

BALLROOM BLITZ: INTRO AND PREPARATIONS

House Gardre stands before the abyss. The aging lord Gardre's risky financial decisions have finally caught up to him, and the house's enemies are about to cash in. Unless house Gardre pays their debts this very night, they will lose everything, and the house will fall to ruin. It stands to you, the heirs and retainers of House Gardre, to solve this crisis however you can during the last ball you might ever attend. Blades in the night, subterfuge, heists, or politics. Whatever method you choose. Whatever it takes. Let's dance.



INTRO FOR THE GM

Ballroom Blitz is an open adventure for 3 to 4 players and one Game Master to complete in 3 to 4 hours. The basic premise is that **the players need to save their waning noble house from financial ruin before the end of a ball.** The whole thing is set on Scadrial, a dark fantasy world from the Mistborn novels.

The adventure is designed so that players can attempt to solve the plot many different ways, be it through assassination, political outmaneuvering, backroom deals, thievery, or something else. It's an adventure for when you want to be creative!

PREPARATIONS TO MAKE

If you are the GM, you'll want to make some preparations for playing the adventure:

1. **Read the entire thing** (it's not a lot).
2. Probably **read the Cosmere RPG rules** or port this document to another rules system.
3. **Print out character sheets.**
4. **Print out handouts!** Since the adventure has a lot of NPC:s introduced in a relatively short amount of time, it's really helpful if you have portraits available.

5. **Talk to your players about any boundaries** they might have (no gore, no patricide, etc.)
6. Ask your players how much they know about the Mistborn setting. One of the characters (Lowenna) should probably not be selected by players who haven't read the books: she has a lot of powers to keep track of.

WHAT IF I DON'T KNOW THE SETTING?

If you as a GM haven't read any Mistborn books, **no problem!** The setting isn't vitally important for the adventure, so you should be able to get by just fine reading only this document (and the Cosmere RPG rules). Two things can be changed to make the adventure lighter for you if you don't feel that at home with the setting:

1. Remove Lowenna as a choice of character for the players.
2. Change Lady Serre to be just a Tin Misting, and not a full Mistborn.

TIPS FOR RUNNING THE GAME

- **Remind your players of things they forget,** especially the different kinds of Allomantic powers people might possess. "Remember that Lady Serre can probably hear you from across the room unless she is distracted!" Your players probably don't know the setting as well as their characters do!
- **Roll with it!** If the players come up with some brilliant but strange plan, roll with it! Maybe they assume that Lord Renaudin would travel with riches he keeps locked away and want to do a heist to secure the funding they need to save themselves. This is a wonderful idea! The adventure might not explicitly state that Renaudin keeps any excess riches with him, but turning the ball into a heist is really fun!
- **The characters are competent.** This is supposed to be a fantasy in which clever players turn the tide against seemingly insurmountable odds. The adventure starts out with everyone against the player characters. Turning that initial dread and fear of the unknown into a plan of action or strategy which feels like it just might work requires that the player characters feel like they know what they're doing. Describe them as competent, even when they fail. Gently remind players of stuff they know. You don't want them to feel like they can't take a step or an action because of fear of failure, which is the only way the adventure can really come to a grinding halt. Reward them for trying.
- **Go around the table.** Whenever there is a new scene at the mansion, go around the table and ask each person what they want to do in this scene. Make everyone's voice and actions count.

THE ADVENTURE

The adventure itself takes place during a single ball at Lady Serre's mansion. If the players haven't dealt with their House's debt by the end of this ball, the adventure is lost.

INTRO TEXT

This text can be read aloud to introduce the new people at the table to the setting and ensure that the experienced people are on the same page!

This is the world of Scadrial. A dark medieval fantasy world, where the most common weather is Ashfalls: ash falling from the skies in chunks, as fine powder, or slow flakes.

Beneath the falling ash, there are two tiers of humans. First is the Skaa: toiling away in ash-filled fields. They are property and slaves, with no rights at all. Then, we have the Nobles. Much fewer than Skaa, the Nobles live in extravagant mansions and frequently attend opulent balls where they strike deals and/or assassinate one another in generational struggles for power.

This cut-throat society is how the Lord Ruler wills it. He is the more than 800 years old founder of the Final Empire in which all live. The only true rules in society are by his design: First: Skaa are inferior and subservient to Nobles, and their blood may not be mixed. Second: Nobles have the right to do anything except raise their hand against the Lord Ruler or his interests, which means it's perfectly alright to steal from and kill one another. Nobles are encouraged to keep each other in check if they want a civilized society. Third: All deals, documentations, approvals, and promises shall be recorded by the Steel Ministry, the Lord Ruler's church of bureaucracy.

