

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>	Grace	CODE 40 _____
<div></div>	Body	CODE 30 _____
		CODE 20 _____
		CODE 10 _____
		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.
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- 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.