

# Notes



# Court of Blades

NAME & ALIAS

HOUSE

LOOK

Arcane: Channeling to impress paramour.  
INDULGENCE & SOURCE

Military, Unhoused Bravo  
BACKGROUND

Ilrien  
HERITAGE

SCANDALS

Sentimental, Wicked, Grasping, False, Gauche, Jealous,  
Faithless, Fragile

STATUS

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STRESS

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INFLUENCE

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HARM

3									
2									
1									

HEALING

NEED HELP	project clock	<input type="checkbox"/>
-1D	ARMOR USES	<input type="checkbox"/>
LESS EFFECT	ARMOR	<input type="checkbox"/>
	SPECIAL	<input type="checkbox"/>

Paramour

A noble Knack.

HEAT

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CONTACTS

GATHER INFORMATION

- △▽ Maestra - A Master at Arms
- ▽ Blair - A Fawning Noble
- △▽ Vincenzo - A Former Patron
- △▽ Feng - A Blade Smith
- △● Ari - A Childhood Rival

- ◆ How can I hurt them? ◆ What do they want most?
- ◆ Who's most dangerous here?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]? ◆ Are they telling the truth?
- ◆ What's really going on here?

A Member of the House

BONDS

My paramour is promised to someone of a rival house.

This character is based on Piero by Karel Doležek.

## The Bravo

A dashing sworn-sword, quick of wit and unmatched in combat.

SPECIAL ARMOR

- RESIST a complication related to physical obstacles or being outnumbered for you and your coterie (that you are present for).

SPECIAL ABILITIES

- HOUSE GUARD: When you protect a member of your coterie you resist with +1d. When you take harm, clear 1 stress.
- BLOODY BUT UNBOWED: You ignore the effects of all level 1 harm penalties while dueling or engaging in combat. When you push yourself to ignore level 3 harm penalties, it takes only 1 stress (not 2).
- UNSTOPPABLE: You may push yourself to accomplish a feat of speed or endurance that borders on the superhuman, e.g. engage a small group on equal footing.
- CODE DUELLO: Your challenges carry the weight of your house. When you deliver a challenge for formal combat, your enemy cannot refuse. Take an additional xp trigger: ◆ Did you answer a challenge to your honor?
- HONOR GUARD: Your formal training allows you the privilege of wearing your weapons openly anywhere, without repercussion. When commanding others to act or stand fast, take +1d.
- UPON A NEEDLE: You are sure-footed and gain +1 effect when balance or grace is an issue, such as navigating difficult terrain (or a dance floor). How many angels can dance upon the head of a needle? It depends on the tune.
- GAP IN THE ARMOR: When you survey you may push yourself to find a weakness in an argument, gesture, or evasion, and seize an advantage. Take +1d and +1 effect to the next roll that takes advantage of this information, this bonus may be given to a coterie member.
- VETERAN: Choose a special ability from another playbook.

XP TRIGGERS

- ◆ When you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute), for a maximum of 4 xp.
- ◆ You addressed a challenge with violence ◆ and/or panache.
  - ◆ You expressed your beliefs, drives, heritage or background.
  - ◆ You struggled with issues from your indulgences or scandals during the session.

TEAMWORK

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

PLANNING & LOAD

- Choose a plan, provide a detail.
- Choose your load limit for the errand.

Assault: Point of attack

Deception: Method

Stealth: Entry point

Arcane: Magical

Social: Connection

Transport: Route

CHARACTER XP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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BODY

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| <input type="checkbox"/>            | <input type="checkbox"/>            | <input type="checkbox"/> | <input type="checkbox"/> | SKULK    |
| <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | MANEUVER |
| <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SKIRMISH |
| <input type="checkbox"/>            | <input type="checkbox"/>            | <input type="checkbox"/> | <input type="checkbox"/> | WRECK    |

MIND

- |                                     |                          |                          |                          |        |
|-------------------------------------|--------------------------|--------------------------|--------------------------|--------|
| <input type="checkbox"/>            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | TINKER |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | STUDY  |
| <input type="checkbox"/>            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SURVEY |
| <input type="checkbox"/>            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | HUNT   |

SPIRIT

- |                                     |                          |                          |                          |         |
|-------------------------------------|--------------------------|--------------------------|--------------------------|---------|
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | CHANNEL |
| <input type="checkbox"/>            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | COMMAND |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | CONSORT |
| <input type="checkbox"/>            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SWAY    |

BONUS DICE

- |                                     |   |
|-------------------------------------|---|
| <input checked="" type="checkbox"/> | PUSH YOURSELF                             |
|                                     | (Take 2 Stress) -OR- Take a LADY'S FAVOR. |

