

THE VIRTUOSO

“My Eidolon is a real, physical _____, and through it, I can push my mastery of _____ beyond physical limits, allowing me to _____.”

Range: Infinite

CHARACTER NAME:

☐

POW

EIDOLON NAME:

☐

ELE

PLAYER NAME:

☐

GEN

☐

GLAM

☐

BIZ

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

APPEARANCE

RESONANT CARD

DISSONANT CARD

LVL

HOLD

When you play your resonant card, apply the following Forecast: “The world is your instrument, and it’s time for your solo.” Describe how your Eidolon transforms into a larger, more powerful version of itself and Hold 2. You can spend this Hold to draw 1 additional card when using your Eidolon to make a Move.

When you play your dissonant card, apply the following Forecast: “You’re thinking too literally, and miss something that’s immaterial but crucial.” Your Eidolon becomes severed until you find a way to spiritually reconnect to it.

Starting Moves

- ☒ **Recall:** When you do not have possession of your Eidolon, you can draw **ELE** to call out to it and make it return to you.
- ☒ **Everything a Nail:** When you try to overcome an obstacle by applying the skill you’ve mastered, draw **ELE**, but ignore the Forecast of the card you play:

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On a **positive card**, your skill maps to this situation perfectly.

On a **neutral card**, describe a complication that prevents your skill from fully translating to this situation. Take -1 Forward. The GM will describe how the complication hinders your success.

On a **negative card**: your skill doesn't map to this situation at all. You fall flat on your face.

- ☒ **Heirloom:** Your Eidolon's concrete form means that it can outlive you. When you die, name the person you choose to inherit it. They become the Eidolon's new master, and once per session they can use any one Move from your character sheet.

Advanced Moves

- ☐ **Stellar Performance:** You are an artist with your Eidolon. When someone watches you do something spectacular with it, take +1 Forward to the next time you Dazzle them.
- ☐ **Cover Version:** You can draw **BIZ** to will your Eidolon to change into any object of comparable size.
- ☐ **Mashup:** Once per Uptime, you may choose someone you have a Tie to; change the third blank of your Eidolon Power to something that reflects their own. Change your Eidolon Power back to normal at the beginning of the next session.
- ☐ **Encore:** Once per session, when you use Everything a Nail and draw no Positive cards, you can describe what you've done to train yourself specifically to apply your mastered skill to this situation, and Push Yourself without ticking the Phantom Clock.
- ☐ **Legendary Treasure:** When you take this Move, you and the GM will describe a powerful magical artifact which has the same form as your Eidolon. This artifact exists deep in the Undertow, where no human could ever find it. Once per Uptime, you may ask the GM one of the following questions about it:

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- How was it made?
- Who owns it now?
- What effect does it currently have on the real world?
- What does it empower its wielder to do?

☐ **Featured Artist:** Once per Uptime, when you use your Eidolon to provide material aid to another player making a Move, they may choose to forego drawing and instead apply the following Forecast with a positive Polarity: “The world is your instrument, and it’s time for a duet.”

☐ **One-Man Band:** Take one of the following Moves:

- ☐ **Break on Through**, from the Vanguard Playbook
- ☐ **Pick Locks, Hack Consoles** from the Infiltrator Playbook
- ☐ **Information War**, from the Navigator Playbook, using your mastered skill as your Area of Expertise

☐ **Four Thirty-Three:** During combat, throw away your Eidolon and make a call to negotiate with your enemies. Draw **GLAM**, but ignore the Forecast of the card you play.

If you play a **positive card**, all Eidolons involved in the conflict become severed until you pick up your Eidolon again.

If you play a **neutral card**, no Eidolons become severed, but the enemy will stop attacking long enough to hear you out.

If you play a **negative card**, nothing happens, except that you’ve thrown away your Eidolon.

You may only use this Move once per session.

☐ **Quick-Draw:** Permanently take +1 Ongoing when using your Eidolon to Scrap or Snipe someone who doesn’t believe that you can or will attack them.

☐ **Reverse Recall:** Instead of calling your Eidolon to you, you can draw **BIZ** to call yourself to your Eidolon.

Master Moves (Requires Level 5 or higher)

- ☐ **Remaster:** Your Eidolon becomes an ordinary object. A new object in your possession becomes your Eidolon. You may only use this Move once, ever.
- ☐ **Cursed:** If your Eidolon comes in contact with someone else, you can draw **BIZ** to attempt to make your Eidolon take control of them.
- ☐ **Realizing the Legend** (*Requires Legendary Treasure*): Once per Uptime, you may draw **BIZ** to make your Eidolon switch places with your Legendary Treasure, until the end of the session.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>