The Skaa are a superstitious lot. Every night, mists roll in over the land, and Skaa can swear they hear screams in the night from horrid monsters. In a way, they are correct.

The magic gift of "allomancy" is carried in the blood of nobles, and about half of them can gain an invisible magical power. They use this power by ingesting a specific metal corresponding to the power they have and "burning" the metal within themselves, which is highly utilized in assassinations or other clandestine operations in the night. In some very rare cases, a Noble is born which is able to burn all metals. They are called "Mistborn", while those capable of burning only a specific metal are called "Misting".

The powers Nobles can have are:

Unnatural Physical Strength (Pewter), Enhanced Senses (Tin), Being able to push away any metals you select (Steel), Pulling metals (Iron), Strengthening select emotions in those around you (Zinc), Mellowing select emotions in those around you (Brass), Detecting the use of allomancy (Bronze), and Hiding you and your allies from the senses of a bronze misting (Copper).

Only Mistborn can burn a final metal: the "God Metal" Atium, which makes them capable of seeing a few short moments into the future.

So: The Nobles hold invisible powers and can do almost whatever they want in their struggles for power. No one can move against the Lord Ruler's interests. Everything needs to be recorded by the Steel Ministry; if a deal does not exist in their archives, it never existed. You should take care not to

accidentally move against the Lord Ruler, which means you should absolutely ask the Steel Ministry for approval before assassinating someone.

Where do you fit into this? You are the heirs and lesser retainer houses serving House Gardre, a house with several plantations for food-crops. The aging Lord Gardre has loaned plenty of money from other noble houses for dead-end projects and has put you deep in debt. Now, it seems as though House Trevillian has consolidated your debt, and if you do not pay the full sum to Lady Moira Trevillian before the end of the night, your house will be cast from favor and all its resources and lands will go to Trevillian.

It is up to you, during this one ball, to save your House!



THE PLOT

Lady Moira Trevillian has always been ambitious and conniving, but wrathful. After having murdered her father in a fit of rage, she is now the new head of her House, and she has seen the possibility to further climb the ladder of power.

She has consolidated the almost all of House Gardre's debts from smaller Houses through purchases or coercion. **When House Gardre inevitably defaults on these debts at the end of the evening of the ball, she will have a monopoly on food-production in the entire north-eastern province.** This is her plan.

To acquire the initial funds required to consolidate the loans, **Lady Trevillian has allied with Lord Renaudin**, the owner of the canals used to transport goods in this region and towards the capitol. They have written a trade agreement which is favorable for **Lord Renaudin**, and he will be most displeased if she ships anything less than the combined sum of hers and House Gardre's crop production come next harvest. He will attend tonight's ball to ensure that he has allied himself with the correct House.

As an additional precaution, **Lady Trevillian** has sought **permission from the Steel Ministry to assassinate all heirs of House Gardre.** Her application has not been processed yet, however.

Lady Serre knows of all of this through her excellent **espionage**. She is not altogether pleased about monopolies on food where she lives but **will not risk moving against another House** openly unless she is absolutely certain of victory. She is unaware whether **Lady Trevillian** had permission to murder her own father or not but thinks this lead too risky to pursue herself anyway.

AN ANGRY VILLAIN

Lady Trevillian is dangerously unstable. Whenever the players do something to annoy or antagonize her, make a point of putting a “rage” token by her portrait. Don’t tell them what they’re for, just call them by their name.

As she accumulates “rage” tokens, describe more and more tells of her anger. At first, maybe she glares and grits her teeth. Then, she’ll move onto accidentally snapping or crushing wine glasses. Maybe she accidentally burns some pewter and digs her fingers deep into the wooden table or cracks a stone column with her grip.

At 3 to 5 tokens (depending on how frivolous you are with handing them out), she will seek out **Obligator Samuel** and attempt to bribe him to sign a writ of approval for her assassination of the heirs of House Gardre. Whether she succeeds or not, she will attempt to murder the player characters on their way home (see Itinerary of Events step 7)!

If she reaches 5 to 7 tokens, she will snap in a fit of rage and immediately attempt to murder her antagonizers, witnesses be damned!

ACTORS

At the ball, there will be several important people for the players to interact with. Things House Gardre already knows are marked with **C**, while secret information is marked **✂**. You’ll note that most of these characters don’t have particularly many Skills. I have only written up the most important ones for each of them, but if they need to roll something else, come up with a number from 0 to 2 that you think fits how they act when you play them.

