

SESSION MOVES

SESSION INTRO

At the beginning of every session, announce which character your character trusts the least; their player will spotlight a Faction for your character (that isn't already marked). Mark that Faction. Tell the MC about a rumor or conflict that you've heard about that Faction, building on previous established information if you'd like, and roll with the Faction.

On a 10+, you're prepared for the conflict you laid out: you've got a Debt on someone in that Faction or a useful piece of information or equipment, your choice. On a 7-9, you're neck deep in it: you owe someone in that Faction a Debt, and someone in that Faction owes a Debt to you. On a miss, you're caught flat-footed, unprepared, or unaware: the MC will tell you who is coming at you.

If you start a session in the middle of a chaotic situation or with plenty going on already, the MC might decide to skip this move.

SESSION END

At the end of every session, if you learned something meaningful about a Faction, increase your score in that Faction by 1 and decrease your score in a different Faction by 1. Tell the MC how your relationships to those communities have changed.

If someone did you a favor at a cost, tell the group; you owe them a Debt. If you did someone a favor without redress, tell the group; they owe you a Debt.

WORKSPACE/SANCTUM RULES

When someone goes into their **Workspace** or **Sanctum** to accomplish something, the MC uses these rules to decide how they accomplish the goal. The MC tells the player, "Sure, no problem, but..." and then 1 to 4 of the following:

- » It's going to take you hours/days/weeks/months of work or recovery time
- » First you'll have to summon/build/construct
- » You'll require the services of _____ to complete it
- » You require a rare and expensive ingredient or material
- » It will only work for a short time, and may be unreliable
- » It's going to mean exposing anyone nearby to serious fallout
- » Your Workspace lacks _____; add this and you'll be able to complete it
- » It will require a part of yourself to complete
- » You must journey to _____ in order to complete it

The MC can combine any set of requirements or offer two sets of costs to the same task. Once the requirements are completed, what was set out is completed. The MC will stat it up, reveal some info, or whatever is called for now.

BASIC MOVES

HARM AND HEALING

When your character suffers harm, check off a number of boxes on your harm track equal to the harm suffered. The different levels of harm reflect how badly your character is hurt, moving up from minor injuries to wounds that require immediate medical attention:

- » Faint harm is relatively minor, like getting stabbed in a nonvital area or getting into a fist fight that doesn't last too long.
- » Grievous harm is serious stuff, like getting shot in the shoulder or hit by a car. If you suffer grievous harm, you need to get medical attention to keep things from getting worse, but you'll be back on your feet in a few days.
- » Critical harm means that you're on the verge of dying, like getting shot in the stomach or beat repeatedly in the head with a metal baseball bat. If you don't get to a hospital—or find some magic to patch you up—you're going to die.

Begin by marking harm in the faint tier and moving down the track into grievous and then critical. When you mark a box of harm in a new tier, write a short description of the injury on your sheet in the space beside the boxes to remind yourself what harm your character has suffered (and how best it might be treated later). If you ever need to mark harm and can't—because all your other boxes are full—you die (and probably trigger your end move).

ADVANCED MOVES

UNLEASH AN ATTACK

- On a 12+, your target chooses: surrender completely or you incapacitate them.

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 permanent.



BASIC MOVES

UNLEASH AN ATTACK

When you **unleash an attack** on someone, roll with Blood. On a hit, you inflict harm as established and choose 1:

- » Inflict terrible harm
- » Take something from them

On a 7-9, choose 1 from below as well:

- » They inflict harm on you
- » You find yourself in a bad spot

ESCAPE A SITUATION

When you take advantage of an opening to **escape a situation**, roll with Blood. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2:

- » You suffer harm during your escape
- » You end up in another dangerous situation
- » You leave something important behind
- » You owe someone a Debt for your escape
- » You give in to your base nature and mark corruption

PERSUADE AN NPC

When you **persuade an NPC** through seduction, promises, or threats, roll with Heart. On a hit, they do what you ask. On a 7-9, they modify the terms or demand a Debt.

If you **cash in a Debt** you have with them before rolling, you may add +3 to your roll.

FIGURE SOMEONE OUT

When you try to **figure someone out**, roll with Mind. On a hit, hold 2. On a 7-9, they hold 1 on you as well. While you're interacting with them, spend your hold 1-for-1 to ask their player a question:

- » Who's pulling your character's strings?
- » What's your character's beef with _____?
- » What's your character hoping to get from _____?
- » How could I get your character to _____?
- » What does your character worry might happen?
- » How could I put your character in my Debt?

If you're in their Faction, ask an additional question, even on a miss.

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

BASIC MOVES (CONT'D)

KEEP YOUR COOL

When things get real and you **keep your cool**, tell the MC what 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**, roll with Spirit. On a hit, choose 1 and mark corruption. On a 10+, ignore the corruption or choose another from the list.

- » Take +1 forward on your next roll
- » Extend your senses, supernatural or otherwise
- » Frighten, intimidate, or impress your opposition
- » Take definite hold of something vulnerable or exposed

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 Faction. On a hit, give them a +1 or -2 to their roll. On a 7-9, you expose yourself to danger, entanglement, or cost.

FACTION MOVES

HIT THE STREETS

When you **hit the streets** to get what you need, name who you're going to and roll with their Faction. 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

PUT A FACE TO A NAME

When you **put a face to a name** or vice versa, roll with their Faction. On a hit, you know their reputation; the GM tells 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. On a miss, you don't know them or you owe them; the MC will tell you which.

INVESTIGATE A PLACE OF POWER

When you **investigate a place of power**, roll with the Faction that owns it. On a hit, you see below the surface to the reality underneath. On a 10+, you can ask the MC one question about the schemes and politics of the Faction in question.

ADVANCEMENT

When you **make a Faction move, trigger an intimacy move, cash in a Debt or honor a Debt**, mark the Faction involved. When you've marked all four Factions, erase the marks and advance.

DEBT MOVES

DO SOMEONE A FAVOR

When you **do someone a favor**, they owe you 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:

- » Do you a favor at moderate cost
- » **Lend a hand** to your efforts
- » **Get in the way** of someone else
- » Answer a question honestly
- » Erase a Debt they hold on someone
- » Give you a Debt they hold on someone else

...make an NPC:

- » Answer a question honestly about their Faction
- » Introduce you to a powerful member of their Faction
- » Give you a worthy and useful gift without cost
- » Erase a Debt they hold on someone
- » Give you a Debt they have on someone else
- » Give you +3 to **Persuade** them (choose before rolling)

REFUSE TO HONOR A DEBT

When you **refuse to honor a debt**, roll with Heart. On a hit, you weasel out of the current deal, but still owe the Debt. On a 7-9, you choose 1:

- » You owe them an additional Debt
- » You lose face with their Faction
- » You mark corruption

On a miss, you can't avoid the noose. You either honor your Debt or face the consequences: they pick two from the list above or force you to lose all the Debts owed to you.

DROP SOMEONE'S NAME

When you **drop the name** of someone who owes you a Debt, roll with their Faction. On a hit, their name carries weight and gives you an opening or opportunity. On a 10+, you keep the Debt and mark their Faction. On 7-9, you have to cash in the Debt. On a miss, erase the Debt and brace yourself.