Paradigm List:			
Paradigm: A Thousand Arcane Secrets			
Aligned(choose one): Cantrips, Ritual Maigc			
Opposed: (choose one) Large-reaching effects, immediate effects, I can't do the same thing twice			
(choose one) Planning magic, magic from rote			
Paradigm: Double, Double, Toil and Trouble			
Aligned(choose one): All possible magic			
Opposed: Magic that doesn't require preparation			
Magic that doesn't require physical components			
Paradigm:			
Aligned(choose one):			
Opposed:			
Inspirations:			

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

Name: Merle, Freya, Orenna, Benjamin, Liro, Norfeld, Wood,		Health	
Sherand, Lilith, Melinda, Corin, Wilhelm, Byecross	Dynamic	PREPARATIONS	
Pronouns:		CODE 50	
Why were you overlooked, downtrodden, or trivialized? Because of my attitude, because I was neurodivergent, because I couldn't keep up,	Static	CODE 40	
Why are you ignored, oppressed, or dismissed? Because of my detachment, because I don't want to fit in, because I screwed up,	Entropio	CODE 30 CODE 20	
——————————————————————————————————————	Within	CODE 10	
Why are you hunted? For fun, for my Talents, because I disturb people,	Without	CODE N Preparations:	
Looks:	Without	-72-12-27-24-1-4-	
 (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation distracted eyes, glittering eyes, faraway eyes, inscrutable eyes, determined eyes wizened face, deadpan face, vivacious face, brisk face, chipper face, sharp face 	Discord:		
 spindly body, angular body, aggressive body, thickset body, dexterous body rustic clothes, embellished clothes, coarse clothes, domestic clothes sprightly aura, stalwart aura, agile aura, musical aura, flashy aura, unrefined aura 	Advancement: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
Paradigm: Choose a Paradigm from the reverse side		oy (max Entropy +2)	
Moves: The Hedge Mage gets the Exactly When I Mean To move, and 2 other moves of your choice.	 Pick a new Hedge Mage move Pick a playbook move from another playbook Remove a Restriction from your Paradigm Give a Freedom to another Mage's Paradigm 		
Stats: Arrange +2, +1, +0, +0, -1			
Anchors: 0 0 0 0 0 0 Inspirations	* Gain an Anch	or (2 Anchors max)	
Humans need shelter, a place to live, and a home to come back to. My Shelter Anchor is: (pick one) The Ancestral Family Home; My cottage with a small garden out back; My penthouse apartment that I barely afford 50 40 / 30 20 10 N Stressor: Humans need connection, people they care about, or that care about them. My	(Choose only • Retire to safe • Switch playbo • Start a second	ooks	
Connection Anchor is: (pick one) Lazarus, the man I saved from drowning; My well-meaning mother; Chance, my favorite nibbling	(Choose only Tethered)	after 5 from the first section and if not	
50 40 / 30 20 10 N Stressor:	* Remove a Restriction from your Paradigm		
Humans need memories, ties to the past and dreams of the future. My Emotional		edge Mage move	
Anchor is: (pick one)		edge Mage move	
: (pick one) My grandfather's old chipped pipe; My compass that doesn't point north; A leaf from the forests I knew from		ok move from another playbook	
50 40 / 30 20 10 N Stressor:	 Pick a playbook move from another playbook Gain +1 Dynamic (max Dynamic +3) 		
Starting Gear: See "Starting Gear" section on reverse side.	•	ced Hedge 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 tools 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

- 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.