Name					
Pronouns		Description			
Attributes		Distinction	ns		
Agility	4 6 8 10 12				8 / 4 <sub>+</sub> PP
Alertness	4 6 8 10 12				8 / 4 + PP
Brains	4 6 8 10 12				8/4+PP
Brawn	4 6 8 10 12				<b>V</b> / <b>V</b> + <b>W</b>
Charisma	4 6 8 10 12	SFX & Li	mits		
Composure	4 6 8 10 12	Avatar Reserve: Gain a 😯, then take DRAINED 🚨 at the end of the current beat. You can never recover DRAINED stress except via SFX.			
Roles		beat. Tou can nev	er recover DRAINED	= = = = = = = = = = = = = = = = = = =	
Scholar	4 6 8 10 12	it to step down vo	<b>nce:</b> In a scene with a our Drained, then shu	free source of quinte at down this SFX. Ac	essence, channel tivate an
Scoundrel	4 6 8 10 12	opportunity to recover.			
Scout	4 6 8 10 12	1			1
Soldier	4 6 8 10 12				
Speaker	4 6 8 10 12	1			1
Spheres			Manata		'
Correspondence	6 8 10 12	Signaturi	M55EL5	_	
Death <sup>*</sup>	6 8 10 12				6 8 10 12
Fate	6 8 10 12				76802
Forces	6 8 10 12				6 8 10 12
Life	6 8 10 12				6 8 10 12
Matter	6 8 10 12			4	76802
Mind	6 8 10 12			4	76802
Prime	6 8 10 12				7 6 8 10 12
<b>Spirit</b>	6 8 10 12				76802
Time	6 8 10 12				76802
Specialities					76802
	4 6 8 10 12	T 1*		`	
	4 6 8 10 12	Lomplica	tions & Si	tress	
	4 6 8 10 12				6 8 10 12
	4 6 8 10 12				6 8 10 12
	4 6 8 10 12				6 8 10 12
	4 6 8 10 12				6 8 10 12
	4 6 8 10 12			Damaged	6 8 10 12
	<b>46802</b>	Demoralised	6 8 10 12	Drained	6802
	<b>4 6 8 0 1</b> 2	Enraged	6 8 10 12	Enthralled	6802
	4 6 8 10 12	ann after	0 0 10 12	₩1)tiji ulleu	0 0 10 12

Milestones	rocus			
Goal-Driven	Paradigm			
• 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.	Practice			
• 10 XP when defeating a challenge with at least one trait at 2 moves you closer to fulfilling a drive-related goal, or when you finally abandon a goal you've made sacrifices to pursue.	Instruments			
Levelling Up				
• 1 XP when you earn a P from an SFX or Limit (such as <i>Hinder</i> ).				
• 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 ② or larger, or when an asset you created for someone else helps defeat a challenge that has at least one trait at ②.				
defeat a challenge that has at least one trait at <b>12</b> .				
5FX & Limits				
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