The Pious's Moves

- Vows: (You have this move by default) When you Eschew Mortal Comfort in favor of aiding someone else, 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 MC 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.
- ☐ Clarity of Purpose: When you talk someone through a Restriction on their Paradigm, they remove that Restriction.
- □ **Exorcism:** When you **banish an inhabiting spirit** roll +Body. On a 10+ choose 1, on a 7-9 choose 2:
 - You expose yourself to possession
 - The spirit is ill-disposed towards you
 - The inhabited subject is harmed
- ☐ Holy Avenger: You have a weapon, enchanted and attuned to your beliefs. When you use it to bring death, justify why this is necessary, and 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.

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

■ When you and another character exchange a moment of humanity, roll +nothing. On a 10+, either you or they lose one Discord, their choice. On a 7-9, they choose whether to transfer one Discord from you to them or from them to you.



The Pious

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

Pronouns:

Why was your humanity trivialized? Because of my beliefs, because of my family ties, because I couldn't keep up,

Why is your humanity still in question? Reasons,

Why are you hunted? Because I break the Rules, for my beliefs, for the Truth,

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- 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

Paradigm: Choose a Paradigm from the reverse side

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

Stats:

Distribute +2, +1, +0, +0, and -1

Anchors: (Choose 3)

Stressors

- Humans need shelter, a place to live, and a home to come back to. My Home Anchor is:
- The ally behind the best Chilean restaurant in the city
- My cramped apartment downtown
- My cared-for house with a welcome mat out front

Humans need connection, people that they care about, or that care about them. My Connection Anchor is:

- Kell, my heart's delight
- My widowed sister-in-law

Humans need memories, ties to the past and dreams of the future. My Memories Anchor is:

- My wooden rose, a gift from my first love
- My dog-eared holy text

Starting Gear: See "Starting Gear" section on reverse side.

| | | Health |
|--------|-------|---------------|
| | Will | PREPARATIONS |
| | Wits | CODE 50 |
| | | CODE 40 |
| | Charm | CODE 30 |
| | | CODE 20 |
| | Grace | CODE 10 |
| | | CODE N |
| | Body | Preparations: |
| Discor | d: | |

Advancement:

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- o Gain +1 Charm (Maximum Charm +3)
- Gain +1 Grace (Maximum Grace +2)
- Gain +1 Will (Maximum Will +2)
- Gain +1 Wits (Maximum Wits +2)
- o Get a new Pious move
- o 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)

- o 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
- o Choose a new option for your Place of Power
- o Choose a new option for your Place of Power
- $\circ\;$ Get a playbook move from another book
- $\circ\;$ Get a playbook move from another book
- Get an Advanced Pious Move