

TYPICAL TRICKS

MIND READING (Spiritual/Perception)

Base: 3d (you may add up to 2d of your Preparation reserve)

By studying and analyzing a target through their habits, details of clothing, body language, conversation and data obtained in various ways, you are able to deduce someone's intentions, perceive clues to a secret or the places where they carry out their customs. You can do it in a way that makes it seem as if a related spirit has told you or that you are able to see into their own spirit and read their mind.

Roll and add the number of successes:

- SUCCESS 1** * You can notice and obtain information from someone. * You can obtain information about activities that have taken place in the last two minutes.
- SUCCESSES 2** * You can notice and obtain information from up to three people. * You can obtain information about activities that have taken place in the last hour.
- SUCCESSES 3** * You can notice and obtain information from up to five people. * You can obtain information about activities that have taken place in the last day.
- SUCCESSES 4** * You can notice and obtain information from up to ten people. * You can obtain information about activities that have taken place in the last week.
- SUCCESSES 5+** * You can notice and obtain information from a group of more than ten people. * You can obtain information about activities that have taken place in the last month.

WINDOW TO THE OTHERWORLD (Optical/Modifying)

Base: 1d (you may add up to 2d of your Preparation reserve)

You master the phantasmagoric vision of the other world. You know how to trick mirrors and surfaces with the right alchemical alloys and the help of heat, gas light and other factors. You manage to project impossible reflections and vaporous visions that leave even the most temperate person speechless.

Roll and add the number of successes:

- SUCCESS 1** * The image is believable to someone beyond 50 meters. * You may modify the appearance of something as big as a person. * You may maintain the illusion for as long as a heartbeat.
- SUCCESSES 2** * The image is believable to someone beyond 25 meters. * You may modify the appearance of something as big as a horse. * You may maintain the illusion for half a minute.
- SUCCESSES 3** * The image is believable to someone beyond 10 meters. * You may modify the appearance of something as big as a large wagon. * You may maintain the illusion for two minutes.
- SUCCESSES 4** * The image is believable to someone closer than 10 meters. * You may modify the appearance of something as big as a large hut or coal bunker. * You may maintain the illusion for an hour.
- SUCCESSES 5+** * The image is believable to someone in physical contact with you. * You may modify the appearance of something as big as a rich merchant's house. * You may maintain the illusion a day.

MAGICIAN NAME

The Priestess of Mysticism

REAL NAME

Amabel Fae

FAME

1

INITIATIVE

2

ABILITIES AND SPECIALTIES

KNOWLEDGE
2

Legends

CHARISMA
3

Negotiate
Empathy

PHYSICAL
1

-

DEDUCTION
2

Psychology

EXPERTISE
2

-

COMBAT
2

SCHOOLS OF MAGIC

MECHANICAL

0

Perception 0
Communication 0
Processing 0

SPIRITUAL

1

Reading 3
Influencing 0
Foreseeing 0

ESCAPE

0

Locks 0
Contortion 0
Hostile Environments 0

OPTICAL

1

Showing 0
Hiding 0
Modifying 1

TRICKERION SHARDS



A magician can use Trickerion shards in any trick roll.
Each Trickerion shard provides 1 success.

PREPARATION



INCAPACITATION



A level 1 magician can use a maximum of 2 Preparation points on each roll. A magician may erase 1 used Preparation point for every 6 rolled.

VITALITY



Priestess of Mysticism



INCREDIBLE MYSTERY

A JOURNEY TO THE OTHERWORLD

BACKSTORY

GENERAL

Place of origin: Magoria (western border)

Age: 34

Description: Pale skin, brown hair; 5' 7", 143 lb. Delicate appearance, with a haunted gaze and a taciturn expression. You have a tattoo on your back of two Celtic triskelions facing each other, surrounded by floral motifs.

Personal mark: Throw your white velvet robe theatrically to reveal a white corset with green tulle sleeves. You always wear strange white crystal earrings.

OCCUPATIONS IN MAGORIA

(Past or present):

Offstage: Merchant

Affinity to faction or zone: Fortune Teller (Dark Alley)

Of Illusionism: Manager

Note: At least three of the Specialties must be related to an Occupation. The Occupation related to illusionism (company of magicians) is mandatory.

EQUIPMENT AND RESOURCES

In addition to the magician's equipment, you carry: bag with aromatic oils and vaporous substances, polished silver mirror, tarot deck.

