

■ When you and another character **exchange a moment of humanity**, roll +Charm. On a 10+, once, you can step sideways to this person as if they were a place you've never been before. On a 7-9, you see each other in a new light, you each pick one from the Chance Meetings list for the other. On a 6-, take -1 ongoing until you prove you don't owe them anything.

### Paradigm List:

**Paradigm:** All people are connected, all people affect one another.

**Aligned(choose one):** Sympathy magic, Travel magic

**Opposed:** Choose one: Creation, permanent effects

Choose one: Binding magic, magic that prevents movement

**Paradigm:** I have one foot in the spirit world

**Aligned(choose one):** Travel between worlds, Opening things, Spirit Magic

**Opposed:** Choose one: Static magic, Abstract magic

Choose one: Magic that uses physical objects, Stationary magic

## The Wayfarer

There are many who travel the world in this day and age, and many fewer who travel where you do. The journey of a thousand miles begins with you.

### Starting Gear:

- No Savings
- Choose a means of getting around: My well-cared-for motorcycle; A walking staff and good pair of boots; The latest in a long series of cars, not yet on its last legs.
- Choose a way of protecting yourself: A pet dog, your loyal traveling companion; Enough hidden knives to arm a small gang; A [flavorful] pistol
- Choose a curiosity: A map to somewhere you'll need to go again; A spirit totem that isn't sure it accepts you as its owner; The latest in amateur radio technology



## The Wayfarer

**Name:** Roland, Isobel, Amelia, Karma, Daniel, Celina, Jamie, Gabriel, Christopher, Morgan, Laurie, David, Cara, Trina, Corwin

**Why was your humanity trivialized?** Reasons, \_\_\_\_\_

**Why is your humanity still in question?** Reasons, \_\_\_\_\_

**Why are you hunted?** Reasons, \_\_\_\_\_

**Looks:**

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- spirited eyes, tender eyes, distant eyes, daring eyes, wandering eyes, secretive eyes
- stolid face, eager face, weathered face, angular face, weary face, covered face
- vibrant body, waifish body, hardened body, fluid body, mousy body, weird body
- tattered clothes, soiled clothes, crisp clothes, foreign clothes, comfortable clothes, tough clothes
- tireless aura, vital aura, capricious aura, eccentric aura, boisterous aura, nondescript aura

**Stats:**

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

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

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

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

**Moves:** The Wayfarer gets the **Step Sideways** move, and 2 other moves of your choice.

**Anchors:** (Choose 3)

- Iris, who will be my legacy
- My tattered, empty diary
- My collection of smoothed stones
- My well-polished Harley
- My childhood chapel
- My family

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

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

**Discord:** \_\_\_\_\_

**Advancement:**                    O O O O O

- Pick a new Wayfarer Move
- Gain +1 Will (Max Will +1)
- Gain +1 Charm (max Charm +3)
- Gain +1 Grace (max Grace +3)
- Gain +1 Body (max Body +2)
- 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 Wayfarer move
- When using Step Sideways, always choose +1 option, even on a miss
- Pick a playbook move from another playbook
- Pick a playbook move from another playbook
- Gain +1 Wits (max Wits +3)
- Get an Advanced Wayfarer Move

**The Wayfarer’s Moves**

- **Step Sideways:** *(You have this move by default)* When you seek a path to step sideways and travel to someplace new, roll +Grace. On a 10+ choose 4, on a 7-9 choose 2.
  - You get where you meant to go, no funny business.
  - You arrive promptly.
  - You arrive unharmed.
  - You remember the path, so you can travel it again.
  - You can safely and easily return.
- **Chance Meetings:** When you meet an important stranger (your choice) in your travels, roll +Charm. On a 10+ choose one, on a 7-9 the GM will choose one.
  - They tell you something useful and true.
  - They give you something that is potentially useful.
  - They have something of great value to you.
  - You have something of great value to them, and you know it.
- **Sixth Sense:** When you travel along a path before it happens, roll +Grace, and see a vision of possible futures. On a 10+, tell the MC what you sense, they may add to it. On a 7-9, the MC will tell you what you sense, and two possible interpretations.
- **Parkour:** When you Outfox in an urban jungle, on a 12+ you additionally hold 3. You can spend your hold one for one to:
  - Take +1 forward on an additional Outfox roll
  - Take +1 forward to keeping your head down
  - Treat your skills as something a sleeper wants for Use a Sleeper
- **Any Port in a Storm:** When you find yourself in an unwelcoming situation, roll +Charm. On a 10+, tell the MC what you recognize as familiar and how that helps you. On a 7-9, the MC will tell you.
- **The Soul of an Explorer:** When you seek out or find an entirely new experience, roll +Body. On a hit, you learn something, mark experience. On a 10+, you find something that makes it easier, safer, or more enjoyable, the MC will tell you what.