

Isa Yemer

An Imperial noble, pale and courted by powerful heirs, on the run so she can be with her true love.

TRAITS

Imperial Noble

Etiquette, Dance, Educated, History, Science, Wealth, Connections, House Blackbird

Pale

Listless, Emotional, Angsty, Poetry, Suicidal, Longing

Charm

Charisma, Presence, Command, Nobles, Servants, [Soldiers]

Sly

Crafty, Sneaky, Distractions, Bluff, Languages, Trade Speak, [Sharp], [Disguise]

Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.

INJURED DEAD TIRED ANGRY LOST HUNTED TRAPPED

† RULES SUMMARY †

ROLLING THE DICE

When you try to overcome an obstacle, you roll dice. Start with one die. Add a die if you have a trait that can help you. If that trait has any tags that apply, add another die for each tag. Finally, add any number of dice from your personal pool of dice (your pool starts with 7 dice).

Roll all the dice you've gathered. Each die that shows 4 or higher is a hit. You need hits equal to the difficulty level (usually 3) to pass the obstacle.

LEVELS: 2 EASY—3 DIFFICULT—4 CHALLENGING—5 EXTREME

If you pass, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If you don't pass, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and add another die to your pool. The GM will escalate the situation in some way and you might be able to try again.

CONDITIONS

When events warrant or especially when you fail a roll, the GM may impose a condition on your character: Injured, Dead, Tired, Angry, Lost, Hunted, or Trapped. When you take a condition, mark its box and say how it comes about. [Note: The "dead" condition just means "presumed dead" unless you say otherwise.]

HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.



Contessa Blackbird

Key of Being Rescued

You are often caught or trapped. Hit your key whenever you are trapped, caught or kidnapped. Buyoff: Rescuing yourself.

Key of Helplessness

Powerful forces are aligned against you making you unable to act. You are powerless to act, as the situation is out of your hand. Hit your key whenever you act out your helplessness rather than acting. Buyoff: Refusing to be helpless.

Key of The Rivals

You family and its rivals all have plans for your future, and young handsome heirs vie for your affections. They have caught a glimpse of you and are smitten. Two heirs are looking for you, and they may be travelling with a contingent of soldiers or incognito. Hit your key whenever a rival strives for your affection.

Buyoff: Turn firmly down their advances with a no.

Secret of Dying

It is your power to die. In dramatic tense moments events will shape themselves in such a manner, that you die. This power can also be activated to force the situation to be about you.

Secret of Returning

You have the ability to return to life a close brush with death. Returning to life requires a resuscitating kiss from a potential love interest or a symbolic rebirth into a new state of life (e.g. as a vampire).

KEYS

When you hit a Key, you can do one of two things:

- ◆ Take an experience point (XP)
- ◆ Add a die to your pool (up to a max of 10)

If you go into danger because of your key, you get 2 XP or 2 pool dice (or 1 XP and 1 pool die). When you have accumulated 5 XP, you earn an advance. You can spend an advance on one of the following:

- ◆ Add a new Trait (based on something you learned during play or on some past experience that has come to light)
- ◆ Add a tag to an existing trait
- ◆ Add a new Key (you can never have the same key twice)
- ◆ Learn a Secret (if you have the means to)

You can hold on to advances if you want, and spend them at any time, even in the middle of a battle!

Each key also has a buyoff. If the buyoff condition occurs, you have the option of removing the Key and earning two advances.

REFRESH

You can refresh your pool back to 7 dice by having a refreshment scene with another character. You may also remove a condition or regain the use of a Secret, depending on the details of the scene. A refreshment scene is a good time to ask questions (in character) so the other player can show off aspects of his or her PC—"Why did you choose this life?"—"What do you think of the Lady?"—"Why did you take this job?" etc. Refreshment scenes can be flashbacks, too.