

# BASIC MOVES

## TURN TO VIOLENCE

When you **turn to violence**, roll with **BLOOD**. On a hit, you inflict harm as established and your opposition chooses 1:

- ♦ they inflict harm on you
- ♦ they put you in a bad spot
- ♦ they create an opening to flee

On a 10+, you also choose 1:

- ♦ you inflict terrible harm
- ♦ you take something from them
- ♦ you create an opportunity for an ally

## ESCAPE A SITUATION

When you **take advantage of an opening to escape a situation**, roll with **BLOOD**. On a hit, you get away and choose 1. On a 7-9, the MC chooses 1 as well:

- ♦ you suffer harm during your escape
- ♦ you end up in another dangerous situation
- ♦ you leave something important behind
- ♦ you owe an NPC a Debt for their aid
- ♦ you give into your base nature and mark corruption

## PERSUADE AN NPC

When you **persuade an NPC with seduction, promises, or threats**, roll with **HEART**. On a hit, they see your point and do as you ask. On a 7-9, they counter your offer or demand payment—a Debt, a favor, resources—before agreeing to follow through. If you invoke a Debt with the NPC before you roll, add +3 to your total (max+4).

## FIGURE SOMEONE OUT

When you try to **figure someone out**, roll with **MIND**. On a hit, ask 2. On a 7-9, they ask 1 of you as well. If you're in their Circle, ask an additional question, even on a miss.

- ♦ who's pulling your character's strings?
- ♦ what's your character's beef with \_\_\_\_\_?
- ♦ what's your character hoping to get from \_\_\_\_\_?
- ♦ what does your character worry is going to happen?
- ♦ how could I get your character to \_\_\_\_\_?
- ♦ how could I put your character in my Debt?

## MISLEAD, DISTRACT, OR TRICK

When you try to **mislead, distract, or trick** someone, roll with **MIND**. On a hit, they are fooled, at least for a moment. On a 10+, pick 3. On a 7-9, pick 2:

- ♦ you create an opportunity
- ♦ you expose a weakness or flaw
- ♦ you confuse them for some time
- ♦ you avoid further entanglement

## KEEP YOUR COOL

When things get real and you **keep your cool**, tell the MC the situation you want to avoid and roll with **SPIRIT**. On a 10+, all's well. On a 7-9, the MC will tell you what it's gonna cost you.

## LET IT OUT

When you **let out the power within you**, choose an ability from your playbook and roll with **SPIRIT**. On a hit, mark corruption and activate the ability; the MC will tell you how the effect is costly, limited, or unstable. On a 10+, ignore the corruption or the complications, your choice.

## LEND A HAND OR GET IN THE WAY

When you **lend a hand or get in the way** after a PC has rolled, roll with their Circle. On a hit, give them a +1 or -2 to their roll. On a 7-9, you expose yourself to danger, entanglement, or cost.

## END OF SESSION

At the end of every session, decide if you've grown closer to a Circle you engaged with this session: increase your score in that Circle and decrease your score in a different Circle. Tell the MC how your relationships to these communities have changed because of the events of the story, and mark one of the two Circles involved in those changes.

In addition, think about any Debts you may owe—or Debts owed to you—as a result of the session. Tell the group and note them down for next session.

# CIRCLE MOVES

## PUT A NAME TO A FACE

When you **put a name to a face or vice versa**, roll with their Circle. On a hit, you know their reputation; the MC will tell you what most people know about them. On a 10+, you've dealt with them before; learn something interesting and useful about them or they owe you a Debt, your choice. On a miss, you don't know them or you owe them, MC's choice.

## HIT THE STREETS

When you **hit the streets to get what you need**, name who you're going to and roll with their Circle. On a hit, they're available and have the stuff! On a 7-9, choose 1:

- ♦ whoever you're going to is juggling their own problems
- ♦ whatever you need is more costly than anticipated

## STUDY A PLACE OF POWER

When you **study a sanctuary, gathering spot, or place of power**, roll with the Circle that controls it. On a hit, you see below the surface to the reality underneath; the MC will reveal an area, NPC, or item located within that is not what it seems. On a 10+, your insight reveals much about the Circle's politics and schemes; ask the MC a relevant question about the Circle and take +1 forward when acting on the answer.

