

## Paradigm List:

**Paradigm:** All is One and the One is All

**Aligned(choose one):**

**Opposed:** Pattern Magic, Cooperative Magic, Creation

Choose one: Selfish magic, Magic that divides  
Choose one: Magic without Faith, Magic that doesn't involve people

**Paradigm:** I am the New Prophet

**Aligned(choose one):**

**Opposed:** Visions of the Future, Forging a Destiny

Choose one: Things at Rest, Abjuration Choose one: Changing the Future you Know, Hiding the Truth

# The Pious

IT SEEMS WE DON'T HAVE A DESCRIPTION YET

## Place of Power:

First, pick a facade:

- Place of Worship
- Forested Grove
- Basement Laboratory
- Old Log Cabin
- Wishing Well
- Ancestral Mausoleum
- Natural Spring

Then pick up to 1 Strength: +warded, +accorded ground, +famous, +private, +unique, +awakened spirit

Pick at least 1 Weakness: +inaccessible, +obvious, +public, +tainted +exposed, +business hours, +cramped

A Ritual performed here will never (choose 1):

- Need a certain object
- Cause everyone involved to Backlash
- Need extra time



# The Pious

**Name:** Joan, Ether, Miranda, Brother Wilhelm, Francis, Emira, Marja, Ingrid, Bernard, Rishi, Sister Eliza

### Looks:

- caring eyes, quiet eyes, intense eyes, small eyes, inspired eyes, hard eyes
- youthful face, lined face, sharp face, round face, marred face, open face
- hard body, sallow body, frail body, \_\_\_\_\_
- orderly clothes, homespun clothes, conservative clothes, starched clothes
- peaceful aura, driven aura, flowing aura, tight-fitting aura, hidden aura

### Stats:

Will +0, Wits +0, Charm +2, Grace +0, Body +1

Will +0, Wits +1, Charm +2, Grace -1, Body +1

Will +0, Wits +0, Charm +1, Grace +1, Body +1

Will +1, Wits +1, Charm +2, Grace +0, Body -1

### Anchor:

 (Choose 3)

- Kell, my heart's delight
- My wooden rose, a gift from my first love
- My widowed sister-in-law
- My community
- My dog-eared holy text

### Secrets:

 (Choose at least 1)

- I know \_\_\_\_\_'s second-biggest secret. (Tell them +1)
- I trust \_\_\_\_\_ to guide the sleepers. (Tell them +1)
- \_\_\_\_\_ does not fit into my vision of an Awakened Future (Tell them -2)

<input type="text"/>	Will	
<input type="text"/>	Wits	Health
<input type="text"/>	Charm	CODE 50
<input type="text"/>	Grace	CODE 40
<input type="text"/>	Body	CODE 30
<input type="text"/>		CODE 20
<input type="text"/>		CODE 10
<input type="text"/>		CODE N

### Advancement:

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- Gain +1 Charm (Maximum Charm +3)
- Gain +1 Grace (Maximum Grace +2)
- Gain +1 Will (Maximum Will +2)
- Gain +1 Wits (Maximum Wits +2)
- Get a new Pious move \_\_\_\_\_
- Retire to safety
- Switch playbooks
- Start a second character \_\_\_\_\_
- Get a new Pious move
- Get a new Pious move
- Choose a new option for your Place of Power
- Choose a new option for your Place of Power
- Get a playbook move from another book
- Get a playbook move from another book
- Get an Advanced Pious Move

### The Pious's Moves

The Pious gets the **Vows** move, and 2 other moves of your choice.

- **Vows:** (You have this move by default) When you **Eschew Mortal Comfort to Further your Goal**, roll +Charm. On a 10+ hold 3, on a 7-9 hold 1. Spend your hold 1-for-1 to declare someone involved in a situation owes you a small favor for past help.
- **Listen to the Celestial Chorus:** When you tune in to the voices of the universe, sometimes they will have something helpful to say. Roll +Charm. On a hit you may ask questions from the below list, the GM will answer truthfully. On a 10+ ask 3, on a 7-9 ask 1.
  - Who here has the most potential?
  - Who can I trust?
  - What am I not seeing?
  - Who is telling the truth?
- **Sanctuary:** You have access to a Place of Power, a safe haven against things that would harm servants of your Path.
- **Last Rites:** You may always Assist someone on their death move, take +1 forward when doing so, and if you are successful, you both gain +1 secrets with each other.
- **Exorcism:** When you attempt to **Banish a Controlling Spirit** roll +Body. On a 10+ choose 1, on a 7-9 choose 2:
  - You expose yourself to possession
  - The spirit is not afraid to come back
  - The controlled entity is harmed
- **Holy Avenger:** You have a weapon, enchanted and attuned to your beliefs. When you **exert yourself physically** through it, roll +Body. On a hit, you may incapacitate or kill any one opponent on the battlefield. On a 7-9, they have a chance to react first, but can't stop you. On a 6-, they were prepared. Sucks to be you.