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

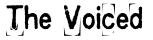
Aligned(choose one): Regular Rhythms, Variations on a Theme,

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





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

Looks:

- 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)

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

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		
	Will	PREPARATIONS		
	Wits	CODE 50		
		CODE 40		
	Charm	CODE 30		
		CODE 20		
	Grace	CODE 10		
		CODE N		
	Body	Preparations:		
Discord:				

Advancement:

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- 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
- o Remove a Restriction from your Paradigm
- $\ast\,$ 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
- o 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)
- o Get a new Voiced move
- o Get a move from another playbook
- Get an Advanced Voiced move

The Voiced's Moves

	: (You have this move by default) When you sing your voice to do so, you may roll +charr
	nd: When you speak across boundaries that a make communication impossible, you are
significant or p authority, roll +	n Me: When you speak as the voice of a owerful group, and with their full weight and Will. On a 10+ those you are speaking to will word, on a 7-9, they will need some proof o
message that is On a 10+, your other than to co they are likewis	When you use your voice to deliver a both powerful and captivating, roll +Charm udience is frozen, unable to do anything ntinue listening until you finish. On a 7-9, e frozen, but you must not take any action ntinue delivering your message, or the spell
give advice on a Tethered. On a	perience: When you have been here before, course of action and roll +Charm, -1 if 7-9, take +1 forward when following the plar onally everyone who follows the plan marks