# ADVANCED MOVES

- ☐ **Turn to Violence:** On a 12+, you overwhelm your foe; they pick 1 in the face of your superior prowess:
  - ♦ they cower, terrified; you have them at your mercy until you release them...or kill them
  - ♦ they offer to parley, impressed; you take a +1 ongoing against them until time passes
  - ♦ they fight on, foolishly; take all 3 options from the 10+ list and choose 1 for double effect
- ☐ **Escape a Situation:** On a 12+, you get away and make an important discovery.
- ☐ **Persuade an NPC:** On a 12+, they do what you ask and help you see it through to its end.
- ☐ **Figure Someone Out:** On a 12+, you can ask any questions you like, not limited to the list.
- ☐ **Mislead, Distract, or Trick:** On a 12+, you get all 4 and choose 1 for double effect.
- ☐ **Keep Your Cool:** On a 12+, your opposition's cool is compromised. Tell them what it will cost to maintain their current course of action.
- ☐ **Let It Out:** On a 12+, your powers or abilities manifest in an unexpectedly useful way. Mark corruption to make that manifestation a new ability.

# DEBT MOVES

## DO SOMEONE A FAVOR

When you **do someone a favor**, they owe you a Debt.

## OVERLOOK A HARM

When someone **agrees to overlook a harm you've done to them**, you owe them a Debt.

## CASH IN A DEBT

When you **cash in a Debt**, remind your debtor why they owe you in order to...

...make a PC:

- ♦ answer a question honestly
- ♦ do you a favor at moderate cost
- ♦ **lend a hand** to your efforts
- ♦ **get in the way** of someone else
- ♦ erase a Debt they hold on someone
- ♦ give you a Debt they hold on someone else

...make an NPC:

- ♦ answer a question honestly
- ♦ arrange a meeting with an NPC in their Circle
- ♦ grant you a worthy boon or useful gift
- ♦ erase a Debt they hold on someone
- ♦ give you a Debt they hold on someone else

## REFUSE TO HONOR A DEBT

When you **refuse to honor a Debt**, roll with the difference in Status between you and your creditor. On a hit, you weasel out of the obligation for now, but you still owe the Debt. On a 7-9, you owe them an additional Debt or mark corruption, your choice. On a miss, you can't avoid the hammer: either honor the Debt in full or erase all the Debts owed to you by their Circle and take a -1 ongoing to Status with their Circle until after time passes.

# FACTION MOVES

## OPENLY ATTACK A FACTION

When a faction openly attacks another faction, roll with the difference between the two factions' Sizes. On a hit, the targeted faction sacrifices an appropriate asset or loses a point of Size, their choice. On a 7-9, the attacking faction must sacrifice an appropriate asset or lose a point of Size as well. On a miss, the target instead springs a clever trap; they capture or destroy an asset or reduce the attacker's Size, their choice.

## DEVELOP INFRASTRUCTURE

When the leaders of a faction develop infrastructure, commit a secure asset and roll with their Strength. On a hit, the asset becomes vulnerable, and they pick 2:

- ♦ they attract new members; mark recruitment
- ♦ they acquire new holdings; mark resources
- ♦ they solidify control: make a vulnerable asset secure

On a 10+, a messy opportunity for growth also arises; if the faction (or its allies) seize it before time passes, they mark recruitment or resources, as appropriate. On a miss, their plan for expansion ignites a schism within the faction; all of their assets are considered vulnerable until one side of the conflict seizes full control.

## GOAD AN OPPONENT

When a faction tries to goad an opponent into making a mistake, roll with the difference between the two factions' Strengths. On a 10+, the target takes the bait; the instigating faction strikes a terrible blow, destroys a vulnerable asset, or undermines a key relationship or alliance. On a 7-9, the target avoids the worst of the trap, but causes enough trouble to embarrass themselves; they take a -1 ongoing to Strength until they reestablish their reputation. On a miss, the target sees through the scheme; someone from the targeted faction comes to one of the PCs for help turning the tables against the instigating faction.

