

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”

<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: 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 (2 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.
- _____
- 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.

Your Students: By default you have about 10 students, they are moderately studious sleepers and they respect you, though they're not fully loyal. They have their own lives apart from you, family and friends in the area. (learning +1. surplus: time. want: departure.)

Pick up to two of these:

- Your students are competitive (replace want: departure with want: competition)
- Your students are dedicated (replace surplus: time with surplus: advanced students)
- Your students are driven (replace surplus: time with surplus: dedication)
- Your students are lazy (replace want: departure with want: sloth)

And one of these:

- Your school is famous (add surplus: growth and want: infamy)
- Your school is large (default students 20)
- Your students are quick learners (+1 learning)
- You have a protege.
- Your most advanced student is Awakened
- Your students are rowdy (add want: violence and surplus: intimidation)

The Guru

The secrets of the Universe are yours, but you don't guard them jealously. You share the wisdom with the precious few who will listen, taking on pupils who will one day surpass you.

Place of Power:

First, pick a facade:

- Dojo
- Dance Studio
- Abandoned warehouse
- Stunt filming location
- Remote mountain temple

Then pick up to 1 Strength: +hidden, +famous, +easily defended, +inconspicuous, +free

Pick at least 1 Weakness: +cramped, +dangerous, +temporary, +infamous, +weak

A Ritual performed here will never (choose 1):

- Need help from an outside source
- Take longer than expected
- Have greater than intended effects

Paradigm List:

Paradigm: My Qi Flows Like Water

Aligned(choose one): Superhuman strength, Projecting Power, Perfect Positioning

Opposed:

Choose one: Elemental magic, External effects Choose one: Technomagic, Breaking cycles **Paradigm: All Can Be Known Through *Mushin***

Aligned(choose one): Serendipitous Movements, Reflexive Magic, Martial Magic

Opposed:

Choose one: Mind without Body, Body without Mind

Choose this one: Magic while emotional



The Guru

Will **Health**

- | | | |
|--|-------|---------------|
| | Wits | CODE 30 _____ |
| | | CODE 40 _____ |
| | Charm | CODE 30 _____ |
| | | CODE 20 _____ |
| | Grace | CODE 10 _____ |
| | | CODE N _____ |
| | Body | |
- Preparations:**

Advancement: 00000

Gain +1 Body (Maximum Body +3)

- Gain +1 Body (Maximum Body +3)

- Gain +1 Will (Maximum Will +2)
- Gain +1 Wits (Maximum Wits +2)

- Remove a Restriction from your Paradigm
 - * Give a Freedom to another Mage's Paradigm
 - * Gain an Anchor (2 Anchors max)
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- (Choose only after 5 from the first section)
- Retire to safety

- (Change only after 5 from the first position and if not To the end)

The Guru's Moves

■ **Pupils:** (*You have this move by default*) You have a number of students who follow your mystical and magical teachings. At the **beginning of the session**, roll +learning to determine how their studies are progressing. On a 10+ they have a surplus. On a 7-9, both a surplus and a want. On a 6-, they will do everything in their power to satisfy all their wants.

☐ **Meditation:** When you **meditate on the best course of action** for at least an hour, roll +Wits. On a 10+ hold 3, on a 7-9 hold 1. You may spend this hold 1-for-1 to ask the GM a question from this list, the GM will answer truthfully. You take +1 forward when acting on this information.

- What's my escape route?
- How dangerous is this plan?
- What here is most useful to me?
- What here is the most dangerous?

☐ **Dojo:** You have a Place of Power where you train your students. While you are within your Place of Power, take +1 forward to any Grace or Body rolls you make.

☐ **My Body is a Weapon:** No matter what the circumstances, even if magic is hard or high-impossible, or you are disarmed, you may always attempt to Exert Yourself on the world.

☐ **Matter over Mind:** You may roll +Body instead of +Charm when Demonstrating Magical Superiority

- When you and another character **exchange a moment of humanity**, they may immediately gain an Anchor (They still may not have more anchors than their playbook started with this way).

