Arcanist Over Hills, Under Trees		Party			Playbook Special Abilities Fireball (S): You can push yourself to unleash a torrent of flames that momentarily engulfs an area.					\$ 10 10 10 10 \$ 000000000000000000000000	
					Teleport (S): You can push yourself to teleport yourself and additional				Coin		
					creatures equal to the spell's Tier. Scribe: When crafting spell scrolls, after determining the quality you can split it				Insight	DODOO	
					to create multiple scrol			8	0 0 0	O STUDY	
прреагансе					Simulacrum (S): You of believable illusion.	an push yours	elf to tempora	rily conjure a complex and	0 0 0	O SURVEY O TINKER	
Ancestry		Background			Flight (S): You can push yourself to grant yourself and additional creatures equal to the spell's Tier the ability to defy gravity.				Prowess DDDDD		
Vice					Transmute (S): You ca or area.	n push yourse	If to change th	e physical form of an object	000	O PROWL O SKIRMISH	
Stress	Trauma	COLD — HAUNTED — OBSESS RECKLESS — SOFT — UNST			Metamagic: When casting a spell that has one or more effects that depend on its Tier, you can spend 1 stress to lower its Tier for one effect to increase the Tier of another effect or increase potency.			Resolve DDDDD			
larm		Armor Uses							000	O COMMAND	
3		NEED HELP	Armor		Multidisciplinary: Pick a special ability		•	•		O CONSORT	
2		-1D	Heavy	0	Friends & Rivals		Items		Load		
_		LESS	ricavy		△▽ Kulma, a scholar		O Fine writ	ing implements 🖸	□ L (3) I	□N(5) □H(6)	
1		EFFECT	Special	\circ	riangle $ extstyle riangle$ Trehd, an artist		O Arcane a	rmor 🗈	Standard		
Experience & Multidisciplinary Special Abilities				riangle Fles, a soothsayer		○ Fine spell scroll 回		_	ght weapons 🗈		
Experience & Mulfidisciplinary	Special Abilities				riangle abla abla Bluth, an illusionist		Arcane fo	ocus P	○- ○ He	avy weapon 🛭	
					riangle Driston, a cultist		○ Resilienc	e potion 🖸	_	ving weapons □	
					$\triangle \nabla$		0		O-O Ar		
									+ 0-0	⊢○ Heavy 🗈	
					XP			0000000	O Burgla	ary gear 🖭	
Notes					• Every time you roll a desperate action, mark xp in that action's attribute.				O-O Cli	mbing gear 🛭	
notes					At the end of each session, for each item below, mark 1 xp (in your playbook or an				Adven	ituring gear 🛭	
					attribute) or 2 xp if that ite		•		O Docun	nents 🖸	
					You addressed a chall You expressed your but	0 0		karound	○ Alcher	mical supplies 🖸	
					 You expressed your beliefs, drives, ancestry, or background. You struggled with issues from your vice or traumas during the session. 				O Subte	rfuge supplies 🖸	
									○ Healin	ıg supplies ℙ	
					Teamwork Assist a party member		plan, provide the detail . Choose your load			chemical or agical items ©	
					Lead a group action	initial of the operation.		Tinker	ring tools 🗈		
					Protect a party member	Deception:		Social: Connection	○ Torch	P	
					Set up a party member	Stealth: Ent		Transport: Route	0		
					oct op a party member	occarcii. Liit	y ponic	manapore. Nooce	\circ		