## SEIZE BY FORCE

When a faction seizes a vulnerable asset by force, roll with their Strength. On a hit, they take hold of it, seizing or transforming it for their own purposes. On a 10+, all three. On a 7-9, they choose one:

- ♦ they don't sacrifice a leader or ally
- ♦ they don't cause serious collateral damage
- ♦ they don't suffer an immediate, retaliatory attack

On a miss, the strike instead results in the utter destruction of the thing the attacking faction attempted to seize; the MC picks just one off the list, and someone comes to one of the PCs looking for help obtaining justice or revenge.

## TRACK SOMEONE DOWN

When a faction tries to track a Status-1 or Status-2 character down within the city, roll.

- ♦ If the faction has a relevant asset, add 1
- ♦ If their quarry is of the same Circle, add 1
- ♦ If the faction is Size-1 or Strength-1, subtract 1
- ♦ If their quarry is actively hiding, subtract 1

**If the quarry is an NPC:** On a 7-9, the faction finds their quarry; they attack them, kidnap them, or confront them at some cost. On a 10+, they catch the quarry exposed or vulnerable; the faction can act upon the quarry with impunity. On a miss, the faction's attempts to track them down succeed, but their agents make a mess of things and allow the quarry to escape.

**If the quarry is a PC:** On a 7-9, the faction tracks down their location, but the PC has time to prepare for the limited forces coming their way. On a 10+, the tracking faction gets the best of their quarry; they corner the PC with overwhelming force or careful planning that leaves them little room to avoid their pursuers. On a miss, someone close to the PC tips them off early to the faction's search...and an opportunity or weakness the PC can exploit.

## SEARCH THE CITY

When a faction searches the city for useful information—rare occult knowledge, another faction's weaknesses, the location of an artifact—roll with their Size. On a hit, they uncover some crucial details, enough to ask a PC or notable NPC to pursue things further. On a 7-9, they also pick 2. On a 10+, they also pick 1.

- ♦ they attract the attention of a rival faction
- ♦ they have to make an asset they control vulnerable
- ♦ they take -1 ongoing until the end of the next faction turn

On a miss, a member of the inquiring faction ends up dead or missing...but not before passing off some vital info resulting from the search to one of the PCs.

## OFFER PASSAGE

When a faction offers passage to someone—into or out of the city—roll with their Size. On a hit, the way is made clear, no matter who opposes it; choose 1:

- ♦ the traveler exits; they are beyond reach until they choose to return
- ♦ the traveler enters; the faction gains a powerful asset

On a 7-9, the passage offends a Status-3 NPC who seeks tribute for the trespass; the faction must perform a favor—dedicating a faction move next faction turn—sacrifice an asset, or risk open war. On a miss, the passage sparks a conflict between the faction and their own allies before it can be completed; someone comes to one of the PCs seeking help to negotiate a truce.

# CITY MOVES

## WEAKEN SOMEONE'S STANDING

When you try to **weaken someone's standing in a Circle with rumor and gossip**, roll with Status in their Circle. On a hit, the rumors take hold; they take -1 ongoing to moves during the faction turn until they find some way to dispel the whispers. On a 10+, one of their enemies catches wind of your gossip and approaches you with damaging information about your target or their interests. On a miss, your target traces the stories directly back to you...and catches you in a vulnerable spot before you can react.

## PUT OUT THE WORD

When you **put out the word to your Circle that you need something**—a magical tome, secret information, a skilled bodyguard, etc.—roll with Status. On a 10+, it shows up in the hands of an ally; it's yours for a Debt. On a 7-9, it ends up with a rival; they want a favor or gift—their choice—in addition to a Debt before they hand it over. On a miss, the thing shows up on your doorstep with wicked strings attached, exposing you to the wrath of a Status-3 NPC from another Circle.

