

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
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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 **help or hinder** another PC, roll +Secrets. 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. On a hit, Secrets +1. On a miss, Secrets -1.

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 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.

At the **end of session**: ask yourselves these questions as a group. For every one you answer "yes" to, everyone marks experience. In addition, pick a PC that knows you better now. They get +1 Secrets with you.

- Did you actively work to preserve the dying magic of this world?
 - 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 the dark side of magic?
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When **your Secrets with someone reaches +4 or -4**, reset Secrets to 0, learn a new secret about them, and mark experience.