

# The Basic Moves

When you **assert your Paradigm over another Mage's**, roll +Charm (-1 if Tethered). On a 10+, hold 3, or on a 7-9, hold 1. You can spend your hold 1 for 1 to:

- Have them mark experience (if an NPC, they comply with a reasonable request)
- Give them a +1 or -1 on their next roll (if an NPC, enhance or counter their next use of magic)
- Cause their current Discord to backlash

On a miss, they hold 1 against you, on the same terms.

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When you **impress a non-Mage magical being with a feat of magic in order to sway them**, tell them what you want. They will ask for a promise in return. Roll +Charm (-1 if Tethered). On a 10+, they will do what you want if you make the promise. On a 7-9 they may choose to:

- Give you something else they think you want or need
  - Make themselves scarce
  - Require you to fulfill the promise before they help
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When you **use a sleeper** for your own ends, you must first present something they want. Roll +Charm. On a 10+, they will do what you want to the best of their abilities, but on a 7-9, they'll need proof that they'll get what they want, or they'll need it before they do anything for you.

When you **sell a lie** (to a person or to the Consensus), explain why they might believe it and roll +Wits. On a 10+, you've done it, with no-one the wiser. On a 7-9 you only mostly get away with it; the GM will offer you a hard bargain, worse outcome, or tough choice.

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When you **outmaneuver, outpace, or outfox**, roll +Grace. On a 10+, you're scot free. On a 7-9, choose 2, or let the GM choose the worst 1:

- You stumble, trip up, or falter
  - You attract attention
  - You have to leave something behind
  - You leave an obvious trail
  - You damage something
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When you **keep your head down** to avoid attention, roll +Wits. On a 10+, you avoid notice, suspicion, or detection. On a 7-9, someone on the alert notices you. Choose one:

- Offer them something to ignore you
  - Back off without arousing further suspicion
  - Choose when and where you are noticed
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When you **do Rending magic** and it affects a Lookout, gain 2 Discord, Backlash, and roll +nothing (the Consensus doesn't care how smart or sexy you are).

On a 10+ choose up to 3, on a 7-9 choose exactly 2.

- You only gain 1 Discord
- You don't Backlash
- You don't cause collateral damage
- You don't add a Restriction to your Paradigm

On a miss, choose one, but not "You don't Backlash."

When you **affect physical change in the world**, roll +Body. On a 10+, choose 3. On a 7-9, choose 2:

- You accomplish what you set out to do
  - You aren't injured in the process
  - You don't cause any collateral damage
  - You impress or dismay those who see
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When you **Backlash**, roll +Discord, then reset Discord to 0.

On a 10+ choose 1:

- You begin to see Discordant Visions
- You enter a Reality Fracture
- You are sucked into a Discordant Realm

On a 7-9, choose 2:

- You take 3 Harm
- You don't reset your Discord to 0
- A Discordant Sign manifests
- A Consensus Enforcer manifests

On a miss, you shake it off with minimal lasting effects.

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When you **do magic that is Aligned to your Paradigm**, take +1 forwards when following up on that magic.

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When you **help or hinder** another PC, roll +Anchors. 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.