

# ACTION CHART

## SAGE SKILLS

bonus/penalty	-2	-1	0	+1	+2
Intuition	■	□	□	□	□
Investigation	■	□	□	□	□
Instinct	■	□	□	□	□

Stress Boxes 1 2 3 4 5 6 7 8 9 10 turn to 46

## SACHEL (maximum 4 items)

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- 
- 
- 
- (Explorer only)
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Special Items



## PROFESSION

- ☐ **Researcher:** When using Stress to recover ENDURANCE, recover 4 instead of 3.
- ☐ **Explorer:** Mark two more item slots on your Action Chart (for carrying Satchel Items only).
- ☐ **Duelist:** Your Combat Skill is 16.

## FENCING WEAPON

- ☐ **Rapier (Precise Strike):** Check a Stress Box to add 5 to your Combat Skill for one round.
- ☐ **Epee (Flèche):** Pick two Random numbers and use either one when determining Combat Results. If the enemy survives, lose 3 ENDURANCE. Does not cost Stress.
- ☐ **Sabre (Riposte):** After receiving damage, check a Stress Box to immediately deal 5 damage to your opponent.

## CLUES



COMBAT SKILL

ENDURANCE POINTS

# COMBAT RECORD

PLAYER

ENEMY

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

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