Paradigm List:

Paradigm: I am a Voice in the Chorus

Aligned(choose one): Words spoken which become Truth, divine insight

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Opposed:

(choose one) Harmful magic, dissonant magic (choose one) silent magic, magic done alone

Paradigm: Spirit Whisperer

Aligned(choose one): The breath of life, soothing magic,

transcending barriers

Opposed:

(choose one) Loud magic, wards, entropic magic

(choose one) Magic without spirits, silent magic, my magic must be expressed as a request, my magic depends on a willing spirit

Paradigm: Music is the language of the Universe

Aligned(choose one): Regular rhythms, variations on a theme, harmonious magic, cosmic vibrations

Opposed:

(choose one) Chaotic magic, countermagic, singular effects (choose one) Soundless magic, emotionless magic, my magic must be a song

Paradigm:	
Aligned(choose one):	
Opposed:	

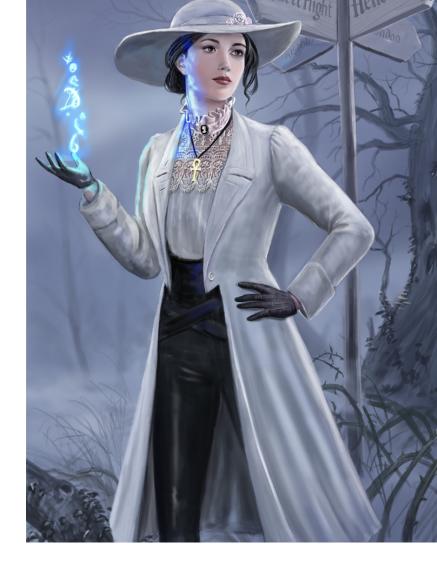
The Voiced

I am the voice of the past that will always be I am the voice of your hunger and pain I am the voice of the future I am the voice, I will remain

Starting Gear:

- 1 Savings
- · An old police scanner to stay informed.
- Choose a method of expression: A well-cared for musical instrument; A high end camera; A reliable sewing machine; A potter's wheel and kiln; A small leased art studio; A waterproof notebook; A pirate radio station with a range of a mile or two.
- Choose a way of protecting your voice: A large supply of herbal teas and tinctures; A small switchblade; A tube of pepper spray; A bullhorn.





The Voiced

Name: Arin, Malak, Liron, Shir, Piper, Lark, Jaron, Calliope, Diona,		Health	
Pronouns:	Dynamic	PREPARATIONS	
Why were you overlooked, downtrodden, or trivialized? Because I	el	CODE 50	
e differently, because they thought I was broken, because of my looks, Static	CODE 40		
Why are you ignored, oppressed, or dismissed? Because I don't want	Entropic	CODE 30	
to fit in, because I can't stay still, because of my friends,		CODE 20	
Why are you hunted? For my talents, because I'm famous, because I	Within	CODE 10	
appear broken,		CODE N	
 Choose at least one) ambiguous presentation, androgynous presentation, butch presentation, concealed presentation, femme presentation, fluid presentation, transgressing presentation glimmering eyes, vibrant eyes, piercing eyes, innocent eyes 	Without Discord:	Preparations:	
 open face, laughing face, pained face, serene face, fake face young body, burly body, tantalizing body, inconspicuous body, flashy body crisp clothes, respectable clothes, stylish clothes, custom clothes, ill-fitting 			
clothes forbidden aura, enticing aura, waifish aura, vivid aura, purple aura 			
Paradigm: Choose a Paradigm from the reverse side	Advancement:	00000	
Moves: Voiced gets the Charming Voice move, and 2 other moves of your choice.	 Get +1 Static (Max Static +2) Get +1 Dynamic (Max Dynamic +2) Get +1 Within (Max Within +2) 		
Stats : Arrange +2, +1, +0, +0, -1	∘ Get +1 Entropic (Max Entropic +2)		
Anchors: 0 0 0 0 0 Inspirations	 Get a new Voiced move 		
Humans need shelter, a place to live, and a home to come back to. My Shelter Anchor is: (pick one)	 Remove a Restriction from your Paradigm Give a Freedom to another Mage's Paradigm 		
A studio in the nice part of town that I sweet-talked my way into; My spotless but lived-in condo; A nice house in the bad part of town	* Gain an Anchor (2		
50 40 / 30 20 10 N Stressor:	/cl	-	
Humans need connection, people they care about, or that care about them. My Connection Anchor is: (pick one)	 (Choose only after 5 from the first section) Retire to safety Switch playbooks Start a second character 		
who is always there for me; Allison, who taught me how to live;, who finishes my duets			
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)	(Choose only after 5 from the first section and if not Tethered) * Remove a Restriction from your Paradigm • Get +1 Without (Max Without +3)		
: (pick one) The long-dead bouquet of flowers I was given for ; The headphones that got for			
me; Themy mother brought back from a business trip.			
50 40 / 30 20 10 N Stressor:		∘ Get +1 Static (Max Static +3)	
Starting Gear: See "Starting Gear" section on reverse side.	Gear: See "Starting Gear" section on reverse side.		
	Get a move from another playbook Get an Advanced Vaised mayor		
∘ Get an Advanced Vo		oicea move	

The Voiced's Moves

■ Charming Voice: (You have this move by default) When you Sell a Lie using your voice to do so, you may roll +Without
instead of +Dynamic
☐ Voice in the Wind: When you speak across boundaries that would otherwise make communication impossible, you are heard.
□ Power Vested in Me: When you speak as the voice of a significant or powerful group, and with their full weight and authority, roll +Static. On a 10+ those you are speaking to wil take you at your word, on a 7-9, they will need some proof of assurances first.
☐ Arresting Voice: When you use your voice to deliver a
message that is both powerful and captivating, roll +Without On a 10+, your audience is frozen, unable to do anything other than to continue listening until you finish. On a 7-9, they are likewise frozen, but you must not take any action other than to continue delivering your message, or the spell will be broken.
☐ The Voice of Experience: When you have been here before, give advice on a course of action and roll +Dynamic, -1 if Tethered. On a 7-9, take +1 forward when following the plan. On a 10+, additionally everyone who follows the plan marks experience.

■ When you and another character **exchange a moment of humanity**, you may tell them a secret about yourself. If you do, they will respond with a secret about themselves.