- When you and another character **exchange a moment of humanity**, they may immediately gain an Anchor (They still may not have more anchors than their playbook started with this way).

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- m Body +3)
 um Grace +3)
 n Will +2)
 m Wits +2)

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- or your Students
or your Students
or your Place of Power
from another book
from another book
Move

Paradigm List:

Paradigm: A Thousand Arcane Secrets

Aligned(choose one): Cantrips, Ritual Magic

Opposed: Choose one: Large-reaching Effects, Immediate Effects

Choose one: Planning Magic, Magic from Rote

Paradigm: Double, Double, Toil and Trouble

Aligned(choose one): Any type of effect

Opposed: Choose this one: Magic that doesn't require preparation

Choose this one: Magic that doesn't require physical components

The Hedge Mage

"Once Upon a Time, Humans could move mountains with their will. Now, it is upon us to carry on the ancient traditions, and master as many types of magic as we can."



The Hedge Mage

Name: Merle, Freya, Orenna, Benjamin, Liro, Norfeld, Wood, Sherand, Lilith, Melinda, Corin, Wilhelm, Byecross

Looks:

- distracted eyes, glittering eyes, faraway eyes, inscrutable eyes, determined eyes
- wizened face, deadpan face, vivacious face, brisk face, chipper face, sharp face
- spindly body, angular body, aggressive body, thickset body, dexterous body
- rustic clothes, embellished clothes, coarse clothes, domestic clothes
- sprightly aura, stalwart aura, agile aura, musical aura, flashy aura, unrefined aura

Stats:

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

Moves: The Hedge Mage gets the **Exactly When I Mean To** move, and 2 other moves of your choice.

Anchors: (Choose 3)

- My garden
- My grandfather’s old chipped pipe
- The ancestral family home
- The forests I know from _____
- My compass that doesn’t point North
- Lazarus, the man I saved from drowning

Gear:

- 1 Savings
- Choose a symbol of hospitality: A set of fine china; A spare bedroom; A large cast-iron oven; The latest in home entertainment systems; A well stocked bar.
- Choose a tool: A tablesaw and misc. woodworking equipment; A glassblowing oven; A well-used set of gardening implements; An emergency shotgun, loaded with rock-salt.

<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
Discord: _____		Preparations: _____

Advancement:

- ○ ○ ○ ○
- Pick a playbook move from another playbook
 - Gain +1 Charm (max Charm +2)
 - Gain +1 Grace (max Grace +2)
 - Gain +1 Body (max Body +2)
 - Pick a new Hedge Mage move
 - Remove a Restriction from your Paradigm
 - * Give a Freedom to another Mage’s Paradigm
 - * Gain an Anchor (2 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 Hedge Mage move
- Pick a new Hedge Mage move
- Pick a playbook move from another playbook
- Pick a playbook move from another playbook
- Gain +1 Wits (max Wits +3)
- Get an Advanced Hedge Mage Move

The Hedge Mage’s Moves

- **Exactly When I Mean To:** *(You have this move by default)* At the **beginning of the session**, roll+Grace. On a 10+, hold 2. On a 7–9, hold 1. At any time, either you or the GM can spend your hold to have you arrive in a scene, with the proper tools and knowledge, with or without any clear explanation why. Take +1 forward when you do so. On a miss, the GM holds 1, and can spend it to have you arrive, but somehow pinned, caught or trapped
- **Call Through Shadow:** When you **call a mundane or common object to yourself**, roll +Will. On a hit, you have successfully summoned it to you. On a 10+ you’re in the clear. On a 7-9 choose 1:
 - It comes out of a heated nearby situation
 - It comes with strings attached
 - It can be traced back to you
- **Scrying Bowl:** When you have an object related to a person and use it to **gaze upon their current situation**, roll +Wits. On a 10+ all 3, on a 7-9 choose 1:
 - They don’t know they’re being watched
 - You can identify where they are
 - You can discern what they are doing
- **If You Ask Me:** When another character comes to you for advice and you **tell them honestly what you think the best course of action is**, they take +1 ongoing while following your advice, and you mark experience.
- **Magical Experimentation:** When you attempt to **push your magic past its current boundaries** in a controlled setting, roll +Body. On a 10+ all 3, on a 7-9 choose 1:
 - It works pretty much as intended
 - It doesn’t cause a scene, draw extra attention, or harm you
 - It was controlled enough that you can repeat it
- **This One Is Mine:** When you **engage another magical being in a duel**, so long as your companions don’t interfere, others will give you enough space to finish it, come what may.

