



# MC MOVES SHEET

## MC PRINCIPLES

- Communicate with the group
- Play to find out
- Be the characters' biggest fan; make their lives interesting
- Think cinematic

## MC INTRUSIONS

At any point in the game, even when a player has the spotlight, you may intrude...

- ... to translate the story into rules, e.g., add a story tag.
- ... to reveal a custom move that has been triggered.
- ... to ask for more details about a player's action.
- ... to tell a player what player move their action triggers.
- ... to intervene when a player determines Power, e.g., invoke a weakness tag.
- ... to choose the outcome of a move, when the choice is yours or when the player foregoes an option.

## SOFT MC MOVES

- Complicate Things
- Hit Them After A Fair Warning
- Optional: Activate Their Weakness Tags as Flaws

## HARD MC MOVES

- Complicate Things, Bigtime
- Deny Them Something They Want
- Make Something Horrible Happen
- Turn Their Move Against Them
- Give a Status
- Reduce or Remove a Status
- Burn a Tag
- Force Them to Choose

## NARRATION

- Emphasize the atmosphere
- Make your characters real and human
- Keep it a mystery
- Ask provoking questions
- Stay consistent
- Make the City feel alive

## NOTES

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CHARACTER TRACKING 	CHARACTER TRACKING 	CHARACTER TRACKING 	CHARACTER TRACKING 
CHARACTER NAME	CHARACTER NAME	CHARACTER NAME	CHARACTER NAME
PLAYER	PLAYER	PLAYER	PLAYER
MYSTERIES & IDENTITIES	MYSTERIES & IDENTITIES	MYSTERIES & IDENTITIES	MYSTERIES & IDENTITIES
WEAKNESS TAGS	WEAKNESS TAGS	WEAKNESS TAGS	WEAKNESS TAGS
CITY OF MIST	CITY OF MIST	CITY OF MIST	CITY OF MIST

**BURNING QUESTIONS**

**STORY ELEMENTS**

**PLOT IDEAS**

**STYLE GUIDES**