

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, my magic must be expressed as a request, my magic depends on a willing spirit

**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, my magic must be a song

**Paradigm:** \_\_\_\_\_

**Aligned(choose one):** \_\_\_\_\_

**Opposed:** \_\_\_\_\_

\_\_\_\_\_

# 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,

## Pronouns:

**Why were you overlooked, downtrodden, or trivialized?** Because I spoke differently, because they thought I was broken, because of my looks,

**Why are you ignored, oppressed, or dismissed?** Because I don't want to fit in, because I can't stay still, because of my friends, \_\_\_\_\_

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

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

**0 0 0 0 0 0** Anchors: **0 0 0 0 0 0** Inspirations

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

: (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               |
|--------------------------|----------|----------------------|
| <input type="checkbox"/> | Dynamic  | PREPARATIONS         |
| <input type="checkbox"/> |          | CODE 50 _____        |
| <input type="checkbox"/> | Static   | CODE 40 _____        |
| <input type="checkbox"/> |          | CODE 30 _____        |
| <input type="checkbox"/> | Entropic | CODE 20 _____        |
| <input type="checkbox"/> |          | CODE 10 _____        |
| <input type="checkbox"/> | Within   | CODE N               |
| <input type="checkbox"/> | Without  | <b>Preparations:</b> |

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

**Advancement:** 0 0 0 0 0

- Get +1 Static (Max Static +2)
- Get +1 Dynamic (Max Dynamic +2)
- Get +1 Within (Max Within +2)
- Get +1 Entropic (Max Entropic +2)
- Get a new Voiced 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)

- \* Remove a Restriction from your Paradigm
  - o Get +1 Without (Max Without +3)
  - o Get +1 Static (Max Static +3)
  - o Get a new Voiced move
  - o Get a move from another playbook
  - o Get an Advanced Voiced move

## The Voiced's Moves

- **Charming Voice:** *(You have this move by default)* When you **Sell a Lie** using your voice to do so, you may roll +Without instead of +Dynamic
- **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 +Static. 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 +Without. 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 +Dynamic, -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.