

Paradigm List:

Paradigm: A Thousand Arcane Secrets

Aligned(choose one): Cantrips, Ritual Magic

Opposed: Choose one: Large-reaching Effects, Immediate Effects

Choose one: Planning Magic, Magic from Rote

Paradigm: The Right Combinations Make Things Happen

Aligned(choose one): Any type of effect

Opposed: Choose this one: Magic that doesn't require preparation

Choose this one: Magic that doesn't require physical components

"Once Upon a Time, Humans could move mountains with their will. Now, it is upon us to carry on the ancient traditions, and master as many types of magic as we can."



The Hedge Mage

The Hedge Mage

Name: Merle, Freya, Orenna, Benjamin, Liro, Norfeld, Wood, Sherand, Lilith, Melinda, Corin, Wilhelm, Byecross

Looks:

- distracted eyes, glittering eyes, faraway eyes, inscrutable eyes, determined eyes
- wizened face, deadpan face, vivacious face, brisk face, chipper face, sharp face
- spindly body, angular body, aggressive body, thickset body, dexterous body
- rustic clothes, embellished clothes, coarse clothes, domestic clothes
- sprightly aura, stalwart aura, agile aura, musical aura, flashy aura, unrefined aura

Stats:

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

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

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

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

Moves: The Hedge Mage gets the **Exactly When I Mean To** move, and 2 other moves of your choice.

anchors: (Choose 3)

- My garden
- My grandfather's old chipped pipe
- The ancestral family home
- The forests I know from _____
- My compass that doesn't point North
- Lazarus, the man I saved from drowning

Secrets: (Choose at least 1)

- I knew _____ before I Awakened (Tell them +2)
- _____ rarely listens to my advice (Tell them -1)
- _____ has something which I value very highly (Tell them +1)

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

Advancement:

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- Pick a playbook move from another playbook
- Gain +1 Charm (max Charm +2)
- Gain +1 Grace (max Grace +2)
- Gain +1 Body (max Body +2)
- Pick a new Hedge Mage move

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

- Pick a new Hedge Mage move
- Pick a new Hedge Mage move
- Pick a playbook move from another playbook
- Pick a playbook move from another playbook
- Gain +1 Wits (max Wits +3)
- Get an Advanced Hedge Mage Move

The Hedge Mage's Moves

- **Exactly When I Mean To:** (*You have this move by default*) At the **beginning of the session**, roll+Grace. On a 10+, hold 2. On a 7-9, hold 1. At any time, either you or the GM can spend your hold to have you arrive in a scene, with the proper tools and knowledge, with or without any clear explanation why. Take +1 forward when you do so. On a miss, the GM holds 1, and can spend it to have you arrive, but somehow pinned, caught or trapped
- **Call Through Shadow:** When you **call a mundane or common object to yourself**, roll +Will. On a hit, you have successfully summoned it to you. On a 10+ you're in the clear. On a 7-9 choose 1:
 - It comes out of a heated nearby situation
 - It comes with strings attached
 - It can be traced back to you
- **Scrying Bowl:** When you have an object related to a person and use it to **gaze upon their current situation**, roll +Wits. On a 10+ all 3, on a 7-9 choose 1:
 - They don't know they're being watched
 - You can identify where they are
 - You can discern what they are doing
- **If You Ask Me:** When another character comes to you for advice and you **tell them honestly what you think the best course of action is**, they take +1 ongoing while following your advice, and you mark experience.
- **Magical Experimentation:** When you attempt to **push your magic past its current boundaries** in a controlled setting, roll +Body. On a 10+ all 3, on a 7-9 choose 1:
 - It works pretty much as intended
 - It doesn't cause a scene, draw extra attention, or harm you
 - It was controlled enough that you can repeat it
- **This One Is Mine:** When you **engage another magical being in a duel**, so long as your companions don't interfere, others will give you enough space to finish it, come what may.