

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

RACE Dragonborn, Dwarf, Elf, Gnome, Halfling, Human, Mousefolk, Tiefling,

GEAR

WEAPON. You use Improvised Weapons. Which of your trinkets are useful for self defense? Choose one more:

- "Wizard's Staff" (use *Improvise*)
- "Potion Bottle." (use *Improvise*)
- "Sending Stone" (use *Force*)
- "Somewhat Immovable Rod" (use *Improvise*)
- _____ (use *Improvise*)

HISTORY

I LEARNED MAGIC. Where did you first cast a spell? Choose one or defer this choice until narratively appropriate:

- APPRENTICING IN A MAGE'S TOWER. I dropped out.
- BY MYSELF. I found a dusty old tome.
- IN THE CIRCUS. Mostly tricks, but a few real spells.
- FROM A DISTANT RELATIVE. It runs in the family.
- _____

HISTORY

MY DAYJOB. Magic doesn't pay the bills. What do you do to get by? Choose one:

- BUSKING. Bright flashes always attract attention.
- BARTENDING. I can make the drinks glitter.
- BRICKLAYING. At least it's honest work.
- TUTORING. I know the introductory spells, at least.
- _____

MY FAMILIAR. A magical pet stays by your side at all times. What is it and what's its name?

BLOOD ON THE LENS

MAGICIAN

You've got some talent for magic, but not much. Maybe you're a street performer, a huckster, or a failed wizard. You can fake your way through most things, but can you summon up some real arcana when it counts?

MOTIVE

FEAR

NOTES

PRONOUNS: /

HISTORY

I KEEP MY SPELLS... Where do you record your library of spells and tricks? Choose one:

- Scribbled in a grimoire.
- Tattooed all over my body.
- Engraved on various pebbles.
- Memorized. I have a mnemonic.
- _____

ACTION

Perform magic or a magic trick.

NEW ACTION: "MAGIC"

Typical Effects:

- Make a coin or card vanish and reappear
- Produce a harmless flash of light
- Transmute a glass of water into wine

Big Effects (When you roll two or more 5s or 6s [1/Scene]):

- Teleport up to 100 feet to a point you can see.
- Produce a dangerous fireball within 100 feet.
- Call down a bolt of lightning

ARCANE TALENT. Gain +2 to a "Magic" roll. These dice can exceed the maximum of five. (1/Session)



SHIELD CHARM. When you fail a React or Withstand roll, you can reroll. (1/Session)



MASTER OF MAGIC. You can use the Big Effects of your "Magic" up to three times per scene.



FAKE IT 'TILL YOU MAKE IT. You can use Convince instead of Improvise and vice-versa. (1/Scene)

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

"MAGIC"

CREATING A MAGICIAN

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