HISTORY

- **Background:** Daughter of a wealthy merchant.
- **Event that made you become a magician:** The death of a loved one.
- **Motivation:** Real knowledge and power to access the Otherworld.
- **Desire:** Contact your elusive loved one.

RELATIONSHIPS

- You have a relationship of love, hate and need with the Fortune Teller. She helped you initially, but now refuses to show you her secrets.
- You helped Frederic White escape from the Silver Smile smugglers.
- _____
- _____

o-c RUMORS o-c

"The Priestess of Mysticism can curse you with her evil arts. She made her fiancé sick to death out of pure hatred."

"She's a con artist. She's been seen in Dark Alley working for Silver Smile, using her false arts as a pythoness to prey on poor broken hearts."

HISTORY



You were born as an only child on the western border of the Magoria region, into a family of wood and furniture craftsmen from Franconia. You were well off, enriched by the success of the family furniture workshop, which grew without apparent end. You learned to manage the accounts and to observe your father's negotiations. It didn't take you long to find out that your family had been losing money for a long time. Bad decisions and deals that, although they increased the fame of the workshop, were very unprofitable. You were on your way to the poorhouse until your parents placed a heavy burden on your shoulders and heart: to save it all by marrying a client, a capricious nobleman who had taken an interest in you. Your life changed forever.

You agreed to marry him out of duty and piety, burying your feelings for your true love, the local young blacksmith. On your wedding day, the

young blacksmith showed up to confess his love for you and offered to run away together. Furious, the nobleman confronted him. The blacksmith subdued him with his strength and took you by the hand. Wounded in his pride, the nobleman took the revolver of one of his guards and shot the young man mortally. You fled and the wedding was called off.

A part of you died with the young blacksmith that day. You ran away. You never saw your family again. However, you actually blame yourself for allowing that. You came to the city of Magoria and lived lost and penniless in the forgotten corners of Dark Alley. Obsessed with your lost love, you try to delve into the occult and spiritism to contact him. Thanks to the Fortune Teller's compassion, you learned some of the secrets of spiritualism and how to make a living from them. She gave you an amber crystalline pebble and, as it shimmered in your hand, your mind opened to perceive the beyond. Your loved one was there, looking at you. It was an instant, but it was real.

The Fortune Teller disappeared. You are unable to find her again. But you know the way to reach clairvoyance and contact the Beyond, the best kept secret of magicians: the real magic of the Trickerion fragments. You must improve your skills, increase your fame and your resources. That's why you act as the Priestess of Mysticism. But you face a blemish: reports have come in that your ex-fiancé fell ill with an ailment shortly after you abandoned him. He wasted away slowly and painfully until his recent death. Quite a few voices blame you for cursing him in revenge, but no one really knows.

As the Priestess, you are able to read the secrets of people and ask the Beyond for information.

TYPICAL TRICKS

LINKING RINGS (Mechanical/Processing)

Base: 3d (you may add up to 2d of your Preparation reserve)

With a mixture of sleight of hand and knowledge of metals, you can perform this amazing performance, linking and unlinking hoops and other trick metal pieces with alacrity. They are light but sensitive to manipulation.

Roll and add the number of successes: the number of successes achieved can be converted into extra dice that you can add to the rolls to overcome obstacles that affect you or your group where the artifact you have prepared may be of help, or into penalty dice that affect an opposing group, if applicable. And also:

SUCCESS 1 * You can create and/or modify something as big as a person. * You may affect one person. * You may maintain the effect for as long as a heartbeat.

SUCCESSES 2 * You can create and/or modify something as big as a horse. * You may affect up to three people. * You may maintain the effect for half a minute.

SUCCESSES 3 * You can create and/or modify something as big as a large wagon. * You may affect up to five people. * You may maintain the effect for two minutes.

SUCCESSES 4 * You can create and/or modify something as big as a large hut or coal bunker. * You may affect up to ten people. * You may maintain the effect for an hour.

SUCCESSES 5+ * You can create and/or modify something as big as a rich merchant's house. * You may affect more than ten people. * You may maintain the effect for a day.

LIVING PIANO (Mechanical/Communication)

Base: 1d (you may add up to 2d of your Preparation reserve)

You can create, manipulate and program objects with moving parts to react to veiled external stimuli, such as, for example, a clockwork piano that seems to obey you without touching it to sound as you ask it to. Impressive.

