**CHARACTER INFORMATION**
- Player
- Character
- Concept
- Nation
- Religion
- Reputations
- Wealth

**TRAITS**
- Brawn
- Finesse
- Resolve
- Wits
- Panache

**SKILLS**
- Aim
- Athletics
- Brawl
- Convince
- Empathy
- Hide
- Intimidate
- Notice
- Perform
- Ride
- Sailing
- Scholarship
- Tempt
- Theft
- Warfare
- Weaponry

**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

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