

TYPICAL TRICKS

THE TELEPORTING BREAD (Optical/Showing)

Base: 2d (you may add up to 2d of your Preparation reserve)
Raise your empty hand in the air, wave it, and suddenly a piece of bread appears. Wave it again and the bread is somewhere else. Useful to amaze the mind and feed the stomach.

Roll and add the number of successes: the number of successes achieved is the number of bakery pieces you can summon and teleport. Alternatively, you can use the bread to ingratiate yourself with a hungry audience by sharing the bread, for each success, move a "mark" that modify the audience's predisposition, according to the following scale (the GM must determine the starting point of the audience's predisposition):

Hostile - Cold - Neutral - Friendly - They love you

YOU'RE TOASTED (Optical/Modifying)

Base: 2d (you may add up to 2d of your Preparation reserve)
Summon the heat of the oven to toast any piece of bread you have... or burn the buttocks of your enemies. You choose.

Roll and add the number of successes:

SUCCESS

1

☞ You may toast a piece of bread. ☞ You may burn a person and impose a -1d penalty on them for as long as a heartbeat.

SUCCESSSES

2

☞ You may toast up to three pieces of bread. ☞ You may burn up to three people and impose them a -2d penalty for half a minute.

SUCCESSSES

3

☞ You may toast up to five pieces of bread. ☞ You may burn up to five people and impose them a -3d penalty for two minutes.

SUCCESSSES

4

☞ You may toast up to ten pieces of bread. ☞ You may burn up to ten people and impose them a -4d penalty for an hour.

SUCCESSSES

5+

☞ You may toast more than ten pieces of bread. ☞ You may burn more than ten people and impose them a -5d penalty for a day.

MAGICIAN NAME

The Baker of Magic

REAL NAME

Ginny Du Baghette

FAME

1

INITIATIVE

4

ABILITIES AND SPECIALTIES



2

-



3

☞ Silver tongue



2

☞ Dexterous
☞ Resistance



1

-



3

☞ Bakery



2

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	0
Modifying	2

TRICKERION SHARDS



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

PREPARATION

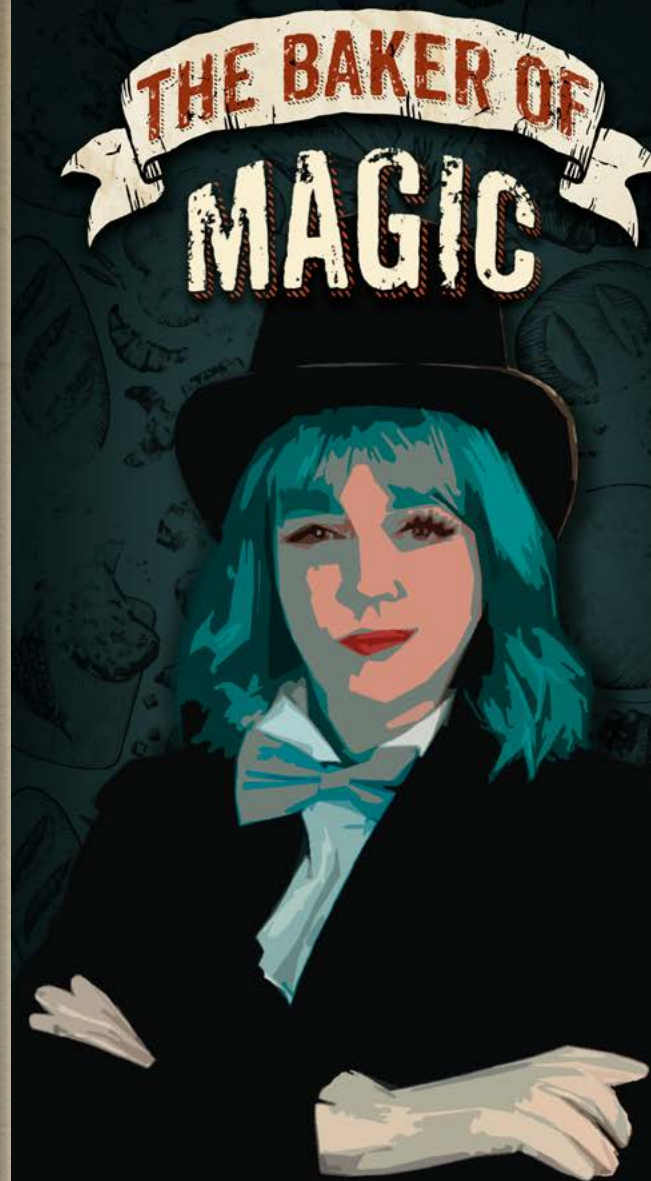


INCAPACITATION



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



GINNY DU BAGHETTE

BACKSTORY

GENERAL

Place of origin: Magoria

Age: 31

Description: Short, round face, long hair.
Extroverted. Formal wear.

Personal mark: Her green coloured hair stands out from a crowd. Always wears a bowtie.

OCCUPATIONS IN MAGORIA

(Past or present):

Offstage: Baker

Affinity to faction or zone: Industrial workers

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, baker tools and a surprisingly high number of bread pieces.

HISTORY

- **Background:** Daughter of long dynasty of master bakers.
- **Even that made you become a magician:** Meeting Daahlgard himself.
- **Motivation:** To be sufficiently famous and respected both in your performances and in the scientific world.
- **Desire:** To gain the respect of your family.

RELATIONSHIP

- Frederic White was a loyal client of Du Baghette's bakery before becoming a magician himself.
- Your father, now retired, is well respected in the industrial district. And has mixed feelings about your magician career.

- _____
- _____
- _____
- _____
- _____

RUMORS

"Her constant obsession with bread has led to her expulsion from Daahlgard Academy".

"Business is not going well, and she has had to resort to a shark loan from Silver Smile".

HISTORY



A true Magorian, born and raised in the Capital of Illusion, you were the eldest child of a working class family, a family of proud and honest bakers. Your father was a baker, as was his mother before him and so on. Five generations of Du Baghette bakers have been feeding the the people of the Industrial District with the finest bread long before Daahlgard the Magnificent learned his first trick. From the moment you're born, your destiny is set: you'll learn to knead, ferment, cook, and sell the best bread in all of Magoria. And the finest pastries, croissants and buttery scones - to live up to the Du Baghette clan's unsurpassed mastery of the bakery ovens!

And you enjoy this destiny, indeed. You love the warm atmosphere of the ovens and the kind smiles of the clients. You know the value of tradition, but... You also have another infatuation, that you share with many people here in Magoria: you love magic. You love the glamour of the theaters and the mira-

cles conjured on stage for the master magicians, and the wide-eyed wonder of the audience.

You want to be there, shining on stage, ever since the day Daahlgard himself visited your bakery, bought a croissant and made it disappear before your eyes. He gifted you a tiny Trickerion fragment, and when you looked at it your mind opened. You discovered that your strong, skilled hands, trained in kneading flour, are excellent at optical tricks. Now you see the bread, now you don't.

With renewed enthusiasm, and despite your family's doubts, you shifted the focus of the family business and created a new magic style all by yourself. Now you don't just sell food, you put on a damn good show of illusionism with that food. You made the bread disappear and come back in your customer's pocket, perfectly toasted. You are Ginny Du Baghette, the Baker of Magic.