

may not have more anchors than their playbook started with this way).

Your Students: By default you have about 10 students, they are moderately studious sleepers and they respect you, though they're not fully loyal. They have their own lives apart from you, family and friends in the area. (learning +1. surplus: time. want: departure.)

Pick up to two of these:

- Your students are competitive (replace want: departure with want: competition)
- Your students are driven (replace surplus: time with surplus: dedication)
- Your students are enthusiastic (replace surplus: time with surplus: energy)
- Your students are lazy (replace want: departure with want: sloth)

And one of these:

- Your school is famous (add surplus: growth and want: infamy)
- Your school is large (default students 20)
- Your students are quick learners (+1 learning)
- You have a protege; your most advanced student is Awakened
- Your students are rowdy (add want: violence and surplus: intimidation)

The Guru

The secrets of the Universe are yours, but you don't guard them jealously. You share the wisdom with the precious few who will listen, taking on pupils who will one day surpass you.

Place of Power:

First, pick a facade:

- Dojo
- Dance Studio
- Abandoned warehouse
- Stunt filming location
- Remote mountain temple

Then pick up to 1 Strength: +hidden, +famous, +easily defended, +inconspicuous, +free

Pick at least 1 Weakness: +cramped, +dangerous, +temporary, +infamous, +weak

A Ritual performed here will never (choose 1):

- Need help from an outside source
- Take longer than expected
- Have greater than intended effects

Paradigm List:

Paradigm: My Qi Flows Like Water

Aligned(choose one): Superhuman strength, Projecting Power, Perfect Positioning

Opposed:

Choose one: Elemental magic, External effects

Choose one: Technomagic, Breaking cycles

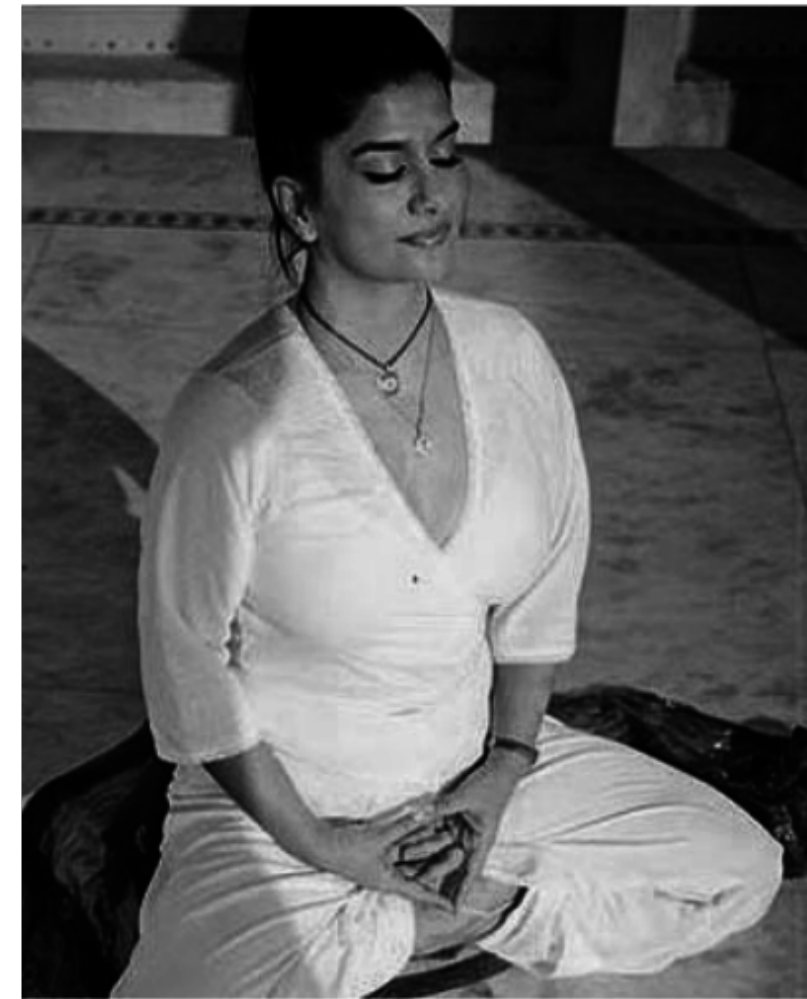
Paradigm: All Can Be Known Through *Mushin*

