

# 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, 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
- **Don't be afraid to be obvious!**

## Your Moves

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