## 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.





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)

0	, the last gift from my first love
0	The engraved knife I found in
0	Agnes, my faltering grandmother
0	, from my childhood home
0	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.

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

#### 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
- o Remove a Restriction from your Paradigm
- $\ast\,$  Give a Freedom to another Mage's Paradigm
- \* Gain an Anchor (2 Anchors max)

(Choose only after 5 from the first section)

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

(Choose only after 5 from the first section and if not Tethered)

- o Get a new Primordial move
- Get a second use of Serendipity
- $\circ\;$  Get a playbook move from another book
- o Get a playbook move from another book
- o 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.	Or
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.

☐ Hu	nter: W	/hen you	Track y	our Pre	ey's Magic	cal Tra	<b>il</b> roll +V	Vits.
On	a 10+ v	ou find	them, a	nd they	re close.	On a 7	7-9, choc	se 1:

- You're in for a trek, but at least the trail is strong.
- They're close by, but the trail went cold.

Serendi	pity: Once	per session,	when you	Use Magic	c to Fix it,
you may	/ choose no	ne of the or	otions.		