

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

The Voiced

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.



The Voiced

Name: Arin, Malak, Liron, Shir, Piper, Lark, Jaron, Calliope, Diona, Zamira, Kousan, Prudence, Orpheus, Sophie

Pronouns:

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

Paradigm: Choose a Paradigm from the reverse side

Moves: The Voiced gets the **Charming Voice** move, and 2 other moves of your choice.

Stats: Arrange +2, +1, +0, +0, -1

Anchors:

Humans need shelter, a place to live, and a home to come back to. My Home Anchor is: (pick one)

A studio in the nice part of town that I sweet-talked my way into; My spotless but lived-in condo; A nice house in the bad part of town

50 40 / 30 20 10 N Stressor: _____

Humans need connection, people they care about, or that care about them. My Connection Anchor is: (pick one)

_____ who is always there for me; Allison, who taught me how to live; _____, who finishes my duets

50 40 / 30 20 10 N Stressor: _____

Humans need memories, ties to the past and dreams of the future. My Memories Anchor is: (pick one)

The long-dead bouquet of flowers I was given for _____; The headphones that _____ got for me; The _____ my mother brought back from a business trip.

50 40 / 30 20 10 N Stressor: _____

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

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

Preparations:

Discord: _____

Advancement: 0 0 0 0 0

- Get +1 Will (Max 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
- 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)

- * Remove a Restriction from your Paradigm
- Get +1 Charm (Max Charm +3)
- Get +1 Will (Max Will +3)
- 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 +charm instead 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 or 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.

■ 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.