■ 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

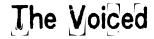


I am the voice of the past that will always be
I am the voice of your hunger and pain
I am the voice of the future
I am the voice, I will remain

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.





Name: Arin, Malak, Liron, Shir, Piper, Lark, Jaron, Calliope, Diona, Zamira, Kousan, Prudence, Orpheus, Sophie				
Why was your humanity trivialized? Because I spoke differently, because they thought I was broken, because of my looks,				
Why is your humanity still in question? Reasons,				
Why are you hunted? For my talents, because I'm famous, because I appear broken,				
L'ooks:				
 (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation 				
• 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)				
o The long-dead bouquet of flowers I was given for				
 Themmy mother brought back from a business trip who is always there for me 				
The headphones thatgot for me				

	ught me how to live , who finishes my duets			
Starting Gear: See	"Starting Gear" section on reverse side.			
	Health			
Will	PREPARATIONS			
Wits	CODE 50			
VVILS	CODE 40			
Charm	CODE 30			
	CODE 20			
Grace	CODE 10			
	CODE N			
L Body	Preparations:			
Discord:				
Advancement: 00000				
∘ Get +1 Will (Ma	ж Will +2)			
o Get +1 Wits (Ma	-			
Get +1 Grace (Max Grace +2)				
o Get +1 Body (M				
 Get a new Voice Remove a Restr 	riction from your Paradigm			
	i to another Mage's Paradigm			
* Gain an Anchor				
 (Choose only af Retire to safety Switch playboo Start a second of 	ks			
(Choose only af • Get +1 Charm (• Get +1 Will (Ma	-			

Geta	a new '	voiced	move

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

The Voiced's Moves

الراق	ie Aoiden à Moseà
	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.