

Paradigm List:

Paradigm: Blood is the Strongest Sympathy

Aligned(choose one): Healing, Curses, Sympathy

Opposed: Choose one: Restoration, Mind-affecting magic

Choose this one: Magic that doesn't require sacrifice

Paradigm: The World's Energy is Wrapped in Crude Matter

Aligned(choose one): Transformations and Transmutations, Energy Manipulation

Opposed: Choose one: Destruction, Creation

Choose one: Subtle magic, Finesse magic

Paradigm: I See, Hear, and Command the Spirits

Aligned(choose one): Elemental Magic, Summoning

Opposed: Choose one: Man-made things, Transmutation

Choose one: Magic that disrespects the spirit world, Magic without spirits

The Primordial

You don't need fancy rituals, long drawn-out methods, or anything like that when you're working with the raw forces that shaped the universe. That's what magic is really about.

Starting Gear:

- 2 Savings
- Choose a prize that you won: A [flavorful] sharp knife; A large [flavorful] rainstick; A gold-plated hip-flask; A once-used guitar; An embellished leather jacket; A bleached animal skull.
- Choose an impracticality: A large ornate mirror; Two sets of black-tie attire; A high-powered telescope; A timeshare in the Hamptons; A 96" plasma TV; A marble bust of your head.



The Primordial

Name: Markus, Zakiel, Cassandra, The Hooded One, Crystal, Zuri, Malaki, Jeyde, Andrzej, Kolden, Sheth

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- burning eyes, dead eyes, piercing eyes, hungry eyes, hopeful eyes, white eyes
- scarred face, drawn face, sallow face, eager face, tired face, weathered face
- imposing body, sinewy body, impish body, emaciated body, thickset body
- concealing clothes, goth clothes, simple clothes, worn clothes, grubby clothes
- fiery aura, dark aura, shifting aura, grey aura, brilliant aura, mossy aura

Stats:

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

Moves: The Primordial gets the **Strong Avatar** and **What Doesn’t Kill You** moves, and 1 other move of your choice.

Anchors: (Choose 2)

- _____, the last gift from my first love
- The engraved knife I found in _____
- Agnes, my faltering grandmother
- _____, from my childhood home
- The yellowed love letters my parents exchanged

Starting Gear: See “Starting Gear” section on reverse side.

<div></div>	Will	Health
<div></div>	Wits	PREPARATIONS
<div></div>	Charm	CODE 50 _____
<div></div>		CODE 40 _____
<div></div>	Grace	CODE 30 _____
<div></div>		CODE 20 _____
<div></div>	Body	CODE 10 _____
		CODE N
Discord: _____		Preparations: _____

Advancement: O O O O O

- Gain +1 Charm (Maximum Charm +1)
- Gain +1 Grace (Maximum Grace +2)
- Gain +1 Will (Maximum Will +3)
- Gain +1 Wits (Maximum Wits +2)
- Get a new Primordial move
- Remove a Restriction from your Paradigm
- * Give a Freedom to another Mage’s Paradigm
- * Gain an Anchor (2Anchors max)

- _____
(Choose only after 5 from the first section)
- Retire to safety
 - Switch playbooks
 - Start a second character

- _____
(Choose only after 5 from the first section and if not Tethered)
- Get a new Primordial move
 - Get a second use of Serendipity
 - Get a playbook move from another book
 - Get a playbook move from another book
 - Get an Advanced Primordial move

The Primordial’s Moves

- **Strong Avatar:** *(You have this move by default)* When you **assert your Paradigm’s truth to another Mage**, roll +Will. On a hit, replace one of their Opposed with one of your own for the rest of the scene. On a 10+, both mark experience.
- **What Doesn’t Kill You:** *(You have this move by default)* The first time during a session your Health hits Code 30, mark experience.
- **Harvest:** When you **Rip the Power from a Being** roll +Will. On a 10+ choose 3, on a 7-9 choose 1.
 - It dies then and there.
 - You are empowered, take +1 ongoing until you fail a roll.
 - The power is not tainted.
 - You don’t draw excessive attention.
- **Hunter:** When you **Track your Prey’s Magical Trail** roll +Wits. On a 10+ you find them, and they’re close. On a 7-9, choose 1:
 - You’re in for a trek, but at least the trail is strong.
 - They’re close by, but the trail went cold.
- **Serendipity:** Once per session, when you **Use Magic to Fix it**, you may choose none of the options.

- When you and another character **exchange a moment of humanity**, you each hold 1. You can each spend that hold at any time to help or hinder each other, no matter the barriers or distance between you.