

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.

## 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



## 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

## 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

## The Inspired

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

### Looks:

- Burning eyes, dull eyes, hungry 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

### Secrets: (Choose at least 1)

- \_\_\_\_\_ introduced me to my source (tell them +2)
- \_\_\_\_\_ looks down on my attachment to my source (tell them -1)
- I met \_\_\_\_\_ thanks to my source (tell them +1)

	Health
<input type="text"/>	Will
<input type="text"/>	PREPARATIONS
<input type="text"/>	Wits
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	Body
	Preparations:
Discord: _____	_____

### Advancement:

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- 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 (3 Anchors max)

(Choose only after you have 5 from the first section)[\*]

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

(Choose only 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