

# Mists & Memory

## MARKED PLAYBOOK

Name \_\_\_\_\_

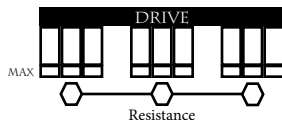
Agency \_\_\_\_\_

Why did you join the Agency? \_\_\_\_\_

Species \_\_\_\_\_

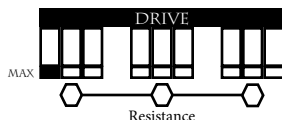
Species Specials \_\_\_\_\_

### NERVE



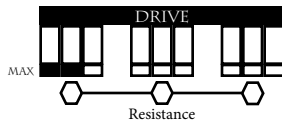
- ◇ MOVE ○ ○ ○ *run, dodge, navigate*
- ◇ STRIKE ○ ○ ○ *punch, break, knock down*
- ◇ CONTROL ● ○ ○ *drive, shoot, finesse*

### 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: mind altering, summoning, and cursing.

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

### EQUIPMENT

- a memory crystal
- book of Names
- a blade or two
- a pistol
- light armor ○
- a mask
- a ghost vial
- arcane implements
- an arcane mirror
- flashlight
- thaumaturgic crystal
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### FAMULUS

NERVE

CUNNING

INTUITION

You are an adept user of the mystic arts who knows how to be a conduit for otherworldly power. Your primary drive is Intuition, and your abilities focus on memory rituals and communing with the void.

### KEYS

Commune with Otherworldly ◇ Conduct Memory Ritual ◇ Collect Oddities

### 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.

### MARKED ABILITIES

- **Famulus:** You have a Permanent Follower bound to you through a pack with an otherworldly power. Choose its appearance. This Follower has 1 drive in each category to assist the player. These drive points can be refreshed by the player's corresponding gilded dice instead of their own drive. The Follower is inactive for the rest of the scene if they were assisting when the character took a mark.
- **Memory Ritual:** You know of rituals that allow you to alter, remove, and add memories. You can make a **Channel** roll to modify a single existing memory in this fashion. On a 4-5, spend 2 Intuition to accomplish this. On a 6, spend 1 Intuition. If the target is not willing, this will make them hostile.
- **Invocation:** Your affinity with otherworldly creatures has also given you insight into how to combat them. When anyone in your agency has a mark inflicted upon them by such a creature, you refresh a number of points, in any drive, equal to your current Intuition resistance.
- **Commune:** You may roll **Channel** to communicate with otherworldly creatures. On a success, you get an answer. On a 4-5 result, it will ask a question in return. Additionally, you may spend 1 Intuition to revive any Famulus that is currently damaged during this scene.
- **Presence:** There is something otherworldly about you that is unsettling to others. Add a number of dice equal to your current Intuition resistance to any **Sway** or **Read** roll.
- **Extract Corruption:** When you have a few moments of calm, you can make a **Channel** roll to heal 1 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.

### 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



Body



Brain



Bane

### SCARS



Body



Brain



Bane

### MEMORIES

◇ Death

◇ Family

◇ Friend

◇ Mentor

◇ Name

### RELATIONSHIPS

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### NOTES

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