## CONSULT YOUR CONTACTS

When you **consult your contacts** in any Circle, roll with Status in that Circle. On a hit, ask 3; your contacts will answer to the best of their ability. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold—1 for 1—to take a 10+ instead of rolling when the information you gained would aid you on a move.

- ♦ What conflict is everyone talking about?
- ♦ What happened to \_\_\_\_\_?
- ♦ What has \_\_\_\_\_ been up to recently?
- ♦ Who is responsible for \_\_\_\_\_?
- ♦ Who has a Debt on \_\_\_\_\_?

On a miss, ask 1 and hold 1, but one of your contacts has a tough question about your loyalties and allegiances as well. Answer it honestly, mark corruption, or owe them a Debt, your choice.

## TEND TO YOUR BUSINESS

When you **tend to your business instead of meddling in city affairs**, tell the MC how you pass the time and roll. On a hit, you tend to your affairs...but an old friend or new ally approaches you with a request for help; mark a corruption if you turn them down. On a 10+, ask the MC a question about the situation; they will answer it honestly. On a miss, an NPC interrupts your day-to-day business to **cash in a Debt** you hoped they had forgotten about, mixing you up in a mess within your Circle you'd rather have avoided.

## MARSHAL FORCES

When you try to **marshal forces** in your Circle to undermine a faction or their holdings, roll with Status. On a hit, you can give a Debt to a powerful NPC of your Circle—MC's choice—to reduce your target's Strength or weaken their hold on a specific asset, your choice. On a 7-9, your allies are slow to move; give them another Debt or publicly push them into the conflict to speed things along. On a miss, your attempt to secure support falls short...and creates an opportunity for your enemies; tell the MC how you've left yourself vulnerable to them.

## LAY CLAIM

When you **publicly lay claim to an asset you've seized**, roll with Status. On a hit, your claim is recognized across the city; the MC will tell you what benefits the asset itself now brings. On a 7-9, pick 1. On a 10+, all 3.

- ♦ your claim chokes off factional retaliation
- ♦ your claim unites your allies behind you
- ♦ your claim doesn't cost you a Debt

On a miss, your claim falls short as you end up in the crosshairs of a Status-3 NPC who desires the asset as well; the MC will tell you which of your allies or assets they are targeting in an attempt to scare you off.

## RECRUIT NEW ALLIES

When you **recruit allies from another Circle**, tell the MC what assistance you require and roll with your Status in that Circle. On a hit, the MC will tell you who is available for hire; offer up a Debt, and they'll be on call until after the next faction turn. On a 10+, pick 3. On a 7-9, pick 2:

- ♦ they are unfailingly honest
- ♦ they are exceptionally skilled
- ♦ they are notably discreet
- ♦ they are aggressively focused

On a miss, before you can connect with anyone, someone in your own Circle catches word of your request and spreads rumors of your weakness; take -1 ongoing to your Status until you prove your strength to your own people.

## ESTABLISH A FACTION

When you **attempt to establish a new faction**, roll.

- ♦ If you have significant influence over a different Size-2+ faction, add 1.
- ♦ If you have six Debts over Status-3 NPCs from at least two different Circles, add 1.
- ♦ If you have Status-0 in more than one Circle, subtract 1.
- ♦ If you personally control fewer than two assets, subtract 1.

On a hit, raise your status to Status-3 and work with the MC to create a new faction you lead. On a 10+, your rise to power begets new alliances and opportunities; make an additional city move for the next two faction turns. On a 7-9, your rise leads to animosity and jealousy within your own ranks; someone you expected to join you instead betrays you, seizing crucial resources for themselves. On a miss, a Status-3 NPC disrupts the founding; you cannot try again until you win them over...or eliminate them directly.

