

The Basic Moves

When you **assert your Paradigm over another Mage's**, roll +Charm (-1 if Tethered). On a 10+, hold 3, or on a 7-9, hold 1. You can spend your hold 1 for 1 to:

- Have them mark experience (if an NPC, they comply with a reasonable request)
- Give them a +1 or -1 on their next roll (if an NPC, enhance or counter their next use of magic)
- Cause their current Discord to backlash

On a miss, they hold 1 against you, on the same terms.

When you **impress a non-Mage magical being with a feat of magic in order to sway them**, they will expect something in return. Roll +Charm (-1 if Tethered). On a 10+, they will do what you want if you promise to do it. On a 7-9 they may choose to instead:

- Give you something else they think you want or need
 - Make themselves scarce
 - Require you to fulfill the promise before they help
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When you **use a sleeper** for your own ends, you must first present something they want. Roll +Charm. On a 10+, they will do what you want to the best of their abilities, but on a 7-9, they'll need proof that they'll get what they want, or they'll need it before they do anything for you.

When you **do magic that is Aligned to your Paradigm** and roll a 12+, take narrative control briefly to describe how it works above and beyond your expectations, and how that goes well for you.

When you **sell a lie** (to a person or to the Consensus), explain why they might believe it and roll +Wits. On a 10+, you've done it, with no-one the wiser. On a 7-9 you only mostly get away with it; the MC will offer you a hard bargain, worse outcome, or tough choice.

When you **outfox, outpace, or outmaneuver** to avoid a danger, name your gambit and roll +Grace. On a 10+, you pull it off, just as described. On a 7-9 choose 1:

- you overextend yourself in the process
 - you come away with something missing
 - someone else is drawn in
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When you **keep your head down** to avoid attention, roll +Wits. On a 10+, you avoid notice, suspicion, or detection. On a 7-9, someone on the alert notices you. Choose one:

- Offer them something to ignore you
 - Back off without arousing further suspicion
 - Choose when and where you are noticed
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When you **do Rending magic** and it affects a Lookout, gain 2 Discord, Backlash, and roll +nothing (the Consensus doesn't care how smart or sexy you are).

On a 10+ choose up to 3, on a 7-9 choose exactly 2.

- You only gain 1 Discord
- You don't Backlash
- You don't cause collateral damage
- You don't add a Restriction to your Paradigm

On a miss, choose one, but not "You don't Backlash."

When you **enact swift, violent, or unexpected change on the physical world**, roll +Body. On a 10+, choose 3. On a 7-9, choose 2:

- You accomplish what you set out to do
 - You aren't injured in the process
 - You don't cause any collateral damage
 - You impress or dismay the target or an onlooker, and take +1 forward interacting with them
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When you **Backlash**, you pushed reality too far and it pushed back. Any effects besides Harm will be difficult if not impossible to fix with magic, particularly the type of magic that caused it. Roll +Discord, then reset Discord to 0.

On a 10+, reality breaks around you a little bit. Make a Status Track for this break, and the MC will make one to track if you become convinced it is real. Decide its form: pervasive hallucinations, a fantasy world overlaying the real one, or a pocket dimension you fall into. Choose a Stressor motivating the break, and write a move to advance its Status Track.

On a 7-9, choose 2:

- You take 3 Harm
- You don't reset your Discord to 0
- A Discordant Sign manifests
- A Consensus Enforcer manifests

On a miss, you shake it off with minimal lasting effects.

When you **help or hinder** another PC, roll +Anchors. On a 10+ they get a +1 or -2 to their roll, your choice. On a 7-9 they still get the bonus or penalty, but you open yourself to cost, danger, or retribution. If they are doing magic that is Aligned to your Paradigm, you may instead have them treat the result as one category higher or lower.

Extended Moves

When you fail a roll on a magical action and decide to **put willpower behind changing it**, the MC may ask you some questions. Answer them honestly. Re-roll the roll with +1 and choose 2:

- Lose a Playbook move until the end of the session
 - Take -1 ongoing until you actually fail a magical roll
 - You gain the attention of something powerful
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When you fail a roll with no magical influence, and decide to **use magic to fix it**, treat the result plus your stat as a 7, and choose 2:

- Take 2 harm, or 2 Discord
 - The magic is Rending
 - You put yourself in a spot
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When you **suffer harm** (even 0 harm), roll +Harm suffered. On a 10+, the MC can choose 1:

- You're out of action: unconscious, trapped, incoherent, or panicked.
- Take the full Harm of the attack, before it was reduced by preparations. If you already took the full Harm of the attack, take +1 Harm.
- You are shaken. Take -1 ongoing until you can spend time connecting with an Anchor.

On a 7-9, the MC can choose 1:

- You lose your footing
- You lose your grip on whatever you're holding
- You let something or someone you're attending to fall into danger (especially important if it's an Anchor).
- Something you weren't prepared for happens.

On a 6-, you take the Harm, but things don't get worse.

When you have time, relative safety, a place of power, and enough Mages, and you **begin a ritual** of magical power, have each Mage involved describe the effects they want within their Paradigm. Take into consideration each participant's Opposed, and the probability of Rending magic. The MC will say which of these are needed (it may be more than one):

- Extra time
- A certain object
- Help from an outside source
- More information
- More clarity

When you perform the ritual, roll +Will. On a 10+ it works as expected. On a 7-9 the MC will choose at least one.

- The ritual takes longer than expected
 - You draw unwanted attention
 - The ritual causes Discord
 - Everyone involved Backlashes
 - The ritual has greater than intended effects
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When **one of your Anchors is put in danger**, mark experience and either go and handle it, or lose them as an Anchor.

When you **lose an Anchor**, roll +Anchors left. On a 10+, it may take some time, but you'll get through this. On a 7-9, choose 1:

- Another Anchor gets put in danger
- You do something you will regret. The MC tells you what. *Note: This means it does not cause another Anchor to get put in danger*
- You Backlash

On a miss: Lose another Anchor. The MC will tell you which one and how.

At the **end of session**: ask yourselves these questions as a group. For every one you answer "yes" to, everyone marks experience.

- Did you show the lengths you were willing to go to in order to protect an Anchor?
 - Did you uncover a secret?
 - Did you learn something that puts your paradigms in perspective, or caused you to question them?
 - Did you expose the depths of your humanity, to yourself or to someone else?
 - Did you witness loss, selfishness, or pain born of magic?
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When your **Harm reaches Code N**, roll +Body. On a 10+ you stabilize, and will need medical care, but you should live. On a 7-9, some serious magic is going to be needed to help you survive, plus the medical care. On a 6-, you're about to bite the dust. Make peace with your Paradigm.

If you have two or less Anchors, you have the option of removing an Anchor in order to stabilize. Describe how you spiritually cut yourself off from the Anchor, infusing yourself with magic in order to heal, but taking a huge step away from reality in doing so.

When you **describe a magical effect within your Paradigm but beyond your normal abilities**, the MC may tell you a resource you could consume to achieve the effect.