

Name

Pronouns

## Attributes

Agility

4 6 8 10 12

Alertness

4 6 8 10 12

Brains

4 6 8 10 12

Brawn

4 6 8 10 12

Charisma

4 6 8 10 12

Composure

4 6 8 10 12

## Roles

Scholar

4 6 8 10 12

Scoundrel

4 6 8 10 12

Scout

4 6 8 10 12

Soldier

4 6 8 10 12

Speaker

4 6 8 10 12

## Spheres

Correspondence

6 8 10 12

Death

6 8 10 12

Fate

6 8 10 12

Forces

6 8 10 12

Life

6 8 10 12

Matter

6 8 10 12

Mind

6 8 10 12

Prime

6 8 10 12

Spirit

6 8 10 12

Time

6 8 10 12

## Specialities

4 6 8 10 12

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Description

## Distinctions

8 / 4 + PP

8 / 4 + PP

8 / 4 + PP

## SFX & Limits

**Avatar Reserve:** Gain a PP, then take DRAINED 6 at the end of the current beat. You can never recover DRAINED stress except via SFX.

**Channel Quintessence:** In a scene with a free source of quintessence, channel it to step down your Drained, then shut down this SFX. Activate an opportunity to recover.

## Signature Assets

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## Complications & Stress

6 8 10 12

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6 8 10 12

6 8 10 12

6 8 10 12

6 8 10 12

6 8 10 12

Demoralised

6 8 10 12

Enraged

6 8 10 12

Damaged

Drained

Enthralled

6 8 10 12

## Milestones

## Goal-Driven

- **1 XP** when you act to either affirm or conceal your commitment to a goal.
- **3 XP** when you recruit a new ally in pursuit of a goal or you betray or abandon allies to attain that goal.
- **10 XP** when defeating a challenge with at least one trait at **12** moves you closer to fulfilling a drive-related goal, or when you finally abandon a goal you've made sacrifices to pursue.

## Levelling Up

- **1 XP** when you earn a **PP** from an SFX or Limit (such as *Hinder*).
- **3 XP** when you help someone else recover from stress or you succeed on a roll to create an asset for an ally.
- **10 XP** when you recover from stress of **12** or larger, or when an asset you created for someone else helps defeat a challenge that has at least one trait at **12**.

## SFX & Limits

## Focus

## Paradigm

## Practice

## Instruments