

Mists & Memory

SANCTIONED PLAYBOOK

Name _____

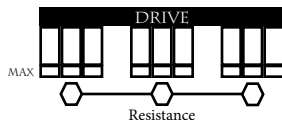
Agency _____

Why did you join the Agency? _____

Species _____

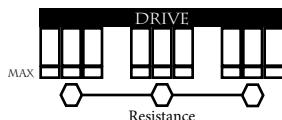
Species Specials _____

NERVE



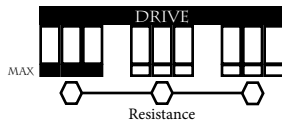
- ◇ MOVE ○ ○ ○ *run, dodge, navigate*
- ◇ STRIKE ○ ○ ○ *punch, break, knock down*
- ◇ CONTROL ○ ○ ○ *drive, shoot, finesse*

CUNNING



- ◇ SWAY ○ ○ ○ *convince, command, consort*
- ◇ READ ● ● ○ *interpret body language, spot lies, gather motives*
- ◇ HIDE ○ ○ ○ *sneak, distract, sleight of hand*

INTUITION



- ◇ SURVEY ○ ○ ○ *search, track, spot*
- ◇ FOCUS ● ○ ○ *inspect, analyze, remember*
- ◆ CHANNEL ● ● ○ *attune, cast, reveal*

Spheres of magic: elemental energies, defensive powers, and shape-change.

Burn a resistance to reroll a number of dice equal to your action rating or a consequence.

EQUIPMENT

- wand
- fine weapon
- spellbook
- a blade or two
- a pistol
- light armor ○
- medium armor
- a shield
- arcane implements
- flashlight
- thaumaturgic crystal
- _____

You are a licensed practitioner of magic who knows how to channel supernatural power safely. Your primary drive is Intuition, and your abilities focus on knowledge of the arcane and supernatural.

KEYS

Channel Magical Power ◇ Interact with Supernatural ◇ Consult Arcane Texts

WEIRD ABILITIES

- **Warding:** When you should take a Bane mark, you may instead burn 1 Intuition resistance to soak it.
- **Rebuke:** You know how to channel power against the supernatural. When attacking a supernatural enemy using **Channel**, you may spend 1 Intuition to lower the stakes. If this is already low-stakes, you may not use this ability.
- **Sense the Unseen:** You have mastered attunement with your inner sight. Add a number of dice equal to your current Intuition resistance to any **Channel** roll.

SANCTIONED ABILITIES

- **Elemental:** You can spend 1 Intuition to summon an elemental of your choice to serve as a Temporary Follower that gilds an additional dice on **Survey**, **Focus**, and **Channel** rolls while active. It lasts for one scene or until the summoner receives any mark.
- **Cleanse:** When you have a few moments of calm, you can make a **Channel** roll to heal 1 Body or Bane mark on yourself or an ally. On a 4-5, spend 2 Intuition to accomplish this. On a 6, spend 1 Intuition. On a 3 or less, you may burn 1 Intuition resistance or take 1 Brain mark.
- **Study the Weave:** When you are studying something magical, you can spend 1 Intuition to ask a question: *What is the magical effect? Is this magic linked to anything dangerous? Is it safe to take with us?*
- **Foresight:** You can see into the near future. When an ally is about to take 1 or more marks, burn an Intuition resistance to warn them about the coming danger. Then soak one of those marks.
- **Channeling:** When you have a few minutes to prepare, you may spend 1 Intuition to channel power into yourself or an ally: *Circle of Protection* (soaks 1 Body mark for the person within), *Reinvigorate* (refresh 1 resistance), or *Remote Viewing* (one moment).
- **Evocation:** Mark off an equipment slot to break a small crystal that infuses you with ambient arcane energies. Make a **Channel** roll to determine how effective it is. One a 3 or less, restore 1 Intuition. On a 4-5, restore 2 Intuition. On a 6 restore 3 Intuition. On a crit, also refresh 1 Intuition resistance.

BONUS DICE

• *push yourself (burn 1-6 drive)* • *accept an assist (teammate spends 1 drive)* • *accept a Pact with the Powers*
 No more than 6 dice can be rolled at a time

TEAMWORK

• *assist a teammate: pay 1 drive to give +1d* • *group action: everyone who wishes to roll, can*
 • *protect a teammate: take a consequence for them*

MARKS



SCARS



MEMORIES

- ◇ Death _____
- ◇ Family _____
- ◇ Friend _____
- ◇ Mentor _____
- ◇ Name _____

RELATIONSHIPS

NOTES
