

Miseries & Misfortunes

QUALITIES

| | | |
|---------------|-------------|--------|
| Name | Title, Rank | Motif |
| Birth Quality | Precedence | Virtue |
| | | Flaw |

GOVERNING ABILITIES

| | | | | | |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| STRENGTH | INTELLIGENCE | WISDOM | DEXTERITY | CONSTITUTION | CHARISMA |
| <i>Modifier</i> | <i>Modifier</i> | <i>Modifier</i> | <i>Modifier</i> | <i>Modifier</i> | <i>Modifier</i> |

LIFEPATHS

| Name | Level | Name | Level |
|------|-------|------|-------|
| | | | |
| | | | |
| | | | |

MENTALITIES

| | |
|-------------|---|
| Nationality | / |
| Religion | / |
| Politics | / |

CLOTHING & APPEARANCE

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EQUIPMENT & INVENTORY

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OTHER LIFEPATH SKILLS

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HISTORY

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MEASURES

| | | | | |
|------------|----------|---------|---------|-----------|
| Age | Exertion | | | |
| Saves | P&P | Terror | Chance | Artillery |
| | Total | | Current | |
| Hit Points | Total | | Current | |
| | Total | | Current | |
| Will | Total | | Current | |
| | Total | | Current | |
| Reputation | Damage | Current | Deeds | |
| | Total | | Current | |
| Morale | Total | | Current | |
| | Total | | Current | |

DUEL OF WITS

| | | |
|------------------|--------|--------|
| Voice (Cha) | To Hit | Damage |
| Press (Int) | To Hit | Damage |
| Reputation Armor | d | pts |
| Special Skills | | |

COMBAT

| | | |
|-------------------|--------|--------|
| Defense (Str/Dex) | Attack | Defend |
| Melee (Str) | To Hit | Damage |
| Musketry (Dex) | To Hit | |
| Armor | d | pts |
| Special Skills | | |

ARMS

| | | |
|--|--------|------------|
| | Damage | Initiative |
| | Damage | Initiative |
| | Damage | Initiative |
| | Damage | Initiative |

RULES

SKILL RATINGS

* +1 +2 +3 +4 +5 +6 +7 +8
Example skill rating bonuses.

*Unskilled: No modifiers unless otherwise specified.

MORTAL COIL

| | | | |
|----------------|----------------|----------------|----------------|
| 1st year spent | 2nd year spent | 3rd year spent | 4th year spent |
| +5/-5 | +10/-10 | +15/-15 | +20/-20 |
| reroll | reroll | reroll | reroll |

Spend years to reroll one of your own combat, duel of wits or skill rolls, or force a reroll for an action directly against you. Modifiers only count for this single task. Each year spent adds one to your exertion total for this endeavor or mission.

VIRTUES & FLAWS

Virtue: Other players invoke, pass a test. Flaw: You invoke, fail a test.
Embodiment: Invoke both in an endeavor, gain +1 to next exertion roll.

MOTIF

If one player invokes their motif to stop a conflict between other players, other players remove one point of current exertion total.

WEALTH

| | |
|---------------|----------|
| Wealth Rating | Class |
| Obligations | Property |
| Debts | Income |
| Dependent | Relation |
| | |
| | |

GENERAL SKILLS

| | | | | | |
|-----------|---|-----|------------|---|-----|
| Break | / | Str | Sang-Froid | / | Con |
| Improvise | / | Wis | Search | / | Int |
| Listen | / | Wis | Sneak | / | Dex |
| Parley | / | Cha | Traverse | / | Dex |

LIFEPATH SKILLS

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|--|---|--|---|
| | / | | / |
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LANGUAGE SKILLS

| | | | | | |
|--|---|-----|--|---|-----|
| | / | Int | | / | Int |
| | / | Int | | / | Int |
| | / | Int | | / | Int |
| | / | Int | | / | Int |

SPECIAL MARTIAL SKILLS

| | | | | | |
|----------------------|---|---------------------------------|--------|-------|--------|
| Accuracy (to hit) | +1 | +2 | +3 | +4 | +5 |
| Force (damage) | +1 | +2 | +d4 | +d6 | +d8 |
| Knife Work (dam) | +1d | +2d | +3d | — | — |
| Mélée (to hit) | +1 | +2 | +3 | +4 | +5 |
| Fencer (to hit) | +1 | +2 | +3 | +4 | +5 |
| Parry (defense) | +1 | +2 | +3 | +4 | +5 |
| Drill (initiative) | +1 | muskets, rifles, harquebus only | | | |
| Main Gauche (+1 A) | -4 | -3 | -2 | -1 | 0 |
| Gun Crew (to hit) | +1 | +2 | +3 | +4 | +5 |
| QH (init. w cudgels) | +1 | +2 | +3 | +4 | +5 |
| Vive Le Roi | +1d mv | +2 dm | +2d mv | +3 dm | +3d mv |
| Scarred | Ignore hits doing 1 pt of damage | | | | |
| Iron Will | If on mission and 0 HP, restore to 1 HP | | | | |
| Touch | Elect to do 1 pt of damage instead of rolling | | | | |

| GENERAL SKILLS | GOVERNORS |
|------------------------|------------------|
| Break | Strength |
| Improvise | Wisdom |
| Listen | Wisdom |
| Parley | Charisma |
| Sang Froid | Constitution |
| Search | Intelligence |
| Sneak | Dexterity |
| Traverse | Dexterity |
| LIFEPATH SKILLS | GOVERNORS |
| Accounting | Intelligence |
| Astrology | Intelligence |
| Astronomy | Intelligence |
| Carpentry | Strength |
| Charivari | Charisma |
| Chymistry | Wisdom |
| Counterfeiting | Wisdom |
| Decipher | Wisdom |
| Fashion | Charisma |
| Goëtia | Wisdom |
| Hermetics | Special |
| Horsemanship | Wisdom |
| Leadership | Intelligence |
| Lock Picking | Dexterity |
| Mathematics | Intelligence |
| Mend | Wisdom |
| Mentor | Charisma |
| Military Doctrine | Intelligence |
| Navigate | Intelligence |
| Pilot | Wisdom |
| Rook | Charisma |
| Seamanship | Constitution |
| Soldiering | Constitution |
| Steal | Dexterity |
| Sub Rosa | Wisdom |
| Theology | Intelligence |
| Theurgy | Wisdom |
| Trade | Wisdom |