Cat/Charles d'Artagnan

Rocketeer Aspect: Born to be a Rocketeer

Trouble: Prickly Pride

Fencing: Trained by My Father

Family: Elevated Rural Nobility

Free: New to Politics

Free: Exuberance of Youth

Stress & Consequences

Physical ☐ ☐ ☐
Mental ☐ ☐
Mild Consequence: [ ]

Moderate Consequence: [ ]

Severe Consequence: [ ]

Stunts

Because I am idealistic, I get +2 to defend against intimidation.

With my youthful energy, I get +3 instead of +2 when I use the free invocation on an opponent's consequence.

My racing sloop Strega is top of the line, so I get +2 to overcome when in a race or chase.

Swordplay

Acrobatic Appearance: +1 to Overcome when moving over or around obstacles. +1 physical stress box.

Quick Advantage: +1 to Create Advantage when you engage multiple opponents.

Saber Main Hand: When you invoke an aspect you created as an obstacle, it increases the opposition by +3 instead of +2.

Empty Off Hand: when you tie on Defense, your opponent does not gain a boost.

Olivia/Olivier Athos

Rocketeer Aspect: The Rocketeer's Rocketeer

Trouble: Torn by Love and Honor

Fencing: Trained Duelist

Family: Ancient Noble Blood

Free: Regimental Captain

Free: Secretive

Stress & Consequences

Physical ☐ ☐
Mental ☐ ☐
Mild Consequence: [ ]

Moderate Consequence: [ ]

Severe Consequence: [ ]

Stunts

As I preside over Comté de la Fère, I get +2 when I create advantages based on my station.

Since my family sword is like a part of me, I get +2 when I oppose an attempt to disarm me of it.

Because secrets come naturally to me, I get +2 when I create an advantage by lying.

Swordplay

Measured Appearance: +1 to Defense

Precise Advantage: +1 shift of damage when you succeed with an Attack

Rapier Main Hand: +1 to Create Advantage when keeping an opponent at reach

Main Gauche Off Hand: When you Succeed with Style on Defense, you may treat your shifts of success as an Attack against your opponent.

Portia/Porthos

Rocketeer Aspect: A Rocketeer Writ Large

Trouble: Boastful

Fencing: Storm and Fury

Family: Wealthy Merchants

Free: Always up for a Fight

Free: Life of the Party

Stress & Consequences

Physical ☐ ☐ ☐
Mental ☐ ☐
Mild Consequence: [ ]

Moderate Consequence: [ ]

Severe Consequence: [ ]

Stunts

Because I am a legend in bars across Gallia, I get +2 when I gather information in the pub.

Since I tell the tallest of tales, situation aspects I create with my stories get an extra free invocation.

Because I am a giant of a person, I get +2 to overcome actions when I break things.

Swordplay

Flashy Appearance: +1 to Create Advantage when intimidating an opponent.

Powerful Advantage: +1 to Overcome actions when powering through a defense. +1 physical stress box.

Broadsword Main Hand: +1 to Attack when you swing with both hands.

Twin Blade Off Hand: You may engage up to two opponents when dueling.

René/Renée Aramis

Rocketeer Aspect: Spiritual Guide of the Rocketeers

Trouble: Never Say No to Romance

Fencing: The Hidden Blade

Family: Impoverished Noble House

Free: Noble, Novice, Soldier, Priest

Free: Highly Educated

Stress & Consequences

Physical ☐ ☐

Mental ☐ ☐ ☐ ☐

Mild Consequence: [ ]

Moderate Consequence: [ ]

Severe Consequence: [ ]

Stunts

As a novice in the Church and I know its ways, I get +2 to uncover Church secrets.

Because I am the smartest person in the room, I get +2 to overcome puzzles and traps.

Since I am a master of disguise with a knack for being in the right place at the right time, once per session I can join a scene already in progress, having posed as a minor character.

Swordplay

Subtle Appearance: invoking your Fencing aspect on Attack grants +3 instead of +2. +1 mental stress box.

Tricky Advantage: when you succeed with style on Defense, gain an extra free invocation of the boost. +1 mental stress box.

Small Sword Main Hand: +1 to Attack when targeting someone who has already acted in the round.

Cloak Off Hand: +1 to Create Advantage when you obfuscate your weapon.