Paradigm List:

Paradigm: A Thousand Arcane Secrets **Aligned(choose one):** Cantrips, Ritual Maigc

Opposed: (choose one) Large-reaching effects, immediate

effects

(choose one) Planning magic, magic from rote

Paradigm: Double, Double, Toil and Trouble

Aligned(choose one): Any type of effect

Opposed: Magic that doesn't require preparation Magic that doesn't require physical components

The Hedge Mage

"Once Upon a Time, Humans could move mountains with their will. Now, it is upon us to carry on the ancient traditions, and master as many types of magic as we can."

Starting Gear:

- 1 Savings
- Choose a symbol of hospitality: A set of fine china; A spare bedroom; A large cast-iron oven; The latest in home entertainment systems; A well stocked bar.
- Choose a tool: A tablesaw and misc. woodworking equipment; A glassblowing oven; A well-used set of gardening implements; An emergency shotgun, loaded with rock-salt.



The Hedge Mage

Pronouns: Why was your humanity trivialized? Because of my attitude, because I was neurodivergent, because I couldn't keep up, Why is your humanity still in question? Because of my detachment, because I don't want to fit in, because I screwed up, Why are you hunted? For fun, for my Talents, because I disturb people, Looks: (choose at least one) ambiguous presentation, androgymous presentation, butth presentation, concealed presentation, femme presentation, distanced one, significant of the people, without presentation, concealed presentation, infinite distanced one, significant of the people, with the people of the people, without presentation, concealed presentation, femme presentation, fluid or distanced one, significant or distanced one,	Name: Merle, Freya, Orenna, Benjamin, Liro, Norfeld, Wood,			Health	
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	Starting Gear: See "Starting Gear" section on reverse side.	∘ Get	an Advanced H	ledge Mage Move	

The Hedge Mage's Moves
■ Exactly When I Mean To: (You have this move by default) At the beginning of the session, roll +Entropic. On a 10+, hold 2 On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you arrive in a scene, with the proper tool and knowledge, with or without any clear explanation why. Take +1 forward when you do so. On a miss, the MC holds 1, and can spend it to have you arrive, but somehow pinned, caught or trapped.
□ Call Through Shadow: When you call a mundane or common object to yourself, roll +Dynamic. On a hit, you have successfully summoned it to you. On a 10+ you're in the clear On a 7-9 choose 1:
It comes out of an intense nearby situationIt comes with strings attachedIt can be traced back to you.
☐ Scrying Bowl: When you have an object related to a person and use it to gaze upon their current situation , roll +Without On a 10+ all 3, on a 7-9 choose 1:
They don't know they're being watchedYou can identify where they areYou can discern what they are doing.
☐ If You Ask Me: When you offer an alternative perspective on someone's Paradigm, roll +Without. On a hit, they gain experience. On a 10+, give them a new Aligned related to what you told them until the end of session.
☐ Magical Experimentation: When you collaborate with other Mages to push your magic past its current boundaries in a controlled setting, roll +Dynamic. On a 10+ all 3, on a 7-9 choose 1:
 It works pretty much as intended It doesn't cause a scene, draw extra attention, or harm you It was controlled enough that you can repeat it.

- ☐ This One Is Mine: When you call out another magical being, so long as your companions don't interfere, others will give you enough space to finish it, come what may.
- When you and another character **exchange a moment of humanity**, they gain one hold, which they can spend to cause you to appear as if by Exactly When I Mean To.