

Paradigm List:

Paradigm: Blood is the Strongest Sympathy

Aligned(choose one): Healing, Curses, Sympathy

Opposed:

(choose one) Restoration, Mind-affecting magic

(choose one) Magic that doesn't require sacrifice, magic that doesn't require sympathy

Paradigm: The World's Energy is Wrapped in Crude Matter

Aligned(choose one): Transformations and Transmutations, Energy Manipulation

Opposed:

(choose one) Destruction, Creation

(choose one) Subtle magic, finesse magic

Paradigm: I See, Hear, and Command the Spirits

Aligned(choose one): Elemental magic, Summoning

Opposed:

(choose one) Man-made things, Transmutation

(choose one) Magic that disrespects the spirit world, my magic must incorporate spirits

Paradigm: _____

Aligned(choose one): _____

Opposed: _____

The Primordial

You don't need fancy rituals, long drawn-out methods, or anything like that when you're working with the raw forces that shaped the Universe. That's what magic is really about.

Starting Gear:

- 2 Savings
- Choose a prize that you won: An always-sharp knife; A large rainstick that sometimes works; A gold-plated hip-flask; A once-used guitar; An embellished leather jacket; A bleached animal skull.
- Choose an impracticality: A large ornate mirror; Two sets black-tie attire; A high-powered telescope; A timeshare in the Hamptons; A 96" plasma TV; A marble bust of your head.

Inspirations:



The Primordial

Name: Markus, Zakiel, Cassandra, The Hooded One, Crystal, Zuri, Malaki, Jeyde, Andrzej, Kolden, Sheth

Pronouns:

Why were you overlooked, downtrodden, or trivialized? Because of my anger, because the world isn't accessible, because of my fear,

Why are you ignored, oppressed, or dismissed? Because I'm too different, because I can't stay still, because I'm afraid, _____

Why are you hunted? Because I hurt people, for my wealth, because I want to be, _____

Looks:

- (choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation
 - burning eyes, dead eyes, piercing eyes, hungry eyes, hopeful eyes, white eyes
 - scarred face, drawn face, sallow face, eager face, tired face, weathered face
 - imposing body, sinewy body, impish body, emaciated body, thickset body
-
- concealing clothes, goth clothes, simple clothes, worn clothes, grubby clothes
 - fiery aura, dark aura, shifting aura, grey aura, brilliant aura, mossy aura

Paradigm: Choose a Paradigm from the reverse side

Moves: The Primordial gets the **Strong Avatar** move, the **What Doesn't Kill You** move, and 1 other move of your choice.

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

Anchor: 0 0 0 0 0 0 Inspirations

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

A small tent down under the East Side Bridge; My small house, where my pets
live; An apartment roughly the size of a closet

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)

Agnes, my faltering grandmother; Red, my oddball neighbor

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) _____ from my childhood home; The engraved knife
I found in _____; The yellowed love letters my parents
exchanged _____

50 40 / 30 20 10 N Stressor: _____

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

| | | Health |
|--------------------------|----------|----------------------|
| <input type="checkbox"/> | Dynamic | PREPARATIONS |
| <input type="checkbox"/> | | CODE 50 _____ |
| <input type="checkbox"/> | Static | CODE 40 _____ |
| <input type="checkbox"/> | | CODE 30 _____ |
| <input type="checkbox"/> | Entropic | CODE 20 _____ |
| <input type="checkbox"/> | | CODE 10 _____ |
| <input type="checkbox"/> | Within | CODE N |
| <input type="checkbox"/> | Without | Preparations: |

Discord: _____

Advancement: 0 0 0 0 0

- Gain +1 Without (Maximum Without +1)
- Gain +1 Within (Maximum Within +2)
- Gain +1 Static (Maximum Static +3)
- Gain +1 Dynamic (Maximum Dynamic +2)
- Get a new Primordial move
- Remove a Restriction from your Paradigm
- * Give a Freedom to another Mage's Paradigm
- * Gain an Anchor (2 Anchors 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 Primordial move
 - Get a second use of Serendipity
 - Get a playbook move from another book
 - Get a playbook move from another book
 - Get an Advanced Primordial move

The Primordial's Moves

- **Strong Avatar:** *(You have this move by default)* When you **assert your Paradigm's truth to another Mage**, roll +Static. On a hit, replace one of their Opposed with one of your own for the rest of the scene. On a 10+, both mark experience.

■ **What Doesn't Kill You:** *(You have this move by default)* The first time during a session your Health hits Code 30, mark experience.

❑ **Harvest:** When you **Rip the Power from a Being**, describe what power and roll +Entropic. On a 10+ choose 3, on a 7-9 choose 1.

- It dies then and there.
- You are empowered, take +1 ongoing until you fail a roll.
- The power is not tainted.
- You don't draw excessive attention.

❑ **Hunter:** When you **track your Prey's magical trail** roll +Without. On a 10+ you find them, and they're close. On a 7-9, choose 1:

- You're in for a trek, but at least the trail is strong
- They're close by, but the trail went cold

☐ **Serendipity:** Once per session, when you **Use Magic to Fix it**, you may choose none of the options.

- When you and another character **exchange a moment of humanity**, you each hold 1. You can each spend that hold at any time to Help or Hinder each other, no matter the barriers or distance between you.