# THE MASTER OF CEREMONIES

## AGENDAS

- ◆ Make the city feel political and dark
- ◆ Keep the PCs' lives out of control and evolving
- ◆ Play to find out what happens

## PRINCIPLES

- ◆ Display the city, from skyscrapers to slums
- ◆ Put the characters at the center of conflicts, political and personal
- ◆ Address yourself to the characters, not the players
- ◆ Push the characters together, even across boundaries
- ◆ Cloak your moves in darkness and shadow
- ◆ Detail the NPCs who matter to the story
- ◆ Treat everyone according to station and status
- ◆ Ask loads of questions and build on the answers
- ◆ Be a fan of the player characters
- ◆ Dirty the hands of all involved
- ◆ Give everything a price, even friendship
- ◆ Give the players the chance to take the lead

## MOVES

- ◆ Inflict harm or corruption
- ◆ Surface a conflict, ancient or modern
- ◆ Put someone in danger
- ◆ Propose an opportunity with a cost
- ◆ Reveal a deal done in their absence
- ◆ Turn a move back on them
- ◆ Offer or claim a Debt owed
- ◆ Mobilize resources to shift the odds
- ◆ Paint the city in magical tones
- ◆ Lock down, exploit, or claim a place of power
- ◆ Tell the consequences and ask
- ◆ Activate their stuff's downside
- ◆ After every move: "What do you do?"

## THE FIRST SESSION

- ◆ Summon the shadows
- ◆ Springboard off character creation
- ◆ Ask questions constantly
- ◆ Push on relationships and obligations
- ◆ Call out moves when they happen
- ◆ Offer moves when the players flinch
- ◆ Frame scenes with multiple characters
- ◆ Invoke every Circle
- ◆ Let loose with some violence

## MORTALIS MOVES

- ◆ Adapt to the changing circumstances
- ◆ Gather in numbers to confront a threat
- ◆ Discover information that puts someone in danger
- ◆ Remind someone of their mundane obligations

## NIGHT MOVES

- ◆ Display an aggressive show of force
- ◆ Threaten someone's interests or holdings
- ◆ Claim territory from the weak or foolish
- ◆ Make the best of a difficult situation

## POWER MOVES

- ◆ Impose a cost for the greater good
- ◆ Mystically foreshadow a conflict or challenge
- ◆ Act in opposition to chaos or change
- ◆ Snap up magical resources vulnerable or exposed

## WILD MOVES

- ◆ Challenge the PCs with alien expectations and traditions
- ◆ Offer extraordinary assistance for a sticky price
- ◆ Pull something from one realm into another
- ◆ Escalate conflict for reasons mysterious or opaque

## CORRUPTION TRIGGERS

PLAYBOOK	TRIGGER
Aware	When you ignore your mortal commitments or relationships to deal with the supernatural, mark corruption.
Fae	When you break a promise or tell an outright lie, mark corruption.
Hunter	When you injure or greatly endanger an innocent bystander, mark corruption.
Imp	When you make a deal that endangers your family, friends, or community, mark corruption.
Oracle	When you offer a false prophecy—or lie about the details of a true one—mark corruption.
Spectre	When you witness a scene of violence or victimization and do nothing, mark trauma and corruption.
Sworn	When you break one of your vows or work against your masters, mark corruption.
Tainted	When you convince someone to meaningfully act in your patron's interests, mark corruption.
Vamp	When you feed on an unwilling victim, mark corruption.
Veteran	When you knowingly head straight into danger, mark corruption.
Wizard	When you ignore a genuine plea for help from someone vulnerable, mark corruption.
Wolf	When you destroy a threat to your territory instead of driving it out, mark corruption.



