Your Cabal:

By default there are about 5 in the Cabal, you don't control them and they don't control you. You're pretty close in your outlooks on the world, but not everything lines up completely. This is a small cabal, with weak magic.

Pick up to two of these:

- You actually are in charge, or at least you founded it. Add the tag +loyal
- There's more than just a couple of you, maybe 10 or more.
 Medium cabal.
- You're part of a larger system, you're just one node in the leylines. Add the tag +support
- Your cabal is strong of will. Drop weak magic
- Your cabal is very close. Add the tag +family

And pick one of these:

- Your cabal doesn't keep a super low profile. Vulnerable: Target
- Your cabal owes something to someone, money, allegiance, an artifact, or the like. Vulnerable: Obligation
- Your cabal is anonymous and guarded about their identities.
 Vulnerable: Infiltration

Starting Gear:

- 1 Savings
- Choose a method of communicating with your cabal: A fresh batch of pre-programmed burner phones, with important numbers on speed dial; A stone that glows and heats up when you're being summoned(?); A (flavorful) crystal ball.
- Choose a source of information: An ancient spellbook, passed down through the cabal; A library of broad strokes esoterica; Accounts on the leading magical webforums, such as they are.
- Choose a tool you hope to never have to use: A well maintained firearm; A well stocked first aid kit; Nonperishable food to last one person two months; The number of the best defense lawyer in town.



In a world where mages are solitary islands of power, shaping reality in loneliness, you have a group of people who understand you.

Place of Power

First, pick a facade:

- Library
- Fraternity/Sorority House
- Shop Basement
- Old Manor House
- Civic Building

Then pick up to 1 Strength: +respected, +private, +large, +guarded.

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

A Ritual performed here will never (choose 1):

- · Need more information
- Draw unwanted attention
- Take longer than expected

Paradigm List:

Paradigm: True Names Give Command

Aligned(choose one): Command, Bindings, Summonings

Opposed: Choose one: Inanimate mundane objects, Creation,

Silent Magic

Choose this one: Targets whose names you do not know **Paradigm:** Ancient Languages Hold Secret Power

Aligned(choose one): Cantrips, Enchantment, Written Magic Opposed: Choose one: Reactive Magic, Emotional Manipulation

Choose this one: Magic without words





Name: Lou, Mr. Norrell, Agatha, Lady Corrington, Phan, Lisa,	Health	
Gordon, Alice, Joan, Rainbow, Norrie, Ms. Siltane	Will	PREPARATIONS
Pronouns:		CODE 50
Why was your humanity trivialized? Because of my beliefs, because I was sick, because of my obsession,	Wits	CODE 40
Why is your humanity still in question? Reasons,	Charm	CODE 30
		CODE 20
Why are you hunted? For my beliefs, because I antagonize, for	Grace	CODE 10
my family ties,		CODE N
Looks:	L Body	Preparations:
 (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation bright eyes, shifty eyes, blue eyes, wary eyes, knowing eyes, quick eyes blustery face, youthful face, calm face, hidden face, mysterious face rigid body, slight body, tattooed body, plain body, angled body, musty body formal clothes, billowy clothes, modest clothes, roomy clothes self-important aura, tight aura, foggy aura, woven aura, silver aura, austere aura 	Discord: Advancement:	00000
Paradigm: Choose a Paradigm from the reverse side	Get +1 Charm (Max Charm +3)	
Moves: The Cabalist gets the Gossamer Threads move, and 2	Get +1 Grace (Max Grace +2)	
other moves of your choice.	Get +1 Wits (Max	
Stats : Arrange +2, +1, +0, +0, -1	Get +1 Will (Max Will +3)Pick a new option for your Place of Power	
Anchors:	Pick a new option for your Cabal	
Humans need shelter, a place to live, and a home to come back to. My Home Anchor is: (pick one)	 Remove a Restriction from your Paradigm Give a Freedom to another Mage's Paradigm Gain an Anchor (2Anchors max) 	
My creaky old house with my painted family portrait; My first floor flat in the city		
50 40 / 30 20 10 N Stressor:		
Humans need connection, people they care about, or that care about them. My Connection Anchor is: (pick one)	(Choose only after 5 from the first section)	
Eilian, my oldest stepchild; My black cat, Shadow	Retire to safety	
50 40 / 30 20 10 N Stressor:	 Switch playbooks 	
Humans need memories, ties to the past and dreams of the future. My Memories Anchor is: (pick one)	Start a second character	
My estranged brother's dream journal; My father's service pistol; My little brother's baby blanket	(Choose only after 5 from the first section and if not Tethered)	
50 40 / 30 20 10 N Stressor:	 Pick a new option for your Place of Power 	
Starting Gear: See "Starting Gear" section on reverse side.	Get a new Cabalist Move	
	Get a new Cabalist Move	
	Get a playbook move from another book	
	 Get an Advanced Cabalist Move 	

o Remove a weakness from your Place of Power

The Cabalist's Moves

■ Gossamer Threads: (You have this move by default) When you try to Sway the Cabal to your chosen course of action, roll +Charm. On a 10+, they do what you want, on a 7-9, you have to give them something they want.
□ Sanctum: Your Cabal has a Place of Power at which they meet and which they are charged with protecting.
□ Research: When you spend time researching a piece of the world, roll +Wits. On a 10+ you may tell the MC something you learned, and how it might be immediately useful. On a 7-9, the MC will tell you something you learned, it's up to you to make it useful.
☐ Speak Beyond the Veil: When you attempt to contact the spirit of one who has passed on, roll +Will. On a 10+ choose 2, on a 7-9 choose 1:
 The spirit is the one you meant to contact
 The spirit can stay for longer than a single utterance or action
 The spirit is of the disposition you expect
☐ We're Not So Different: When you explain your paradigm to another mage in order to aid them in doing magic that is opposed to their paradigm, roll +Wits. On a hit, the magic is not opposed, this time. On a 10+, you both mark experience.

■ When you and another character exchange a moment of humanity, roll +Grace. On a 10+ you may each immediately give a freedom to each other. On a 7-9, each hold 1. They may spend their hold 1 for 1 to attempt to Sway Your Cabal (as per your move Gossamer Threads). You may spend your hold 1 for 1 to attempt to Sway them as if they were part of your cabal. On a 6-, they hold 2, you hold 0.