- _____
- When you and another character **exchange a moment of humanity**, they gain one hold, which they can spend to cause you to appear as if by Exactly When I Mean To.

Paradigm List:

Paradigm: I Bend the Rules through my Source

Aligned(choose one): Mental magic, Time-Affecting magic

Opposed: Choose one: Magic that reinforces the status quo, Magic that doesn't Protect my Source

Choose this one: Magic without my Source

Paradigm: My Source Lets me See the True Nature of Things

Aligned(choose one): Divinations, Transmutations

Opposed: Choose one: Obscuring magic, Changing thing that are Static

Choose one: Magic without my Source, Magic while Blind

The Inspired

Many people wonder where inspiration comes from. That question is boring to you, you know the answer. The right question is, how much can you do with that inspiration?

Your Source:

First pick your source's form: a person, an object, a substance, an abstract concept, an action, an emotion

Next choose one of these:

- Your source can be safely carried with you (+portable)
- Your source is socially acceptable (+available)
- Your source makes you more alert (+sharp)
- Your source makes you more Aware (+magicsense)
- Your source makes you feel more alive (+invigorating)
- Your source helps you talk to people (+social)

And choose two of these:

- You crave more and more of the source, your desire for it is insatiable. (+addictive)
- Your source is rare or hard to find. (+rare)
- Your source is short-lived (+quick)
- Your source often harms you (+dangerous)
- Your source is against the law (+illegal)
- Your source attracts unwanted attention (+disruptive)
- Your source makes your magic more unpredictable (+chaotic)



The Inspired

Name: Esin, Tobias, Tafari, Sameal, Mab, Fiona, Kai, Kendall, Flower, Ida,

Looks:

- Burning eyes, dull eyes, hungry eyes, bloodshot eyes
- Slack face, haggard face, shining face, stubborn face, yearning face
- Wiry body, full body, misshapen body
- Flowing clothes, fancy clothes, rags, hip clothes, active clothes,
- Expansive aura, sucking aura, insinuating aura, kaleidoscope aura, tantalizing aura,

Stats:

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

Moves: The Inspired gets the **Source** move, and 2 other moves of your choice.

Anchors: (Choose 3)

- Neon and Crystal, some kids I hang out with on the weekend
- Leslie, who cares about me but just doesn’t understand
- My last gift from _____ before they left
- The diamond necklace from _____
- _____, my greatest confidante
- The well-worn T-shirt I always sleep in

Gear:

- 3 Savings
- Choose something to fall back on: A hidden cache of valuables worth about 2 savings; A safehouse that’s really more of a safe-shack; Airline miles enough for a one-way ticket to just about anywhere; A holdout pistol with a single shot.

<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 _____
<div></div>		CODE N
Discord: _____		Preparations: _____

Advancement: O O O O O

- Gain +1 Charm (max Charm +2)
- Gain +1 Grace (max Grace +2)
- Gain +1 Body (max Body +2)
- Pick a new Inspired move
- Remove a Restriction from your Paradigm
- * Give a Freedom to another Mage’s Paradigm
- * Gain an Anchor (2 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 Inspired move
- Pick a playbook move from another playbook
- Gain +1 Charm (max Charm +3)
- Gain +1 Grace (max Grace +3)
- Get an Advanced Inspired Move

