

■ When you and another character **exchange a moment of humanity**, roll +Charm. On a 10+, once, you can step sideways to this person as if they were a place you've never been before. On a 7-9, you see each other in a new light, you each pick one from the Chance Meetings list for the other. On a 6-, take -1 ongoing until you prove you don't owe them anything.

Paradigm List:

Paradigm: All people are connected, all people affect one another.

Aligned(choose one): Sympathy magic, Travel magic

Opposed: Choose one: Creation, permanent effects

Choose one: Binding magic, magic that prevents movement

Paradigm: I have one foot in the spirit world

Aligned(choose one): Travel between worlds, Opening things, Spirit Magic

Opposed: Choose one: Static magic, Abstract magic

Choose one: Magic that uses physical objects, Stationary magic

The Wayfarer

There are many who travel the world in this day and age, and many fewer who travel where you do. The journey of a thousand miles begins with you.



The Wayfarer

Name: Roland, Isobel, Amelia, Karma, Daniel, Celina, Jamie, Gabriel, Christopher, Morgan, Laurie, David, Cara, Trina, Corwin

Looks:

- (choose at least one) ambiguous, androgynous, butch, concealed, femme, fluid, transgressing
- spirited eyes, tender eyes, distant eyes, daring eyes, wandering eyes, secretive eyes
- stolid face, eager face, weathered face, angular face, weary face, covered face
- vibrant body, waifish body, hardened body, fluid body, mousy body, weird body
- tattered clothes, soiled clothes, crisp clothes, foreign clothes, comfortable clothes, tough clothes
- tireless aura, vital aura, capricious aura, eccentric aura, boisterous aura, nondescript aura

Stats:

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

Moves: The Wayfarer gets the **Step Sideways** move, and 2 other moves of your choice.

Anchors: (Choose 3)

- Iris, who will be my legacy
- My tattered, empty diary
- My collection of smoothed stones
- My well-polished Harley
- My childhood chapel
- My family

Starting Gear:

- No Savings
- Choose a means of getting around: My well-cared-for motorcycle; A walking staff and good pair of boots; The latest in a long series of cars, not yet on its last legs.
- Choose a way of protecting yourself: A pet dog, your loyal traveling companion; Enough hidden knives to arm a small gang; A [flavorful] pistol

- Choose a curiosity: A map to somewhere you’ll need to go again; A spirit totem that isn’t sure it accepts you as its owner; The latest in amateur radio technology

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

Discord: _____

Advancement: O O O O O

- Pick a new Wayfarer Move
- Gain +1 Will (Max Will +1)
- Gain +1 Charm (max Charm +3)
- Gain +1 Grace (max Grace +3)
- Gain +1 Body (max Body +2)
- 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 Wayfarer move
- When using Step Sideways, always choose +1 option, even on a miss
- Pick a playbook move from another playbook
- Pick a playbook move from another playbook

- Gain +1 Wits (max Wits +3)
- Get an Advanced Wayfarer Move

The Wayfarer’s Moves

- **Step Sideways:** *(You have this move by default)* When you **step sideways to a place you’ve never been before**, roll +Grace. On a 10+ choose 4, on a 7-9 choose 2.
 - You get where you meant to go, no funny business.
 - You arrive promptly.
 - You arrive unharmed.
 - You remember the path, so you can travel it again.
 - You can safely and easily return.
- **Chance Meetings:** When you **meet an important stranger** (your choice) in your travels, roll +Charm. On a 10+ choose one, on a 7-9 the GM will choose one.
 - They tell you something useful and true.
 - They give you something that is potentially useful.
 - They have something of great value to you.
 - You have something of great value to them, and you know it.
- **Vision Quest:** When you **seek out a vision of possible futures**, roll +Grace. On a 10+, tell the GM what you see, they may add to it. On a 7-9, the GM will tell you what you see, and two possible interpretations.
- **Parkour:** When you **Outwit, Outpace or Outfox** in an urban jungle, and you roll a 7-9, you choose one option instead of two.
- **Any Port in a Storm:** When you **find yourself in a hostile or unwelcoming situation**, roll +Charm. On a 10+, tell the GM what is secretly safe here. On a 7-9, the GM will tell you.
- **The Soul of a Warrior:** When you **meet a stronger opponent in battle**, roll +Body. On a hit, you learn something, mark experience. On a 10+, they are not quite as powerful as you thought, and the GM will tell you how. On a 7-9, you’re getting exactly what you would expect.
