

# The GM

## Agenda

Make the players' characters' lives full of challenges, obstacles, and some opportunity • Play to find out what happens • Ask what it means to be human • Make the Consensus real

## Always Say

What the principles demand • What the rules demand • What your prep demands • What honesty demands

## The Principles

- Riddle the world with hidden magic, unexpected connections, and unrecognized potential
- Address yourself to the characters, not the players
- Make your move, but misdirect
- Make your move, but never speak its name
- Look down the sights
- Name everyone, make everyone human
- Ask provocative questions and build on the answers
- Sometimes, give them exactly what they're asking for
- Be a fan of the players' characters
- Think offscreen too
- Sometimes, declaim decision-making

## Your Moves

- Make a Front move (*from one of your Fronts*)
- Separate them
- Capture someone
- Put someone in a spot
- Deal damage
- Adjust a Status Track
- Hit them with the static realities of their world
- Announce off-screen badness
- Show them the downsides of their Paradigm
- Add a Restriction to a Mage's Paradigm
- Announce future badness
- Assign Discord
- Make them Backlash
- Take away their stuff
- Threaten an Anchor
- Change the Battlefield
- Make them search
- Introduce a Lookout
- Pit their desires against each other
- Reveal an unwelcome truth
- Tell them the possible consequences and ask
- Offer an opportunity, with or without a cost
- Turn their move back on them
- After every move: "what do you do?"