

### CHARACTER INFORMATION

Player Kali Dietz  
 Character Clara de Hernandez  
 Concept Doctor/Scholar  
 Nation Castille  
 Religion \_\_\_\_\_  
 Reputations \_\_\_\_\_

Wealth \_\_\_\_\_

### ARCANA

Virtue: Astute - Activate after villain spends raises for an action. Action fails and raises lost.  
 Hubris: Loyal - Receive Hero point when you go back for a fallen comrade or refuse to leave a wounded ally

### STORIES

Name Plague  
 Goal Bring back cure  
 Reward \_\_\_\_\_  
 Step 1 \_\_\_\_\_

### TRAITS

Brawn ●○○○○  
 Finesse ●○○○○  
 Resolve ●○○○○  
 Wits ●○○○○  
 Panache ●○○○○

### SKILLS

Aim ○○○○○ Perform ●○○○○  
 Athletics ●○○○○ Ride ●○○○○  
 Brawl ●○○○○ Sailing ●○○○○  
 Convince ●○○○○ Scholarship ●○○○○  
 Empathy ●○○○○ Tempt ●○○○○  
 Hide ○○○○○ Theft ○○○○○  
 Intimidate ○○○○○ Warfare ○○○○○  
 Notice ●○○○○ Weaponry ○○○○○

Rank 3: Re-Roll a single die  
 Rank 4: Sets of 15 = 2 Raises  
 Rank 5: 10s explode (+1 die)

### BACKGROUNDS

Doctor - Tend to injuries of villain or innocents harmed by villain  
 Anthropologist - Solve a problem for a group of strangers

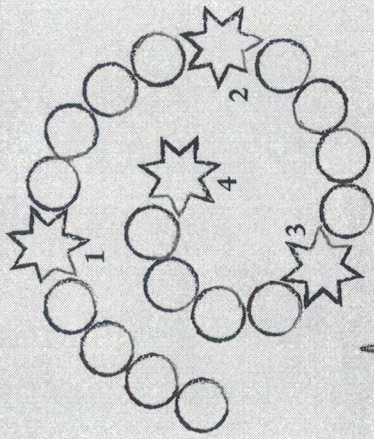
### ADVANTAGES

Miracle Worker - Spend a hero point and I raise 1 character to heal another hero; must take Time Sense - Always know what time it is.  
 University - Make a risk using scholarship, empathy, or Notice, all dice gain +1 to value  
 Linguist - Speak, read, write all languages  
 Sea legs - +1 bonus die on any physical risk  
 Ordained - Advice for any social risk against characters adherent to your faith

Disarming smile - Spend a hero point to keep someone from starting a fight

Dice roll - risk  
 Sets of 10 - Raises

### DEATH SPIRAL



- 1: +1 Bonus Die to all Risks
- 2: Villains gain +2 Bonus Dice
- 3: Your 10s explode (+1 die)
- 4: You become Helpless

