

Paradigm List:

**Paradigm:** Blood is the Strongest Sympathy

**Aligned(choose one):** Healing, Curses, Sympathy

**Opposed:**

(choose one) Restoration, Mind-affecting magic

Magic that doesn't require sacrifice

**Paradigm:** The World's Energy is Wrapped in Crude Matter

**Aligned(choose one):** Transformations and Transmutations, Energy Manipulation

**Opposed:**

(choose one) Destruction, Creation

(choose one) Subtle magic, finesse magic

**Paradigm:** I See, Hear, and Command the Spirits

**Aligned(choose one):** Elemental magic, Summoning

**Opposed:**

(choose one) Man-made things, Transmutation

(choose one) Magic that disrespects the spirit world, magic without spirits

The Primordial

You don't need fancy rituals, long drawn-out methods, or anything like that when you're working with the raw forces that shaped the Universe. That's what magic is really about.

Starting Gear:

- Savings
- Choose a prize that you won: An always-sharp knife; A large rainstick that sometimes works; A gold-plated hip-flask; A once-used guitar; An embellished leather jacket; A bleached animal skull.
- Choose an impracticality: A large ornate mirror; Two sets black-tie attire; A high-powered telescope; A timeshare in the Hamptons; A 96" plasma TV; A marble bust of your head.



The Primordial

**Name:** Markus, Zakiel, Cassandra, The Hooded One, Crystal, Zuri, Malaki, Jeyde, Andrzej, Kolden, Sheth

**Pronouns:**

**Why was your humanity trivialized?** Because of my anger, because the world isn't accessible, because of my fear, \_\_\_\_\_

**Why is your humanity still in question?** Because I'm too different, because I can't stay still, because I'm afraid, \_\_\_\_\_

**Why are you hunted?** Because I hurt people, for my wealth, because I want to be, \_\_\_\_\_

**Looks:**

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
  - burning eyes, dead eyes, piercing eyes, hungry eyes, hopeful eyes, white eyes
  - scarred face, drawn face, sallow face, eager face, tired face, weathered face
  - imposing body, sinewy body, impish body, emaciated body, thickset body
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- concealing clothes, goth clothes, simple clothes, worn clothes, grubby clothes
  - fiery aura, dark aura, shifting aura, grey aura, brilliant aura, mossy aura

**Paradigm:** Choose a Paradigm from the reverse side

**Moves:** The Primordial gets the **Strong Avatar** move, the **What Doesn't Kill You** move, and 1 other move 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 Shelter Anchor is: (pick one)**

A small tent down under the East Side Bridge; My small house, where my pets live; An apartment roughly the size of a closet

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Stressor: \_\_\_\_\_

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

Agnes, my faltering grandmother; Red, my oddball neighbor

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Stressor: \_\_\_\_\_

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

\_\_\_\_\_ from my childhood home; The engraved knife I found in \_\_\_\_\_; The yellowed love letters my parents exchanged

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Stressor: \_\_\_\_\_

**Starting Gear:** See "Starting Gear" section on reverse side.

	Health	
	Dynamic	PREPARATIONS
	Static	CODE 50 _____
	Entropic	CODE 40 _____
		CODE 30 _____
	Within	CODE 20 _____
		CODE 10 _____
	Without	CODE N

**Preparations:** \_\_\_\_\_

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

**Advancement:**                    O O O O O

- Gain +1 Without (Maximum Without +1)
- Gain +1 Within (Maximum Within +2)
- Gain +1 Static (Maximum Static +3)
- Gain +1 Dynamic (Maximum Dynamic +2)
- Get a new Primordial move
- Remove a Restriction from your Paradigm
- \* Give a Freedom to another Mage's Paradigm
- \* Gain an Anchor (2Anchors max)

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(Choose only after 5 from the first section)

- Retire to safety
- Switch playbooks
- Start a second character

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

- \* Remove a Restriction from your Paradigm
- Get a new Primordial move
- Get a second use of Serendipity
- Get a playbook move from another book
- Get a playbook move from another book
- Get an Advanced Primordial move

**The Primordial's Moves**

■ **Strong Avatar:** *(You have this move by default)* When you **assert your Paradigm's truth to another Mage**, roll +Static. On a hit, replace one of their Opposed with one of your own for the rest of the scene. On a 10+, both mark experience.

■ **What Doesn't Kill You:** *(You have this move by default)* The first time during a session your Health hits Code 30, mark experience.

□ **Harvest:** When you **Rip the Power from a Being**, describe what power and roll +Entropic. On a 10+ choose 3, on a 7-9 choose 1.

- It dies then and there.
- You are empowered, take +1 ongoing until you fail a roll.
- The power is not tainted.
- You don't draw excessive attention.

□ **Hunter:** When you **track your Prey's magical trail** roll +Without. On a 10+ you find them, and they're close. On a 7-9, choose 1:

- You're in for a trek, but at least the trail is strong
- They're close by, but the trail went cold

□ **Serendipity:** Once per session, when you **Use Magic to Fix it**, you may choose none of the options.

■ When you and another character **exchange a moment of humanity**, you each hold 1. You can each spend that hold at any time to Help or Hinder each other, no matter the barriers or distance between you.