

**Your Students:** By default you have about 10 students, they are moderately studious sleepers and they respect you, though they're not fully loyal. They have their own lives apart from you, family and friends in the area. (learning +1. surplus: time. want: departure.)

Pick up to two of these:

- Your students are competitive (replace want: departure with want: competition)
- Your students are dedicated (replace surplus: time with surplus: advanced students)
- Your students are driven (replace surplus: time with surplus: dedication)
- Your students are lazy (replace want: departure with want: sloth)

And one of these:

- Your school is famous (add surplus: growth and want: infamy)
- Your school is large (default students 20)
- Your students are quick learners (+1 learning)
- You have a protege.
- Your most advanced student is Awakened
- Your students are rowdy (add want: violence and surplus: intimidation)

# The Guru

The secrets of the Universe are yours, but you don't guard them jealously. You share the wisdom with the precious few who will listen, taking on pupils who will one day surpass you.

**Place of Power:**

First, pick a facade:

- Dojo
- Dance Studio
- Abandoned warehouse
- Stunt filming location
- Remote mountain temple

Then pick up to 1 Strength: +hidden, +famous, +easily defended, +inconspicuous, +free

Pick at least 1 Weakness: +cramped, +dangerous, +temporary, +infamous, +weak

A Ritual performed here will never (choose 1):

- Need help from an outside source
- Take longer than expected
- Have greater than intended effects

**Paradigm List:**

**Paradigm:** My Qi Flows Like Water

**Aligned(choose one):** Superhuman strength, Projecting Power, Perfect Positioning

**Opposed:**

Choose one: Elemental magic, External effects Choose one: Technomagic, Breaking cycles **Paradigm:** All Can Be Known Through *Mushin*

**Aligned(choose one):** Serendipitous Movements, Reflexive Magic, Martial Magic

**Opposed:**

Choose one: Mind without Body, Body without Mind

Choose this one: Magic while emotional



# The Guru

**Name:** Johan, Master Lu, Mina, Zoe, Indra, Roy, Puteri, Madame Leena, Marshki, Sifu, Luce, Goswami, Senshu, Sena

**Looks:**

- (choose at least one) ambiguous, androgynous, butch, concealed, femme, fluid, transgressing
- shining eyes, sunken eyes, alert eyes, glowing eyes
- weathered face, gaunt face, wrinkled face, caring face, creased face
- wiry body, ripped body, lanky body
- street clothes, flowing clothes, concealing clothes
- menacing aura, peaceful aura, green aura, golden aura, fading aura, grounded aura, rippling aura

**Stats:**

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

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

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

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

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

**Anchors:** (Choose 4)

- A portrait of my long-dead mentor
- My best friend Ayah
- The gold necklace given to me by \_\_\_\_\_
- The People in My Community
- Devon, my oldest rival
- Zorrah, my forbidden love
- A coal to remind me of \_\_\_\_\_

**Starting Gear:**

- No major possessions to speak of, but 3 Savings tucked away for a rainy day.

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

**Advancement:**                      O O O O O

- Gain +1 Body (Maximum Body +3)
- Gain +1 Grace (Maximum Grace +3)
- Gain +1 Will (Maximum Will +2)
- Gain +1 Wits (Maximum Wits +2)
- Get a new Guru 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)

- Get a new Guru move
- Choose a new option for your Students
- Choose a new option for your Students
- Choose a new option for your Place of Power
- Get a playbook move from another book
- Get a playbook move from another book
- Get an Advanced Guru Move

**The Guru’s Moves**

■ **Pupils:** *(You have this move by default)* You have a number of students who follow your mystical and magical teachings. At the **beginning of the session**, roll +learning to determine how their studies are progressing. On a 10+ they have a surplus. On a 7-9, both a surplus and a want. On a 6-, they will do everything in their power to satisfy all their wants.

□ **Meditation:** When you **meditate on the best course of action** for at least an hour, roll +Wits. On a 10+ hold 3, on a 7-9 hold 1. You may spend this hold 1-for-1 to ask the GM a question from this list, the GM will answer truthfully. You take +1 forward when acting on this information.

- What’s my escape route?
- How dangerous is this plan?
- What here is most useful to me?
- What here is the most dangerous?

□ **Dojo:** You have a Place of Power where you train your students. While you are within your Place of Power, take +1 forward to any Grace or Body rolls you make.

□ **My Body is a Weapon:** No matter what the circumstances, even if magic is hard or nigh-impossible, or you are disarmed, you may always attempt to Exert Yourself on the world.

□ **Matter over Mind:** You may roll +Body instead of +Charm when Demonstrating Magical Superiority

■ When you and another character **exchange a moment of humanity**, they may immediately gain an Anchor (They still may not have more anchors than their playbook started with this way).