- **Lady Moira Trevillian**

Personality: Wrathful and prideful

Might: 4 (+2)	Perception: 2	Spirit: 3
Coord.: 3 (+1)	Cunning: 3	Connection: 3
Ph. H.: 7 (10)	Co. H.: 5	Sp. H.: 6
Skills: Athletics 4, Endurance 4, Melee 5, Provoke 3		
Talents: Pewter Misting (Enhance physical strength), Vile Words (can do a social attack for free every scene)		

C: She is the one to whom House Gardre is indebted. Her father was a good friend of Lord Gardre and respected and well-liked by all in the nearby region but has suddenly passed away in mysterious circumstances. Hers is the only other house out here which owns plantations.

✂: She murdered her father against the wishes of the Lord Ruler but has managed to hide this fact so far. All lesser nobles in the area fear her.

- **Lady Magali Serre**

Personality: Calm and soft-spoken

Might: 2 (+2)	Perception: 4	Spirit: 3
Coord.: 3 (+1)	Cunning: 3	Connection: 3
Ph. H.: 5 (8)	Co. H.: 7	Sp. H.: 6
Skills: Athletics 3, Shooting 3, Socialize 3, Vigilance 3		
Talents: Mistborn (can use all powers)		

C: Is a well-known Tin-Misting (can burn Tin to enhance her senses) which she uses to gather information to sell as an info-broker during balls. Hosts a lot of balls for this reason, including tonight’s ball.

✂: Actually possesses full Mistborn powers, but is very careful to only use Tin unless absolutely necessary. During the nights, she prowls other nobles’ estates and abducts their Skaa, which is how she gains the juiciest secrets. Treats her own Skaa unusually well.

- **Obligator Samuel**

Personality: Polite and courteous

Might: 3	Perception: 4	Spirit: 2
Coord.: 2	Cunning: 3	Connection: 3
Ph. H.: 5	Co. H.: 7	Sp. H.: 5
Skills: Authority 3, Profession 4, Vigilance 3		
Talents: Bronze Misting (can sense allomancy), Professions Specialization: Bookkeeping (+1)		

C: Is the Steel Ministry’s representative at the ball. He keeps master documents of all deals going on. Has a reputation about him to be “highly bribable, albeit expensive”.

✂: Samuel is a Bronze Misting (can sense allomancy), which he uses to try and figure out which nobles have which powers. He keeps a tally in a notebook.

- **Lord Aumeril Renaudin**

Personality: Vain and far up his own ass

Might: 2	Perception: 2	Spirit: 3
Coord.: 3	Cunning: 3	Connection: 4
Ph. H.: 5	Co. H.: 5	Sp. H.: 7
Skills: Authority 4, Provoke 4, Resources 5		
Talents: -		

C: He wears a bead of Atium at his forehead! One bead would be enough to buy House Gardre free! Renaudin is an important noble from the capitol who controls the canals used to ferry goods from these regions. Why is he at this lowly ball for country Nobles?

✂: Renaudin is looking for more Allomancers to take in as retainers. He will offer lots of money in exchange for abandoning your house to work for him, if you have powers.

- **Lord Haymish and Lord Rien**

Personalities: Silent and devout

Might: 4	Perception: 3	Spirit: 2
Coord.: 2	Cunning: 2	Connection: 2
Ph. H.: 6	Co. H.: 5	Sp. H.: 4
Skills: Endurance 3, Melee 3, Vigilance 3		
Haymish’s Talents: Iron Misting (can pull metals)		
Rien’s Talents: Anti-mistborn training (+1 bonus from Wit against allomancers)		

C: Lord Renaudin’s retainers and personal guards. They are built like brick houses.

✂: Lord Haymish is an Iron Misting (can pull metals) and will save his lord from any attempt to rob him or kill him with metal items. Lord Rien is a well-trained combatant. He easily becomes infatuated with strong women.

- **Other Nobles**

Many other nobles attend the Ball. Here are some names: Lady Diad, Lord Olaor, Lady Lanicca, Lord and Lady Riedwyl, Lord Amsler, Lord and Lady Fehr.

- **Skaa**

There’s lots of Skaa servants around, but no one pays attention to them.

✂: The kitchen staff loves to gossip to other Skaa and know almost as much as Lady Serre herself.

