

# The MC

## Agenda

Provide the characters with strive both within and without • Play to find out what happens • Ask what it means to be human • Make the Consensus come to life

## 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
- Create Ephemera
- Use character names
- Stay in the narrative
- Make everyone vulnerable
- Give everyone names and desires
- Demand evocative answers, then follow through
- Sometimes, give them exactly what they're asking for
- Root for the mages
- Think about the bigger picture
- Take some decisions out of your own hands
- **Don't be afraid to be obvious!**

## Your Moves

- Harder ↑
- Make them Backlash
  - Deal damage
  - Assign Discord
  - Add a Restriction to a Mage's Paradigm
  - Adjust a Status Track
  - Imprison someone
  - Take away things they expect to have
  - Change the Battlefield
  - Make their move backfire
  - Declare something bad has happened elsewhere
  - Use a Force move (*from one of your Forces*)
  - Isolate them
  - Hit them with the static realities of their world
  - Threaten an Anchor
  - Introduce a Lookout
  - Raise the Stakes
  - Invent a predicament for someone
  - Show them the downsides of their Paradigm
  - Make them Conjure or Buy
  - Slip a Status
  - Demand upkeep from an Anchor
  - Pit their desires against each other
  - Give them an answer they won't like
  - Set up a future problem
  - Offer an opportunity, with or without a cost
  - Tell them the possible consequences and ask
  - After every move: "what do you do?"
- ← Softer

## Starting a Session

- Gather this page, PC summary sheet, Forces, Flags, and Portents
- Look over and read out Flags, note which ones can be changed
- Mark one Code off every Portent Status Track
- Distribute and resolve "love letters"
- Mark one Code off every Anchor Status Track
- Note all slipping Status Tracks
- Review any effects that last session were decided to be extended into this one
- Perform moves triggered at start of session
- Frame a scene and make a soft move

## Scene Types

- Anchor Scenes
- Inspiration Scenes
- Force Scenes

## Slipping Status Tracks

Owner      Track