

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

The Mentor

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
- Lecture hall

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

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

A Ritual performed here will never (choose 1):

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

Paradigm List:

Paradigm: Your Focus Determines Your Reality

Aligned(choose one): Calming Magic, Projecting Power, Perfect Positioning

Opposed:

(choose one) Breaking cycles, External effects

(choose one) Technomagic, Magic while distracted

Paradigm: I am the Platonic Ideal of Myself

Aligned(choose one): Static Magic, Convergence, Reflexive Magic

Opposed:

(choose one) Fragmenting magic, creation

(choose one) Cynical magic, magic without my whole self



The Mentor

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

Pronouns:

Why was your humanity trivialized? Because I was poor, because I was neurodivergent, because of my transgressions, _____

Why is your humanity still in question? Because I see things as they really are, because I make my own path, because people started noticing me, _____

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 Mentor gets the **Pupils** 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 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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40

/

30

20

10

N

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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N

Stressor: _____

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

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

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Stressor: _____

Starting Gear: See “Starting Gear” section on reverse side.

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

Discord: _____

Advancement: 0 0 0 0 0

- 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 Mentor 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
- Get a new Mentor 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 Mentor Move

The Mentor’s Moves

■ **Pupils:** *(You have this move by default)* You have a number of students who follow your paradigmatic 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.

- u 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?

□ **Academe:** 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 *lusus naturae* 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.

■ When you and another character **exchange a moment of humanity**, they may immediately gain an Anchor (They still may not have more anchors than their playbook started with this way).