ITINERARY OF EVENTS

The adventure follows a simple linear path, but maybe you'll feel the need to add some more scenes:

1. **Carriage Ride** towards Lady Serre's mansion. Ash falls heavily. Here, you can explain the stakes and setting, maybe even in character as the old Lord Gardre! He won't be able to attend because of his old age, however.
 - a. To get a feel for the system and get some dice rolling, you can have **a desperate Skaa stop and try to rob the wagon** for some spare change.
2. **The players make their entrance** to Lady Serre's ball. They arrive fashionably late. Ask each player what kind of first impression they want to make and have them roll something suitable. Treat this as a "Creating a Condition" action which can give them bonuses to suitable rolls later. If you want to hammer home the dark setting, have those who stepped out of the wagon in the first scene lose the quality bonus from their clothes because of ash-stains.
 - a. Soon after the players have made their entrance, **Lord Aymeril Renaudin arrives to the surprise of all**. Attentive characters may notice that Lady Serre and Lady Trevillian were not surprised.
3. **Mingling** at the party; Nobles make introductions and start whispering their deals to each other.
 - a. **Obligator Samuel** burns bronze and looks for allomancers.
 - b. **Lady Trevillian** will bribe **Obligator Samuel** to escape some taxes on "huge upcoming shipments"
 - c. **Lady Serre** will eavesdrop on conversations.
 - d. **Lord Renaudin** will attempt to buy information regarding what powers different Nobles possess from **Lady Serre**. She might refer him to **Obligator Samuel**.
4. **The dancing begins** as a string quintet of skilled Skaa plays wonderful tones. This is a great moment to speak one-on-one with Nobles of the opposite gender, as the shuffling of dresses, music, and stomping of feet makes it exceedingly hard to eavesdrop.
 - a. **Lady Trevillian** will want to discuss her trade deal with **Lord Renaudin**, if she gets the chance to dance with him.
 - b. If asked, **Lady Serre** will be sympathetic to the plight of House Gardre, and might let up some useful information. She has whatever information is useful for (but not enough to alone solve) the players' current plan.
 - c. If someone dares dance with **Lady Trevillian**, she will be truly horrid and mean and make a social attack using Provoke (dealing spiritual damage).
 - d. **Obligator Samuel** prefers not to dance but will if pressed. He is terrible at it. If he isn't distracted, he burns bronze.

- e. **Lord Renaudin** will not-so-subtly ask any player who dances with him about allomancy in their lineage and whether they want to leave their life for the capitol.

5. **Last change for deals before dinner**. Everyone starts preparing for the dinner. Any NPC which has not gotten the chance to do what they want to do so now. Remind the players that it is soon too late to act!
6. **Dinner**. All the guests sit down for the dinner which marks the end of the night. Not much of importance is discussed, although the truly desperate might excuse themselves for short moments. At the end of this dinner, before everyone leaves, the night's deals will be finalized. **Obligator Samuel** will fetch the master document containing House Gardre's collected debts and compare this to what they can pay. Unless the players can immediately pay the full amount or **Lady Trevillian** agrees to postpone collecting, all of House Gardre's estates will befall **Lady Trevillian**.
7. **The ride home???** If **Lady Trevillian** has accumulated enough "rage", she will ambush the players' wagon on their way home and try to kill them all! She will start the ambush by rushing the wagon with allomantically enhanced strength and slamming it off the road, hitting everyone inside with one attack unless they can notice her and jump out. Then, a fight to the death ensues!

POTENTIAL WAYS TO WIN

Here is a quick list of ways I have had people try to succeed in the adventure (many did succeed!):

- Make Lady Trevillian angry enough that she attempts to kill them, and then kill her in self-defense.
- Convince Lord Renaudin that House Gardre is a better ally than Trevillian, and also that he should give them an advance on their next shipment. Use this advance to bribe Obligator Samuel to change the details of the loan documents so that they have more time to get out of their debts, gambling that Trevillian will have over-extended and will financially collapse unless she gains their assets tonight.
- Steal Atium from Lord Renaudin and frame Lady Trevillian for the theft.
- Bribe Obligator Samuel to issue an approval of assassination against Lady Trevillian, then attempt to murder her.
- Convince Lady Serre that House Gardre can protect her from Lady Trevillian. Bribe Obligator Samuel with the promise of a cut of future profits he can take from tax fraud. Then, openly accuse Lady Trevillian of unsanctioned assassination during the dinner, with proof from Serre and Samuel.
- Stage a convoluted scenario where they sowed discord and doubt between Lady Trevillian and Lord Renaudin, and Lady Serre and Obligator Samuel, then staged a series of clumsy assassination attempts between them all which ended the night in a free-for-all melee.

