

## 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:

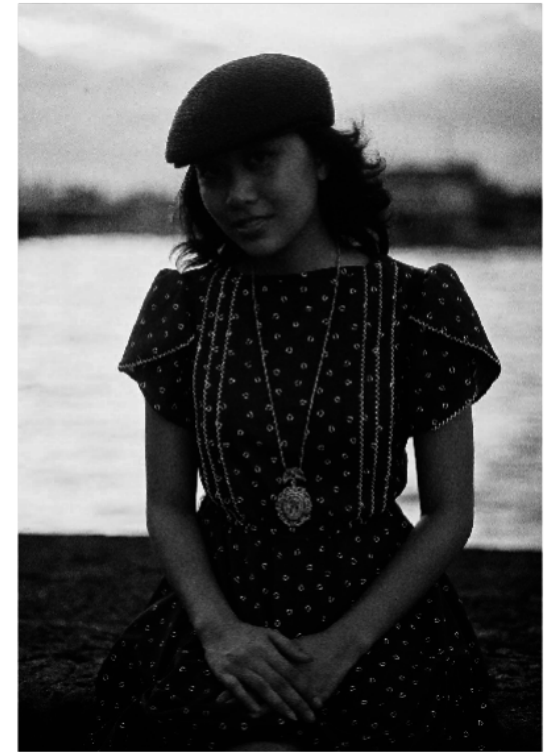
- Place of Worship
- Forested Grove
- Basement Laboratory
- Old Log Cabin
- Wishing Well
- Ancestral Mausoleum
- Natural Spring

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



# The Pious

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

### Looks:

- 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.

### Anchor:

 (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

### Secrets:

 (Choose at least 1)

- I know \_\_\_\_\_'s second-biggest secret. (Tell them +1)
- I trust \_\_\_\_\_ to guide the sleepers. (Tell them +1)
- \_\_\_\_\_ does not fit into my vision of an Awakened Future (Tell them -2)

	Will	PREPARATIONS
	Wits	CODE 50 _____
	Charm	CODE 40 _____
	Grace	CODE 30 _____
	Body	CODE 20 _____
		CODE 10 _____
		CODE N

### Advancement:

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

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

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

### The Pious's Moves

- **Vows:** (You have this move by default) When you **Eschew Mortal Comfort to Further your Goal**, 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 GM 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.
- **Last Rites:** You may always Assist someone on their death move, take +1 forward when doing so, and if you are successful, you both gain +1 secrets with each other.
- **Exorcism:** When you attempt to **Banish a Controlling Spirit** roll +Body. On a 10+ choose 1, on a 7-9 choose 2:
  - You expose yourself to possession
  - The spirit is not afraid to come back
  - The controlled entity is harmed
- **Holy Avenger:** You have a weapon, enchanted and attuned to your beliefs. When you **exert yourself physically** through it, 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.