

## Paradigm List:

**Paradigm:** All people are connected, all people affect one another.

**Aligned(choose one):** Sympathy magic, Travel magic

**Opposed:** Choose one: Creation, permanent effects

Choose one: Binding magic, magic that prevents movement

**Paradigm:** I have one foot in the spirit world

**Aligned(choose one):** Travel between worlds, Opening things, Spirit Magic

**Opposed:** Choose one: Static magic, Abstract magic

Choose one: Magic that uses physical objects, Stationary magic

# The Wayfarer

There are many who travel the world in this day and age, and many fewer who travel where you do. The journey of a thousand miles begins with you.



# The Wayfarer

**Name:** Roland, Isobel, Amelia, Karma, Daniel, Celina, Jamie, Gabriel, Christopher, Morgan, Laurie, David, Cara, Trina

### Looks:

- spirited eyes, tender eyes, distant eyes, daring eyes, wandering eyes, secretive eyes
- stolid face, eager face, weathered face, angular face, weary face, covered face
- vibrant body, waifish body, hardened body, fluid body, mousy body, weird body
- tattered clothes, soiled clothes, crisp clothes, foreign clothes, comfortable clothes, tough clothes
- tireless aura, vital aura, capricious aura, eccentric aura, boisterous aura, nondescript aura

### Stats:

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

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

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

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

**Moves:** The Wayfarer gets the **Step Sideways** move, and 2 other moves of your choice.

### Anchor:

 (Choose 3)

- Iris, who will be my legacy
- My tattered, empty diary
- My collection of smoothed stones
- My well-polished Harley
- My childhood chapel
- My family

### Secrets:

 (Choose at least 1)

- I once shared a whirlwind adventure with \_\_\_\_\_.
- \_\_\_\_\_ served as my guide through a lonely place.
- \_\_\_\_\_ is lost, and I'm going to show them the way out.

	Health
<input type="text"/>	Will
<input type="text"/>	Wits
<input type="text"/>	Charm
<input type="text"/>	Grace
<input type="text"/>	Body
Discord: _____	

### Advancement:

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- Pick a new Wayfarer Move
- Gain +1 Will (Max Will +1)
- Gain +1 Charm (max Charm +3)
- Gain +1 Grace (max Grace +3)
- Gain +1 Body (max Body +2)
- \* Gain an Anchor (3 Anchors max)

- Retire to safety
- Switch playbooks
- Start a second character

- Pick a new Wayfarer move
- When using Step Sideways, always choose +1 option, even on a miss
- Pick a playbook move from another playbook
- Pick a playbook move from another playbook
- Gain +1 Wits (max Wits +3)
- Get an Advanced Wayfarer Move

### The Wayfarer's Moves

- **Step Sideways:** (You have this move by default) When you **step sideways to a place you've never been before**, roll +Grace. On a 10+ choose 4, on a 7-9 choose 2.
  - You get where you meant to go, no funny business.
  - You arrive promptly.
  - You arrive unharmed.
  - You remember the path, so you can travel it again.
  - You can safely and easily return.
- **Chance Meetings:** When you **meet an important stranger** (your choice) in your travels, roll +Charm. On a 10+ choose one, on a 7-9 the GM will choose one.
  - They tell you something useful and true.
  - They give you something that is potentially useful.
  - They have something of great value to you.
  - You have something of great value to them, and you know it.
- **Vision Quest:** When you **seek out a vision of possible futures**, roll +Grace. On a 10+, tell the GM what you see, they may add to it. On a 7-9, the GM will tell you what you see, and two possible interpretations.
- **Parkour:** When you **Outwit, Outpace or Outfox** in an urban jungle, and you roll a 7-9, you choose one option instead of two.
- **Any Port in a Storm:** When you **find yourself in a hostile or unwelcoming situation**, roll +Charm. On a 10+, tell the GM what is secretly safe here. On a 7-9, the GM will tell you.
- **The Soul of a Warrior:** When you **meet a stronger opponent in battle**, roll +Body. On a hit, you learn something, mark experience. On a 10+, they are not quite as powerful as you thought, and the GM will tell you how. On a 7-9, you're getting exactly what you would expect.