. Also, the first time per scenario you fill your final Harm slot, ignore that harm.

QUICK TONGUE: +1 to Bargain when negotiating with corrupt or criminal NPCs. If you are negotiating for your life or the life of someone else, also draw a fortune card.

MELT INTO THE CROWD: +2 to Slip or Mingle when evading pursuers in a crowd.

OUTCAST: Take -1 Mingle when consorting with regular folk, but +2 Mingle when consorting with exiles, outcasts, criminals and ne'er-do-wells.



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Magical sources: Angels or demons, spirits of nature, jinni, ghosts, natural forces (eg. forests, storms), life energy

PERFORMER

I thrive in the spotlight. The Masses drink the words from my lips. The masks I don let me slip from stage to stage.

Name:

Age:

Culture:

Look:



 Skirmish XP	 Convince Harm	 Study XP	 Unleash XP	 Perform Harm	 Channel XP	 Slip XP	 Soothe Harm	 Mingle XP	 Finesse XP	 Bargain Harm	 Survey XP
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Inventory

Load

A blade or two
Rope
Lantern
Sleep charm
Documents
Tarot cards
Signal flare
Spyglass
Seal of Dioscoria

Musical instrument
Archetype masks
Play scripts
Book of poems
Stage dagger
Bravado charm

Other: _____

Abilities

The Lines of my Song

XP

Magical proficiencies

Magical sources

Adept
Master

Adept
Master

Contacts

Affection	Name	Description	Card	Land	Distance
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	

Burden

Vice

Core self

Virtue

Ideal

As a child, I solved problems by

As an adult, I survived / flourished by

Fulfilled virtues:



+1 to challenge cards

+1 to challenge cards

+3 to card numerals



-1 to challenge cards
+3 to card numerals

Notes

PERFORMER

The Guild of Song and Masks dedicates itself to all forms of music, as well as performance and theater. This guild finds all classes of performance worthy of study, from the lowest tavern drinking song to the most delicate tragic opera.

THE WAY OF THE SONG

METHOD ACTING: You are an expert at inhabiting disguises. +1 to Perform and Convince while disguised.

THE SHOW MUST GO ON: When you take this ability, start an eight-segment “washed up” clock. If you fail a Perform, Bargain, Convince or Mingle challenge, you may draw the top pip card and play it as a free fortune card. If the card does not make you succeed, fill in one segment of the clock. When it is filled, take 1 trauma.

CHARACTER STUDY: If you observe or converse with a character, you can imitate their mannerisms and convincingly speak in their voice. Gain +1 to all challenges when impersonating them, as long as you disguise yourself appropriately.

ART FROM PAIN: For every 2 harm you have, draw +1 card for challenges regarding artistry and performance. If you wish, you may inflict spiritual harm on yourself at any time by opening your heart to the darkness of the world.

MASTER OF AFFECT: Gain +1 Perform when performing a song, poem or other theatrical work. On a success, you determine exactly what emotional reaction the audience has. If the result is a total success, or you take 2 spiritual harm to give it your all, you inspire the audience to take immediate action in response to the emotional message. This can be magically resisted.

FACE STEALER: When everything is quiet and you can concentrate, you can change your face and voice. You must have already seen the face you are trying to steal. Make a medium Channel challenge; on failure it lasts minutes, on total success it lasts up to a day.

JACK IN THE BOX: When not in combat, distract a soon-to-be enemy with a performance, then attack when they least suspect it. Gain +2 Unleash or Skirmish for this attack.

THRIVES IN THE SPOTLIGHT: +1 to Convince, Perform and Mingle when all eyes are on you.



Skirmish Sword and gun fighting, grappling
Convince Persuasion, rethoric, coercing
Study Focused research, getting a read on someone



Unleash Brutal fighting, furious argument, destruction
Perform Singing, music, acting, disguising yourself
Channel Using or sensing magic



Slip Stealth, acrobatics, sneak attacks
Soothe Healing, allaying fears, using bodily energies
Mingle Blending into crowds, socializing, making friends



Finesse Lockpicking, pickpocketing, sniping, tinkering
Bargain Making deals or compromises, manipulating
Survey Getting a general impression, scouting

Suggested magical proficiencies:

- **Summoning** or **Banishing** a spiritual entity or natural force.
- **Binding** or **Unbinding** a spiritual entity or natural force to a person, creature or object.
- **Blessing** or **Cursing** a person or creature to alter their fate and fortune.
- **Mentalism** to steer the thoughts or actions of a person or creature.
- **Illusion** to alter the appearance of things or cause hallucinations.
- **Transmutation** to alter or transform the material properties of an item, person or creature.
- **Brigomancy** to manipulate or transfer the life force of a person or creature.

