

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.

Starting 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.



The Primordial

Name: Markus, Zakiel, Cassandra, The Hooded One, Crystal, Zuri, Malaki, Jeyde, Andrzej, Kolden, Sheth

Pronouns:

Why was your humanity trivialized? Because of my anger, (because of my disability), because of my fear, _____

Why is your humanity still in question? Reasons, _____

Why are you hunted? Because I hurt people, for my wealth, because I want to be, _____

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- 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

Paradigm: Choose a Paradigm from the reverse side

Moves: The Primordial gets the **Strong Avatar** and **What Doesn’t Kill You** moves, and 1 other move of your choice.

Stats: Arrange +2, +1, +0, +0, -1

Anchors:

Humans need shelter, a place to live, and a home to come back to. My Home Anchor is: (pick one)

A small tent down under the East Side Bridge; My small house, where my pets live; An apartment roughly the size of a closet

50 40 / 30 20 10 N Stressor: _____

Humans need connection, people they care about, or that care about them. My Connection Anchor is: (pick one)

Agnes, my faltering grandmother; Red, my oddball neighbor

50 40 / 30 20 10 N Stressor: _____

Humans need memories, ties to the past and dreams of the future. My Memories Anchor is: (pick one)

_____ from my childhood home; The engraved knife I found in _____; The yellowed love letters my parents exchanged

50 40 / 30 20 10 N Stressor: _____

Starting Gear: See “Starting Gear” section on reverse side.

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

Discord: _____

Advancement: 0 0 0 0 0

- 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
- Remove a Restriction from your Paradigm
- * Give a Freedom to another Mage’s Paradigm
- * Gain an Anchor (2Anchors 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)

- Get a new Primordial move
- Get a second use of Serendipity
- Get a playbook move from another book
- Get a playbook move from another book
- Get an Advanced Primordial move

The Primordial’s Moves

■ **Strong Avatar:** *(You have this move by default)* When you **assert your Paradigm’s truth to another Mage**, roll +Will. On a hit, replace one of their Opposed with one of your own for the rest of the scene. On a 10+, both mark experience.

■ **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**, describe what power and roll +Will. On 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.

□ **Hunter:** When you **Track your Prey’s Magical Trail** roll +Wits. On a 10+ you find them, and they’re close. On a 7-9, choose 1:

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

□ **Serendipity:** Once per session, when you **Use Magic to Fix it**, you may choose none of the options.

■ When you and another character **exchange a moment of humanity**, you each hold 1. You can each spend that hold at any time to help or hinder each other, no matter the barriers or distance between you.