LOAD ☐ Discrete ☐ Loaded

SPECIAL PERMISSION

- ☐ A Fine Wit

GEAR

- ☐ A Fine Courtly Blade
- ☐ A Fine Deadly Blade
- ☐ A Duelist's Gauntlet
- ☐ A Badge of Honor
- ☐ A Courtly Favor
- ☐ Luck Charm
- ☐ Flint and Steel
- ☐ Armor
- ☐ A Small Blade or Two
- ☐ A Single-Shot Pistol
- ☐ A Large Weapon
- ☐ Lantern
- ☐ Throwing Knives
- ☐ Burglary Gear
- ☐ Demolition Tools
- ☐ Arcane Implements
- ☐ Climbing Gear
- ☐ Subterfuge Supplies
- ☐ Documents



- ☐ Luck Charm
- ☐ Flint and Steel
- ☐ ☐ Armor
- ☐ A Small Blade or Two
- ☐ A Single-Shot Pistol
- ☐ ☐ A Large Weapon
- ☐ Lantern
- ☐ Throwing Knives
- ☐ Burglary Gear
- ☐ Demolition Tools
- ☐ Arcane Implements
- ☐ ☐ Climbing Gear
- ☐ Subterfuge Supplies
- ☐ Documents



- ☐ *Luck Charm*
- ☐ *Flint and Steel*
- ☐ ☐ *Armor*
- ☐ *A Small Blade or Two*
- ☐ *A Single-Shot Pistol*
- ☐ ☐ *A Large Weapon*
- ☐ *Lantern*
- ☐ *Throwing Knives*
- ☐ *Burglary Gear*
- ☐ *Demolition Tools*
- ☐ *Arcane Implements*
- ☐ ☐ *Climbing Gear*
- ☐ *Subterfuge Supplies*
- ☐ *Documents*



- ☐ Luck Charm
- ☐ Flint and Steel
- ☐ ☐ Armor
- ☐ A Small Blade or Two
- ☐ A Single-Shot Pistol
- ☐ ☐ A Large Weapon
- ☐ Lantern
- ☐ Throwing Knives
- ☐ Burglary Gear
- ☐ Demolition Tools
- ☐ Arcane Implements
- ☐ ☐ Climbing Gear
- ☐ Subterfuge Supplies
- ☐ Documents



# Court of Blades

NAME & ALIAS

HOUSE

LOOK

Luxury: Fine Clothing, Gift Giving  
INDULGENCE & SOURCE

Noble, a lesser house.

The Jewel Cities

BACKGROUND

HERITAGE

SCANDALS

Sentimental, Wicked, Grasping, False, Gauche, Jealous,  
Faithless, Fragile

STATUS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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STRESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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INFLUENCE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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HARM

3

2

1

HEALING

NEED  
HELP

project clock

ARMOR USES

-1D

ARMOR

LESS  
EFFECT

SPECIAL

Paramour

HEAT

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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CONTACTS

GATHER INFORMATION

△● Babette - A Banker

△▽ Elijah - A Master Architect

△▽ Jian - A Master Craftsman

●▽ Alisha - A Diplomat

△▽ Genovese - A Childhood Friend

A Member of the House

◆ How can I hurt them? ◆ What do they want most?

◆ Who's most dangerous here?

◆ What do they intend to do?

◆ How can I get them to [X]? ◆ Are they telling the truth?

◆ What's really going on here?

BONDS

Has very little idea how money works, and spends recklessly.

This character is based off of Delfina by Rhi.

## The Key

A social mastermind, able to craft arguments and devices with ease.

SPECIAL ARMOR

- **RESIST** a complication related to suspicion or persuasion (that you are present for).

SPECIAL ABILITIES

- **SKELETON KEY:** Push yourself and roll your best **action rating** while performing a different action. Say how you adapt your skill to this use.
- **EXPERTISE:** Due to careful planning during **downtime**, you may give yourself or a coterie member one extra **downtime activity**. If you do not use this feature during your downtime, you may use it during the next errand to **flashback** without costing **stress**.
- **I KNOW THIS TUNE:** You can always tell when someone is lying to you.
- **FORESIGHT:** Twice per errand, you may **assist** a teammate without paying stress. Describe how you've prepared for it.
- **UNDER THE RUG:** During **downtime**, you get +1 **effect** when you reduce **exposure**, and your **shame** level counts as 1 less for the purpose of **entanglements** so long as you explain the situation to your superiors.
- **A GOOD NAME:** When you **push** yourself in **social engagements**, while **consorting** or **swaying**, you can gain both +1 **effect** and +1d instead of one or the other.
- **ATTENTION TO DETAIL:** You are a stickler for the details. Take +1d to your roll when working on a **long-term project**. You can also **push** yourself to ignore the **drawback** of a **crafted device** (*unreliable, volatile, et cetera*).
- ○ ○ **VETERAN:** Choose a special ability from another playbook.