Roll and add the number of successes:

SUCCESS 1 * You can create and/or modify something as big as a person. * The effect lasts as long as a heartbeat.

SUCCESSES 2 * You can create and/or modify something as big as a horse. * The effect lasts for half a minute.

SUCCESSES 3 * You can create and/or modify something as big as a large wagon. * The effect lasts for two minutes.

SUCCESSES 4 * You can create and/or modify something as big as a large hut or coal bunker. * The effect lasts for an hour.

SUCCESSES 5+ * You can create and/or modify something as big as a rich merchant's house. * The effect lasts for a day.

MAGICIAN NAME

The Mechanic

REAL NAME

Gerhard von Liebenstein

FAME

1

INITIATIVE

2

ABILITIES AND SPECIALTIES



Engineering



-



-



Machinery



Mechanic
Medicine



-

SCHOOLS OF MAGIC

MECHANICAL



Perception 0
Communication 1
Processing 3

SPIRITUAL



Reading 0
Influencing 0
Foreseeing 0

ESCAPE



Locks 0
Contortion 0
Hostile Environments 0

OPTICAL



Showing 0
Hiding 0
Modifying 0

TRICKERION SHARDS



A magician can use Trickerion shards in any trick roll.
Each Trickerion shard provides 1 success.

PREPARATION



INCAPACITATION



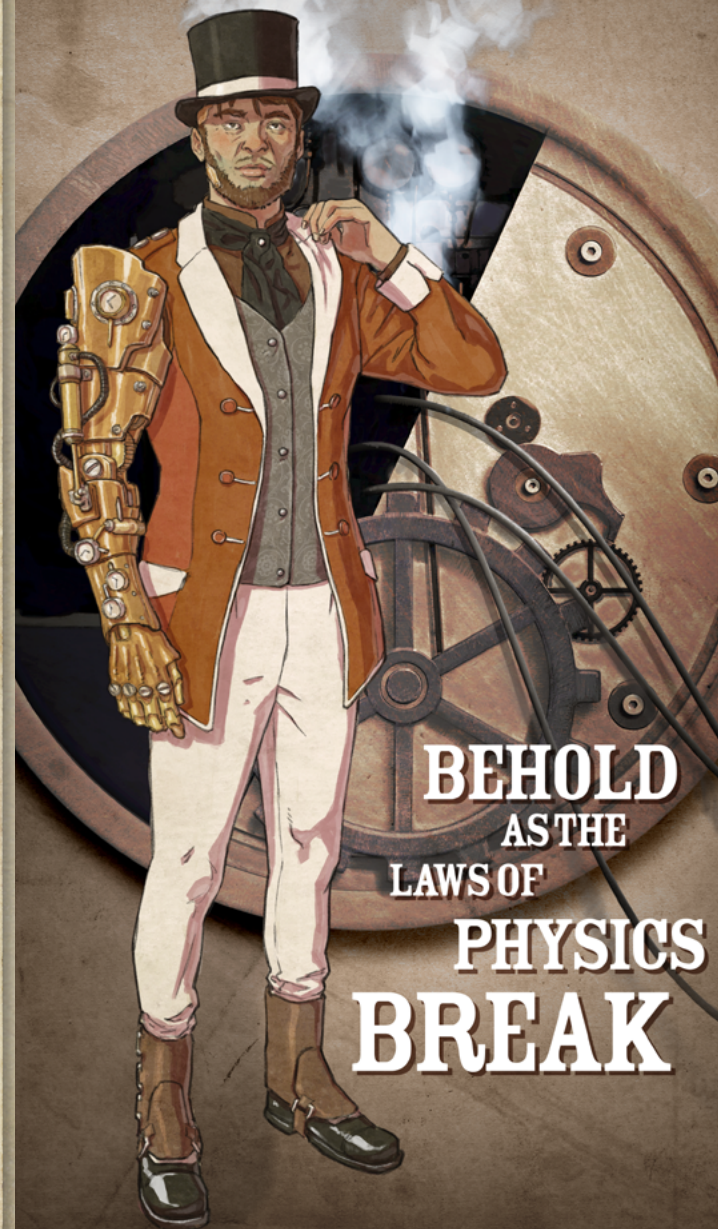
A level 1 magician can use a maximum of 2 Preparation points on each roll. A magician may erase 1 used Preparation point for every 6 rolled.