Aligned(choose one): Serendipitous Movements, Reflexive Magic, Martial Magic

Opposed:

Choose one: Mind without Body, Body without Mind

Choose this one: Magic while emotional



The Guru

Name: Johan, Master Lu, Mina, Zoe, Indra, Roy, Puteri, Madame Leena, Marshki, Sifu, Luce, Goswami, Senshu, Sena

Pronouns:

Why was your humanity trivialized? Because I was poor, (because I was not neurotypical), because of my transgressions,

Why is your humanity still in question? Reasons,

Why are you hunted? Because I’m famous, for my forbidden knowledge, so my students are not,

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
- shining eyes, sunken eyes, alert eyes, glowing eyes
- weathered face, gaunt face, wrinkled face, caring face, creased face
- wiry body, ripped body, lanky body
- street clothes, flowing clothes, concealing clothes
- menacing aura, peaceful aura, green aura, golden aura, fading aura, grounded aura, rippling aura

Paradigm: Choose a Paradigm from the reverse side

Moves: The Guru gets the **Pupils** move, and 2 other moves of your choice.

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

Anchor: Pick a second Anchor from any one of the categories below.

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

The apartment I share with a few roommates; My small but immaculate house downtown; A single room at the back of my place of work

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Stressor:

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

My best friend Ayah; Devon, my oldest rival; Zorrah, my forbidden love

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Stressor:

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

A portrait of my long-dead mentor; The gold necklace given to me by ; A coal to remind me of

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Stressor:

Starting Gear: No major possessions to speak of, but 3 Savings tucked away for a rainy day.

	Health
<div></div>	Dynamic
<div></div>	Static
<div></div>	Entropic
<div></div>	Within
<div></div>	Without

Discord:

Advancement:

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Gain +1 Body (Maximum Body +3)

Gain +1 Grace (Maximum Grace +3)

Gain +1 Will (Maximum Will +2)

Gain +1 Wits (Maximum Wits +2)

Get a new Guru move

Remove a Restriction from your Paradigm

* Give a Freedom to another Mage’s Paradigm

* Gain an Anchor (3Anchors 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

Get a new Guru move

Choose a new option for your Students

Choose a new option for your Students

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 Guru Move
- The Guru’s Moves**
- Pupils:** *(You have this move by default)* You have a number of students who follow your mystical and magical teachings. At the **beginning of the session**, roll +learning to determine how their studies are progressing. On a 10+ they have a surplus. On a 7-9, both a surplus and a want. On a 6-, they will do everything in their power to satisfy all their wants.

Meditation: When you **meditate on the best course of action** for considerable time, roll +Dynamic. On a 10+ hold 3, on a 7-9 hold 1. You may spend this hold 1-for-1 at any time to ask the MC a question from this list, the MC will answer truthfully. You take +1 forward when acting on this information.

– What’s my escape route?

– What are the unknowable risks?

– Where can the Consensus be bent in my favor?

– Who is favorable towards my plan?

Dojo: You have a Place of Power where you train your students. While you are within your Place of Power, take +1 forward to any Static rolls you make.

Matter over Mind: You may roll +Static instead of +Without when impressing a non-Mage magical being in order to sway them.

What you Need, not what you Want: When another character comes to you for advice and you **tell them honestly what you think the best course of action is**, they take +1 ongoing while following your advice, and you mark experience.
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- When you and another character **exchange a moment of humanity**, they may immediately gain an Anchor (They still