XP TRIGGERS

- ◆ When you roll a **desperate action**, mark **xp** in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute), for a maximum of 4 xp.
- ◆ You addressed a challenge with **expertise** ◆ and/or **calculation**.
  - ◆ You expressed your beliefs, drives, heritage or background.
  - ◆ You struggled with issues from your indulgences or scandals during the session.

TEAMWORK

- Assist a teammate
- Lead a **group action**
- Protect a teammate
- Set up a teammate

PLANNING & LOAD

- Choose a **plan**, provide a **detail**.
- Choose your **load** limit for the errand.

Assault: Point of attack

Deception: Method

Stealth: Entry point

Arcane: Magical

Social: Connection

Transport: Route

CHARACTER XP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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BODY

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| ● | ● | ○ | ○ | SKULK    |
| ● | ○ | ○ | ○ | MANEUVER |
| ○ | ○ | ○ | ○ | SKIRMISH |
| ○ | ○ | ○ | ○ | WRECK    |

MIND

- |   |   |   |   |        |
|---|---|---|---|--------|
| ● | ○ | ○ | ○ | TINKER |
| ○ | ○ | ○ | ○ | STUDY  |
| ○ | ○ | ○ | ○ | SURVEY |
| ○ | ○ | ○ | ○ | HUNT   |

SPIRIT

- |   |   |   |   |         |
|---|---|---|---|---------|
| ○ | ○ | ○ | ○ | CHANNEL |
| ○ | ○ | ○ | ○ | COMMAND |
| ● | ○ | ○ | ○ | CONSORT |
| ● | ● | ○ | ○ | SWAY    |

BONUS DICE

- |   |   |
|---|---|
| + | <b>PUSH YOURSELF</b>                      |
|   | (Take 2 Stress) -OR- Take a LADY'S FAVOR. |

LOAD ☐ Discrete ☐ Loaded

SPECIAL PERMISSION

- ☐ A Believable Excuse

GEAR

- ☐ Fine Tinkering Tools
- ☐ A Concealable Weapon
- ☐ Fine Courtly Clothes
- ☐ A Fine Invitation
- ☐ A Small Pricey Gift
- ☐ Luck Charm
- ☐ Flint and Steel
- ☐ Armor
- ☐ A Small Blade or Two
- ☐ A Single-Shot Pistol
- ☐ A Large Weapon
- ☐ Lantern
- ☐ Throwing Knives
- ☐ Burglary Gear
- ☐ Demolition Tools
- ☐ Arcane Implements
- ☐ Climbing Gear
- ☐ Subterfuge Supplies
- ☐ Documents



*This character is based off of Sparrow by Azul Alysum.*



# Court of Blades

NAME & ALIAS

HOUSE

LOOK

Faith, the Temple of the Lady

Military, a Soldier

INDULGENCE & SOURCE

BACKGROUND

Maur

HERITAGE

SHATTERS

Detached, Uncanny, Vengeful, Insatiable, Morose, Destructive, Obsessed, Territorial

STATUS

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STRESS

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INFLUENCE

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HARM

3																			
2																			
1																			

HEALING

project clock

NEED  
HELP

ARMOR USES

-1D

ARMOR

SPECIAL

LESS  
EFFECT

Paramour

HEAT

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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CONTACTS

GATHER INFORMATION

- ▽ Goodman - A Historian
- △ ▽ Lost - A Poison Maker
- △ ● Picro - A Ghost
- △ ▽ Barlow - A Horse Thief
- △ ▽ Amelia - A Diva

- ◆ What stands in my way? ◆ How can I break [X]?
- ◆ What do I remember about [X]?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]? ◆ Are they telling the truth?
- ◆ What's really going on here?

A Member of the House

BONDS

- CANNOT DIE: Upon level 4 harm that is not resisted, acquire an immediate **shatter** condition instead.

## The Curse

A haunted revenant bearing ancient knowledge, weaponry, and a grudge.

### SPECIAL ARMOR

- **IGNORE** the effects of one level of **harm** from an injury once per errand. Does not apply to level 4 Harm.

