

Paradigm List:

Paradigm: Blood is the Strongest Sympathy

Aligned(choose one): Healing, Curses, Sympathy

Opposed: Choose one: Restoration, Mind-affecting magic

Choose this one: Magic that doesn't require sacrifice

Paradigm: The World's Energy is Wrapped in Crude Matter

Aligned(choose one): Transformations and Transmutations, Energy Manipulation

Opposed: Choose one: Destruction, Creation

Choose one: Subtle magic, Finesse magic

Paradigm: I See, Hear, and Command the Spirits

Aligned(choose one): Elemental Magic, Summoning

Opposed: Choose one: Man-made things, Transmutation

Choose one: Magic that disrespects the spirit world, Magic without spirits

The Primordial

You don't need fancy rituals, long drawn-out methods, or anything like that when you're working with the raw forces that shaped the universe. That's what magic is really about.

Starting Gear:

- 2 Savings
- Choose a prize that you won: A [flavorful] sharp knife; A large [flavorful] rainstick; A gold-plated hip-flask; A once-used guitar; An embellished leather jacket; A bleached animal skull.
- Choose an impracticality: A large ornate mirror; Two sets of black-tie attire; A high-powered telescope; A timeshare in the Hamptons; A 96" plasma TV; A marble bust of your head.



The Primordial

Name: Markus, Zakiel, Cassandra, The Hooded One, Crystal, Zuri, Malaki, Jeyde, Andrzej, Kolden, Sheth

Why was your humanity trivialized? Because of my anger, (because of my disability), because of my fear,

Why is your humanity still in question? Reasons,

Why are you hunted? Because I hurt people, for my wealth, because I want to be,

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- burning eyes, dead eyes, piercing eyes, hungry eyes, hopeful eyes, white eyes
- scarred face, drawn face, sallow face, eager face, tired face, weathered face
- imposing body, sinewy body, impish body, emaciated body, thickset body
- concealing clothes, goth clothes, simple clothes, worn clothes, grubby clothes
- fiery aura, dark aura, shifting aura, grey aura, brilliant aura, mossy aura

Stats:

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

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

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

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

Moves: The Primordial gets the **Strong Avatar** and **What Doesn't Kill You** moves, and 1 other move of your choice.

Anchors: (Choose 2)

- _____, the last gift from my first love
- The engraved knife I found in _____
- Agnes, my faltering grandmother
- _____, from my childhood home
- The yellowed love letters my parents exchanged

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

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

Discord: _____

Advancement: O O O O O

- Gain +1 Charm (Maximum Charm +1)
- Gain +1 Grace (Maximum Grace +2)
- Gain +1 Will (Maximum Will +3)
- Gain +1 Wits (Maximum Wits +2)
- Get a new Primordial 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)

- Get a new Primordial move
- Get a second use of Serendipity
- Get a playbook move from another book
- Get a playbook move from another book

- Get an Advanced Primordial move

The Primordial's Moves

■ **Strong Avatar:** *(You have this move by default)* When you **assert your Paradigm's truth to another Mage**, roll +Will. On a hit, replace one of their Opposed with one of your own for the rest of the scene. On a 10+, both mark experience.

■ **What Doesn't Kill You:** *(You have this move by default)* The first time during a session your Health hits Code 30, mark experience.

☐ **Harvest:** When you **Rip the Power from a Being**, describe what power and roll +Will. On a 10+ choose 3, on a 7-9 choose 1.

- It dies then and there.
- You are empowered, take +1 ongoing until you fail a roll.
- The power is not tainted.
- You don't draw excessive attention.

☐ **Hunter:** When you **Track your Prey's Magical Trail** roll +Wits. On a 10+ you find them, and they're close. On a 7-9, choose 1:

- You're in for a trek, but at least the trail is strong.
- They're close by, but the trail went cold.

☐ **Serendipity:** Once per session, when you **Use Magic to Fix it**, you may choose none of the options.

■ When you and another character **exchange a moment of humanity**, you each hold 1. You can each spend that hold at any time to help or hinder each other, no matter the barriers or distance between you.