

# RAPHAËL DE NORMANTE

"All ends in blood"

FORCE  
**d6**

WILLPOWER  
**d6**

INFLUENCE  
**d10**

REASON  
**d8**

PRECISION  
**d8**

SUBTERFUGE  
**d6**

Refined

Brave

PERSONALITY

Fence

Etiquette

TRAINING



DARK HERITAGE

**Bloodsinger**



Face a TEST and explore your DARK HERITAGE. Add 1d12 to your pool, but if you roll 9+ on the first mark, 6+ on the second, and 3+ on the third, you will also face a COMPLICATION.

*Examples: unleash the power of your blood, affect the emotions in those around you, control the flow of blood around you.*

URGE

**Drink human blood**

When you do so, remove all marks from DARK HERITAGE and GIFTS.

## CONDITIONS

- ☐ **Anger**  
-1 to **reason**, **precision**, and **subterfuge** rolls
- ☐ **Exhaustion**  
-1 to **force**, **willpower**, and **influence** rolls
- ☐ **Shame**  
You cannot use your **PERSONALITY**
- ☐ **Fear**  
You cannot use your **TRAINING**
- ☐ **Insecurity**  
You cannot use your **MOTIVES**

## WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face TESTS

## BACKGROUND

**Noble**  
You can mark **anger** to get an **influence** SUCCESS

## MOTIVES

**Aspiration** ☐

Mark it to heal a **WOUND**

**Duty** ☐

Mark it to heal a **CONDITION**

## RESOURCES

**A Normante signet ring**  
When conversing with military and high-ranking people, you roll with +1

GIFT

**A heartbeat from the truth**

Mark this GIFT to sense a target's heartbeat. For this SCENE you can discern if they're being truthful.

*However*, the rushing blood distracts you. Apply -1 to **precision** rolls as long as this GIFT is marked.

GIFT

**Power of blood**

Mark this gift to become incredibly strong for a moment. You get a **force** SUCCESS.

*However*, you put your heart under duress. Roll 1d6; If you roll 1, you suffer **exhaustion**.



BLOODSINGER

# RAPHAËL DE NORMANTE

*You were born among the comforts of court life.*

*Your father disowned you when he discovered your dark heritage.*

## How did your DARK HERITAGE manifest itself?

Take inspiration from the GIFTS listed on your character sheet.

## What do you remember about life at court?

- Add to your PERSONALITY one of the following:  
*Diplomatic, Cunning, Hedonist* - or make up your own.
- Add to your TRAINING one of the following:  
*History, Scheming, Leadership* - or make up your own.

## What do you remember of when Igritte recruited you?

- If you wish, invent and write down your **aspiration**.
- Write down your current **duty**: *"Complete your training"*.



*"I hand over to you my firstborn: a stupid, spoiled, blood-sucking parasite."*

- Excerpt from a letter by the Duke of Normante



# CELENE CERVANTES

"Learn to hunt or prepare to run"

FORCE  
**d10**

WILLPOWER  
**d6**

INFLUENCE  
**d6**

REASON  
**d6**

PRECISION  
**d8**

SUBTERFUGE  
**d8**

## CONDITIONS

- ☐ **Anger**  
-1 to **reason**, **precision**, and **subterfuge** rolls
- ☐ **Exhaustion**  
-1 to **force**, **willpower**, and **influence** rolls
- ☐ **Shame**  
You cannot use your **PERSONALITY**
- ☐ **Fear**  
You cannot use your **TRAINING**
- ☐ **Insecurity**  
You cannot use your **MOTIVES**

## WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face **TESTS**

## BACKGROUND

### Outlaw

When you'd suffer **shame**, roll 1d6;  
if you roll 5 or 6, it doesn't apply

## MOTIVES

### Aspiration ☐

Mark it to heal a **WOUND**

### Duty ☐

Mark it to heal a **CONDITION**

## RESOURCES

**A dagger made of Silversteel**  
Useful against **Shapeshifters**  
and **Clawshrouders**

**Hotheaded**

**Good-hearted**

PERSONALITY

**Steal**

**Hunt**

TRAINING

## DARK HERITAGE

### Clawshrouder



Face a **TEST** and explore your **DARK HERITAGE**. Add 1d12 to your pool, but if you roll 9+ on the first mark, 6+ on the second, and 3+ on the third, you will also face a **COMPLICATION**.