The Inspired’s Moves

- **Source:** *(You have this move by default)* You’ve identified the source of your inspiration, and it lifts you up. Take +1 ongoing while your source is present.
- **Just When I Think You’re Gone:** When you **pass up an opportunity to interact with your Source of Inspiration**, roll +Grace. On a hit, hold 1. On a 10+ you may spend your hold 1 for 1 to have your source appear in the scene with no explanation needed. On a 7-9 you may spend your hold for the same, but your Source is threatened, captured, or in peril.
- **Open Their Mind:** When you **introduce an individual to your Source to open their mind**, roll +Charm. On a 10+, they are not a lookout the next time they would be for your magic. On a 7-9, you take +1 forward with them. On a 6-, in addition to whatever else the GM says, choose one:
 - They find they have a strong aversion to your Source
 - They wish to take your Source away from you.
- **Opiate for the Masses:** When you **bring your Source to a mob**, roll +Grace. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to:
 - Discover a truth that they know
 - Obtain something of value or use
 - Get them to believe a truth
 - Learn their potential
 - Placate them and return them to their mundane lives
- **Visions of Fate:** When you **jump into the havoc surging around you**, roll +Body. On a 10+, choose someone who pulls through, and someone who doesn’t. On a 7-9, choose someone who pulls through OR someone who doesn’t. Don’t name a PC; name NPCs only. The GM will make your prediction come true, if it’s even remotely possible. On a miss, take -1 ongoing until the havoc subsides.

- When you and another character **exchange a moment of humanity**, roll +Charm. On a hit you count as having Opened Their Mind, as if you’d rolled a 10+. On a 7-9 they hold 1, and can spend that hold to have your Source show up in a scene, or deny it from you for a scene. On a 6-, if they are aware of the magical world, they gain a restriction against magic with your Source.

Paradigm List:

Paradigm: All is One and the One is All

Aligned(choose one): Pattern Magic, Cooperative Magic, Creation

Opposed:

Choose one: Selfish magic, Magic that divides Choose one: Magic without Faith, Magic that doesn't involve people

Paradigm: I am the New Prophet

Aligned(choose one): Visions of the Future, Forging a Destiny

Opposed:

Choose one: Things at Rest, Abjuration

Choose one: Changing the Future you Know, Hiding the Truth

The Pious

You know the true meaning of sacrifice. It isn't something dramatic or grandiose, sometimes it just means going without sleep so you can stake out the fields that cows keep disappearing from. There's Something Larger than just you, and choosing that over your own needs, that's sacrifice.

Place of Power:

First, pick a facade:

- Place of Worship
- Forested Grove
- Basement Laboratory
- Old Log Cabin
- Wishing Well
- Ancestral Mausoleum
- Natural Spring

Then pick up to 1 Strength: +warded, +accorded ground, +famous, +private, +unique, +awakened spirit

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

A Ritual performed here will never (choose 1):

- Need a certain object
- Cause everyone involved to Backlash
- Need extra time



The Pious

Name: Joan, Ether, Miranda, Brother Wilhelm, Francis, Emira, Marja, Ingrid, Bernard, Rishi, Sister Eliza

Looks:

- caring eyes, quiet eyes, intense eyes, small eyes, inspired eyes, hard eyes
- youthful face, lined face, sharp face, round face, marred face, open face
- hard body, sallow body, frail body, _____
- orderly clothes, homespun clothes, conservative clothes, starched clothes
- peaceful aura, driven aura, flowing aura, tight-fitting aura, hidden aura

Stats:

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

Moves: The Pious gets the **Vows** move, and 2 other moves of your choice.

anchors: (Choose 3)

- Kell, my heart’s delight
- My wooden rose, a gift from my first love
- My widowed sister-in-law
- My community
- My dog-eared holy text

Gear:

- 1 Savings
- Choose a way of strengthening bonds: An altar, complete with spiritual accoutrements; A branch from the Oath Tree; A table at the best restaurant in this half of the city; A hand-woven prayer mat.
- Choose a ritual supply that you have a small stock of: Holy Water; Incense from a far-away place; Rare herbs; Preserved animal bones; Graveyard dirt; Specially prepared ink and paper
- Choose a creature comfort: A hotel of the month club membership; A bottle of 18 year Macallan; A luxurious bathrobe and slippers; A set of high-end noise-cancelling headphones;

