# Paradigm List:

**Paradigm:** I Bend the Rules through my Source

Aligned(choose one): Mental magic, Time-Affecting magic

**Opposed:** Choose one: Magic that reinforces the status quo,

Magic that doesn't Protect my Source

Choose this one: Magic without my Source

**Paradigm:** My Source Lets me See the True Nature of

Things

Aligned(choose one): Divinations, Transmutations

**Opposed:** Choose one: Obscuring magic, Changing thing that are

Static

Choose one: Magic without my Source, Magic while Blind

# The Inspired

Many people wonder where inspiration comes from. That question is boring to you, you know the answer. The right question is, how much can you do with that inspiration?

### Your Source:

First pick your source's form: a person, an object, a substance, an abstract concept, an action, an emotion

#### Next choose one of these:

- Your source can be safely carried with you (+portable)
- Your source is socially acceptable (+available)
- Your source makes you more alert (+sharp)
- Your source makes you more Aware (+magicsense)
- Your source makes you feel more alive (+invigorating)
- Your source helps you talk to people (+social)

#### And choose two of these:

- You crave more and more of the source, your desire for it is insatiable. (+addictive)
- Your source is rare or hard to find. (+rare)
- Your source is short-lived (+quick)
- Your source often harms you (+dangerous)
- Your source is against the law (+illegal)
- Your source attracts unwanted attention (+disruptive)
- Your source makes your magic more unpredictable (+chaotic)

## Starting Gear:

- 3 Savings
- Choose something to fall back on: A hidden cache of valuables worth about 2 savings; A safehouse that's really more of a safe-shack; Airline miles enough for a one-way ticket to just about anywhere; A holdout pistol with a single shot.



The Inspired

Name: Esin, Tobias, Tafari, Sameal, Mab, Fiona, Kai, Kendall,	1		Health	
Flower, Ida,		Will	PREPARATIONS	
Why was your humanity trivialized? Because they thought I was broken, because I was uneducated, because of my looks,	Wits		CODE 50	
			CODE 40	
Why is your humanity still in question? Reasons,		Chaum	CODE 30	
		Charm	CODE 20	
Why are you hunted? Because I'm misunderstood, because I break the Rules, for my insight,		Grace	CODE 10	
Looks:		Body	CODE N	
<ul> <li>(choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation</li> <li>Burning eyes, dull eyes, hungry eyes, bloodshot eyes</li> <li>Slack face, haggard face, shining face, stubborn face, yearning face</li> </ul>	Discord:	-	Preparations: ————	
Wiry body, full body, misshapen body     Flowing clothes, family slothes, rags, him slothes, active	Advancement:		00000	
<ul> <li>Flowing clothes, fancy clothes, rags, hip clothes, active clothes,</li> </ul>	<ul><li>Gain +1 Charm (max Charm +2)</li></ul>			
<ul> <li>Expansive aura, sucking aura, insinuating aura, kaleidoscope</li> </ul>	O Gain +1 Grace (max Grace +2)			
aura, tantalizing aura,		o Gain +1 Body (max Body +2)		
Stats:	<ul> <li>Pick a new Inspired move</li> </ul>			
Will +0, Wits -1, Charm +1, Grace +2, Body +1	<ul> <li>Remove a Restriction from your Paradigm</li> </ul>			
Will +0, Wits +0, Charm +2, Grace +1, Body +0	* Give a Freedom to another Mage's Paradigm			
Will +0, Wits +0, Charm +0, Grace +1, Body +2	* Gain an Anchor (2Anchors max)			
Will +0, Wits +1, Charm +0, Grace +2, Body +0			<u> </u>	
<b>Moves:</b> The Inspired gets the <b>Source</b> move, and 2 other moves of your choice.	(Choose only after 5 from the first section) • Retire to safety			
Anchors: (Choose 3)	<ul> <li>Switch playbooks</li> </ul>			
<ul> <li>Neon and Crystal, some kids I hang out with on the weekend</li> <li>Leslie, who cares about me but just doesn't understand</li> </ul>		t a second ch		
<ul> <li>My last gift frombefore they left</li> <li>The diamond necklace from</li> </ul>	(Cho	<ul> <li>(Choose only after 5 from the first section and if not Tethered)</li> <li>Pick a new Inspired move</li> <li>Pick a playbook move from another playbook</li> </ul>		
•, my greatest confidante	<ul><li>Pick</li></ul>			
○ The well-worn T-shirt I always sleep in				
Starting Gear: See "Starting Gear" section on reverse side.		∘ Gain +1 Charm (max Charm +3)		
The state of the s	<ul><li>Gain +1 Grace (max Grace +3)</li></ul>			
	Get an Advanced Inspired Move			

The Inspired's Moves
■ Source: (You have this move by default) You've identified the source of your inspiration, and it lifts you up. Take +1 ongoing while your source is present.
☐ Just When I Think You're Gone: When you pass up an opportunity to interact with your Source of Inspiration, roll +Grace. On a hit, hold 1. On a 10+ you may spend your hold 1 for 1 to have your source appear in the scene with no explanation needed. On a 7-9 you may spend your hold for the same, but your Source is threatened, captured, or in peril.
☐ Open Their Mind: When you introduce an individual to your Source to open their mind, roll +Charm. On a 10+, they are not a lookout the next time they would be for your magic. On a 7-9, they are drawn to your Source (if a PC, they mark experience next time they interact with your Source). On a 6-, in addition to whatever else the MC says, choose one:
<ul><li>They find they have a strong aversion to your Source</li><li>They wish to take your Source away from you.</li></ul>
☐ <b>Opiate for the Masses:</b> When you <b>bring your Source to a mob</b> , roll +Grace. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to:
<ul><li>Discover a truth that they know</li><li>Obtain something of value or use</li></ul>

- Get them to believe a truth
- Learn their potential
- Placate them and return them to their mundane lives
- □ Visions of Fate: When you dive into the chaos surging around you to see visions of what could come to be, roll +Body. On a 10+, pick one person who keeps their standing, and one who doesn't. On a 7-9, pick one or the other. Don't name a PC; name NPCs only. The MC will make your prediction come true, if it's even remotely possible. On a miss, take -1 ongoing until the chaos subsides.
- When you and another character exchange a moment of humanity, roll +Charm. On a hit you count as having Opened Their Mind, as if you'd rolled a 10+. On a 7-9 they hold 1, and can spend that hold to have your Source show up in a scene, or deny it from you for a scene. On a 6-, if they are aware of the magical world, they gain a restriction against magic with your Source.