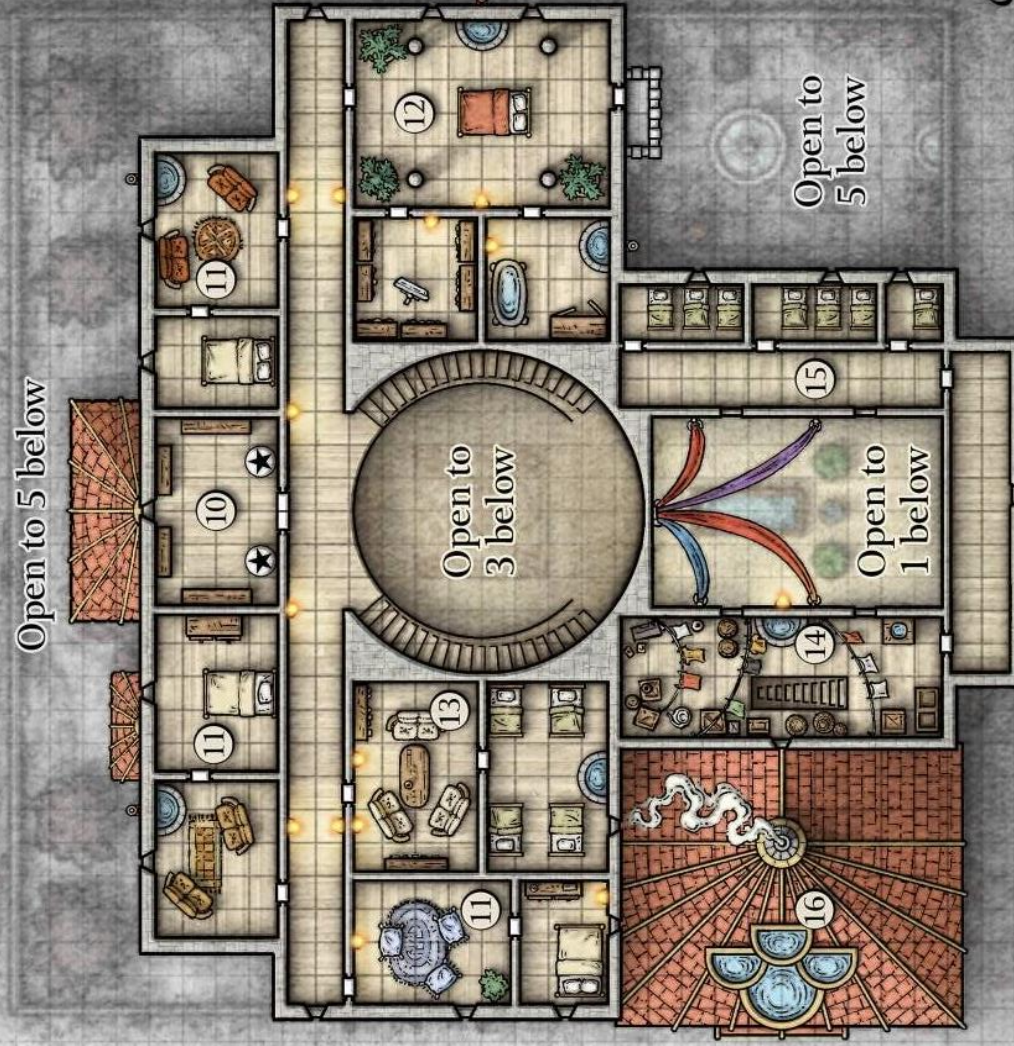
LET'S DANCE!

In the following pages, I have included examples of handouts I use when running this adventure, as well as the character sheets for the player characters.

LOWER LEVEL



UPPER LEVEL





Morcant Gardre

The eldest child of Lord Gardre, it has long been you who hold the real power in the house. Soon, the mismanagement of the house will be over, things will be different when *you* are in charge. If the house survives until then...

Morcant is a savvy politician and social mastermind, but very physically frail.



Lowenna Gardre

The youngest child of Lord Gardre, the entire house puts their hopes on you, the first full Mistborn the house has sired in a hundred years! Lord Gardre showers you with affection and money!

Not yet particularly experienced, Lowenna's true strength lies in her allomantic powers. Recommended for readers of Mistborn novels who remember said powers.



Cadan Gardre

Middle son of Lord Gardre, you were the only one of your siblings to never snap. Not a single trace of Allomantic powers! Determined not to be a disappointment, you have devoted your entire being into training both skill in the court as well as combat prowess to take some of the burden off your siblings.

