

Stressors

Control

(Examples: Technocracy, Church, Tradition, Vampires)

Moves:

- Seize something dear to them
- Blackmail them
- Introduce a new enemy agent
- Spring an elaborate trap
- Manipulate an Ally
- Demonstrate Power
- Appear More Reasonable
- Lookout for (even) non-Rending magic
- Enforce Dominant Paradigm

Fear

(Examples: Mauraunders, Hunters)

Moves:

- Show and Ally to be Untrustworthy
- Reveal a new enemy cell or sect
- Track down a Mark
- Resist Magical Effects
- Torture Someone
- Uncover and Exploit a Weakness
- Avoid Consequences

Guilt

(Examples: Cult that sacrifices one child a month to protect the town, Spirit Court)

Moves:

- Deprive them of Resources
- Cover Up an Atrocity
- Take Advantage of a Weak Link
- Press an Advantage
- Cause Collateral Damage

Anger

(Examples: Nephandi, Wyrms-worshipping were-wolves)

Moves:

- Destroy something irreplaceable
- Provoke an Overreaction
- Damage Infrastructure
- Drain Energy
- Lash out Chaotically
- Enact a Cold-Blooded Plan

Distrust

(Examples: Nephandi, body-stealing invasion)

Moves:

- Manipulate Public Opinion
- Hide in Plain Sight
- Circulate False Information
- Turn Friend on Friend
- Flaunt their Secure Positioning
- Introduce Self-Doubt

Extremism

(Examples: Church, Occupy movement, Avatars)

Moves:

- Convert an Ally
- Emotional barriers
- Respond Disproportionally

Isolation

(Examples: Rogue AI, Spirit Court, Avatars)

Moves:

- Rationalize Evil for the Greater Good
- Miscalculate Emotional Response
- Be Unshakable in their Convictions? (Maybe put in Extremism?)
- Brainwash Agents
- Break a supply line
- Cause a boundary to be crossed

Envy

(Examples: The Winter Court, Cult, Magic Thieves)

Moves:

- Enchant Someone
- Conceal Weakness
- Simulate Expertise
- Use Their Tricks Against Them
- Bring Them to Your Level
- Sabotage Their Strengths

Obsession

(Examples: Gods)

Moves:

- ?