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

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, Sherand, Lilith, Melinda, Corin, Wilhelm, Byecross

Pronouns:

Why were you overlooked, downtrodden, or trivialized? Because of my attitude, because I was neurodivergent, because I couldn't keep up, _____

Why are you ignored, oppressed, or dismissed? 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, 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
- 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

Paradigm: Choose a Paradigm from the reverse side

Moves: The Hedge Mage gets the **Exactly When I Mean To** 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 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 Connection Anchor is: (pick one)

Lazarus, the man I saved from drowning; My well-meaning mother; Chance, my favorite nibbling

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 grandfather's old chipped pipe; My compass that doesn't point north; A leaf from the forests I knew from _____

50 | 40 / 30 | 20 | 10 | N Stressor: _____

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

Health

☐	Dynamic
☐	Static
☐	Entropic
☐	Within
☐	Without

Discord: _____

PREPARATIONS

CODE 50 _____
CODE 40 _____
CODE 30 _____
CODE 20 _____
CODE 10 _____
CODE N

Preparations:

_____

Advancement: O O O O O

- ○ Gain +1 Without (max Without +2)
- ○ Gain +1 Within (max Within +2)
- ○ Gain +1 Entropy (max Entropy +2)
- ○ 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
- ∗ 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
- ○ Pick a new Hedge Mage move
- ○ Pick a new Hedge Mage move
- ○ Pick a playbook move from another playbook
- ○ Pick a playbook move from another playbook
- ○ Gain +1 Dynamic (max Dynamic +3)
- ○ Get an Advanced 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 situation
- – It comes with strings attached
- – It 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 watched
- – You can identify where they are
- – You 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.