A well-balanced character.



Orianna Runals

When house Runals was cast into ruin by their association with rebellious Skaa, Lord Gardre took you in as a retainer and house guard. Now, you use your exceptional senses to keep him out of trouble.

Orianna is incredibly perceptive, but not very bright nor sociable.



Ysella Trevoze

House Trevoze has been a lesser retainer house serving house Gardre for centuries, acting as advisors and assistants. If only the current lord had listened to your economic advice, maybe you wouldn't be in this mess.

Ysella is an intelligent and well-rounded supporting character.



Elys

While the nobles dance to your music, you listen to their whispers. They worry about the mistborn among them, but they should worry about you, the inconspicuous Skaa with a knife. You are Lord Gardre's prized assassin.

Elys is not much for conversation, but is perfect for an indirect, stealthy, approach.

Lord Gardre



Lady Moira Trevillian



Obligator Samuel



Lady Magali Serre



Lord Aymeril Renaudin



Lord Rien & Lord Haymish



Glyn



???



Elys



2 | **MIGHT**
4 | **COORDINATION**
6 | **PHYSICAL HEALTH**

3 | **PERCEPTION**
3 | **CUNNING**
6 | **MENTAL HEALTH**

3 | **SPIRIT**
2 | **CONNECTION**
5 | **SPIRITUAL HEALTH**



- 2 | **ATHLETICS**
- 0 | **AUTHORITY**
- 1 | **ENDURANCE**
- 2 | **LEGENDMAIN**
- 0 | **LORE**
- 0 | **MEDICINE**
- 2 | **MELEE**
- 0 | **PROVOKE**
- 1 | **PROFESSION**
- 0 | **RESOURCES**
- 1 | **SHOOTING**
- 3 | **STEALTH**
- 1 | **SOCIALIZE**
- 2 | **VIGILANCE**
- 0 | _____



Talents, Investiture, & Equipment

Talents:

Profession Specialization: Music (+1)

Violin (quality +1)

Skaa:

When in an environment where low-born are allowed and acting submissively, no one will take any note of you.

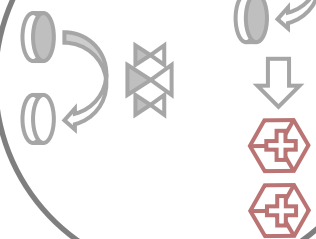
Thief's Tools (quality +1)

Many Hidden Stone Blades (quality +1)

Swift Death:

You may use Coordination with small weapons (normally, Might is used).

DESPERATION



DETERMINATION



DESPAIR



Morcant Gardre



- 2 | MIGHT
- 2 | COORDINATION
- 4 | PHYSICAL HEALTH

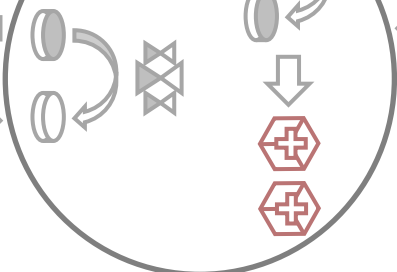
- 3 | PERCEPTION
- 3 | CUNNING
- 6 | MENTAL HEALTH

- 3 | SPIRIT
- 4 | CONNECTION
- 7 | SPIRITUAL HEALTH

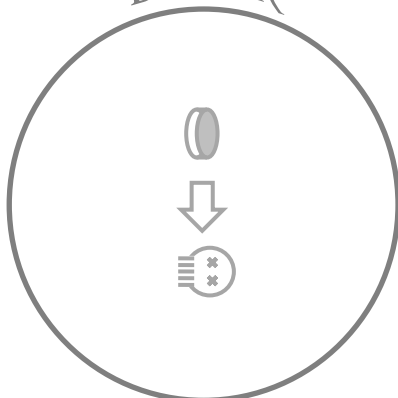
DETERMINATION



DESPERATION



DESPAIR



- 0 | ATHLETICS
- 3 | AUTHORITY
- 1 | ENDURANCE
- 0 | LEGENDARY
- 1 | LORE
- 1 | MEDICINE
- 0 | MELEE
- 2 | PROVOKE
- 0 | PROFESSION
- 2 | RESOURCES
- 0 | SHOOTING
- 0 | STEALTH
- 3 | SOCIALIZE
- 1 | VIGILANCE
- 0 | _____

TALENTS:

Lore Specialization: Noble Houses (+1)

EQUIPMENT:

Fine Clothes (quality +1)

An extra vial of Zinc shavings (2 spheres worth)

TALENTS, INVESTMENT, & EQUIPMENT

ROTER: ZINC ALLOWANCY

When burning zinc, you can enflame select emotions in nearby targets.