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

Advancement: 0 0 0 0 0

- Gain +1 Charm (Maximum Charm +3)
- Gain +1 Grace (Maximum Grace +2)
- Gain +1 Will (Maximum Will +2)
- Gain +1 Wits (Maximum Wits +2)
- Get a new Pious move
- Remove a Restriction from your Paradigm
- * Give a Freedom to another Mage’s Paradigm
- * Gain an Anchor (2 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 Pious move
- Get a new Pious move
- Choose a new option for your Place of Power
- Choose a new option for your Place of Power
- Get a playbook move from another book
- Get a playbook move from another book
- Get an Advanced Pious Move

The Pious’s Moves

- **Vows:** *(You have this move by default)* When you **Eschew Mortal Comfort to Further your Goal**, roll +Charm. On a 10+ hold 3, on a 7-9 hold 1. Spend your hold 1-for-1 to declare someone involved in a situation owes you a small favor for past help.
- **Listen to the Celestial Chorus:** When you **tune in to the voices of the universe**, sometimes they will have something helpful to say. Roll +Charm. On a hit you may ask questions from the below list, the GM will answer truthfully. On a 10+ ask 3, on a 7-9 ask 1.
 - Who here has the most potential?
 - Who can I trust?
 - What am I not seeing?
 - Who is telling the truth?
- **Sanctuary:** You have access to a Place of Power, a safe haven against things that would harm servants of your Path.
- **Last Rites:** You may always Assist someone on their death move, and take +1 forward when doing so. If you succeed and they survive, they may choose to gain an Anchor.
- **Exorcism:** When you attempt to **Banish a Controlling Spirit** roll +Body. On a 10+ choose 1, on a 7-9 choose 2:
 - You expose yourself to possession
 - The spirit is not afraid to come back
 - The controlled entity is harmed
- **Holy Avenger:** You have a weapon, enchanted and attuned to your beliefs. When you **exert yourself physically** through it, roll +Body. On a hit, you may incapacitate or kill any one opponent on the battlefield. On a 7-9, they have a chance to react first, but can’t stop you. On a 6-, they were prepared. Sucks to be you.

■ When you and another character **exchange a moment of humanity**, PUT ON YOUR ROBE AND WIZARD HAT

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.

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

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
Discord: _____		Preparations: _____

Advancement:

0 0 0 0 0

- 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 (2 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)* 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.

Paradigm List:

Paradigm: Reality has an API

Aligned(choose one): Changing a single variable, Magic done from a terminal

Opposed: Choose this one: Living things

Choose one: Unplanned magic, magic not done from a terminal

Paradigm: My Own *Theory of Everything*

Aligned(choose one): The Physical World, Repeated Magic

Opposed: Choose one: Magic not of the Physical World, Magic that violates the Law of Entropy

Choose this one: Magic without Technological Accouterments

The Tech Adept

Most people think magic and tech are incompatible, but you know better. You prefer to think of them as peanut butter and chocolate. And you're the sweet sweet mix.



Illustration by Dallas Williams

The Tech Adept

Name: Jeremy, Kix, Sonya, B3ll, Doran, Starter, TK, Foto, Liza, The Law, Dodge, Ophelia, Tarvek, Fr0st, Amanda

Looks:

- cocky eyes, darting eyes, vacant eyes, lively eyes, emotionless eyes
- driven face, stony face, fervent face, steady face, broad face, impassive face
- jumpy body, gangling body, striking body, burly body, awkward body
- tailored clothes, lusterless clothes, futuristic clothes, dingy clothes, protective clothes
- kinetic aura, obscure aura, crackling aura, luminous aura, twisting aura, drab aura

Stats:

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

Moves: The Tech Adept gets the **Universal Programmer** move, and 2 other moves of your choice.

anchors: (Choose 3)

- My only uncle, Avi
- The tree-house I built with _____
- My first hand-held console
- My virtual community
- My mint copy of _____
- My high school diploma, which I almost had to forge

Gear:

- 2 Savings
- Choose a signature toolset: My souped-up computer; a set of scripts and daemons that I can reach from anywhere with an internet connection; All the meters, connectors, and components I could need.
- Choose something you’ve made: A full home automation system; An Internet watchdog to keep you informed; A weapon using Consensus-defying energies.

