



MAGI

MAGI are members of a magical tradition (or traditions) that are on a quest for information, people of note, and items of power - wizards, sorcerers, swordmages, teachers, researchers, explorers, interdimensional consultants, and so on. They'll travel far and wide to uncover lost secrets, because knowledge is power and keeping it in the right hands is of paramount importance. If they happen to attain some glory along the way, so much the better.

Sample foundations:

Unpaid Part-time Intern Sorcerer; Occluded Acquisitions Consultant at the Guild of Relics; Exile from the Brotherhood of Masks; Two-fisted, eight-fingered Archeologist; Jolly Old Dwarven Runesmith; A floating Collection of Spheres that whisper dark truths; Discount Demonologist; the Crystal Shard in my head lets me see the future, honest; I am a Crystal Shard, and I'm stuck in some chump's head who thinks I let him see the future; Sole Survivor of the Dewey-decimal purges.

Every player must answer:

What is my magical tradition? (You can answer the same as another player, if you'd like; this is encouraged but not required.)

The GM and each player should answer the following questions about the world:

*What (or who) are we searching for?
Where do we reckon it's hidden?
Who would rather we didn't get our hands on it?
What happens if we don't get control of it?
Where is the first stop on our journey?*

LAST CHANCE ARCANA. [Recharge: End of scene] When you make a RECOVER action, instead of normal stamina recovery, heal 8+ the value of the card used and either: gain 2 temporary stamina or make an immediate attack action.