Mark a half-cross in a sphere if you start burning zinc. As long as a sphere remains half-crossed, you can use the effects of burning zinc. At the end of each scene, complete all half-crosses.

Burning zinc is adds +3 Tool dice when convincing someone to take immediate action, or +1 Tool dice to any social roll. You may grant these dice as aid to other players, if you are nearby.

If you push a zinc-enhanced roll and fail, your target notices they are being emotionally manipulated. If you push and roll any 1s on Tool dice, you flare zinc: immediately completely cross a sphere.

Zinc



Lowenna Gardre



3 **MIGHT**

4 **COORDINATION**

7 **PHYSICAL HEALTH**

2 **PERCEPTION**

2 **CUNNING**

4 **MENTAL HEALTH**

3 **SPIRIT**

3 **CONNECTION**

6 **SPIRITUAL HEALTH**

DETERMINATION



1 **ATHLETICS**

1 **AUTHORITY**

1 **ENDURANCE**

1 **LEGENDMAIN**

0 **LORE**

0 **MEDICINE**

1 **MELEE**

1 **PROVOKE**

0 **PROFESSION**

2 **RESOURCES**

1 **SHOOTING**

0 **STEALTH**

0 **SOCIALIZE**

0 **VIGILANCE**

0 _____

DESPERATION



PEWTER

0 0 0 0 0 0



STEEL

0 0 0 0 0 0



IRON

0 0 0 0 0 0



BRASS

0 0 0 0 0 0



ZINC

0 0 0 0 0 0



BRONZE

0 0 0 0 0 0



COPPER

0 0 0 0 0 0



ADAMANT

0 0 0 0 0 0

DESPAIR



TALENTS, INVESTURE, & EQUIPMENT



MISTBORN: true allomancer

Mark a half-cross in a sphere if you start burning a metal. As long as a sphere remains half-crossed, you can use the effects of burning that metal. At the end of each scene, complete all half-crosses.

If you push a roll involving allomancy and roll any 1s on the bonus dice, you have flared the metal: immediately completely cross a sphere.

Refer to your cheat-sheet for details on metals. Quick-guide below:

Pewter: enhanced strength (+2/+1 attr dice)

Tin: enhanced senses (+2/+1 attr dice)

Steel: push metal (+2 tool dice)

Iron: pull metal (+2 tool dice)

Brass: soothe emotions (+3/+1 tool dice)

Zinc: riot emotions (+3/+1 tool dice)

Bronze: sense allomancy (+2 tool dice)

Copper: hide allomancy (auto/+2 tool dice)

Adamant: bc unstoppable (+10 skill dice)

adam is automatically flared every turn

EQUIPMENT:

Beautiful Crown (quality +2)

Hidden Obsidian Blade (quality +2, fragile)



TALENTS:

TALENTS, INVESTITURE, & EQUIPMENT

EQUIPMENT

Hazekiller:

Fine Clothes (quality + 1)

Gain +1 bonus every time you use Wit in a roll directly opposing someone burning metals.

Combat Cane (quality +1)

Once per scene, deal +1 damage against an opponent burning pewter or tin.

Struggle:
Regain Wit when Raising the Stakes.

1	ATHLETICS
0	AUTHORITY
1	ENDURANCE
0	LEGENDARY
0	LORE
0	MEDICINE
2	MELEE
1	PROVOKE
0	PROFESSION
1	RESOURCES
0	SHOOTING
1	STEALTH
1	SOCIALIZE
2	VIGILANCE
0	

1 Socialize

i | STealth

Shooting

1 RESOURCES

- Profession

PROVOKE

2 MILEE

Medicine

LORE

O LÉGER D'EMAIL

! ENJOYANCE

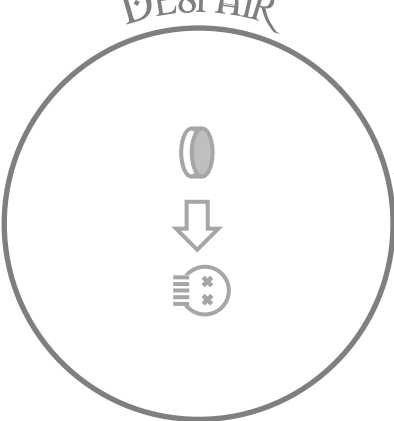
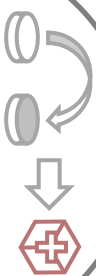
Authority

