

THE MAGNUS ARCHIVES

ROLEPLAYING GAME

NAME

DESCRIPTOR

page 15

TYPE

page 27

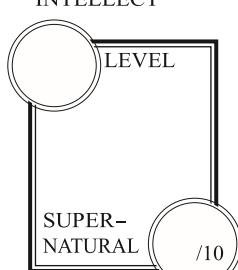
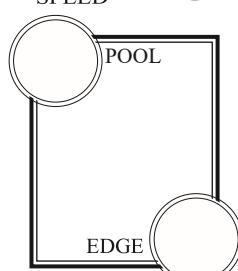
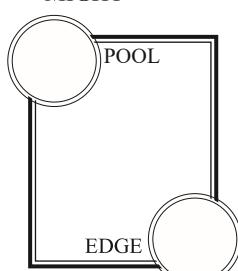
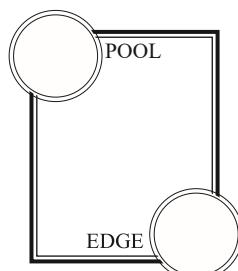
FOCUS

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TIER

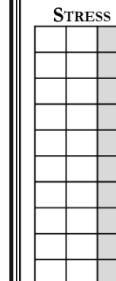
EFFORT

XP

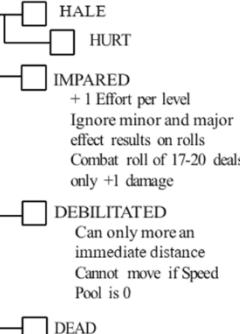


ATTACKS

DAMAGE TRACK



INJURY



Injuries: page 132

RECOVERY ROLLS

Recovering Pools

1D6+

1 ACTION

10 MINUTES

1 HOUR

10 HOURS

Recovering Stress

3 Stress recovered every

1 hour of rest

How to use XP

1 XP

- Reroll any roll, even if you didn't make the roll
- Refuse GM Intrusion
- Create Player Intrusion

2 XP

- Gain a short-term trained skill (basically one-time use)

3 XP

- Gain a long-term benefit
 - Contact
 - Full-time Home
 - Position of authority
 - Wealth: (see page 144)

4 XP

- Gain an Advancement →→→

After gaining four Advancements, your character gains a Tier and resets the Advancements

ADVANCEMENT

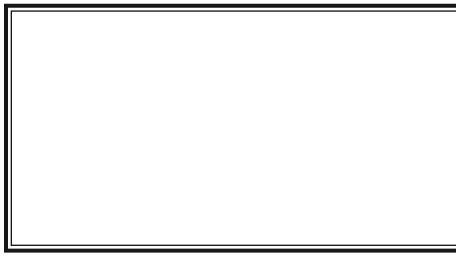
- INCREASE CAPABILITIES +4 points into Stat Pools
- MOVE TOWARD PERFECTION +1 to the Edge of your choice
- EXTRA EFFORT +1 to Effort
- SKILL TRAINING Train in a skill or specialize in a trained skill
- OTHER OPTIONS See page 141 of *The Magnus Archives* book.

SKILLS page 15

SPECIALIZED



TRAINED



INABILITY



Task Difficulty # (DC) and Stat set by GM

- +1 for every 3 points of Stress
- 1 for any relevant Trained Skill
- 2 for any relevant Specialized Skill
- +1 for any relevant Inability
- 1 for each Effort

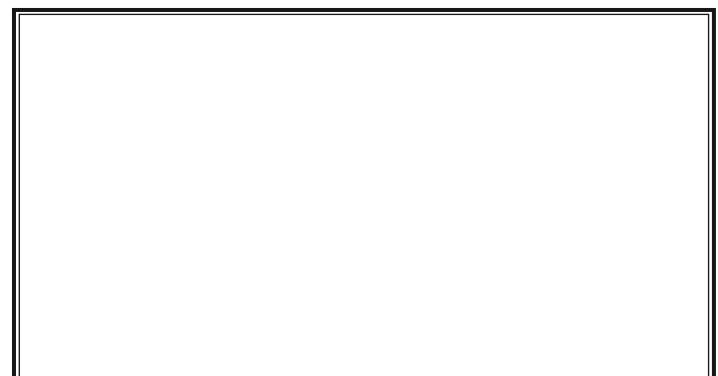
Final number x3 = target roll (d20)

Skill Limit: 2 per roll

Effort Limit is the # on Character Sheet

Stat Pool cost
of Efforts applied x 3
+ Any Ability cost
- Edge

SPECIAL ABILITIES



CYPHERS page 132



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who FOCUS

EQUIPMENT *page 97*

PORTRAIT

CHARACTER ARCS *page 140*

BACKGROUND

CONNECTIONS

NOTES