

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.

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

- Give you something else they think you want or need
 - Make themselves scarce
 - Require you to fulfill the promise before they help
-

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 **do magic that is Aligned to your Paradigm** and roll a 12+, take narrative control

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 MC will offer you a hard bargain, worse outcome, or tough choice.

When you **outfox, outpace, or outmaneuver** to avoid a danger, name your gambit and roll +Grace. On a 10+, you pull it off, just as described. On a 7-9 choose 1:

- you overextend yourself in the process
 - you come away with something missing
 - someone else is drawn in
-

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
-

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 **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. If they are doing magic that is Aligned

When you **enact sudden, violent, or unexpected change on the physical 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 the target or an onlooker, and take +1 forward interacting with them
-

When you **Backlash**, you pushed reality too far and it pushed back. Any effects besides Harm will be difficult if not impossible to fix with magic, particularly the type of magic that caused it. Roll +Discord, then reset Discord to 0.

On a 10+, reality breaks around you a little bit. Make a Status Track for this break, and the MC will make one to track if you become convinced it is real. Decide its form: pervasive hallucinations, a fantasy world overlaying the real one, or a pocket dimension you fall into. Choose a Stressor motivating the break, and write a move to advance its Status Track.

On a 7-9, choose 2:

- You take 3 Harm
- You don't reset your Discord to 0
- A physical representation of your Discord manifests; the Consensus makes life noticeably inconvenient for you for the remainder of the session
- The Consensus manifests a being, an Enforcer of its will, to hunt you down, attack you, or otherwise warn you to change your behavior