

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, my magic can only affect living things

(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) My magic must not be wholly of the physical or spirit world, stationary magic, my magic requires a reflection

Paradigm: _____

Aligned(choose one): _____

Opposed: _____

Inspirations:

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 pistol with a hidden holster
- 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

Pronouns:

Why were you overlooked, downtrodden, or trivialized? Because I couldn't keep up, because of my attitude, because the world isn't accessible, _____

Why are you ignored, oppressed, or dismissed? Because I don't care, because people started noticing me, Because I see things as they really are, _____

Why are you hunted? Because I run, because I break the Rules, for what I know, _____

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

Paradigm: Choose a Paradigm from the reverse side

Moves: The Wayfarer gets the **Step Sideways** 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)

My well-maintained but tempermental conversion van; My house that always seems to need repair; A well-used tent and backpacking gear

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)

Iris, who will be my legacy; My family; Devin, my childhood chaplin

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) My well-polished Harley; My tattered, empty diary; My collection of smoothed stones

50 40 / 30 20 10 N Stressor: _____

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

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

Without Preparations:

Discord: _____

Advancement: 0 0 0 0 0

- Pick a new Wayfarer Move
- Gain +1 Static (Max Static +1)
- Gain +1 Without (max Without +3)
- Gain +1 Within (max Within +3)
- Gain +1 Entropic (max Entropic +2)
- 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 Pick a new Wayfarer move
- o When using Step Sideways, always choose +1 option, even on a miss
- o Pick a playbook move from another playbook
- o Pick a playbook move from another playbook
- o Gain +1 Dynamic (max Dynamic +3)
- o 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 +Entropic. 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 +Dynamic. On a 10+ choose one, on a 7-9 the MC 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 +Within, 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 +Dynamic. 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 +Dynamic. 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.

■ When you and another character **exchange a moment of humanity**, roll +Within. 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 they haven't chained you down or anything.