*Examples: awaken the ancient predator inside you, connect with nature, push your senses and your muscles over the edge.*

## URGE

### Hunt human beings

When you do so, remove all marks from **DARK HERITAGE** and **GIFTS**.

## GIFT

### Beast form

You grow fangs and claws. Apply +1 to **force** tests and ignore any **exhaustion** effects for this **SCENE**.

*However*, you risk being overcome by your hunting instinct. Roll 1d6; if you roll 1, you suffer **anger**.

## GIFT

### Danger sense

You smell any threats nearby. You get a clue as to their nature, and you can tell if they are reviled.

*However*, your hunting instinct awakes. Apply -1 to **reason** rolls as long as this **GIFT** is marked.





CLAWSHROUDER

# CELENE CERVANTES

*You have lived a life of poaching. On your worst days, you struggled to tell a deer from a human.*

## How did your DARK HERITAGE manifest itself?

Take inspiration from the GIFTS listed on your character sheet.

## How did you live your life as an outlaw?

- Add to your PERSONALITY one of the following:  
*Opportunist, Violent, Honorable* - or make up your own.
- Add to your TRAINING one of the following:  
*Traps, Threatening, Poisons* - or make up your own.

## What do you remember of when Igritte recruited you?

- If you wish, invent and write down your **aspiration**.
- Write down your current **duty**: *"Complete your training"*.



*"The whole gang feared her! She was a wild, rough, furious, lunatic beast."*

- Confession of Seraf, an outlaw



# LUCIEN DELACROIX

"Every shadow is born out of light"

FORCE

d6

WILLPOWER

d10

INFLUENCE

d8

REASON

d8

PRECISION

d6

SUBTERFUGE

d6

## CONDITIONS

- ☐ **Anger**  
-1 to **reason**, **precision**, and **subterfuge** rolls
- ☐ **Exhaustion**  
-1 to **force**, **willpower**, and **influence** rolls
- ☐ **Shame**  
You cannot use your **PERSONALITY**
- ☐ **Fear**  
You cannot use your **TRAINING**
- ☐ **Insecurity**  
You cannot use your **MOTIVES**

## WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face **TESTS**

## BACKGROUND

**Believer**

You can mark **shame** to get  
a **willpower** **SUCCESS**

## MOTIVES

**Aspiration** ☐

Mark it to heal a **WOUND**

**Duty** ☐

Mark it to heal a **CONDITION**

## RESOURCES

**A Luminarian pendant**

When interacting with Luminarian  
believers, you roll with +1

**Honest**

**Intense**

**Sacred  
scripture**

**Frighten**

DARK HERITAGE

**Shadowdancer**



Face a **TEST** and explore your **DARK HERITAGE**. Add 1d12  
to your pool, but if you roll 9+ on the first mark, 6+ on the second,  
and 3+ on the third, you will also face a **COMPLICATION**.

*Examples: give life and texture to your shadow, explore the  
non-places hidden in the shadows, weave shadows around you.*

URGE

**Terrorize people**

When you do so, remove all marks from **DARK HERITAGE** and **GIFTS**.

GIFT

**Icy blood**



Your shadow devours your emotions.  
Remove two **conditions** and apply  
+1 to **reason** rolls for this **SCENE**.

*However*, a deep chill pervades you.  
You cannot use your **MOTIVES**  
as long as this **GIFT** is marked.

GIFT

**Cloak of shadows**



Shroud a target in shadows,  
concealing them from sight until they  
draw attention to themselves.

*However*, the shadows are hungry.  
Roll 1d6; if you roll 1,  
the target suffers a **WOUND**.





SHADOWDANCER

# LUCIEN DEIACROIX

*You spent your childhood in the rigor of a Luminarian monastery. They tried to exorcise the shadow that lives inside you.*

## How did your **DARK HERITAGE** manifest itself?

Take inspiration from the **GIFTS** listed on your character sheet.

## What aspects of your life in the monastery have left a mark on you?

- Add to your **PERSONALITY** one of the following:  
*Believer, Skeptical, Selfless* - or make up your own.
- Add to your **TRAINING** one of the following:  
*Enduring, History, Evangelizing* - or make up your own.

## What do you remember of when Igritte recruited you?

- If you wish, invent and write down your **aspiration**.
- Write down your current **duty**: *"Complete your training"*.