ATHLETICS

DESPERATION

DETERMINATION

DESPAIR



Orianna Runals



3 MIGHT

3 COORDINATION

6 PHYSICAL HEALTH

4 PERCEPTION

2 CUNNING

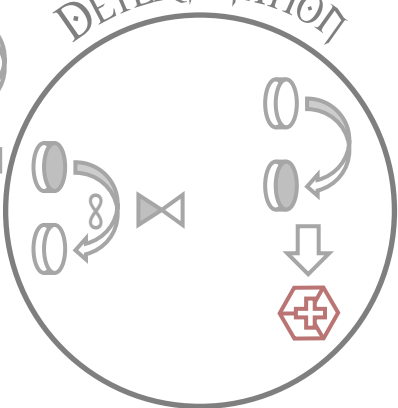
6 MENTAL HEALTH

3 SPIRIT

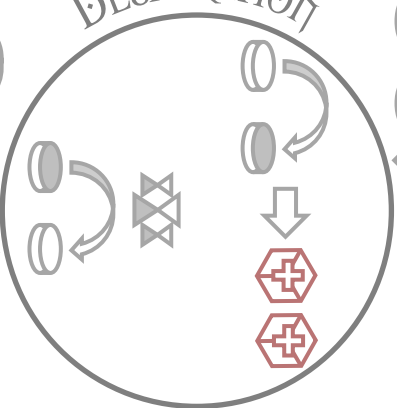
2 CONNECTION

5 SPIRITUAL HEALTH

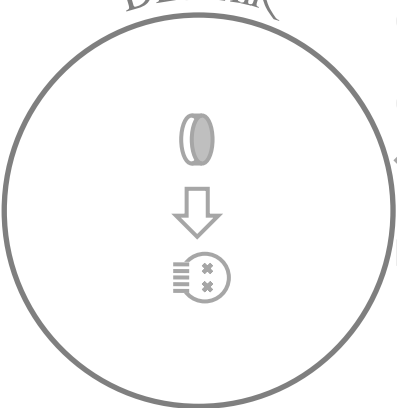
DETERMINATION



DESPERATION



DESPAIR



1 ATHLETICS

0 AUTHORITY

1 ENDURANCE

1 LEGENDARY

1 LORE

1 MEDICINE

1 MELEE

1 PROVOKE

0 PROFESSION

1 RESOURCES

2 SHOOTING

1 STEALTH

1 SOCIALIZE

3 VIGILANCE

0 _____



Talents, Investiture, & Equipment

TALENTS:

Lore Specialization: Skaa (+1)

EQUIPMENT

Fine Clothes (quality +1)

Miniature Crossbow

quality +2

short action to reload

3 bolts (OOO)

SEEKER: BRONZE ALLOMANCY

When burning bronze, you can sense the use of allomancy around you, with a quality +2 Tool.

Mark a half-cross in a sphere if you start

burning bronze. As long as a sphere remains half-crossed, you can use the effects of burning

bronze. At the end of each scene, complete all half-crosses.

half-crosses.

Roll Perception+Vigilance+Tool(2) for the bronze allomancy skill.

Success means you can detect any nearby

active allomancy, if any. Additional successes

increase your range of detection and allows you

to discern which specific metals are being used.

If you push bronze allomancy and roll 1s on any Tool dice, you flare bronze (immediately

cross a sphere as used).

BRONZE



Ysella Trevose



2 MIGHT
3 COORDINATION
5 PHYSICAL HEALTH

2 PERCEPTION
4 CUNNING
6 MENTAL HEALTH

3 SPIRIT
3 CONNECTION
6 SPIRITUAL HEALTH



- 0 ATHLETICS
- 1 AUTHORITY
- 1 ENDURANCE
- 0 LEGENDARY
- 1 LORE
- 2 MEDICINE
- 0 MELEE
- 1 PROVOKE
- 3 PROFESSION
- 0 RESOURCES
- 0 SHOOTING
- 0 STEALTH
- 2 SOCIALIZE
- 2 VIGILANCE
- 0 _____



TALENTS: TALENTS, INVESTURE, & EQUIPMENT

Lore Specialization: Noble Houses (+1) Fine Clothing (quality +1)

Profession Specialization: Accounting (+1) Vial of Paralyzing Poison (6 damage, 1 dose)

Profession Specialization: Chemist (+1)

Profession Specialization: Law (+1)

Ingenious:

May use Profession in place of any roll once per session.

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