

Mists & Memory

ADVOCATE PLAYBOOK

Name _____

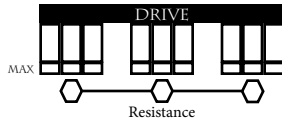
Agency _____

Why did you join the Agency? _____

Species _____

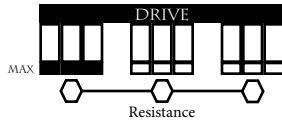
Species Specials _____

NERVE



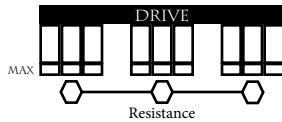
- ◇ MOVE ○ ○ ○ *run, dodge, navigate*
- ◇ STRIKE ○ ○ ○ *punch, break, knock down*
- ◇ CONTROL ○ ○ ○ *drive, shoot, finesse*

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

- professional credentials
- fine weapon
- fine documents
- a fine pocket watch
- a blade or two
- a pistol
- light armor ○
- climbing gear
- a disguise kit
- a small mirror
- flashlight
- _____

You are a voice of reason that knows how to resolve disputes and solve problems. Your primary drive is Cunning, and your abilities are focused on diplomacy and collecting information.

KEYS

Avoid a Fight ◇ Connect with Someone ◇ Speak Truth to Power

FACE ABILITIES

- **Unfazed:** When you should take a Brain mark, you may instead burn 1 Cunning resistance to soak it.
- **Gift of Gab:** Speaking comes easily to you. Add a number of dice equal to your current Cunning resistance to any Sway roll.
- **Cool Under Pressure:** On any high-stakes roll, you may always spend Cunning instead of the drive the action falls under.

ADVOCATE ABILITIES

- **Personal Connection:** When you attempt to connect with others by sharing something deeply personal, add a number of dice equal to your current Cunning resistance to a Sway roll. On a success, they will reciprocate.
- **Mediator:** Sometimes de-escalation is the best tactic. On any Sway or Read roll you make, you may spend 1 Cunning to lower the stakes before rolling. If this is already a low-stakes, you may not use this ability.
- **Trustworthy:** Honesty is the best policy. When you make a Sway roll while being completely truthful, gild an additional dice. The first Cunning you spend on the roll is worth +2d instead of +1d.
- **Heard It All Before:** When you make a Read roll in an attempt to figure out whether a person is telling the truth, gild an additional dice. The first Cunning you spend on the roll is worth +2d instead of +1d.
- **Determined:** In a high-stakes roll, you may always spend Nerve instead of the drive the action falls under.
- **Well-Researched:** You can spend 1 Intuition to ask the GM a specific question about a place, group, or concept that you may have researched before the case. They will tell you what you know from that preparation.

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
