

Your Cabal:

By default there are about 5 in the Cabal, you don't control them and they don't control you. You're pretty close in your outlooks on the world, but not everything lines up completely. This is a small cabal, with weak magic.

Pick up to two of these:

- You actually are in charge, or at least you founded it.
Strength: +loyal
- There's more than just a couple of you, maybe 10 or more.
Medium cabal.
- You're part of a larger system, you're just one node in the leylines. Strength: +support
- Your cabal is strong of will. Drop weak magic
- Your cabal is very close. Strength: +family

And pick one of these:

- Your cabal doesn't keep a super low profile. Vulnerable: Target
- Your cabal owes something to someone, money, allegiance, an artifact, or the like. Vulnerable: Obligation
- Your cabal is anonymous and guarded about their identities. Vulnerable: Infiltration

Starting Gear:

- 1 Savings
- Choose a method of communicating with your cabal: A fresh batch of pre-programmed burner phones, with important numbers on speed dial; A stone that glows and heats up when you're being summoned; A heavy crystal ball.
- Choose a source of information: An ancient spellbook, passed down through the cabal; A library of broad strokes esoterica; Accounts on the leading magical webforums, such as they are.
- Choose a tool you hope to never have to use: A well-maintained firearm; A well-stocked first aid kit; Nonperishable food to last one person two months; The personal number of the best defense lawyer in town.

The Cabalist

In a world where mages are solitary islands of power, shaping reality in loneliness, you have a group of people who understand you.

Place of Power:

First, pick a facade:

- Library
- Fraternity/Sorority House
- Shop Basement
- Old Manor House
- Civic Building

Then pick up to 1 Strength: +respected, +private, +large, +guarded.

Pick at least 1 Weakness: +inaccessible, +obvious, +public, +tainted, +exposed, +business hours, +cramped.

A Ritual performed here will never (choose 1):

- Need more information
- Draw unwanted attention
- Take longer than expected

Paradigm List:

Paradigm: True Names Give Command

Aligned(choose one): Command, Binding, Summonings

Opposed:

(choose one) Inanimate mundane objects, Creation, Silent Magic

(choose this one) Targets whose names you do not know

Paradigm: Ancient Languages Hold Secret Power

Aligned(choose one): Cantrips, Enchantment, Written Magic

Opposed:

(choose one) Reactive Magic, Emotional Manipulation

(choose this one) Magic without words



The Cabalist

Name: Lou, Mr. Norrell, Agatha, Lady Corrington, Phan, Lisa, Gordon, Alice, Joan, Rainbow, Norrie, Ms. Siltane

Pronouns:

Why was your humanity trivialized? Because of my beliefs, because I was sick, because of my obsession, _____

Why is your humanity still in question? Because of my obsessions, because I can't keep my mouth shut, because of my friends, _____

Why are you hunted? For my beliefs, because I antagonize, for my family ties, _____

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
 - bright eyes, shifty eyes, blue eyes, wary eyes, knowing eyes, quick eyes
 - blustery face, youthful face, calm face, hidden face, mysterious face
 - rigid body, slight body, tattooed body, plain body, angled body, musty body
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- formal clothes, billowy clothes, modest clothes, roomy clothes
 - self-important aura, tight aura, foggy aura, woven aura, silver aura, austere aura

Paradigm: Choose a Paradigm from the reverse side

Moves: The Cabalist gets the **Gossamer Threads** 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 Shelter Anchor is: (pick one)

My creaky old house with my painted family portrait; My first floor flat in the city

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Stressor: _____

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

Eilian, my oldest stepchild; My black cat, Shadow

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Stressor: _____

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

My estranged brother's dream journal; My father's service pistol; My little brother's baby blanket

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Stressor: _____

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

	Health
<div></div>	Dynamic PREPARATIONS
<div></div>	Static CODE 50 _____ CODE 40 _____
<div></div>	Entropic CODE 30 _____ CODE 20 _____
<div></div>	Within CODE 10 _____ CODE N
<div></div>	Without PREPARATIONS:

Discord: _____

Advancement: O O O O O

- Get +1 Without (Max Without +3)
- Get +1 Within (Max Within +2)
- Get +1 Dynamic (Max Dynamic +3)
- Get +1 Static (Max Static +3)
- Pick a new option for your Place of Power
- Pick a new option for your Cabal
- 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
- Pick a new option for your Place of Power
- Get a new Cabalist Move
- Get a new Cabalist Move
- Get a playbook move from another book
- Get an Advanced Cabalist Move
- Remove a weakness from your Place of Power

The Cabalist's Moves

■ **Gossamer Threads:** *(You have this move by default)* When you try to **Sway the Cabal** to your chosen course of action, roll +Without. On a 10+, they do what you want, on a 7-9, you have to give them something they want.

□ **Sanctum:** Your Cabal has a Place of Power at which they meet and which they are charged with protecting.

□ **Research:** When you **spend time researching a piece of the world**, roll +Static. On a 10+ you may tell the MC something you learned, and how it might be immediately useful. On a 7-9, the MC will tell you something you learned, it's up to you to make it useful.

□ **Speak Beyond the Veil:** When you attempt to **contact the spirit of one who has passed on**, roll +Entropic. On a 10+ choose 2, on a 7-9 choose 1:

- The spirit is the one you meant to contact
- The spirit can stay for longer than a single utterance or action
- The spirit is of the disposition you expect

□ **We're Not So Different:** When you **explain your paradigm to another mage** in order to aid them in doing magic that is Opposed to their paradigm, roll +Within. On a hit, the magic is not Opposed, this time. On a 10+, you both mark experience.

■ When you and another character **exchange a moment of humanity**, roll +Without. On a 10+ you may each immediately give a freedom to each other. On a 7-9, each hold 1. They may spend their hold 1 for 1 to attempt to Sway Your Cabal (as per your move Gossamer Threads). You may spend your hold 1 for 1 to attempt to Sway them as if they were part of your cabal. On a 6-, they hold 2, you hold 0.