*"A true devotee... and an unholy monster corrupted by shadows."*

- Excerpt from the diaries of Mother Alène



# THALIA SEULEFILLE

"Death is a door to another life"

FORCE

**d6**

WILLPOWER

**d8**

INFLUENCE

**d6**

REASON

**d8**

PRECISION

**d8**

SUBTERFUGE

**d8**

**Shrewd**

**Indifferent**

PERSONALITY

**Sneak through**

**Suckerpunch**

TRAINING

## CONDITIONS

- ☐ **Anger**  
-1 to **reason**, **precision**, and **subterfuge** rolls
- ☐ **Exhaustion**  
-1 to **force**, **willpower**, and **influence** rolls
- ☐ **Shame**  
You cannot use your **PERSONALITY**
- ☐ **Fear**  
You cannot use your **TRAINING**
- ☐ **Insecurity**  
You cannot use your **MOTIVES**

## WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face **TESTS**

## BACKGROUND

**Orphan**

You can mark **fear** to get a **subterfuge** **SUCCESS**

## MOTIVES

**Aspiration** ☐

Mark it to heal a **WOUND**

**Duty** ☐

Mark it to heal a **CONDITION**

## RESOURCES

**A bag of Saltpeter**

Useful against **Fallens**, it forces them to **materialize**

## DARK HERITAGE

**Ghostwalker**

○○○

Face a **TEST** and explore your **DARK HERITAGE**. Add 1d12 to your pool, but if you roll 9+ on the first mark, 6+ on the second, and 3+ on the third, you will also face a **COMPLICATION**.

*Examples: tear down the veil between the world of the living and the dead, become intangible for a moment, connect with ghosts.*

## URGE

**Obey vengeful spirits**

When you do so, remove all marks from **DARK HERITAGE** and **GIFTS**.

## GIFT

**Pale whispers**

○

Ask a question to a ghost, they are bound to answer truthfully

*However*, you look pale and unsettling. Apply -1 to **influence** rolls as long as this **GIFT** is marked.

## GIFT

**Poltergeist**

○

Materialize a ghost. Until you act again, it disrupts or pushes a target of your choice a few meters.

*However*, you expose yourself to the agony of the ghost you evoked. Roll 1d6; if you roll 1, you suffer **fear**.





GHOSTWALKER

# THALIA SEULEFILLE

*You grew up on the muddy streets of Arenbourg.  
Yours was a life of sacrifice and expedients.*

## How did your **DARK HERITAGE** manifest itself?

Take inspiration from the GIFTS listed on your character sheet.

## What has your life on the streets of Arenbourg taught you?

- Add to your **PERSONALITY** one of the following:  
*Quiet, Ruthless, Stubborn* - or make up your own.
- Add to your **TRAINING** one of the following:  
*Stealing, Hiding, Repairing* - or make up your own.

## What do you remember of when Igritte recruited you?

- If you wish, invent and write down your **aspiration**.
- Write down your current **duty**: *"Complete your training"*.

*"I am glad that wretched jinx is gone.  
She looked like a dead woman walking."*

- A resident of Arenbourg





# BASTIEN MOREAUX

"Let's make a bet..."

FORCE

**d6**

WILLPOWER

**d6**

INFLUENCE

**d10**

REASON

**d8**

PRECISION

**d6**

SUBTERFUGE

**d8**

**Ingenious**

**Mocking**

PERSONALITY

**Assess**

**Lie**

TRAINING

## CONDITIONS

- ☐ **Anger**  
-1 to **reason**, **precision**, and **subterfuge** rolls
- ☐ **Exhaustion**  
-1 to **force**, **willpower**, and **influence** rolls
- ☐ **Shame**  
You cannot use your **PERSONALITY**
- ☐ **Fear**  
You cannot use your **TRAINING**
- ☐ **Insecurity**  
You cannot use your **MOTIVES**

## WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face **TESTS**

## BACKGROUND

**Middle class**

You may reroll the die with the lowest result when negotiating.

## MOTIVES

**Aspiration** ☐

Mark it to heal a **WOUND**

**Duty** ☐

Mark it to heal a **CONDITION**

## RESOURCES

**A robe with a hidden pocket**

You can hide a small object in it.



DARK HERITAGE

**Fateweaver**



GIFT

**Scale of fate**



You get a **SUCCESS** in a **TEST** of your choice.

