A roleplaying fable of lost science, elemental magic and uncharted skies.

**Abilities**

- Wind/Intelligence & Perception
- Ore/Strength, Fortitude & Health
- Rain/Emotion, Insight & Healing
- Arc/Agility & Speed

**Skills**

- Jacks — trickery, deception, subterfuge, thievery — nefarious doings
- Queens — wisdom, healing, compassion, love, charisma, negotiation, knowledge, defense — nurturing reason
- Kings — combat, strategy, leadership, nobility, diplomacy — forceful authority
- Aces — crown any play regardless of circumstances

**Elemental Suits**

- Wind/Intelligence & Perception
- Ore/Strength, Fortitude & Health
- Rain/Emotion, Insight & Healing
- Arc/Agility & Speed

**Crowning Cards**

- Jacks — trickery, deception, subterfuge, thievery — nefarious doings
- Queens — wisdom, healing, compassion, love, charisma, negotiation, knowledge, defense — nurturing reason
- Kings — combat, strategy, leadership, nobility, diplomacy — forceful authority
- Aces — crown any play regardless of circumstances

**Potential Hand**

**Potential Discards**

**Potential Deck**

**Name**

**Concept**

**Affinity**

**Nationality**

**Appearance**

**Age**

**Recruitment**
+ Caches +

- Innate Knights' Ancestral Culture Trigger Trait
- Innate Trigger Type
- Innate Type
- Innate Type
- Innate Type
- Innate Story
- Innate Story

+ Relic +

- Name
- Effects
  - Narrative
  - Mechanical
- Activation

+ Blazes +

- Graduation

+ Equipment +

- Consequences