

■ 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.

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



The Wayfarer

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

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- 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: See “Starting Gear” section on reverse side.

<div></div>	Will	Health
<div></div>	Wits	PREPARATIONS
<div></div>	Charm	CODE 50 _____
<div></div>	Grace	CODE 40 _____
<div></div>	Body	CODE 30 _____
		CODE 20 _____
		CODE 10 _____
		CODE N
Discord: _____		Preparations: _____

Advancement: 0 0 0 0 0

- 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 (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)

- 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 and travel 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.
- **Sixth Sense:** When you **travel along a path before it happens**, roll +Grace, and see a vision of possible futures. On a 10+, tell the MC what you sense, they may add to it. On a 7-9, the MC will tell you what you sense, and two possible interpretations.
- **Parkour:** When you **Outfox in an urban jungle**, on a 12+ you additionally hold 3. You can spend your hold one for one to:
 - Take +1 forward on an additional Outfox roll
 - Take +1 forward to keeping your head down
 - Treat your skills as something a sleeper wants for Use a Sleeper
- **Any Port in a Storm:** When you **find yourself in an unwelcoming situation**, roll +Charm. On a 10+, tell the MC what you recognize as familiar and how that helps you. On a 7-9, the MC will tell you.
- **The Soul of an Explorer:** When you **seek out or find an entirely new experience**, roll +Body. On a hit, you learn something, mark experience. On a 10+, you find something that makes it easier, safer, or more enjoyable, the MC will tell you what.