*However*, in the future, the Darkness may cause a **complication** in a challenge of its choice.

Face a **TEST** and explore your **DARK HERITAGE**. Add 1d12 to your pool, but if you roll 9+ on the first mark, 6+ on the second, and 3+ on the third, you will also face a **COMPLICATION**.

*Example: divert the course of fate, create minor illusions, uncover untold secrets, reshape ideas and perceptions.*

URGE

**Toy with the lives of others**

When you do so, remove all marks from **DARK HERITAGE** and **GIFTS**.

GIFT

**Fae Dissoluteness**



Give in to the allure of the Fae. Apply +1 to **subterfuge** rolls and ignore any **shame** effects for this **SCENE**.

*However*, your moral resolve might waver. Apply -1 to **willpower** rolls as long as this **GIFT** is marked.





"I was the one who reported him. My brother was corrupted, a vile servant of the Fae."

- Sybille Moreaux, Bastien's sister

FATEWEAVER

# BASTIEN MOREAUX

*You were raised in a middle-class family  
that built its wealth through trade and ambition.*

## How did your **DARK HERITAGE** manifest itself?

Take inspiration from the GIFTS listed on your character sheet.

## What has a life of trade and negotiations taught you?

- Add to your **PERSONALITY** one of the following:  
*Clever, Ambitious, Dedicated* - or make up your own.
- Add to your **TRAINING** one of the following:  
*Negotiate, Conceal, Distract* - or make up your own.

## What do you remember of when Igritte recruited you?

- If you wish, invent and write down your **aspiration**.
- Write down your current **duty**: "*Complete your training*".



# RENEE RÈVENOIRE

"I've seen what will happen to you: nothing good"

FORCE

**d6**

WILLPOWER

**d8**

INFLUENCE

**d8**

REASON

**d8**

PRECISION

**d8**

SUBTERFUGE

**d6**

BACKGROUND

**Nomad**

You may reroll the die with the lowest result when trying to earn someone's trust.

MOTIVES

**Aspiration** ☐

Mark it to heal a WOUND

**Duty** ☐

Mark it to heal a CONDITION

RESOURCES

**A Truelight pendant**

Useful against Shadows

CONDITIONS

- ☐ **Anger**  
-1 to reason, precision, and subterfuge rolls
- ☐ **Exhaustion**  
-1 to force, willpower, and influence rolls
- ☐ **Shame**  
You cannot use your PERSONALITY
- ☐ **Fear**  
You cannot use your TRAINING
- ☐ **Insecurity**  
You cannot use your MOTIVES

**Free spirit**

**Sinister**

PERSONALITY

WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face TESTS

TRAINING

**Pagan rites**

DARK HERITAGE

**Hexbringer**

○○○

GIFT

**Dire echo**

○

Choose a target and inflict a WOUND on yourself; the target will take it instead.

*However*, there's no guarantee the effect will transfer entirely. Roll 1d6; if you roll 1, you also suffer a WOUND.

Face a TEST and explore your DARK HERITAGE. Add 1d12 to your pool, but if you roll 9+ on the first mark, 6+ on the second, and 3+ on the third, you will also face a COMPLICATION.

*Example: foresee misfortune and influence its course, delve into possible futures and their secrets.*

URGE

**Cause terrible misfortunes**

When you do so, remove all marks from DARK HERITAGE and GIFTS.

GIFT

**Dark omen**

○

Ask the Darkness to reveal the most immediate danger to a subject in this moment; it will unveil it by describing a brief vision to you.

*However*, the vision might frighten you. Roll 1d6; if you roll 1, you suffer **fear**.





BASTARD  
WITCH  
SERVANT  
OF  
DARKNESS



"That bastard witch was  
a servant of Darkness."

- Witchcraft accusation

HEXBRINGER

# RENEE RÈVENOIRE

*You grew up constantly on the move.*

*No place is truly your home, yet every place feels like it could be.*

## How did your DARK HERITAGE manifest itself?

Take inspiration from the GIFTS listed on your character sheet.

## What was it like to live moving from place to place?

- Add to your PERSONALITY one of the following:  
*Independent, Tormented, Pragmatic* - or make up your own.
- Add to your TRAINING one of the following:  
*Visions, Poisons, Intimidate* - or make up your own.

