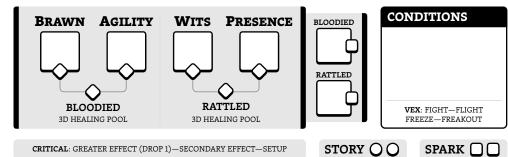
NAME	DISTINCTIVE FEATURES
PLAYER	



STORY O CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

O Persistent O Stubborn

O Curious

0

CHARACTER DETAILS INTRODUCE A TANG					ANGLE: TAKE SPARK	
BACKGROUNDS		WISES				
TRAITS: 2 you are ●   1 you're really not Ø DESI				<b>DESIRES:</b> 2 you want ●   1 you really don't Ø		
O Brave	O Gentle	O Protective	O Belonging	O Justice	O Renown	
O Caring	O Honest	O Quiet	O Glory	O Knowledge	O Thrills	
O Confident	O Honorable	O Rash	O Harmony	O Love	O Wealth	

O Honor

0

O Power

O Wisdom

BONDS	Change a bond: the other PC takes spark   quarrel: both take spark
PC	BOND

WIZARD	TRACKERS
CORE TALENT	
● SPELLCRAFT: You have spellcasting ability. You roll Wits to cast and the spell theorem you are casting serves as its touchstone. Each session, you can cast 4 spells and 2 potent spells. You choose which spell theorem to use when you cast. You can learn new spell theorems from studying and experimenting with scrolls. This consumes the scroll. [Growth: 2 levels/1 spell, potent spell, and spell theorem]	POTENT SP.
PATH TALENTS	
O <b>ALCHEMIST</b> : Each session, you have a <b>4d Potions</b> resource pool. You can have a minor potion and roll the pool, or drop 1 and roll for a major potion. You know recipes for your spell theorems, plus two more. Learn new recipes by sacrificing potions.	POTIONS
O ARCANE SPECIALTY: Choose your specialty school. All of your spell theorems now have it school. When casting, choose which school to use. On a critical with your specialty schoo	
O ARCANIST: Take +1d when rolling an arcana's pool and ignore the first die that would be also gain 3 minor arcana and 1 major arcana that you've either created or found.	dropped.You
O <b>COLLEAGUES</b> : In every city, some towns, and the occasional dungeon, you can find eccentric wizardly colleague who owes you a favor—or maybe you owe them one. If your way to meet and catch up, <b>take spark</b> .	
O FAMILIAR: You manifest a small magical creature. You can communicate telepathically and send it on simple tasks, making a story roll to see how it goes. By entering a trance, you can use its senses. You can also <b>push yourself</b> to cast a spell through it. If your familiar takes damage, it vanishes and reappears at the start of the next session.	PUSH
MASTERED THEOREM: Choose one of your spell theorems. You take +1d when casting it and gain 1 extra <i>potent spell</i> casting of it per session. Your name becomes linked to it and it begins to spread in popularity throughout wizardry—track it with campaign pools.	POTENT
O PREPARED SPELL: You gain 1 story per session and can spend story to flashback to casting a spell with specific triggers. If a montage to get access to a place is needed, the GM always takes suspense in place of an impact move. Roll for the spell's effectiveness now.	STORY
NOTES	

STORY ARCS	FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC	
CHARACTER ARC	

EXPERIENCE	
Each session, take 1 XP.	
+	
O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-	
OOOOO	
OOOOO	
At +, take a new talent.	

