

Taliesin, King of Bards

Aspects

- I. King of Bards (High Concept) ○○○○
- II. Debt collector—and hoarder (Trouble) ○○○○
- III. Heir to the Autumn Court. ○○○○
- IV. Art-broker to the city. ○○○○
- V. Politics is a continuation of war by other means. ○○○○
- VI. The enemy of my enemy is a useful tool. ○○○○
- VII. Quadruple-agents are lazy. Every scheme must hold another plan. ○○○○

Stress

- I. Physical ○○
- II. Mental ○○○○
- III. Social ○○○○
- I. Mild(-2)
- II. Moderate(-4)
- III. Severe (-6)
- IV. Extreme (-8)

Powers

- I. **Autumn Magic [-4]**
Can take Debt in lieu of spending Fate. Partially defeats the Catch of Summer fairies.
 - i. Sponsored Thaumaturgy: *Discipline* (5) to target. Base strength *Lore* (4), plus 2 per maneuver of preparation. No stress for strength up to *Conviction* (3), one mental stress per point of strength above that.
 - ii. Sponsored Evocation: *Discipline* (5) to target. One mental stress for strength up to *Conviction* (3), plus one per point above that.
 - iii. Focus items (4=*Lore*): **carved cane** offensive power +2 **diadem of autumn's prince** summer control +1 **2 potions** of strength *Lore* (4) chosen at start of session or as a *Lore* declaration.
- iv. Rotes (4=*Lore*): **attack** weapon 3 autumn, 1 stress **big attack** weapon 5 autumn, 1 stress with cane **split attack** weapon 2/2/1, 1 stress with cane
- II. **Great Glamour [-4]**
Veils at *Discipline* + 2 (7), Illusion Disguise at *Discipline* +2 (7). Group veils or disguise at *Discipline* (5). Conjure illusory objects (e.g., fairy gold).
- III. **The Sight [-1]**
Passive: use *Lore*+1 (5) as *Investigation* for Arcane matters. Active: Open the sight, receive a metaphorical vision. *Lore* to interpret (difficulty ≥3). *Discipline* to defend; may only stop on successful defense.
- IV. **Wizard's Constitution [-0]**
Eventually heals from whatever happens.

Skills

- Superb ○○○○ *Discipline* **Concentration** restricts **Emotional Control** defense vs. *Intimidation* **Mental Defense**
- Great ○○○○ *Lore* **Arcane Research** as *Scholarship*, but libraries are rare **Common Ritual** p290 **Mystic Perception** vague *Alertness*
- Great ○○○○ *Performance* **Art Appreciation** as *Scholarship* **Composition** — **Creative Communication** — **Playing to an Audience** declarations
- Good ○○○○ *Conviction* **Acts of Faith** defense of faith **Mental Fortitude** stress boxes
- Good ○○○○ *Contacts* **Gathering Information** Extra time to cover **Getting the Tip-Off** passive **Knowing People** declaration **Rumors** maneuver or social attack
- Good ○○○○ *Deceit* **Cat and Mouse** social attack/riposte **Disguise** vs. *Alertness* only, not *Investigation*, without Stunts
- Good ○○○○ **Distraction and Misdirection** small physical vs. *Alertness* or *Investigation* **False Face Forward** defense, modified by *Rapport* **Falsehood & Deception** single roll or full conflict
- Fair ○○○○ *Resources* **Buying Things** p322 **Equipment** including gizmos **Lifestyle** skill—2 or cheaper **Money Talks** modify social **Workspaces** cap project difficulty; skill—2 for free
- Fair ○○○○ *Presence* **Charisma** passive impressions **Command** direct groups **Reputation** social defense **Social Fortitude**
- Fair ○○○○ *Alertness* **Avoiding Surprise** retroactive vs. stealth to be able to defend **Combat Initiative** — **Passive Awareness** —
- Fair ○○○○ *Empathy* **Reading People** 10min → vs. *Rapport/Deceit* to assess **A Shoulder to Cry On** recovery of mild consequence (p220) **Social Defense** — **Social Initiative** —
- Average ○○○○ *Stealth* **Ambush** declarations; one last *Alertness* roll; let Hiding roll ride, or make new roll; victim either can't act-or-defend or can't act, but may defend **Hiding** still and out of sight **Shadowing** — **Skulking** —
- Average ○○○○ *Athletics* **Climbing** shifts →speed **Dodging** Defense **Falling** p319 **Jumping** — **Sprinting** max(1,shifts) →zones
- Average ○○○○ *Rapport* **Chit-Chat** attack, maneuver, block attention **Closing Down** full defense (+2) vs *Empathy* **First Impressions** passive **Opening Up** choose what to reveal **Social Defense** —
- Average ○○○○ *Craftsmanship* **Breaking** attack, maneuver **Building** tools, materials, time; declarations **Fixing** as building
- Average ○○○○ *Survival* **Animal Handling** all social skills with animals **Camouflage** 0=construct a blind, complement *Stealth*
- Average ○○○○ **Riding** limits **Scavenging** declaration **Tracking** *Investigation* modifies