

The Basic Moves

When you **impose your will** on someone, roll +Will:

On a 10+, they do what you want or they get the hell out of your way. On a 7-9, they may choose to instead:

- Give you something they think you want or need
- Offer to help, at a cost
- Bunker down until this blows over
- Make themselves scarce

When you **pull one over** (on a person or on the Universe), roll +Wits:

On a 10+, you've done it, with no-one the wiser.

On a 7-9 you trip up, hesitate, or falter. The GM will over you a hard bargain, worse outcome, or tough choice.

When you **demonstrate your magical superiority** over another Mage, roll +Charm - Anchors. On a hit, they take +1 or -1 Secrets with you, their choice. Then, 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
- Give them a +1 or -1 on their next roll
- Cause their current Paradox to backlash

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

When you **outmaneuver, outpace, or outfox**, roll +Grace.

On a 10+, you're scott 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

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, but not everyone, notices you. Choose two:

- They keep quiet about it
- They weren't actively looking for you
- They don't start to follow you
- They don't have backup

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 draw extra attention

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

When you **exert yourself** physically on the world or another person, roll +Body.

On a 10+, choose 3. On a 7-9, choose 2:

- You accomplish your goal
- You aren't injured in the process
- You don't cause any collateral damage
- You impress or dismay the target or onlookers

When you **use a sleeper** for your own ends, you must first have something they want. Roll +Charm. On a success, they will do what you want.

On a 10+, they will do what you want to the best of their abilities.

On a 7-9, they need proof that they'll get what they want from this. Roll +Wits. On a 10+, they'll do it. On a 7-9, they'll do it if you give them the "right" proof.

When you **backlash** from Discord, roll +Discord, then reset Discord to 0.

On a 10+ choose 1:

- You are sucked into a Quiet
- You are sucked into a Discordant Realm

On a 7-9, choose 2:

- You take 1 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.

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