

# A Duet of Steel

## Blood & Honor Starter

Blood & Honor pits two people who are rival duelists in “Polite society” Think pistols or rapiers at dawn, boxing matches, dangerous one-on-one combat with formal rules & rituals that must be adhered to.

### ***Duelist Concepts***

Use the following concepts as starters for creating your duelist.

- A brash young noble, keen to prove their prowess.
- An impostor, wronged by high society and out for revenge.
- A socialite with a taste for seducing partners of powerful, dangerous people.
- A wealthy & powerful figure, used to getting what they want.
- An ambitious political figure, seeking advancement.
- A career duelist, famous for surviving many Duels.
- A bloodthirsty sadist, enjoying the pain they inflict.

### ***Conflict Concepts***

If a Conflict between the two Duelists you create hasn't already become clear, use the following prompts to build on your setting & the tension between your duelists.

- The “honor” of a third party, “shamed” by one of the Duelists, to be “avenged” by the other.
- A small slight or faux pas that has escalated to bitter enmity.
- A struggle for power or dominance in a political or social arena.
- A bloody vendetta for revenge over a wrong committed many years ago.
- Someone of lower social standing that refuses to “learn their place”

### ***Location Concepts***

Use the following concepts to help set Duel & Passing Time Scenes.

- A high profile charity ball or social event.
- The manicured gardens of a local academy or university.
- A polite, intimate dinner party for discerning guests.
- A local showing of a famous opera or performer.
- A private conservatory or garden, a comfortable home.
- A decidedly shady or disreputable establishment.
- A public thoroughfare or promenade, with many witnesses.
- A ritual challenging ground, where the blood of many defeated duelists has soaked the roots of a gnarled tree.
- A desperate scuffle in a back alley, where tradition & honor lie forgotten & bleeding.
- A secret sanctuary, where convalescence & plotting are hidden from prying eyes.
- A place of public office, a constabulary, a court, a bank, a political house of commons.
- The rooftop of a landmark edifice of power, consumed in a conflagration of revenge.
- A wedding, a celebration & consolidation of power where love has no place.
- Deals & bargains made in the haze of the smoking room of a club for the wealthy & powerful.
- A sports event, dangerous or cruel to the athletes to thrill their high society audience.
- A gathering of the downtrodden, furious tinder ready for a revolutionary spark.

### ***Motivation Concepts***

Use the following concepts to inspire a Motivation for your duelist.

- Revenge for a destroyed life or family.
- To step out of your parent's shadow & find your own success.
- To continue your family's traditions.
- To expand or consolidate your wealth & power.
- To love as many desirable people as you can & get away with it.
- To keep those under you in their place.
- To make your fortune.
- To find a meaningful, or at least honorable death.
- To see justice done for a crime unpunished.
- To free another from their gilded cage.
- To indulge in the suffering of others.

### ***Flaw Concepts***

Use the following concepts to inspire a Flaw for your duelist.

- Honorable to your own detriment.
- Avaricious for wealth or power.
- Your need for revenge blinds you to the suffering of others.
- A lofty & blinding hubris.
- You lack the resources, connections, or etiquette of your peers.
- You're attracted to dangerous romantic relationships & encounters.
- Your ambition outstrips your impulse control.
- Your actions are constrained by futile tradition.
- Your duty often conflicts with your compassion.

# A Duet of Steel

## Blood & Honor Duelist Sheet

**Name**

**Hand**



**Motivations**

**Specials**

**Vicious Reversal**

*Spent*

When you exploit one of your Rival's Flaws & use an Ace to Block an Attack, you successfully Block, and make an unblockable attack on your opponent's Reprisal that matches the suit of your Ace.

**Flaws**

**Relentless Attack**

*Spent*

When you are inspired by one of your Motivations & win an Attack with a Face card, you may eliminate up to 2 Reprisals in that card's Suit.

**Description**

**Spiteful Rebuke**

*Spent*

When you forfeit a Duel & call out your Rival for underhanded actions in the Duel, choose up to 2 available reprisals from that Suit your partner draws from your Hand instead of 1.

**All According to Plan**

*Spent*

When you win a Duel and explain how you set up a plan to turn your Rival's Motivations against them, play a Face card from your hand to replace the suit of the Duel's Spoils.

**Always Prepared**

*Spent*

Start the next Duel with 1 extra card. After drawing, you may discard up to 3 cards and draw 3 replacements.

