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

Softer
↓

- 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?"

Starting a Session

- Gather The MC sheet, PC summary sheet, Fronts, Flags, and Portents
- 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