

### 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, 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:**

- See “Starting Gear” in middle column of 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
<b>Discord:</b> _____		<b>Preparations:</b> _____

**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 (2 Anchors max)

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(Choose only after 5 from the first section)

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

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(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.
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- 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.