

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

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

Stats:

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

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

Anchors: (Choose 3)

- My garden
- My grandfather’s old chipped pipe
- The ancestral family home
- The forests I know from _____
- My compass that doesn’t point North
- Lazarus, the man I saved from drowning

Starting Gear: See “Starting Gear” section on reverse side.

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

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 (2 Anchors 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 GM 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 GM 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 a heated 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 another character comes to you for advice and you **tell them honestly what you think the best course of action is**, they take +1 ongoing while following your advice, and you mark experience.
- **Magical Experimentation:** When you attempt 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 **engage another magical being in a duel**, so long as your companions don’t interfere, others will give you enough space to finish it, come what may.

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- 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.