■ 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

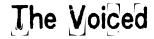


I am the voice of the past that will always be
I am the voice of your hunger and pain
I am the voice of the future
I am the voice, I will remain

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, Looks: • (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 The my mother brought back from a business trip

who is always there for me

got for me

The headphones that

o Allison, who taught me how to live

| o | | , who finishes my duets | |
|---|---|---|--|
| Starti | ng Gear: See | "Starting Gear" section on reverse side. | |
| | | Health | |
| | Will | PREPARATIONS | |
| | Wits Charm Grace | CODE 50 | |
| | | CODE 40 | |
| | | CODE 30 | |
| | | CODE 20 | |
| | | CODE 10 | |
| | | CODE N | |
| | Body | | |
| Preparations: | | Preparations: | |
| Discord: | | | |
| Advan | cement: | 00000 | |
| ∘ Ge | t +1 Will (Ma | x 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 Provide the form of the second Provide the | | | |
| 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 | | |
| o Sta | art a second (| cnaracter | |
| (Cł | noose only af | ter 5 from the first section and if not Tethered) | |
| | • Get +1 Charm (Max Charm +3) | | |
| 。 Ge | ∘ Get +1 Will (Max Will +3) | | |

o Get a new Voiced move

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

| The Voiced's Moves |
|---|
| ■ Charming Voice: (You have this move by default) When you Pull One Over using your voice to do so, you may roll +charminstead 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 o 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. |
| |