### SPECIAL ABILITIES

- **HELL HOLDS NO SURPRISES:** You are a construct of dark dreams and bad memories, and cannot be frightened. Also gain +1 **stress** box.
- **BLEEDING LOVE:** You are haunted by a past companion or lover, it is tethered to you, both helping and tormenting. Choose 2 of the following features: *It can manifest to interact with the environment. You can see through its eyes. It can lend you its knowledge.* Also choose 2 of the following natures: *Wrathful, Jealous, Forlorn.* You cannot take a living **paramour**.
- **VALOR BEYOND DEATH:** When you max out your **stress** tracker or take level 4 **harm**, you are not immediately removed from the fight. You can stay and aid your coterie as long as they assist you, or until you push yourself to take one last action. You also gain +1 **shatter** box to fill before you must sleep.
- **VOID BLADE:** You can **push** yourself to imbue your Ancient Weapon with arcane energy. You cut through stone and steel like butter. Take +1 **effect** when you engage a foe.
- **POISONER'S BLADE:** Your ancient weapon is designed to hold a single vial of your choice, when triggered, the vial is opened and the contents are channeled down the blade. The next thing to be wounded by your blade also takes the effect of the compound in addition to any **harm**. You always have one vial of Slake. Craft, create, or acquire other poisons and compounds as normal.
- **STORY COLLECTOR:** You have passed the centuries consuming tomes, conversing with intellectuals, and growing your knowledge. You gain +1d when trying to recall the details of something you once read or heard. *Where did this information come from?*
- **IMMORTAL TOLERANCE:** Over the years you have intoxicated yourself in a myriad of creative ways. As a result, intoxicants and poisons always have limited effect on you.
- ○ ○ **VETERAN:** Choose a **special ability** from another **playbook**.

### XP TRIGGERS

- ◆ When you roll a **desperate action**, mark **xp** in that action's attribute.
- At the end of each session, for each item below, mark 1 xp (in your **playbook** or an attribute), for a maximum of 4 xp.
- ◆ You addressed a challenge with callous disregard ◆ &/or unearthly endurance.
  - ◆ You expressed your beliefs, drives, heritage or background.
  - ◆ You struggled with issues from your indulgences or scandals during the session.

### TEAMWORK

- Assist a teammate
- Lead a **group action**
- Protect a teammate
- Set up a teammate

### PLANNING & LOAD

- Choose a **plan**, provide a **detail**.
- Choose your **load** limit for the errand.

Assault: Point of attack

Deception: Method

Stealth: Entry point

Arcane: Magical

Social: Connection

Transport: Route

CHARACTER XP

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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BODY

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|--------------------------|--------------------------|--------------------------|--------------------------|----------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SKULK    |
| ●                        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | MANEUVER |
| ●                        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SKIRMISH |
| ●                        | ●                        | <input type="checkbox"/> | <input type="checkbox"/> | WRECK    |

MIND

- |                          |                          |                          |                          |        |
|--------------------------|--------------------------|--------------------------|--------------------------|--------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | TINKER |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | STUDY  |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SURVEY |
| ●                        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | HUNT   |

SPIRIT

- |                          |                          |                          |                          |         |
|--------------------------|--------------------------|--------------------------|--------------------------|---------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | CHANNEL |
| ●                        | ●                        | <input type="checkbox"/> | <input type="checkbox"/> | COMMAND |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | CONSORT |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SWAY    |

BONUS DICE

- |                          |   |
|--------------------------|---|
| <input type="checkbox"/> | <b>PUSH YOURSELF</b>                      |
| +                        | (Take 2 Stress) -OR- Take a LADY'S FAVOR. |

LOAD ☐ Discrete ☐ Loaded

SPECIAL PERMISSION

- ☐ A Prophetic Dream

GEAR

- ☐ An Ancient Weapon
- ☐ A Symbol of the Dread Empire
- ☐ A Lantern that Casts Shadow
- ☐ A Dose of Weeping Bell
- ☐ A Blood-Chilling Glare
- ☐ Luck Charm
- ☐ Flint and Steel
- ☐ Armor
- ☐ A Small Blade or Two
- ☐ A Single-Shot Pistol
- ☐ A Large Weapon
- ☐ Lantern
- ☐ Throwing Knives
- ☐ Burglary Gear
- ☐ Demolition Tools
- ☐ Arcane Implements
- ☐ Climbing Gear
- ☐ Subterfuge Supplies
- ☐ Documents



- ☐ *Luck Charm*
- ☐ *Flint and Steel*
- ☐ ☐ *Armor*
- ☐ *A Small Blade or Two*
- ☐ *A Single-Shot Pistol*
- ☐ ☐ *A Large Weapon*
- ☐ *Lantern*
- ☐ *Throwing Knives*
- ☐ *Burglary Gear*
- ☐ *Demolition Tools*
- ☐ *Arcane Implements*
- ☐ ☐ *Climbing Gear*
- ☐ *Subterfuge Supplies*
- ☐ *Documents*