

Paradigm List:

**Paradigm:** All is One and the One is All

**Aligned(choose one):** Pattern magic, cooperative magic

**Opposed:**

(choose one) Selfish magic, magic that divides

(choose one) Magic without Faith, magic that doesn't involve people

**Paradigm:** I am the New Prophet

**Aligned(choose one):** Visions of the Future, Forging a Destiny

**Opposed:**

(choose one) Things at rest, Abjuration

(choose one) Changing the Future you Know, Hiding the Truth

# The Pious

You know the true meaning of sacrifice. It isn't something dramatic or grandiose, sometimes it just means going without sleep so you can stake out the fields that cows keep disappearing from. There's Something larger than just you, and choosing that over your own needs, that's sacrifice.

Place of Power:

First, pick a facade:

- Place of Worship
- Forested Grove
- Basement Laboratory
- Old Log Cabin
- Wishing Well
- Ancestral Mausoleum
- Natural Spring

Then pick up to 1 Strength: +warded, +accorded ground, +famous, +private, +unique, +awakened spirit

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

A Ritual performed here will never (choose 1):

- Need a certain object
- Cause everyone involved to Backlash
- Need extra time

Starting Gear:

- 1 Savings
- Choose a way of strengthening bonds: An altar, complete with spiritual accoutrements; A branch from the Oath Tree; A table at the best restaurant in this half of the city; A hand-woven prayer mat.
- Choose a ritual supply that you have a small stock of: Holy Water; Incense from a far-away place; Rare herbs; Preserved animal bones; Graveyard dirt; Specially prepared ink and paper
- Choose a creature comfort: A hotel of the month club membership; A bottle of 18 year Macallan; A luxurious bathrobe and slippers; A set of high-end noise-cancelling headphone



# The Pious

**Name:** Joan, Ether, Miranda, Brother Wilhelm, Francis, Emira, Marja, Ingrid, Bernard, Rishi, Sister Eliza

**Pronouns:**

**Why was your humanity trivialized?** Because of my beliefs, because of my family ties, because I couldn't keep up, \_\_\_\_\_

**Why is your humanity still in question?** Because I keep screwing up, because I can't keep my mouth shut, because of my anger, \_\_\_\_\_

**Why are you hunted?** Because I break the Rules, for my beliefs, for the Truth, \_\_\_\_\_

**Looks:**

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- caring eyes, quiet eyes, intense eyes, small eyes, inspired eyes, hard eyes
- youthful face, lined face, sharp face, round face, marred face, open face
- hard body, sallow body, frail body, large body \_\_\_\_\_
- orderly clothes, homespun clothes, conservative clothes, starched clothes
- peaceful aura, driven aura, flowing aura, tight-fitting aura, hidden aura

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

**Moves:** The Pious gets the **Vows** 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)**

The alley behind the best Chilean restaurant in the city; My cramped apartment downtown; My cared-for house with a welcome mat out front

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

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

Kell, my heart's delight; My widowed sister-in-law

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

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

My wooden rose, a gift from my first love; My dog-eared holy text

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

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

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

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

**Advancement:**                    0 0 0 0 0

- Gain +1 Charm (Maximum Charm +3)
- Gain +1 Grace (Maximum Grace +2)
- Gain +1 Will (Maximum Will +2)
- Gain +1 Wits (Maximum Wits +2)
- Get a new Pious move
- 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
- t a new Pious move
- Get a new Pious move
- Choose a new option for your Place of Power
- Choose a new option for your Place of Power
- Get a playbook move from another book
- Get a playbook move from another book
- Get an Advanced Pious Move

**The Pious's Moves**

■ **Vows:** *(You have this move by default)* When you **Eschew Mortal Comfort in favor of aiding someone else**, roll +Static. On a 10+ hold 3, on a 7-9 hold 1. Spend your hold 1-for-1 to declare someone involved in a situation owes you a small favor for past help.

□ **Listen to the Celestial Chorus:** When you **tune in to the voices of the universe**, sometimes they will have something helpful to say. Roll +Static. On a hit you may ask questions from the below list, the MC will answer truthfully. On a 10+ ask 3, on a 7-9 ask 1.

- Who here has the most potential?
- Who can I trust?
- What am I not seeing?
- Who is telling the truth?

□ **Sanctuary:** You have access to a Place of Power, a safe haven against things that would harm servants of your Path.

□ **Clarity of Purpose:** When you **talk someone through a Restriction on their Paradigm**, they remove that Restriction.

□ **Exorcism:** When you **banish an inhabiting spirit** roll +Dynamic. On a 10+ choose 1, on a 7-9 choose 2:

- You expose yourself to possession
- The spirit is ill-disposed towards you
- The inhabited subject is harmed.

□ **Holy Avenger:** You have a weapon, enchanted and attuned to your beliefs. When you **use it to bring death**, justify why this is necessary, and roll +Entropic. On a hit, you may incapacitate or kill any one opponent on the battlefield. On a 7-9, they have a chance to react first, but can't stop you. On a 6-, they were prepared. Sucks to be you.

■ When you and another character **exchange a moment of humanity**, roll +nothing. On a 10+, either you or they lose one Discord, their choice. On a 7-9, they choose whether to transfer one Discord from you to them or from them to you.