

MC Reference Sheet

Agendas

- ~ Be a fan of the player characters.
- ~ Explore a mystical world grounded in the mundane.
- ~ Play to find out what happens.

Always Say...

- ~ ...what flows from the fiction.
- ~ ...what honesty demands.
- ~ ...what the rules demand.
- ~ ...the characters' names, not the players'.
- ~ Whenever you're stumped, say the "obvious" thing.
- ~ After every move, ask someone "What do you do?"

Principles

- ~ Ask provocative questions and build on the answers.
- ~ Be melodramatic.
- ~ Give everyone a motive.
- ~ Never prioritize the game over the players.
- ~ Sometimes, disclaim decision-making.
- ~ Think ahead, and off-screen too.
- ~ Treat everyone equally, like people.

Moves

- ~ Bring the world down on them.
- ~ Challenge their oaths.
- ~ Expose the bigger picture.
- ~ Inflict harm, as established, with Tags or without.
- ~ Make them promise.
- ~ Offer an opportunity, with or without a cost.
- ~ Put someone in a spot.

First Session/One-Shot Principles

- ~ Ask questions constantly.
- ~ Describe with rampant imagery.
- ~ Give them characters to talk to and bargain with.
- ~ Have a fight!
- ~ Springboard off of character creation.
- ~ Turn questions back on the askers.
- ~ MC the game.



Plot Concept:

Event 1:

Threats & Moves:

Chi Cost:

Event 2:

Threats & Moves:

Chi Cost:

Event 3:

Threats & Moves:

Chi Cost:

Event 4:

Threats & Moves:

Chi Cost:

Event 5:

Threats & Moves:

Chi Cost:

Threat Types

Predators

- ~ Boars (*instinct: to charge*)
- ~ Panther (*instinct: to hunt, to ambush*)
- ~ Wolf (*instinct: to overwhelm with numbers or fear*)
- ~ Rat (*instinct: to backstab*)

Predator Moves:

- ~ Appear suddenly.
- ~ Ignore suffering.
- ~ Take someone away.

Silvertongues

- ~ Fox (*instinct: to lure and entrap*)
- ~ Tiger (*instinct: to rule fiercely*)
- ~ Eagle (*instinct: to observe and report*)
- ~ Monkey (*instinct: to trick, to pilfer*)

Silvertongue Moves:

- ~ Make a costly offer.
- ~ Escape cleanly.
- ~ Distract their attention.

Landscapes

- ~ Mist (*instinct: to confuse, to disorient*)
- ~ River (*instinct: to carry away, to separate*)
- ~ Mountain (*instinct: to forbid passage*)
- ~ Darkness (*instinct: to conceal danger*)

Landscape Moves:

- ~ Reveal something surprising.
- ~ Unleash trouble.
- ~ Make them lost.

Great Spirits

- ~ Unicorn (*instinct: to tempt, to manipulate*)
- ~ Dragon (*instinct: to condescend, to covet*)
- ~ Phoenix (*instinct: to destroy indiscriminately*)
- ~ Tortoise (*instinct: to withhold secrets*)

Great Spirit Moves:

- ~ Be cryptic.
- ~ Show off their power.
- ~ Make demands.