## ITEM TAGS

TAG	DESCRIPTION
anchored	mystically anchored to the owner; the item returns upon command, cannot be lost, etc.
armor piercing (ap)	ignores an opponent's armor rating, inflicting full harm.
area	affects an area instead of a single character. When used against a group, ignores the group's size when determining harm inflicted, assuming the group is clustered together closely enough.
autofire	can be used as an + <i>area</i> weapon but doing so exhausts the item, requiring the character to reload or refresh it.
booby-trapped	setup to inflict harm on anyone but the owner interacting with the item; the owner can convey how to avoid the trap to others.
cherished	beloved for sentimental reasons (e.g. family heirloom or lover's gift). Once per session, the owner may ignore marking corruption while using it, but the irrevocable loss of a + <i>cherished</i> possession inflicts a corruption advance.
concealable	easy to keep out of sight, small enough to fit in the pocket of a jacket.
exhausting	quickly tires out the person wielding this item; repeated use may require the user to <b>keep their cool</b> .
fire	ignites nearby combustibles and causes serious burns on any targets it injures; supernatural creatures vulnerable to fire take extra harm and/or flee when a + <i>fire</i> item is used on them.
fragile	brittle or flimsy, likely breaking when it is first used.
loud	when used, everyone nearby hears and can potentially identify what made the noise; it wakes up sleeping people, startles or frightens people who aren't expecting it, etc.
messy	inflicts wounds that are severe and bloody or destroys the environment surrounding the target. These items are not suited to precision work.
mythic	well-known in myth or legend (e.g. Excalibur or Agbavboko); it is virtually impossible to conceal or disguise.
reload	holds limited ammunition and needs to be reloaded often when used.
reputation (circle)	well-regarded by at least one Circle; the owner takes a +1 ongoing to <b>persuading</b> or <b>refusing to honor a Debt</b> when engaged with a member of a relevant Circle.
silver/cold iron/holy	made of a unique material or has been blessed by someone of great faith. Supernatural creatures may be especially vulnerable to these items or weapons, granting + <i>ap</i> when used against them or inflicting +1 harm.
smoke	produces enough smoke to offer cover to everyone in it, and likely an opportunity to <b>escape a dangerous situation</b> .
stun	capable of inflicting s-harm (page 48) instead of regular harm.

## RANGE TAGS

TAG	DESCRIPTION
hand	can only be used at an intimate range, such as touching or striking someone with your bare hands.
close	can be used against someone within a meter or so, probably about the length of the weapon itself.
near	can be used against someone in relative proximity, somewhere between 2 to 6 meters.
far	can be used against someone at a longer range, more than 6 meters away or further (in good conditions).

## SAMPLE WEAPONS

WEAPON	TAGS
9mm	2-harm near loud concealable
assault rifle	3-harm near/far autofire loud
brass knuckles	1-harm hand concealable
hunting rifle	2-harm far reload loud
cold iron katana	3-harm close cold iron
grenade	3-harm close area concealable messy
longbow	2-harm near/far reload
high-powered shotgun	3-harm close/near messy reload loud
flash bomb	s-harm close area reload concealable smoke
submachine gun	2-harm near autofire loud
Magnum revolver	3-harm near loud reload
makeshift spear	2-harm hand/close fragile stun

## GROUP SIZE

TAG	DESCRIPTION
small	8 or fewer people, a small team able to operate more or less inconspicuously.
medium	roughly 9–16 people, an obvious group that can still blend into a crowd or conceal their presence.
large	approximately 16–30 people, likely to attract attention when working together as a group.
huge	more than 30 people, easily drawing attention from authorities and passersby.

## GROUP TAGS

TAG	DESCRIPTION
demonic/strange	obviously inhuman and otherworldly; such groups attract attention from authorities and passersby regardless of size.
incorporeal	immaterial and ephemeral, usually ghosts or spirits; cannot be harmed with ordinary weapons but still vulnerable to magic or ritual.
loyal	committed to the cause or leader of the group, willing to fight to the last or undertake dangerous, even suicidal risks, to accomplish the group's goals; extremely difficult to persuade or intimidate.
rattled	shocked, disorganized, and unsettled; moves made against them take +1 ongoing and the group itself inflicts -1 harm.
savage	vicious and aggressive; such groups consistently cause collateral damage and may inflict +1 harm against weaker foes.
immune	unaffected by a source of damage or opposition (e.g. fire immunity or faerie magic immunity); such groups cannot be harmed, delayed, or thwarted by the source selected.
trained	formally trained in group or squad combat (e.g. SWAT team or veteran werewolf pack); inflicts +1 harm and suffers -1 harm when engaged with another group.