

Mists & Memory

MILITIA PLAYBOOK

Name _____

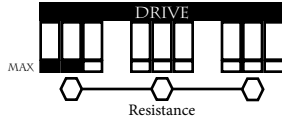
Agency _____

Why did you join the Agency? _____

Species _____

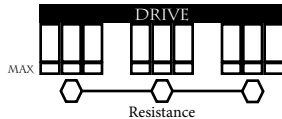
Species Specials _____

NERVE



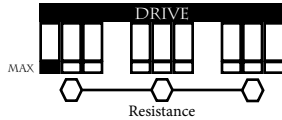
- ◇ MOVE ● ● ○ *run, dodge, navigate*
- ◆ STRIKE ● ● ○ *punch, break, knock down*
- ◇ CONTROL ● ○ ○ *drive, shoot, finesse*

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: _____

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

EQUIPMENT

- service medal or badge
- fine weapon
- a rifle
- a two-handed weapon
- reference book
- a blade or two
- a pistol
- heavy armor ○ ○ ○
- climbing gear
- wrecking gear
- flashlight
- _____

You are a trained warrior that knows how to fight and make tactical decisions. Your primary drive is Nerve, and your abilities are focused on combat strategy and discipline.

KEYS

Use Violence of Action ◇ Protect Someone ◇ Act Tactically

MUSCLE ABILITIES

- **Brace for Impact:** When you should take a Body mark, you may instead burn 1 Nerve resistance to soak it.
- **Face Me Instead:** Roll Move to stand in front of an ally that was about to take a mark from danger. On a 4-5, you take the mark instead. On a 6, you manage to soak a mark. On a 3 or less, you may spend 1 Nerve to take the 4-5 result instead.
- **Grit Through the Pain:** For each mark you take, you may immediately refresh a drive point of your choice.

MILITIA ABILITIES

- **Crowd Control:** Mark off an equipment slot to deploy a small crystal tech turret that functions as a Temporary Follower that gilds an additional dice on Move, Strike, and Control rolls while active. It lasts for one scene or until the controller receives any mark.
- **Distinguished:** Your service has gained you a certain amount of respect on the streets, giving you a +1d on any social rolls with both law enforcement and the criminal element alike.
- **Combat Stimulant:** Mark off an equipment slot to employ a stimulant to ward off fatigue and sharpen the senses. Make a Control roll to determine how effective the stimulant is delivered. On a 6, remove 3 Brain marks. On a 4-5, remove 2 Brain marks. On a 3 or less, remove 1 Brain marks.
- **Tactician:** When you are in a dangerous scenario, you may spend 1 Nerve to ask the GM a question: *How do I get to safety? What poses the largest immediate threat to my agency? Where is the target going to move next?*
- **Focused Fire:** When rolling Control to shoot, any die given to you by others is gilded.
- **Veteran:** You have seen things in your service that would break lesser people, but you are made of sterner stuff. You may burn 1 Nerve resistance to soak a 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

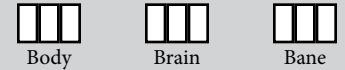
TEAMWORK

• 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



SCARS



MEMORIES

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

RELATIONSHIPS

NOTES
