

The Basic Moves

When you **impose your will** on someone, roll +Will. On a 10+, they do what you want or they get the hell out of your way. On a 7-9, they may choose to instead:

- Give you something they think you want or need
 - Offer to help, at a cost
 - Bunker down until this blows over
 - Make themselves scarce
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When you attempt to **demonstrate your magical superiority over another Mage**, roll +Charm (-1 if Tethered). On a hit, they take +1 or -1 Secrets with you, their choice. Then, 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
- Give them a +1 or -1 on their next roll
- Cause their current Discord to backlash

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

When you **attempt to sway a non-Mage magical being**, demonstrate your magical superiority and tell them what you want. Roll +Charm (-1 if Tethered). On a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7-9, they need some concrete assurance right now.

When you **use a sleeper** for your own ends, you must first have something they want. Roll +Charm. On a success, they will do what you want. On a 10+, they will do what you want to the best of their abilities. On a 7-9, they need proof that they'll get what they want, or they need it before they'll do anything for you.

When you **pull one over** (on a person or on the Universe), roll +Wits. On a 10+, you've done it, with no-one the wiser. On a 7-9 you trip up, hesitate, or falter. The GM will offer you a hard bargain, worse outcome, or tough choice.

When you **outmaneuver, outpace, or outfox**, roll +Grace. On a 10+, you're scot free. On a 7-9, choose 2, or let the GM choose the worst 1:

- You stumble, trip up, or falter
 - You attract attention
 - You have to leave something behind
 - You leave an obvious trail
 - You damage something
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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, but not everyone, notices you. Choose two:

- They keep quiet about it
 - They weren't actively looking for you
 - They don't start to follow you
 - They don't have backup
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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 draw extra attention

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

When you **exert yourself** physically on the world or another person, roll +Body. On a 10+, choose 3. On a 7-9, choose 2:

- You accomplish your goal
 - You aren't injured in the process
 - You don't cause any collateral damage
 - You impress or dismay the target or onlookers
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When you **Backlash**, roll +Discord, then reset Discord to 0.

On a 10+ choose 1:

- You begin to see Discordant Visions
- You enter a Reality Fracture
- You are sucked into a Discordant Realm

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 **do magic that is Aligned to your Paradigm**, take +1 forwards when following up on that magic.

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.

Extended Moves

When you **expend, consume, or sacrifice a resource which is pertinent, uncommon, and powerful, on a magical effect**, the effect is greater than it otherwise would be. The GM will tell you how.

When you **suffer harm** (even 0 harm), either mark off Health Codes equal to the amount of Harm, or you may mark your Preparations as spent if they were not and you can explain how the protect you without requiring Rending magic. Either way, roll +Harm suffered. On a 10+, the GM 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 GM 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.
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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 fewer 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 the process.

When you have time, relative safety, and a place of power, and you **begin a ritual** of magical power, describe the effect you want. The GM 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

When you perform the ritual, roll +Will. On a 10+ it works as expected. On a 7-9 the GM 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
 - (other options here)
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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 GM 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 GM 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 discover something new about how magic makes you less human?
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When you fail a roll on a magical action and decide to **put willpower behind changing it**, the GM 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