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

Starting 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;





Name: Joan, Ether, Miranda, Brother Wilhelm, Francis, Emira,
Marja, Ingrid, Bernard, Rishi, Sister Eliza
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
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
Starting Gear: See "Starting Gear" section on reverse side.

		Health	
	Will	PREPARATIONS	
		CODE 50	
	Wits	CODE 40	
	Charm	CODE 30	
	_	CODE 20	
	Grace	CODE 10	
	D 1	CODE N	
	Body	Preparations:	
Discor	d:		
Advand	ement:	00000	
GetRerGiv	t a new Pious move a Restric re a Freedom t	oximum Wits +2) move ction from your Paradigm so another Mage's Paradigm 2Anchors max)	
RetSw	oose only afto cire to safety itch playbook rt a second ch		
(Ch	oose only afte	er 5 from the first section and if not Tethered)	
o Get	Get a new Pious move		
o Get	o Get a new Pious move		
	•	tion for your Place of Power	
	•	tion for your Place of Power	
		nove from another book	
Get	t a playbook n	nove from another book	

o Get an Advanced Pious Move

The Pious's Moves
■ Vows: (You have this move by default) When you Eschew Mortal Comfort in favor of aiding someone else, roll +Charr 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 possessionThe spirit is ill-disposed towards youThe 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 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, 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.