		Description			
Attributes		Distinction	าทร		
Agility	4 6 8 10 12	2121112111	P11-4		A / W B
Alertness	4 6 8 0 12				8 / 4 + PP
Brains	4 6 8 10 12				8/4+PP
Brawn	4 6 8 0 12				8/4+PP
Charisma	4 6 8 10 12	5FX & Li	mits		
Composure	4 6 8 10 12	r		n a nymp Z a calla a ca	1 - C - 1 1
Roles	· — · · ·		ain a 🕑, then take D er recover DRAINED s		
Scholar		Channel Quintesse	nce: In a scene with a	free source of quint	essence, channel
Scoundrel	4 6 8 0 2 4 6 8 0 2	it to step down yo opportunity to re	our Drained, then shu cover.	ıt down this SFX. Ac	ctivate an
Scout	4 6 8 0 12	r			
Soldier	4 6 8 10 12				
Speaker	4 6 8 10 12				
•	, _ , , ,				
5pheres		Signature	e Assets		
Correspondence	6 8 10 12			_	7 6 8 10 12
Death	6 8 10 12				4 6 8 10 12
Fate	6 8 10 12				
Forces	6 8 0 12				. — • • •
Life Mattan	6 8 10 12				4 6 8 10 12
Matter Mind	6 8 0 2				4 6 8 10 12
Prime	6 8 0 2 6 8 0 2				4 6 8 10 12
Spirit	6802				4 6 8 10 12
Time	6 8 10 12				4 6 8 10 12
					4 6 8 10 12
Specialities					4 6 8 10 12
	4 6 8 10 12	Camplian	tions & E		
	4 6 8 10 12	romblica	tions & St	iress	_ ^ ^ ^
	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
	46802	Demoralised	6 8 10 12	Drained	6 8 10 12
	4 6 8 0 1 2	Enraged	6 8 10 12	Enthralled	6 8 10 12
	4 6 8 10 12	7-7-30-04		_ , ,	

Milestones	Focus		
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		
sacrifices to pursue. Levelling Up			
• 1 XP when you earn a PP 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 ③.			
SFX & Limits			
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