

# The Basic 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