**Feint**

*Spent*

When you have played a non-face card and are losing this turn, say how you lured your Rival into overextending themselves & play another non-Face card of the same Suit & add the value of your 2 cards together.

### Reprisals

- ♥ Your Rival may not recover any Reprisals before the end of the next Duel.
- ♥ 1 of your Rival's Reprisals may never be recovered once it is used.
- ♦ Your Rival may not recover any Specials before the end of the next Duel.
- ♦ Permanently remove 1 of your Rival's Specials.
- ♠ Reduce your Rival's current Hand size by 1 until the end of the next Duel.
- ♠ Permanently reduce your Rival's maximum Hand size by 1.
- ♣ Your Rival may not attack first in the next Duel.
- ♣ Your Rival must show you 2 of the cards in their Hand at the start of the next Duel.

# A Duet of Steel

## Blood & Honor Duelist Sheet

**Name**

**Hand**



**Motivations**

**Specials**

**Vicious Reversal**

*Spent*

When you exploit one of your Rival's Flaws & use an Ace to Block an Attack, you successfully Block, and make an unblockable attack on your opponent's Reprisal that matches the suit of your Ace.

**Flaws**

**Relentless Attack**

*Spent*

When you are inspired by one of your Motivations & win an Attack with a Face card, you may eliminate up to 2 Reprisals in that card's Suit.

**Description**

**Spiteful Rebuke**

*Spent*

When you forfeit a Duel & call our your Rival for underhanded actions in the Duel, choose up to 2 available reprisals from that Suit your partner draws from your Hand instead of 1.

**All According to Plan**

*Spent*

When you win a Duel and explain how you set up a plan to turn your Rival's Motivations against them, play a Face card from your hand to replace the suit of the Duel's Spoils.

**Always Prepared**

*Spent*

Start the next Duel with 1 extra card. After drawing, you may discard up to 3 cards and draw 3 replacements.

**Feint**

*Spent*

When you have played a non-face card and are losing this turn, say how you lured your Rival into overextending themselves & play another non-Face card of the same Suit & add the value of your 2 cards together.

### Reprisals

- ♥ Your Rival may not recover any Reprisals before the end of the next Duel.
- ♥ 1 of your Rival's Reprisals may never be recovered once it is used.
- ♦ Your Rival may not recover any Specials before the end of the next Duel.
- ♦ Permanently remove 1 of your Rival's Specials.
- ♠ Reduce your Rival's current Hand size by 1 until the end of the next Duel.
- ♠ Permanently reduce your Rival's maximum Hand size by 1.
- ♣ Your Rival may not attack first in the next Duel.
- ♣ Your Rival must show you 2 of the cards in their Hand at the start of the next Duel.

