

Your Students: By default you have about 10 students, they are moderately studious sleepers and they respect you, though they're not fully loyal. They have their own lives apart from you, family and friends in the area. (learning +1. surplus: time. want: departure.)

Pick up to two of these:

- Your students are competitive (replace want: departure with want: competition)
- Your students are dedicated (replace surplus: time with surplus: advanced students)
- Your students are driven (replace surplus: time with surplus: dedication)
- Your students are lazy (replace want: departure with want: sloth)

And one of these:

- Your school is famous (add surplus: growth and want: infamy)
- Your school is large (default students 20)
- Your students are quick learners (+1 learning)
- You have a protege.
- Your most advanced student is Awakened
- Your students are rowdy (add want: violence and surplus: intimidation)

The Guru

The secrets of the Universe are yours, but you don't guard them jealously. You share the wisdom with the precious few who will listen, taking on pupils who will one day surpass you.

Place of Power:

First, pick a facade:

- Dojo
- Dance Studio
- Abandoned warehouse
- Stunt filming location
- Remote mountain temple

Then pick up to 1 Strength: +hidden, +famous, +easily defended, +inconspicuous, +free

Pick at least 1 Weakness: +cramped, +dangerous, +temporary, +infamous, +weak

A Ritual performed here will never (choose 1):

- Need help from an outside source
- Take longer than expected
- Have greater than intended effects

Paradigm List:

Paradigm: My Qi Flows Like Water

Aligned(choose one): Superhuman strength, Projecting Power, Perfect Positioning

Opposed:

Choose one: Elemental magic, External effects

Choose one: Technomagic, Breaking cycles

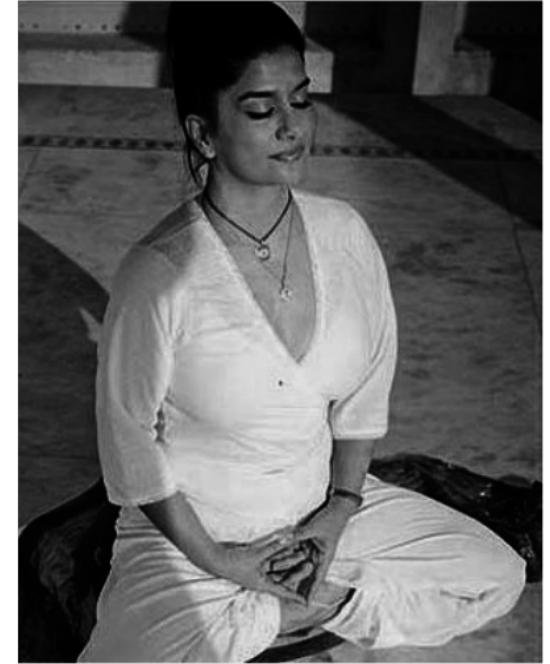
Paradigm: All Can Be Known Through Mushin

Aligned(choose one): Serendipitous Movements, Reflexive Magic, Martial Magic

Opposed:

Choose one: Mind without Body, Body without Mind

Choose this one: Magic while emotional



The Guru

Name: Johan, Master Lu, Mina, Zoe, Indra, Roy, Puteri, Madame Leena, Marshki, Sifu, Luce, Goswami, Senshu, Sena

Looks:

- shining eyes, sunken eyes, alert eyes, glowing eyes
- weathered face, gaunt face, wrinkled face, caring face, creased face
- wiry body, ripped body, lanky body
- street clothes, flowing clothes, concealing clothes
- menacing aura, peaceful aura, green aura, golden aura, fading aura, grounded aura, rippling aura

Stats:

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

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

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

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

Moves: The Guru gets the **Pupils** move, and 2 other moves of your choice.

Anchor:

 (Choose 4)

- A portrait of my long-dead mentor
- My best friend Ayah
- The gold necklace given to me by _____
- The People in My Community
- Devon, my oldest rival
- Zorrah, my forbidden love
- A coal to remind me of _____

Secrets:

 (Choose at least 1)

- _____ was once a student of mine. (Tell them +1)
- I trust _____ with my life, but not with my students. (Tell them -1)
- _____ knew my master better than I did. (Tell them +2)

	Health
<input type="text"/>	PREPARATIONS
<input type="text"/> Will	CODE 50 _____
<input type="text"/> Wits	CODE 40 _____
<input type="text"/> Charm	CODE 30 _____
<input type="text"/> Grace	CODE 20 _____
<input type="text"/> Body	CODE 10 _____
	CODE N
Discord: _____	Preparations: _____

Advancement:

O O O O O

- Gain +1 Body (Maximum Body +3)
- Gain +1 Grace (Maximum Grace +3)
- Gain +1 Will (Maximum Will +2)
- Gain +1 Wits (Maximum Wits +2)
- Get a new Guru move
- Remove a Restriction from your Paradigm
- * Give a Freedom to another Mage's Paradigm
- * Gain an Anchor (3 Anchors max)

(Choose only after you have 5 from the first section)[*]

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

(Choose only if not Tethered)[*]

- Get a new Guru move
- Choose a new option for your Students
- Choose a new option for your Students
- Choose a new option for your Place of Power

- Get a playbook move from another book
- Get a playbook move from another book
- Get an Advanced Guru Move

The Guru's Moves

■ **Pupils:** (You have this move by default) You have a number of students who follow your mystical and magical teachings. At the **beginning of the session**, roll +learning to determine how their studies are progressing. On a 10+ they have a surplus. On a 7-9, both a surplus and a want. On a 6-, they will do everything in their power to satisfy all their wants.

□ **Meditation:** When you **meditate on the best course of action** for at least an hour, roll +Wits. On a 10+ hold 3, on a 7-9 hold 1. You may spend this hold 1-for-1 to ask the GM a question from this list, the GM will answer truthfully. You take +1 forward when acting on this information.

- What's my escape route?
- How dangerous is this plan?
- What here is most useful to me?
- What here is the most dangerous?

□ **Dojo:** You have a Place of Power where you train your students. While you are within your Place of Power, take +1 forward to any Grace or Body rolls you make.

□ **My Body is a Weapon:** No matter what the circumstances, even if magic is hard or nigh-impossible, or you are disarmed, you may always attempt to Exert Yourself on the world.

□ **Matter over Mind:** You may roll +Body instead of +Charm when Demonstrating Magical Superiority