

Paradigm List:

Paradigm: I Bend the Rules through my Source

Aligned(choose one): Mental magic, Time-Affecting magic

Opposed: Choose one: Magic that reinforces the status quo, Magic that doesn't Protect my Source
Choose this one: Magic without my Source

Paradigm: My Source Lets me See the True Nature of Things

Aligned(choose one): Divinations, Transmutations

Opposed: Choose one: Obscuring magic, Changing thing that are Static
Choose one: Magic without my Source, Magic while Blind

The Inspired

Many people wonder where inspiration comes from. That question is boring to you, you know the answer. The right question is, how much can you do with that inspiration?

Your Source:

First pick your source's form: a person, an object, a substance, an abstract concept, an action, an emotion

Next choose one of these:

- Your source can be carried with you (+portable)
- Your source is protected (+safe)
- Your source is socially acceptable (+available)
- Your source makes you more alert (+sharp)
- Your source makes you more Aware (+magicsense)
- Your source makes you feel more alive (+invigorating)
- Your source helps you talk to people (+social)

And choose two of these:

- You crave more and more of the source, your desire for it is insatiable. (+addictive)
- Your source is rare or hard to find. (+rare)
- Your source is short-lived (+quick)
- Your source often harms you (+dangerous)
- Your source is against the law (+illegal)
- Your source attracts unwanted attention (+disruptive)
- Your source makes your magic more unpredictable (+chaotic)



The Inspired

Name: Esin, Tobias, Tafari, Sameal, Mab, Fiona, Kai, Kendall, Flower, Ida,

Looks:

- Burning eyes, dull eyes, hungry eyes,
- Slack face, haggard face, shining face, stubborn face, yearning face
- Wiry body, full body, misshapen body
- Flowing clothes, fancy clothes, rags, hip clothes, active clothes,
- Expansive aura, sucking aura, insinuating aura, kaleidoscope aura, tantalizing aura,

Stats:

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

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

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

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

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

anchors: (Choose 3)

- Neon and Crystal, some kids I hang out with on the weekend
- Leslie, who cares about me but just doesn't understand
- My last gift from _____ before they left
- The diamond necklace from _____
- _____, my greatest confidante
- The well-worn T-shirt I always sleep in

Secrets: (Choose at least 1)

- _____ introduced me to my source (tell them +2)
- _____ looks down on my attachment to my source (tell them -1)
- I met _____ thanks to my source (tell them +1)

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

Advancement:

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- Gain +1 Charm (max Charm +2)
- Gain +1 Grace (max Grace +2)
- Gain +1 Body (max Body +2)
- Pick a new Inspired move
- Retire to safety
- Switch playbooks
- Start a second character
- Pick a new Inspired move
- Pick a playbook move from another playbook
- Gain +1 Charm (max Charm +3)
- Gain +1 Grace (max Grace +3)
- Get an Advanced Inspired Move

The Inspired's Moves

- **Source:** (You have this move by default)
You've identified the source of your inspiration, and it lifts you up. Take +1 ongoing while your source is present.
- **Just When I Think You're Gone:** When you **pass up an opportunity to interact with your Source of Inspiration**, roll +Grace. On a hit, hold 1. On a 10+ you may spend your hold 1 for 1 to have your source appear in the scene with no explanation needed. On a 7-9 you may spend your hold for the same, but your Source is threatened, captured, or in peril.
- **Open Their Mind:** When you **introduce an individual to your Source to open their mind**, roll +Charm. On a 10+, they are not a witness the next time they would be for your magic. On a 7-9, you take +1 forward with them. On a 6-, in addition to whatever else the GM says, choose one:
 - They find they have a strong aversion to your Source
 - They wish to take your Source away from you.
- **Opiate for the Masses:** When you **bring your Source to a mob**, roll +Grace. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to:
 - Discover a truth that they know
 - Obtain something of value or use
 - Get them to believe a truth
 - Learn their potential
 - Placate them and return them to their mundane lives
- **Visions of Fate:** When you **jump into the havoc surging around you**, roll +Body. On a 10+, choose someone who pulls through, and someone who doesn't. On a 7-9, choose someone who pulls through OR someone who doesn't. Don't name a PC; name NPCs only. The GM will make your prediction come true, if it's even remotely possible. On a miss, take -1 ongoing until the havoc subsides.