Magical sources: Angels or demons, spirits of nature, jinni, ghosts, natural forces (eg. forests, storms), life energy

SIPHONER

I channel blood, energy and life. I break and soothe the bonds of the body and soul. I understand we are nothing but the sum of our humours

Name: _____

Age: _____

Culture: _____

Look: _____



Skirmish Convince Study

XP Harm

Unleash Perform Channel

XP Harm

Slip Soothe Mingle

XP Harm

Finesse Bargain Survey

XP Harm

Inventory

Load

A blade or two
Rope
Lantern
Sleep charm
Documents
Tarot cards
Signal flare
Spyglass
Seal of Dioscoria

Leeches
Syringe and tubing
Blood net
Bile pump
Phlegm tablets
Melancholy charm
Siphon glove

Other: _____

Abilities

The Streams of my Blood

XP

Magical proficiencies

Magical sources

Adept
Master

Adept
Master

Contacts

Affection	Name	Description	Card	Land	Distance
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	
	_____	_____	_____	_____	

Burden

Vice

Core self

Virtue

Ideal

As a child, I solved problems by

As an adult, I survived / flourished by

Fulfilled virtues:



+1 to challenge cards

+1 to challenge cards

+3 to card numerals

-1 to challenge cards
+3 to card numerals

Notes

SIPHONER

The Guild of Blood is dedicated to healing the body and the mind via the manipulation of humors. Emotions, traumas, illnesses and spiritual blockages may be healed or soothed by their intervention. The legends of rogue siphoners maiming and destroying the minds of others to feast on their humors are certainly exaggerated.

THE WAY OF THE BLOOD

LIFE'S BLOOD: You sacrifice your humors to beseech the fates. Take any amount of physical harm. Draw the same number of fortune cards and distribute them to yourself or other players.

LIFE THIEF: Inflict any amount of physical harm on the rest of the party; heal half the amount in yourself. If any of the affected Agents resist, make a Soothe draw against them; if they win, this action has no effect even on other Agents and you take 1 spiritual harm.

BLOOD OATH: You make a binding agreement with someone, written or verbal. They must consent to this agreement. If you break the oath, take 6 physical harm; if an NPC breaks it, they are gravely wounded.

DRAIN: When you take this ability, create a three-segment "drain" clock. You reach out and touch another person, draining them of their humors. This can be magically resisted. Decide whether they pass out or die; heal 1 or 3 harm respectively. If they die, flip a coin; on heads, the drain clock advances. When the clock is filled, take 1 trauma.

SIPHON HUMORS: You touch another person and adjust their emotional state. Take 1 spiritual harm to make them happier, sadder, angrier, calmer, lazier or more reasonable.

EASE PAIN: You may transfer any amount of spiritual harm from another Agent to yourself. If you do this during combat you must use a siphon glove.

HEAL: Heal another Agent for 1 physical harm with a medium soothe challenge. If you fail, they still heal 1 harm but you take 1 harm as well. During downtime, you may heal 1 physical harm for another Agent for free.

REBALANCE HUMORS: When you take this ability, start a 6-segment "Flesh fatigue" clock. During a scenario, you may move a skill point from one skill to another. You can use this ability multiple times per scenario, but for each skill point you move after the first, fill a clock segment. When a scenario is complete, return all skill points to their original position. When the clock is full, erase a skill point of your choice and take 2 physical harm.



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Convince Persuasion, rhetoric, coercing
Study Focused research, getting a read on someone



Unleash Brutal fighting, furious argument, destruction
Perform Singing, music, acting, disguising yourself
Channel Using or sensing magic



Slip Stealth, acrobatics, sneak attacks
Soothe Healing, allaying fears, using bodily energies
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