

# 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 attempt to **demonstrate your magical superiority over another Mage**, roll +Charm (-1 if Tethered). 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 Discord to backlash

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

---

When you **attempt to sway a non-Mage magical being**, demonstrate your magical superiority and tell them what you want. Roll +Charm (-1 if Tethered). On a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7-9, they need some concrete assurance right now.

---

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, or they need it before they'll do anything for you.

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

---

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
- 

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 **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.

---

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

---

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.