VITALITY



THE MECHANIKER

MAGICAL MACHINERY



BEHOLD
AS THE
LAWS OF
PHYSICS
BREAK

BACKSTORY

GENERAL

Place of origin: Germania

Age: 41

Description: Tanned skin, short dark brown hair, incipient beard; 5'8", 194 kg. Reserved. One-armed left arm.

Personal mark: Mobile prosthetic arm by clock-like machinery. A small ornate metal plate covers your left temple and part of your jaw to hide a burn.

OCCUPATIONS IN MAGORIA

(Past or present):

Offstage: Mechanic

Affinity to faction or zone: Field medical assistant

Of Illusionism: Engineer

Note: At least three of the Specialties must be related to an Occupation. The Occupation related to illusionism (company of magicians) is mandatory.

EQUIPMENT AND RESOURCES

In addition to the magician's equipment, you carry tools and components of different types.

HISTORY

Background: Son of a wealthy engineer family.

Event that made you become a magician: Losing an arm during the Continental War.

Motivation: To be sufficiently famous and respected both in your performances and in the scientific world.

Desire: To repair people's bodies.

RELACIONES

- You found a delicate young woman in a hospice where you were serving as a nurse several years after the Continental War. She turned out to be Amabel.
- Your prosthetic engineering patents are among the most applauded, and the Bank of Magoria wants to take over the rights to your engineering.

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RUMORS

"The mechanical arm is a hoax. In reality, under the metal and gears, he has his real arm."

"He is not really Gerhard von Liebenstein, but an enemy soldier who took his identity from him."

HISTORY



You inherited the love of machines from your father, a wealthy nobleman from Germania. Your family's fame precedes you, as they are a national emblem in the history of the industrial revolution. When the Continental War broke out, industrial equipment was replaced by war engineering.

Proud and committed to Germania, the Liebensteins also contributed to your country's history by serving in the military. Although most of your close relatives survived, the battle that marked the end of the war changed your fate forever.

A terrible explosion tore off your left arm and burned the side of your head. You became acquainted with field hospitals, soldier-occupied hospices and displaced, wounded and abandoned children. You were discharged from the army with honors and pride that you rejected.

Filled with rage and denial, you spent years studying medicine and working obsessively on a mechanical prosthesis that could replace your missing arm. You received a Dahlgard scholarship thanks to an anonymous contribution to the Academy and your life brightened. In the schematics of the Magnificent's library was the key to making the clockwork of your impossible prosthesis work: a rare amber fragment. You got it. This incredible achievement quickly placed you among the greatest inventors of your time.

But your ambition has not stopped. You want to improve, to build intricate autonomous clockwork machines capable of marvelous functions. You want to devise a way to produce prostheses in a chain, halfway between pride and solidarity. You need prestige, resources and access to the secrets of the wizards. Thus arose "the Mechaniker" and his magical machines.



TYPICAL TRICKS

ENCHANTED BUTTERFLIES (Optical/Showing)

Base: 2d (you may add up to 2d your Preparation reserve)

Stepping out on stage to tell a story while several bright indigo butterflies act out what you tell around you is an effect that always leaves the audience speechless. They impress as much as they distract with their movement and slight shimmer. They can carry something light, such as a ribbon, cloth or paper.

Roll and add the number of successes: the number of successes achieved can be used as extra dice to add to any Personality roll aimed at convincing, reassuring, gaining trust, etc. or even confusing or intimidating an audience. The Personality roll can correspond to an action of yours or of a third party, who would benefit in the same way from these extra dice.

RABBIT FROM THE TOP HAT (Optical/Hiding)

Base: 2d (you may add up to 2d your Preparation reserve)

An impossible place. Nothing here. Nothing there. And you make a rabbit appear out of a hat in an implausible way. Mastery of quick hands, non-existent holes and secret pockets are part of your arts.

Roll and add the number of successes:

SUCCESS 1 * You can have hidden or concealed something as large as a person.
* The created effect affects one person.

SUCCESS 2 * You can have hidden or concealed something as large as a horse.
* The created effect affects up to three people.

SUCCESS 3 * You can have hidden or concealed something as large as a large wagon.
* The created effect affects up to five people.

