

Paradigm List:

Paradigm: I am a Voice in the Chorus

Aligned(choose one): Words Spoken Which Become Truth, Divine Insight

Opposed: Choose one: Harmful magic, Dissonant magic

Choose one: Silent magic, Magic done alone

Paradigm: Spirit Whisperer

Aligned(choose one): The Breath of Life, Soothing Magic, Transcending Barriers

Opposed: Loud magic, Wards, Entropic magic
Magic without Spirits, Silent magic

Paradigm: Music is the Language of the Universe

Aligned(choose one): Regular Rhythms, Variations on a Theme, Harmonious Magic, Cosmic Vibrations

Opposed: Choose one: Chaotic magic, Countermagic, Singular Effects

Choose one: Soundless magic, Emotionless magic

The Voiced

(\Description) DEFAULT TEXT IS IN ALL-CAPS AND INCLUDES VARIABLE NAME TO BE EASY TO IDENTIFY AND REPLACE



The Voiced

Name: Arin, Malak, Liron, Shir, Piper, Lark, Jaron, Calliope, Diona, Zamira, Kousan, Prudence, Orpheus, Sophie

Looks:

- glimmering eyes, vibrant eyes, piercing eyes, innocent eyes
- open face, laughing face, pained face, serene face,
- young body, burly body, tantalizing body, able body,
- crisp clothes, respectable clothes, stylish clothes, custom clothes, ill-fitting clothes
- forbidden aura, enticing aura, waifish aura, vivid aura, purple aura

Stats:

Will +1, Wits +1, Charm +2, Grace +0, Body -1
Will +2, Wits -1, Charm +1, Grace +0, Body +1
Will +2, Wits -1, Charm +2, Grace -1, Body +0
Will +1, Wits +0, Charm +1, Grace +1, Body +0

Moves: The Voiced gets the **Charming Voice** move, and 2 other moves of your choice.

Anchor: (Choose 3)

- The long-dead bouquet of flowers I was given for _____
- The _____ my mother brought back from a business trip
- _____ who is always there for me
- The headphones that _____ got for me
- Allison, who taught me how to live
- _____, who finishes my duets

Secrets: (Choose at least 1)

- (\Secrets)
- THERE ARE 2 SECRETS TO FOLLOW IF YOU WANT TO LIVE A SUCCESSFUL LIFE. SECRET 1 IS DON'T TELL ALL YOUR SECRETS
- I TALK TO MYSELF WITH A BRITISH ACCENT
- ERNEST HEMMINGWAY HAD 56 CATS

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

Advancement:

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- (\BasicAdvancements)
- GET +1 STAT
- GET +1 ANOTHER STAT
- GET +1 A THIRD STAT
- GET +1 A FOURTH STAT
- GET CRUISE CONTROL FOR COOL
- _____
- Retire to safety
- Switch playbooks
- Start a second character
- _____
- (\SpecialAdvancements)
- WRITE AN RPG
- PLAYER AWAKENS
- BECOME GM

The Voiced's Moves

- **Charming Voice:** (You have this move by default) When you **Pull One Over** using your voice to do so, you may roll +charm instead of +wits
- **Voice in the Wind:** When you **speak across boundaries** that would otherwise make communication impossible, you are heard.
- **Power Vested in Me:** When you **speak as the voice of a significant or powerful group**, and with their full weight and authority, roll +Will. On a 10+ those you are speaking to will take you at your word, on a 7-9, they will need some proof or assurances first.
- **Arresting Voice:** When you use your voice to **deliver a message that is both powerful and captivating**, roll +Charm. On a 10+, your audience is frozen, unable to do anything other than to continue listening until you finish. On a 7-9, they are likewise frozen, but you must not take any action other than to continue delivering your message, or the spell will be broken.
- **The Voice of Experience:** When you **have been here before**, give advice on a course of action and roll +Secrets. On a 7-9, take +1 forward when following the plan. On a 10+, additionally everyone who follows the plan marks experience.