<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 a new Tech-Adept move
 - Gain +1 Charm (Max Charm+2)
 - Gain +1 Grace (Max Grace +2)
 - Gain +1 Body (Max Body +2)
 - Gain a new Tech-Adept move
 - Remove a Restriction from your Paradigm
 - * Give a Freedom to another Mage’s Paradigm
 - * Gain an Anchor (2 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)

- Gain +1 Will (Max Will +2)
- Gain a new Tech-Adept move
- Pick a playbook move from another playbook
- Get an Advanced Tech-Adept Move
- Get an Advanced Tech-Adept Move

The Tech Adept’s Moves

- **Universal Programmer:** *(You have this move by default)* When you **make a new piece of equipment**, roll +Wits. On a hit you make it. On a 10+, it works and keeps working. On a 7-9, it will only last for the scene. In either case, choose a quirk:
 - The device works much more slowly than expected
 - The device requires more of a resource than expected
 - The device has a side effect when used
- **Read the Web of Fate:** When you **enter the virtual world to Read the Web of Fate**, roll +Grace. On a hit, you can determine the degrees of separation between two objects or people. On a 10+, you can also get a general idea of the path between them.
- **Hacking:** When you **Outmaneuver, Outpace, or Outfox in the virtual world**, you may roll +Wits instead of +Grace
- **Ghost in the Machine:** When you **enter the Virtual World physically**, you may bring other willing Mages along, and exit at any terminal you can find.
- **Things Speak:** When you **examine an interesting technological or magical object**, roll +Wits. On a 10+, you may ask up to 3 of the following questions, on a 7-9, ask 1.
 - What strong emotions have been most recently associated with this?
 - What’s wrong with this, and how might I fix it?
 - How frequently has this been handled?
 - Where did this come from?
 - How might this be dangerous?
 - Who designed this?
- **Percussive Maintenance:** When you **Impose Your Will** on a machine, roll +Will. It works better. On a 10+, tell the GM how. On a 7-9, the GM will tell you how. On a 6-, the GM will tell you how, and why this is terrible for you.

- _____
- When you and another character **exchange a moment of humanity**, they speak to you as if they were an interesting technological or magical object (whether or not you have the move). Treat it as rolling a 10+ and ask up to 3 questions from the list. If you ask more than 1 question, you speak back to them in the same way, and they may ask up to 3 questions of the same list.

Paradigm List:

Paradigm: I am a Voice in the Chorus

Aligned(choose one): Words Spoken Which Become Truth, Divine Insight

Opposed: Choose one: Harmful magic, Dissonant magic

Choose one: Silent magic, Magic done alone

Paradigm: Spirit Whisperer

Aligned(choose one): The Breath of Life, Soothing Magic, Transcending Barriers

Opposed: Choose one: Loud magic, Wards, Entropic magic

Choose one: Magic without Spirits, Silent magic

Paradigm: Music is the Language of the Universe

Aligned(choose one): Regular Rhythms, Variations on a Theme, Harmonious Magic, Cosmic Vibrations

Opposed: Choose one: Chaotic magic, Countermagic, Singular Effects

Choose one: Soundless magic, Emotionless magic

The Voiced

I am the voice of the past that will always be

I am the voice of your hunger and pain

I am the voice of the future

I am the voice, I will remain



The Voiced

Name: Arin, Malak, Liron, Shir, Piper, Lark, Jaron, Calliope, Diona, Zamira, Kousan, Prudence, Orpheus, Sophie

Looks:

- glimmering eyes, vibrant eyes, piercing eyes, innocent eyes
- open face, laughing face, pained face, serene face, fake face
- young body, burly body, tantalizing body, able body, flashy body
- crisp clothes, respectable clothes, stylish clothes, custom clothes, ill-fitting clothes
- forbidden aura, enticing aura, waifish aura, vivid aura, purple aura

Stats:

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

Moves: The Voiced gets the **Charming Voice** move, and 2 other moves of your choice.

