

Your Cabal:

By default there are about 5 in the Cabal, you don't control them and they don't control you. You're pretty close in your outlooks on the world, but not everything lines up completely. This is a small cabal, with weak magic.

Pick up to two of these:

- You actually are in charge, or at least you founded it. Add the tag +loyal
- There's more than just a couple of you, maybe 10 or more. Medium cabal.
- You're part of a larger system, you're just one node in the leylines. Add the tag +support
- Your cabal is strong of will. Drop weak magic
- Your cabal is very close. Add the tag +family

And pick one of these:

- Your cabal doesn't keep a super low profile. Vulnerable: Target
- Your cabal owes something to someone, money, allegiance, an artifact, or the like. Vulnerable: Obligation
- Your cabal is anonymous and guarded about their identities. Vulnerable: Infiltration

Starting Gear:

- 1 Savings
- Choose a method of communicating with your cabal: A fresh batch of pre-programmed burner phones, with important numbers on speed dial; A stone that glows and heats up when you're being summoned(?); A (flavorful) crystal ball.
- Choose a source of information: An ancient spellbook, passed down through the cabal; A library of broad strokes esoterica; Accounts on the leading magical webforums, such as they are.
- Choose a tool you hope to never have to use: A well maintained firearm; A well stocked first aid kit; Nonperishable food to last one person two months; The number of the best defense lawyer in town.

The Cabalist

In a world where mages are solitary islands of power, shaping reality in loneliness, you have a group of people who understand you.

Place of Power

First, pick a facade:

- Library
- Fraternity/Sorority House
- Shop Basement
- Old Manor House
- Civic Building

Then pick up to 1 Strength: +respected, +private, +large, +guarded.

Pick at least 1 Weakness: +inaccessible, +obvious, +public, +tainted, +exposed, +business hours, +cramped.

A Ritual performed here will never (choose 1):

- Need more information
- Draw unwanted attention
- Take longer than expected

Paradigm List:

**Paradigm:** True Names Give Command

**Aligned(choose one):** Command, Bindings, Summonings

**Opposed:** Choose one: Inanimate mundane objects, Creation, Silent Magic

Choose this one: Targets whose names you do not know

**Paradigm:** Ancient Languages Hold Secret Power

**Aligned(choose one):** Cantrips, Enchantment, Written Magic

**Opposed:** Choose one: Reactive Magic, Emotional Manipulation

Choose this one: Magic without words



The Cabalist

- When you and another character **exchange a moment of humanity**, roll +Grace. On a 10+ you may each immediately give a freedom to each other. On a 7-9, each hold 1. They may spend their hold 1 for 1 to attempt to Sway Your Cabal (as per your move Gossamer Threads). You may spend your hold 1 for 1 to attempt to Sway them as if they were part of your cabal. On a 6-, they hold 2, you hold 0.