SUCCESS 4 * You can have hidden or concealed something as large as a large hut or coal bunker.
* The created effect affects up to ten people.

SUCCESS 5+ * You can have hidden or concealed something as large as a rich merchant's house.
* The created effect affects up to ten people.



MAGICIAN NAME

The Great Optico

REAL NAME

Leo Sanderberg

FAME

1

INITIATIVE

3

ABILITIES AND SPECIALTIES



General Knowledge
Architecture



Negotiate



-



Files



-



SCHOOLS OF MAGIC

MECHANICAL 0

Perception	0
Communication	0
Processing	0

SPIRITUAL 0

Reading	0
Influencing	0
Foreseeing	0

ESCAPE 0

Locks	0
Contortion	0
Hostile Environments	0

OPTICAL 1

Showing	2
Hiding	2
Modifying	0

TRICKERION SHARDS



A magician can use Trickerion shards in any trick roll.
Each Trickerion shard provides 1 success.

PREPARATION



INCAPACITATION



A level 1 magician can use a maximum of 2 Preparation points on each roll. A magician may erase 1 used Preparation point for every 6 rolled.

VITALITY



BEYOND
IMAGINATION

Witness the Impossible

BACKSTORY

GENERAL

Place of origin: Suivetia

Age: 29

Description: Long black hair. Long straight mustache and long neat goatee. 5' 7", 176 lb. Observant and friendly.

Personal mark: Exotic hairstyle wig and green costume, in the style of the distant country of Zhonghua.

OCCUPATIONS IN MAGORIA

(Past or present):

Offstage: Lens physicist

Affinity to faction or zone: Dahlgaard Academy Student

Of Illusionism: Protégé

Note: At least three of the Specialties must be related to an Occupation. The Occupation related to illusionism (company of magicians) is mandatory.

EQUIPMENT AND RESOURCES

In addition to the magician's equipment, clothes with hidden pockets, tools for fabric and paper, glasses and a gas lamp.

HISTORY

- **Background:** Rich (family of magicians and lens merchants).
- **Event that made you become a magician:** Fourth-generation magician. You looked for your own path.
- **Motivation:** To turn into the most famous optical magician.
- **Desire:** To reconcile with your family.

RELATIONSHIPS

- When you were a younger student, you helped the Mechaniker find part of the schematics that helped him create his clockwork prosthesis.
- You are a conscientious Dahlgaard Academy student who meddles more than you should.
- _____
- _____

⌘ RUMORS ⌘

"He's really just a fraud on the stage, little more than a charismatic assistant. His tricks are prepared in the shadows for money by a poor magician."

"The Great Optico is a true Oriental from a cult of mountain monks who spreads his philosophy by hypnotizing you with his tricks."

HISTORY



You were born to inherit the magical talents of the Sandenberg dynasty. As the youngest of the lineage, the shadows of three generations of magicians fell upon you. Being magicians skilled in the arts of optical illusion, they all expected you to follow their strict ways and become an expert optical magician. The path was marked and you could not step out of its boundaries.

Education was so hard at home, that being sent to the Dahlgaard Academy was first a respite and then an opportunity. The academy brought freshness to your environment. You were motivated, you felt chosen and protected, but secretly you were being watched by your father's friends at the academy. The pressure was too great, and you never seemed to be good enough for your family. It became clear to you after performing before them and the highest personalities of Suivetia, during a national celebration. Pressure and anxiety led you to fail in your first solo performance, a disappointment that your father underlined with family shame.

That's how the opportunity arose. After arguing with your father, you took the train back to Magoria. But you didn't stop there. You continued eastward, exiled from your family and the Old Continent to find peace in yourself. For years you wandered, living by turning cheap tricks on the streets. Your journey ended up taking you to the Far East, where one day you met the monastery of the silent monks of the mountains. You decided to join them in the quiet.

Five years of silence, contemplation and practice passed, until you felt ready to resume your former life. You went back to Magoria to recover your studies, but no one would pay for them anymore. Your parents had passed away in your absence and your uncle wanted nothing to do with you. At your father's grave, you promised him that you would honor his memory by becoming the most famous optical magician of all time. With your savings and inheritance, you created your own circus of marvelous illusions and began performing as The Great Optico.

