

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

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.

The Cabalist

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: Target whose names you do not know

Paradigm: Ancient Languages Hold Secret Power

Aligned(choose one):

Opposed: Choose one: Reactive Magic, Emotional Manipulation

Choose this one: Magic without words



The Cabalist

Name: Lou, Mr. Norrell, Agatha, Lady Corrington, Phan, Lisa, Gordon, Alice, Joan, Rainbow, Norrie, Ms. Siltane

Looks:

- 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

Stats:

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

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

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

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

Moves: The Cabalist gets the **Gossamer Threads** move, and 2 other moves of your choice.

Anchors: (Choose 3)

- My estranged brother’s dream journal
- My black cat, Shadow
- My father’s service pistol
- My painted family portrait
- Eilian, my eldest stepchild
- My little brother’s baby blanket

Gear:

- See section under “Your Cabal”

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

Advancement: 0 0 0 0 0

- Get +1 Charm (Max Charm +3)
- Get +1 Grace (Max Grace +2)
- Get +1 Wits (Max Wits +3)
- Get +1 Will (Max Will +3)
- Pick a new option for your Place of Power
- Pick a new option for your Cabal
- Remove a Restriction from your Paradigm
- * Give a Freedom to another Mage’s Paradigm
- * Gain an Anchor (3 Anchors 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)

- Pick a new option for your Place of Power
- Get a new Cabalist Move
- Get a new Cabalist Move
- Get a playbook move from another book
- Get an Advanced Cabalist Move
- 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+, all 3, on a 7-9 choose 1.
 - They do what you want
 - The don’t fight back over it
 - You don’t have to give 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 GM something you learned, and how it might be immediately useful. On a 7-9, the GM 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, you both mark experience.
- **Brute Force and Ignorance:** When you **impose your will** on someone, you may roll Body instead of Will.