

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.



The Primordial

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

**Looks:**

- 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.

**Anchor:** (Choose 2)

- \_\_\_\_\_, the last give from my first love
- The engraved knife I found in \_\_\_\_\_
- Angles, my faltering grandmother
- \_\_\_\_\_, from my childhood home
- The yellowed love letters my parents exchanged

**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.

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

**Advancement:**

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- 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 (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)

- 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)* You may roll +Will instead of +Body when you **Exert Yourself** on the world in a magical manner.
- **What Doesn't Kill You:** *(You have this move by default)* When your wounds advance from pushing yourself too hard, 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 roll to **Use Magic to Fix it**, you may choose none of the options.