TYPICAL TRICKS

WATER TANK ESCAPE

(Escape/Hostile Environments)

Base: 2d (you may add up to 2d of your Preparation reserve)
Lethal risk is a sure value when it comes to adding tension to the show. Bonds, shackles, chains and a tank of water are a perfect combination. You master it, both in terms of escape preparation and lock manipulation as well as an extraordinary stamina underwater.

Roll and add your successes: the number of successes turn into extra dice that you can add to the rolls to overcome obstacles blocking your exit, as well as to the rolls to hold your breath, when applicable.

BURNING MUMMY (Escape/Hostile Environments)

Base: 2d (you may add up to 2d of your Preparation reserve)
Few things impact the audience more than a deadly risk, a terrifying sight or fire. This trick unites these three elements through the mastery of special, tough costumes, creating the vision of a terrifying, flaming mummy who stops at nothing. With the acceptance of the game director, you can create a variant with the creature and another visually stunning mortal danger.

Roll and add your successes: the number of successes achieved is the number of “marks” that modify the audience’s predisposition, according to the following scale (the game director must determine the starting point of the audience’s predisposition):

Terrified - Frightened - Neutral - Confident - Emboldened

If the situation requires it, the successes achieved can be converted into penalty dice that the impacted audience receives in its next action. In addition, the number of successes indicates how many people are affected (and their modified predisposition), and for how long you can maintain the effect:

SUCCESS

1

- * You may influence and change the predisposition of a person.
- * You may maintain an illusion for as long as a heartbeat.

SUCCESSES

2

- * You may influence and change the predisposition of up to three people. * You may maintain an illusion for half a minute.

SUCCESSES

3

- * You may influence and change the predisposition of up to five people. * You may maintain an illusion for two minutes.

SUCCESSES

4

- * You may influence and change the predisposition of up to ten people. * You may maintain an illusion for an hour.

SUCCESSES

5+

- * You may influence and change the predisposition of more than ten people. * You may maintain an illusion for a day.

MAGICIAN NAME

Master of Chains

REAL NAME

Frederic White

FAME

1

INITIATIVE

2

ABILITIES AND SPECIALTIES



Underworld



Acting



Feats of Strength



Fixing Things



SCHOOLS OF MAGIC

MECHANICAL



0

Perception 0
Communication 0
Processing 0

SPIRITUAL



0

Reading 0
Influencing 0
Foreseeing 0

ESCAPE



1

Locks 2
Contortion 0
Hostile Environments 2

OPTICAL



0

Showing 0
Hiding 0
Modifying 0

TRICKERION SHARDS



A magician can use Trickerion shards in any trick roll.
Each Trickerion shard provides 1 success.

PREPARATION



INCAPACITATION



A level 1 magician can use a maximum of 2 Preparation points on each roll. A magician may erase 1 used Preparation point for every 6 rolled.

