

can spend that hold to have your Source show up in a scene, or deny it from you for a scene. On a 6-, if they are aware of the magical world, they gain a restriction against magic with your Source.

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 concealed, protected, or otherwise removed from a dangerous situation (+safe)
- Your source gives you heightened senses (+alert)
- Your source lets you understand magic as its caster understands it (+sense)
- Your source makes you feel more alive, it gives you a rush (+invigorating)
- Your source helps you get people to go along with what you want (+social)

And choose two of these:

- Your source is dangerous, socially unacceptable, or otherwise something you must hide or face consequences. (+forbidden)
- Your source is rare or hard to find. (+rare)
- Your source is immobile, unportable, or otherwise impossible to bring with you (+immobile)
- You crave more and more of the source, you suffer without it (+addictive)
- Your source is short-lived, and its magical enhancements last but a moment (+quick)
- Your source often harms you, physically or otherwise (+dangerous)
- Your source makes your magic more unpredictable, you can't always control it or its effects (+chaotic)

Starting Gear:

- 3 Savings
- Choose something to fall back on: A hidden cache of valuables worth about 2 savings; A safehouse that's really more of a safe-shack; Airline miles enough for a one-way ticket to just about anywhere; Two good fake IDs; A holdout pistol with a single shot.



The Inspired

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

Pronouns:

Why was your humanity trivialized? Because they thought I was broken, because I was uneducated, because of my looks,

Why is your humanity still in question? Reasons,

Why are you hunted? Because I’m misunderstood, because I break the Rules, for my insight,

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- Burning eyes, dull eyes, hungry eyes, bloodshot 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,

Paradigm: Choose a Paradigm from the reverse side

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

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

Anchor: (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

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

	Will	PREPARATIONS
	Wits	CODE 50 _____
	Charm	CODE 40 _____
	Grace	CODE 30 _____
	Grace	CODE 20 _____
	Body	CODE 10 _____
		CODE N _____

Discord: _____

Advancement: 0 0 0 0 0

- Gain +1 Charm (max Charm +2)
- Gain +1 Grace (max Grace +2)
- Gain +1 Body (max Body +2)
- Pick a new Inspired move
- 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

(Choose only after 5 from the first section and if not Tethered)

- 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. When **your Source first becomes present in a scene**, hold 3. At any time that your source is present for the rest of the scene, spend your Hold 1-for-1 to:
 - Draw attention to your Source
 - Give someone (including yourself) +1 to a roll they just made if it would change the result, describing how your Source helps them do it
 - Bring your positive tag into play, narrating what it means for the moment
 - **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 lookout the next time they would be for your magic. On a 7-9, they are drawn to your Source (if a PC, they mark experience next time they interact with your Source). On a 6-, in addition to whatever else the MC 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 **dive into the chaos surging around you to see visions of what could come to be**, roll +Body. On a 10+, pick one person who keeps their standing, and one who doesn’t. On a 7-9, pick one or the other. Don’t name a PC; name NPCs only. The MC will make your prediction come true, if it’s even remotely possible. On a miss, take -1 ongoing until the chaos subsides.
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- When you and another character **exchange a moment of humanity**, roll +Charm. On a hit you count as having Opened Their Mind, as if you’d rolled a 10+. On a 7-9 they hold 1, and