

■ When you and another character **exchange a moment of humanity**, you may tell them a secret about yourself. If you do, they will respond with a secret about themselves.

**Paradigm List:**

**Paradigm:** I am a Voice in the Chorus

**Aligned(choose one):** Words Spoken Which Become Truth, Divine Insight

**Opposed:** Choose one: Harmful magic, Dissonant magic  
Choose one: Silent magic, Magic done alone

**Paradigm:** Spirit Whisperer

**Aligned(choose one):** The Breath of Life, Soothing Magic, Transcending Barriers

**Opposed:** Choose one: Loud magic, Wards, Entropic magic  
Choose one: Magic without Spirits, Silent magic

**Paradigm:** Music is the Language of the Universe

**Aligned(choose one):** Regular Rhythms, Variations on a Theme, Harmonious Magic, Cosmic Vibrations

**Opposed:** Choose one: Chaotic magic, Countermagic, Singular Effects  
Choose one: Soundless magic, Emotionless magic

**The Voiced**

*I am the voice of the past that will always be*  
*I am the voice of your hunger and pain*  
*I am the voice of the future*  
*I am the voice, I will remain*



**The Voiced**

**Name:** Arin, Malak, Liron, Shir, Piper, Lark, Jaron, Calliope, Diona, Zamira, Kousan, Prudence, Orpheus, Sophie

**Looks:**

- (choose at least one) ambiguous, androgynous, butch, concealed, femme, fluid, transgressing
- glimmering eyes, vibrant eyes, piercing eyes, innocent eyes
- open face, laughing face, pained face, serene face, fake face
- young body, burly body, tantalizing body, able body, flashy body
- crisp clothes, respectable clothes, stylish clothes, custom clothes, ill-fitting clothes
- forbidden aura, enticing aura, waifish aura, vivid aura, purple aura

**Stats:**

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

**Moves:** The Voiced gets the **Charming Voice** move, and 2 other moves of your choice.

**Anchors:** (Choose 3)

- The long-dead bouquet of flowers I was given for \_\_\_\_\_
- The \_\_\_\_\_ my mother brought back from a business trip
- \_\_\_\_\_ who is always there for me
- The headphones that \_\_\_\_\_ got for me
- Allison, who taught me how to live
- \_\_\_\_\_, who finishes my duets

**Starting Gear:**

- 1 Savings
- An old police scanner to stay informed.
- Choose a method of expression: A well-cared for musical instrument; A high end camera; A reliable sewing machine; A potter’s wheel and kiln; A small leased art studio; A waterproof notebook; A pirate radio station with a range of a mile or two.

- Choose a way of protecting your voice: A large supply of herbal teas and tinctures; A small switchblade; A tube of pepper spray; A bullhorn.

	Health
<div></div>	Will
<div></div>	Wits
<div></div>	Charm
<div></div>	Grace
<div></div>	Body

**Discord:** \_\_\_\_\_

**Advancement:**                    O O O O O

- Get +1 Will (Max Will +2)
- Get +1 Wits (Max Wits +2)
- Get +1 Grace (Max Grace +2)
- Get +1 Body (Max +2 Body)
- Get a new Voiced move
- 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)

- Get +1 Charm (Max Charm +3)
- Get +1 Will (Max Will +3)
- Get a new Voiced move

- Get a move from another playbook
- Get an Advanced Voiced move

**The Voiced’s Moves**

- **Charming Voice:** *(You have this move by default)* When you **Pull One Over** using your voice to do so, you may roll +charm instead of +wits
- **Voice in the Wind:** When you **speak across boundaries** that would otherwise make communication impossible, you are heard.
- **Power Vested in Me:** When you **speak as the voice of a significant or powerful group**, and with their full weight and authority, roll +Will. On a 10+ those you are speaking to will take you at your word, on a 7-9, they will need some proof or assurances first.
- **Arresting Voice:** When you use your voice to **deliver a message that is both powerful and captivating**, roll +Charm. On a 10+, your audience is frozen, unable to do anything other than to continue listening until you finish. On a 7-9, they are likewise frozen, but you must not take any action other than to continue delivering your message, or the spell will be broken.
- **The Voice of Experience:** When you **have been here before**, give advice on a course of action and roll +Charm, -1 if Tethered. On a 7-9, take +1 forward when following the plan. On a 10+, additionally everyone who follows the plan marks experience.

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