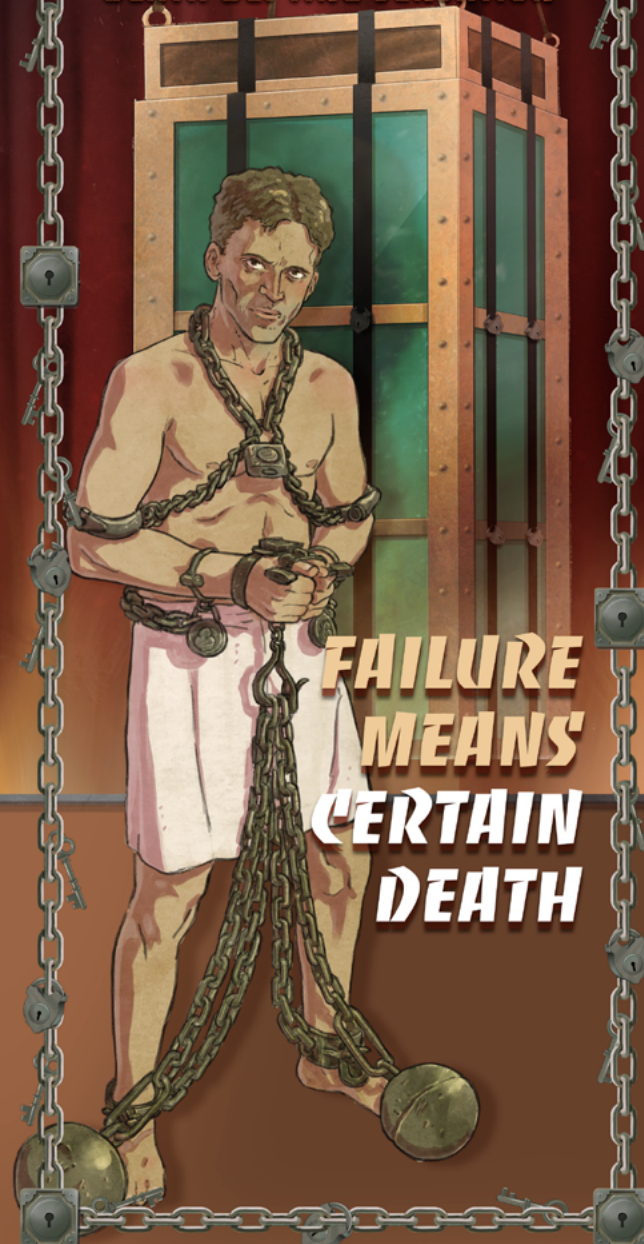
VITALITY



MASTER OF CHAINS

OF CHAINS

DEATH DEFYING SENSATION



FAILURE MEANS CERTAIN DEATH

BACKSTORY

GENERAL

Place of origin: Magoria

Age: 28

Description: Pale skin, short dark blond hair; 5'10", 172 kg. Close shaven. Firm look. Energetic.

Personal mark: Blue suit, blue swimsuit, several watch and purse chains, and a distinctive, powerful laugh.

OCCUPATIONS IN MAGORIA

(Past or present):

Offstage: Survivor

Affinity to faction or zone: Messenger (Silver Smile, Dark Alley)

Of Illusionism: Assistant

Note: At least three of the Specialties must be related to an Occupation. The Occupation related to illusionism (company of magicians) is mandatory.

EQUIPMENT AND RESOURCES

In addition to the magician's equipment, lock picks and hidden blunt needles.

HISTORY

- **Background:** Abandoned orphan. Poor.
- **Even that made you become a magician:** A magician saved your life when you were drowning in the Magor and took you in as an apprentice.
- **Motivation:** To be wealthy and famous enough to live free and without treacherous and dangerous ties to anyone.
- **Desire:** To find information about your origins.

RELATIONSHIP

- You have helped The Great Optico on several occasions to build various supports for his functions and have assisted him in some minor functions. He has always treated you well and you admire his knowledge of the world.
- The Priestess of Mysticism helped you hide your existence to Silver Smile gang, so they think your drowned body is still at the bottom of the Magor.

RUMORS

"He knows so much about escapes because he works as a thief for various criminals in Dark Alley."

"The Master of Chains made a pact with a viznik, an evil river spirit, and cannot die by drowning or be deprived of freedom in or near water."

HISTORY



The talented escapist known as the Master of Chains, were born as Frederic White in some unknown place in or near Magoria. Your origin is also unknown to you, which distresses you. What little information you have only goes as far as the shutter of a now defunct orphanage in Dark Alley. Conditions were poor and tensions over food and clothing were constant, so you escaped to find your own way. You survived among doorways and ruins, feeding on the crumbs of other poor people's kindness and what you could steal. You were still in misery, but it was your misery.

One day you stole from the wrong person, but you managed to escape several times from the two thugs who were chasing you. Their boss was leading a group of smugglers, and he was impressed. He offered you to join the Silver Smile gang.

You loved the good clothes and food, but you hated being forced to do jobs like delivering illegal packages or information, or more dangerous jobs like breaking

into mansions or police stations. Whenever you rebelled, you received a severe punishment. So one day you decided to run away. At the age of 14 you stole a good amount of money that you had generated with your jobs, but in doing so you saw something you shouldn't have and they caught you. You were chained to a cement block and thrown into the Magor.

With an incredible effort, you freed yourself from the chains and, by pure instinct, reached the surface. You were bleeding all over your body and weak, but the worst thing was that you had never learned to swim. You gasped and sank again and again until, exhausted, you let yourself go downstream. To your great good fortune, a decaying street magician who was planning to jump into the Magor from the highest bridge witnessed the scene. He saved you, and you both found new meaning in your lives when he offered you to be his apprentice. Gradually you mastered the craft, improving in the arts as an escapologist. Soon you became the Master of Chains, the incredible escape artist the world knows today.