# A Duet of Steel

## Blood & Honor Conflict Sheet

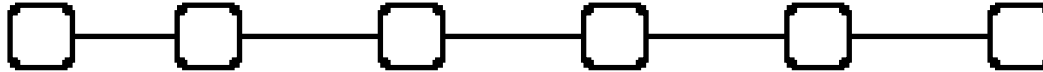
**Setting**

**Reconciliation**



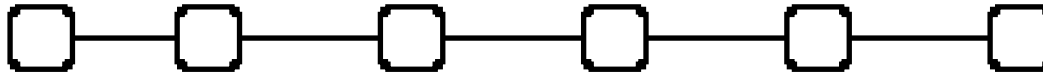
**Duelist**

**Victory**

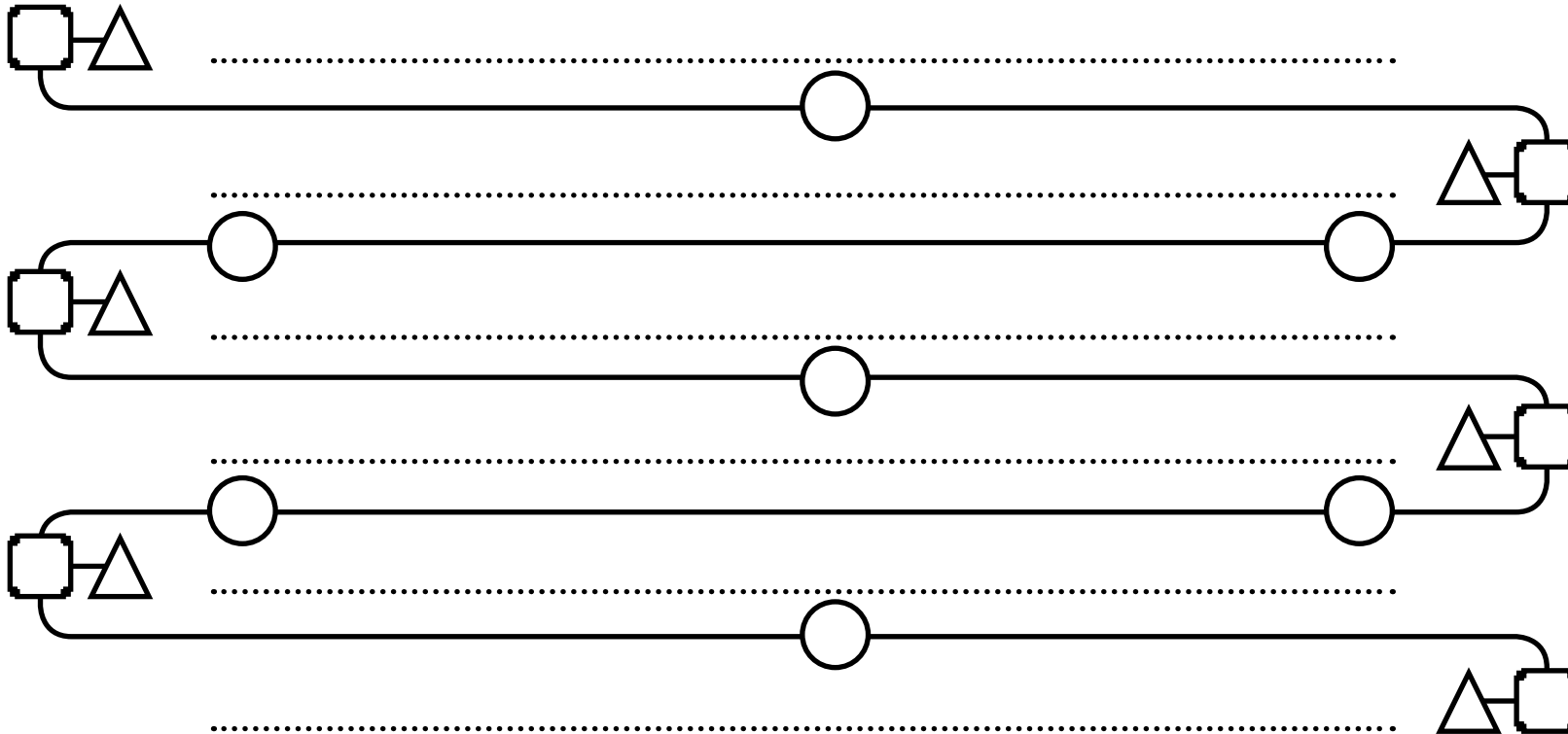


**Duelist**

**Victory**



## Conflict Timeline



**Stakes**

The fictional gains and losses of a Conflict or Duel.

<b>A</b>	Offense given through careless or spiteful words.
<b>2</b>	The goodwill of a well connected gossip socialite.
<b>3</b>	Destruction or ownership of a valuable, significant trinket.
<b>4</b>	"Insult" given to a third party's virtue or capability.
<b>5</b>	Recognition of one's prowess or reputation.
<b>6</b>	The life of someone important, or a serious injury to self.
<b>7</b>	The affections or claim to marriage of a desirable partner.
<b>8</b>	A dispute over title or deeds to valuable property.
<b>9</b>	High acclaim or social status.
<b>10</b>	A major blow to one's reputation.
<b>J</b>	A clear advancement to one's goals.
<b>Q</b>	A major setback to one's goals.
<b>K</b>	An ascent from poverty or a plunge into destitution.

**Spoils**

The mechanical gains from winning a Duel.

	A point to Reconciliation.
	A point to victory, or a point to reconciliation.
	A point to victory.
	A new Special for your Duelist.

**Passing Time**

*Preparation and recovery between Duels.*

- Show a vignette of your Duelist licking their wounds & recover any Reprisals that have not been permanently eliminated.
- Show a vignette of your Duelist gathering their resources & recover 1 Spent Special.
- Show your Duelist researching or practicing their strategies, and discard as many cards as you like, & draw the same amount of cards.
- Show how your Duelist saps their Rival's resources & make them Discard up to 2 of their Cards.