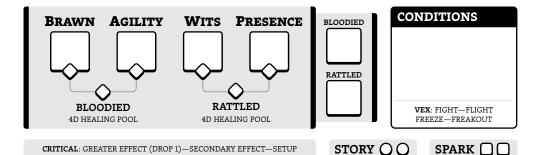
NAME	DISTINCTIVE FEATURES
PLAYER	



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

CHARACTE	R DETAILS		introduce a tangle: take spark		
BACKGROUNDS		WISES			
				- 1 -	
O Brave	are ●   1 you're O Gentle	O Protective	O Belonging	u want ●   1 yoı O Justice	a really don't Ø 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 Curious	O Persistent	O Stubborn	O Honor	O Power	O Wisdom
0			0		

BONDS	CHANGE A BOND: THE OTHER PC TAKES SPARK   QUARREL: BOTH TAKE SPAR	
PC	BOND	

## **SORCERER**

**TRACKERS** 

## CORE TALENT

• SORCERY: You have spellcasting ability. You roll Presence to cast and your magic paths and techniques serve as touchstones. You can cast spells at-will, though they always carry risk and require a roll. You can **push yourself** to cast a potent spell, but gain no free activation of it. When casting, rolling two or more 1s triggers a secondary wild surge—raw magic spirals out of your control. Make a 2d story roll to see what happens. Use the GM crucible or ask your group for ideas. [Growth: 2 levels/ gain a new technique or magic path]

MAGIC PATHS & TECHNIQUES

## **PATH TALENTS**

- O ELDRITCH GROWTH: The maelstrom of magic has twisted your body. You gain a permanent physical feature. In addition to its obvious benefits, it now serves as a touchstone.
- O MAELSTROM: You open yourself fully to the maelstrom of raw magic. When you cast a potent spell, 5s count as 6s, but 4s count as 1s. These 4s also count as 1s towards wild surge.
- O MAGIC SENSE: You always get a hint or reveal on vigilance involving magic. When you avoid or disrupt it, take spark.
- O SPELLEATER: You have a 3d Spelleater pool (per session). When you suffer from magic, roll the pool. If dice remain, ignore the effect and bank essence (max 2). Spend it to increase a spellcasting die result by 1, but it triggers wild surge.
- O SUBTLE CASTING: You can always cast spells subtly, able to conceal that you were the one that cast it. This doesn't defeat common sense, of course.
- O WISPS: Two small spheres of your magic path float around you. Give them 2 traits: SACRIFICED annoying—capricious—malevolent—mesmerizing—whimsical. They serve as touchstones. You can sacrifice one to: assist without risk—distract someone—suffer vex in your stead. Make story rolls to determine effects if sacrificed. They return each session.
- O WRATH: When you or a nearby ally gets bloodied, rattled, or dropped, you take +1d and potency on your next spell if you immediately lash out.

NON-PATH TALENTS & NOTES

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

EXPERIENCE
Each session, take 1 XP.
<del>+</del>
<b>○ ○ ○ ○ ○ ○ ○ ○ ○ ○</b>
<b>○</b>
OOOOO



000000 $\Theta\Theta\Theta\Theta\Theta\Theta$ At +, take a new talent.