

Mists & Memory

ACADEMIC PLAYBOOK

Name _____

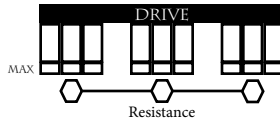
Agency _____

Why did you join the Agency? _____

Species _____

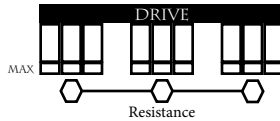
Species Specials _____

NERVE



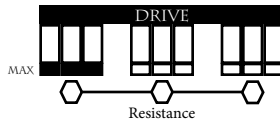
- ◇ MOVE ○ ○ ○ *run, dodge, navigate*
- ◇ STRIKE ○ ○ ○ *punch, break, knock down*
- ◇ CONTROL ○ ○ ○ *drive, shoot, finesse*

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

- credentials
- fine weapon
- reference book
- a blade or two
- a pistol
- light armor ○
- physician's bag
- jurist's wig
- a small mirror
- flashlight
- _____

You are a professional academic who knows a great deal about your chosen field of study. Your primary drive is Intuition, and your abilities are focused on critical thinking and leveraging your expertise.

KEYS

Mentor An Ally ◇ Reference Research ◇ Make a Plan

SCHOLAR ABILITIES

- **Mental Fortress:** When you should take a Brain mark, you may instead burn 1 Intuition resistance to soak it.
- **Focused Mind:** You are able to block out distractions when you study something. Add a number of dice equal to your current Intuition resistance to any **Focus** roll.
- **Well-Read:** You're highly educated and retain knowledge better than most. When you spend Intuition while making a roll, on a result of 3 or less, earn back any of the Intuition you spent.

ACADEMIC ABILITIES

- **Patch Up:** When you have a few moments of calm, you can make a Focus roll to heal 1 Body mark on 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.
- **Work Smarter, Not Harder:** When you have 1 or more Body marks, you may always spend Intuition instead of the drives an action falls under.
- **Verbose:** When you make a speech or hold a conversation to assist an ally, the die you give them is gilded.
- **Learn From My Mistakes:** Any time you get a result of 3 or less on a roll, describe what lesson you learned from your failure, and refresh 1 drive point of your choice.
- **College Alumni:** You are still a member of the College, giving you various resources within the city. Once per session, describe a person you know from your tenure at the College, and ask the GM where they can be found.
- **Better Part of Valor:** When making a **Control** or **Move** roll to flee danger, gild a die. On this roll, the first Nerve you spend is worth +2d instead of +1d.

○ _____

○ _____

○ _____

○ _____

○ _____

○ _____

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

NOTES
