

# Extended Moves

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
- 

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
- 

When you **suffer harm** (even 0 harm), 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.

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 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
- 

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 witness loss, selfishness, or pain born of magic?
- 

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 **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.