Anchors: (Choose 3)

- The long-dead bouquet of flowers I was given for _____
- The _____ my mother brought back from a business trip
- _____ who is always there for me
- The headphones that _____ got for me
- Allison, who taught me how to live
- _____, who finishes my duets

Gear:

- 1 Savings
- An old police scanner to stay informed.
- Choose a method of expression: A well-cared for musical instrument; A high end camera; A reliable sewing machine; A potter’s wheel and kiln; A small leased art studio; A waterproof notebook; A pirate radio station with a range of a mile or two.
- Choose a way of protecting your voice: A large supply of herbal teas and tinctures; A small switchblade; A tube of pepper spray; A bullhorn.

<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
Discord: _____		Preparations: _____

Advancement:

- 0 0 0 0 0
- Get +1 Will (Max Will +2)
 - Get +1 Wits (Max Wits +2)
 - Get +1 Grace (Max Grace +2)
 - Get +1 Body (Max +2 Body)
 - Get a new Voiced move
 - Remove a Restriction from your Paradigm
 - * Give a Freedom to another Mage’s Paradigm
 - * Gain an Anchor (2 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 +1 Charm (Max Charm +3)
- Get +1 Will (Max Will +3)
- Get a new Voiced move
- Get a move from another playbook
- Get an Advanced Voiced move

The Voiced’s Moves

- **Charming Voice:** *(You have this move by default)* When you **Pull One Over** using your voice to do so, you may roll +charm instead of +wits
- **Voice in the Wind:** When you **speak across boundaries** that would otherwise make communication impossible, you are heard.
- **Power Vested in Me:** When you **speak as the voice of a significant or powerful group**, and with their full weight and authority, roll +Will. On a 10+ those you are speaking to will take you at your word, on a 7-9, they will need some proof or assurances first.
- **Arresting Voice:** When you use your voice to **deliver a message that is both powerful and captivating**, roll +Charm. On a 10+, your audience is frozen, unable to do anything other than to continue listening until you finish. On a 7-9, they are likewise frozen, but you must not take any action other than to continue delivering your message, or the spell will be broken.
- **The Voice of Experience:** When you **have been here before**, give advice on a course of action and roll +Charm, -1 if Tethered. On a 7-9, take +1 forward when following the plan. On a 10+, additionally everyone who follows the plan marks experience.

- _____
- When you and another character **exchange a moment of humanity**, you may tell them a secret about yourself. If you do, they will respond with a secret about themselves.

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, Corwin

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.

Anchors: (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

Gear:

- No Savings
- Choose a means of getting around: My well-cared-for motorcycle; A walking staff and good pair of boots; The latest in a long series of cars, not yet on its last legs.
- Choose a way of protecting yourself: A pet dog, your loyal traveling companion; Enough hidden knives to arm a small gang; A [flavorful] pistol
- Choose a curiosity: A map to somewhere you'll need to go again; A spirit totem that isn't sure it accepts you as its owner; The latest in amateur radio technology

<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
Discord: _____		Preparations: _____

Advancement:

0 0 0 0 0

- 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)
- Remove a Restriction from your Paradigm
- * Give a Freedom to another Mage's Paradigm
- * Gain an Anchor (2 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 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.

-
- When you and another character **exchange a moment of humanity**, roll +Charm. On a 10+, once, you can step sideways to this person as if they were a place you've never been before. On a 7-9, you see each other in a new light, you each pick one from the Chance Meetings list for the other. On a 6-, take -1 ongoing until you prove you don't owe you anything.