How to Make a Force

Step One
Sit down with your list of stressors from the first session. Pick one of them. Then, pick a force type that compliments it.

Step Two
Write down anything you already know about this Force. For example, you might know some of its cast because they were named in the first session. You might know the name of the Force if that came up. The only things you absolutely should not fill in during this step are the Moves and the Countdown Steps. These will come during later steps.

Step Three
Choose a Type for this Force, and then choose one of the subtypes from the list below.

Organization
- Dogmatic (impulse: enforce some truth on the local area)
- Expansionist (Impulse: grow and gain members)
- Acquisitive (impulse: gain resources or knowledge)
- Vigilant (impulse: stand together and defend each other)

Outsider
- Wild (impulse: to return something to its natural state)
- Tricky (impulse: to beguile, lure in, and toy with victims)
- Corrupting (impulse: to invert a being's desires)
- Ephemeral (impulse: to become more real)
- Destructive (impulse: to consume, raze, and damage)

Aspirant
- Power (impulse: to steal power from those who have it)
- Secrets (impulse: to learn a dangerous secret)
- Taboo (impulse: to do something no one would do)
- Revenge (impulse: to exact revenge on someone who has wronged them)
- Entropy (impulse: to return things to lower states of energy)

Place of Power
- Cursed(impulse: to draw in new victims)
- Wild (impulse: to grow)
- Dedicated (impulse: to reduce control)
- Convergent (impulse: to be used)
- Hidden (impulse: to be found)

Artifact
- Powerful (impulse: to overwhelm the user)
- Destructive (impulse: to cause collateral damage)
- Knowledgable (impulse: to reveal something better left hidden)
- Cursed (impulse: to spread the curse)
- Broken (impulse: to be repaired)

Fear:
- Show an Ally to be Untrustworthy
- Reveal a new enemy cell or sect
- Track down a Mark
- Resist Magical Effects
- Torture Someone
- Uncover and Exploit a Weakness
- Avoid Consequences

Guilt:
- Deprive them of Resources
- Cover Up an Atrocity
- Take Advantage of a Weak Link
- Press an Advantage
- Cause Collateral Damage

Anger:
- Destroy something irreplacable
- Provoke an Overreaction
- Damage Infrastructure
- Drain Energy
- Lash out Chaotically
- Enact a Cold-Blooded Plan

Distrust:
- Manipulate Public Opinion
- Hide in Plain Sight
- Circulate False Information
- Turn Friend on Friend
- Flaunt their Secure Positioning
- Introduce Self-Doubt

Extremism:
- Convert an Ally
- Enforce Emotional barriers
- Respond Disproportionally

Isolation:
- Rationalize Evil for the Greater Good
- Miscalculate Emotional Response
- Be Unshakable in Convictions
- Brainwash Agents
- Break a supply line
- Cause a boundary to be crossed

Envy:
- Enchant Someone
- Conceal Weakness
- Simulate Expertise
- Use Their Tricks Against Them
- Bring Them to Your Level
- Sabotage Their Strengths

Obsession:
- Seduce someone
- Stalk
- Lock something or someone away

Insecurity:
- Overcompensate
- Goad Someone into Overreacting
- Grind to a Halt
- Undermine Someone

Step Four
Choose up to three Force moves from the stressor that this Force is based on. The Force Moves are listed below.

Control:
- Seize something dear to them
- Blackmail them
- Introduce a new enemy agent
- Spring an elaborate trap
- Manipulate an Ally
- Demonstrate Power
- Appear More Reasonable
- Lookout for (even) non-Rending magic
- Enforce Dominant Paradigm

Step Five
If you have not named the Force, do so now. Likewise fill in any cast that are likely to come up right away. Write a brief description of the Force, and how it interacts with the world (ie the player's characters and the other Forces)

Step Six
Look at the impulse from the type this Force is based on, and write down a Code N outcome for the Force. These are broad categories, so narrow it down and make it specific to the Force you've built. This represents what happens when the Force progresses its goals or is left unchecked, and the effect it will have on the world. Since this is Code N on a status track, make sure it is a Newsworthy Event. It doesn't have to be front page above the fold, but it should at least warrant a story in the local media.

Step Seven
Write in the Code 40 and Code 20 Outcomes on the Force sheet. The Code 20 effect should be a measurable step towards the Code N Outcome, and something that would be noticed by the world (and likely the players' characters). The Code 40 effect should either be a measurable step towards the Code N Outcome, or a measurable step towards the Code 20 Outcome. This should also be something noticed by the world, and will likely be the characters first hints at the Force's Outcome.

Step Eight
If you have used up each Stressor from your initial list, you're done! Otherwise, return to step 1