

## 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:** Double, Double, Toil and Trouble

**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

# The Hedge Mage

"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."

## Starting Gear:

- 1 Savings
- Choose a symbol of hospitality: A set of fine china; A spare bedroom; A large cast-iron oven; The latest in home entertainment systems; A well stocked bar.
- Choose a tool: A tablesaw and misc. woodworking equipment; A glassblowing oven; A well-used set of gardening implements; An emergency shotgun, loaded with rock-salt.



# The Hedge Mage

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

**Pronouns:**

**Why was your humanity trivialized?** Because of my attitude, (because I was not neurotypical), because I couldn't keep up,

**Why is your humanity still in question?** Reasons,

**Why are you hunted?** For fun, for my Talents, because I disturb people,

**Looks:**

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- 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

**Paradigm:** Choose a Paradigm from the reverse side

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

**Stats:** Arrange +2, +1, +0, +0, -1

**anchors:**

Humans need shelter, a place to live, and a home to come back to. My Home Anchor is: (pick one)

\HomeAnchorItems, HOME IS WHERE THE HEART IS, SO YOUR REAL HOME'S IN YOUR CHEST

50 40 / 30 20 10 N   Stressor: \_\_\_\_\_

Humans need connection, people they care about, or that care about them. My Connection Anchor is: (pick one)

\ConnectionAnchorItems, JUST YOUR ORDINARY DEMI-GUY, FORD PREFECT, WAITER AND ASPIRING ACTOR

50 40 / 30 20 10 N   Stressor: \_\_\_\_\_

Humans need memories, ties to the past and dreams of the future. My Memories Anchor is: (pick one)

\MemoryAnchorItems, A VISION SOFTLY CREEPING, A HOLIDAY HOLE

50 40 / 30 20 10 N   Stressor: \_\_\_\_\_

**Starting Gear:** See "Starting Gear" section on reverse side.

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

**Advancement:**                   0 0 0 0 0

- 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
- 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 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 MC 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 MC 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 an intense 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 you **offer an alternative perspective on someone's Paradigm**, roll +Grace. On a hit, they gain experience. On a 10+, give them a new Aligned related to what you told them until the end of session.
  - **Magical Experimentation:** When you collaborate with other Mages 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 **call out another magical being**, so long as your companions don't interfere, others will give you enough space to finish it, come what may.
- \_\_\_\_\_
- When you and another character **exchange a moment of humanity**, they gain one hold, which they can spend to cause you to appear as if by Exactly When I Mean To.