

Extended Moves

When you fail a roll on a magical action and decide to **put willpower behind changing it**, the MC may ask you some questions. Answer them honestly. Re-roll the roll with +1 and choose 2:

- Sever your connection to an Anchor
 - Take -1 ongoing until you actually fail a magical roll
 - You **Backlash**
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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
 - Lose a Playbook move until the end of session
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When you **suffer harm** (even 0 harm), roll just +Harm suffered. On a 10+, the MC can choose 1:

- You're out of action: unconscious, trapped, incoherent, or panicked.
- Take the full Harm of the attack, before it was reduced by preparations. If you already took the full Harm of the attack, take +1 Harm.
- You are shaken. Take -1 ongoing until you can spend time connecting with an Anchor.

On a 7-9, the MC can choose 1:

- You lose your footing
- You lose your grip on whatever you're holding
- You let something or someone you're attending to fall into danger, or drop the ball on an obligation (especially important if it affects an Anchor)
- You are delayed, to deal with the effects of your injury
- Something you weren't prepared for happens

On a 6-, you take the Harm, but things don't get worse.

When you have some time and relative safety and you **plan a ritual** of magical power, describe the effect you are trying for. The MC may say more information or clarity is needed before the plan can be finalized. Once those needs are met, the MC will say which of these are needed to perform the ritual (it may be more than one):

- Extra time
- A certain object
- Help from an outside source

Then, write down the plan and hold 1.

When you have time, relatively safety, a place of power, and enough Mages, and you **begin a ritual**, have each Mage involved describe how they will contribute to the ritual within their Paradigm. If you spend a hold from Plan a Ritual, tell the MC the effect that will occur on a success, otherwise, the MC decides based on each Mage's contributions. Take into consideration each participant's Opposed, and the probability of Rending magic. Then, roll +Will. On a 10+, the ritual works as expected. On a 7-9 the MC will choose at least one.

- The ritual takes longer than expected
 - You draw unwanted attention
 - The ritual causes Discord
 - Everyone involved Backlashes
 - The ritual has greater than intended effects
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When you **lose an Anchor**, roll +Anchors left. On a 10+, it may take some time, but you'll get through this. On a 7-9, choose 1:

- Another Anchor gets put in danger
- You do something you will regret. The MC tells you what. *Note: This means it does **not** cause another Anchor to get put in danger*
- You Backlash

On a miss: Lose another Anchor. The MC will tell you which one and how.

At the **end of session**: note any effects that lasted "until end of session," but should continue into the next. Then, ask yourselves these questions as a group. For every one you answer "yes" to, everyone marks experience.

- Did you show the lengths you were willing to go to in order to protect an Anchor?
 - Did you uncover a secret?
 - Did you learn something that puts your paradigms in perspective, or caused you to question them?
 - Did you expose the depths of your humanity, to yourself or to someone else?
 - Did you witness loss, selfishness, or pain born of magic?
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When your **Harm reaches Code N**, roll +Body. On a 10+ you stabilize, and will need medical care, but you should live. On a 7-9, some serious magic is going to be needed to help you survive, plus the medical care. On a 6-, you're about to bite the dust. Make peace with your Paradigm.

If you have two or less Anchors, you have the option of removing an Anchor in order to stabilize. Describe how you spiritually cut yourself off from the Anchor, infusing yourself with magic in order to heal, but taking a huge step away from reality in doing so.

When **one of your Anchors is put in danger**, mark experience and either go and handle it, or lose them as an Anchor.

When you **describe a magical effect within your Paradigm but beyond your normal abilities**, the MC may tell you a resource you could consume to achieve the effect.