

The MC

Agenda

Provide the characters with strife 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

Ask what it means to be human. • Ask what it means to be human. • Ask what it means to be human. • 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 one of your Force Moves
 - 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 The MC sheet, PC summary sheet, Forces, Flags, and Portents
- Distribute and resolve "love letters"
- Look over and read out Flags, note which ones can be changed
- Mark one Code off every Portent Status Track
- 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