## What do you remember of when Igritte recruited you?

- If you wish, invent and write down your **aspiration**.
- Write down your current **duty**: "*Complete your training*".



# SEVERIN MONTFLEUR

"The forest neither judges nor forgives"

FORCE  
**d10**

WILLPOWER  
**d8**

INFLUENCE  
**d6**

REASON  
**d6**

PRECISION  
**d8**

SUBTERFUGE  
**d6**

## CONDITIONS

- ☐ **Anger**  
-1 to **reason**, **precision**, and **subterfuge** rolls
- ☐ **Exhaustion**  
-1 to **force**, **willpower**, and **influence** rolls
- ☐ **Shame**  
You cannot use your **PERSONALITY**
- ☐ **Fear**  
You cannot use your **TRAINING**
- ☐ **Insecurity**  
You cannot use your **MOTIVES**

## WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face **TESTS**

## BACKGROUND

**Humble**  
You can mark **exhaustion** to get a **willpower** **SUCCESS**

## MOTIVES

**Aspiration** ☐

Mark it to heal a **WOUND**

**Duty** ☐

Mark it to heal a **CONDITION**

## RESOURCES

**Dried Luminaria**  
Consuming this dried flower heals a **WOUND**.

**Strong**

**Shy**

PERSONALITY

**Endure**

**Defend**

TRAINING



## DARK HERITAGE

**Wildseeker**



Face a **TEST** and explore your **DARK HERITAGE**. Add 1d12 to your pool, but if you roll 9+ on the first mark, 6+ on the second, and 3+ on the third, you will also face a **COMPLICATION**.

*Esempi: awaken the forces of nature, animate plants and roots, catch messages in the wind, destroy something artificial.*

## URGE

**Destroy the marks of civilization**

When you do so, remove all marks from **DARK HERITAGE** and **GIFTS**.

## GIFT

**Barkskin**

Your skin becomes as tough as bark. For this **SCENE**, when you would take a **WOUND**, roll 1d6. If you roll 5+, you don't take the **WOUND**.

*However*, your appearance becomes unsettling. Apply -1 to **influence** rolls as long as this **GIFT** is marked.

## GIFT

**Deep roots**

You become calm and steady like a tree. Apply +1 to **willpower** rolls and ignore any **anger** effects for this **SCENE**.

*However*, your connection to the earth slows you down. Apply -1 to **force** rolls until the end of the **SCENE**.





*"That useless monster has always been  
an incompetent and bulky idiot."*

- Severin's mother

WILDSEEKER

# SEVERIN MONTFLEUR

*Your parents were farmers  
and have worked tirelessly since a very young age.*

## How did your **DARK HERITAGE** manifest itself?

Take inspiration from the **GIFTS** listed on your character sheet.

## What did you learn during years spent working the land?

- Add to your **PERSONALITY** one of the following:  
*Kind, Cautious, Well-disposed* - or make up your own.
- Add to your **TRAINING** one of the following:  
*Herbalism, Survival, Toil* - or make up your own.

## What do you remember of when Igritte recruited you?

- If you wish, invent and write down your **aspiration**.
- Write down your current **duty**: *"Complete your training"*.



NAME

FORCE

WILLPOWER

INFLUENCE

REASON

PRECISION

SUBTERFUGE

CONDITIONS

- ☐ **Anger**  
-1 to **reason**, **precision**, and **subterfuge** rolls
- ☐ **Exhaustion**  
-1 to **force**, **willpower**, and **influence** rolls
- ☐ **Shame**  
You cannot use your **PERSONALITY**
- ☐ **Fear**  
You cannot use your **TRAINING**
- ☐ **Insecurity**  
You cannot use your **MOTIVES**

WOUNDS

- ☐
- ☐
- ☐
- ☐ **Out of play**  
You cannot act nor face **TESTS**

BACKGROUND

MOTIVES

**Aspiration** ☐

Mark it to heal a **WOUND**

**Duty** ☐

Mark it to heal a **CONDITION**

RESOURCES

-  
-  
-  
-

PERSONALITY

TRAINING

DARK HERITAGE

GIFT

GIFT

Face a **TEST** and explore your **DARK HERITAGE**. Add 1d12 to your pool, but if you roll 9+ on the first mark, 6+ on the second, and 3+ on the third, you will also face a **COMPLICATION**.

URGE

When you do so, remove all marks from **DARK HERITAGE** and **GIFTS**.