

PLAYER MOVES

When the PC's action's primary goal is to...

Gain an advantage or remedy a disadvantage (generate Juice)	Heal an ally, shake off a negative effect, create or obtain something useful, weaken a foe, change the environment as support (add/burn tag, give/remove status)	CHANGE THE GAME (PG-182)
Get someone to do something	Intimidate, persuade, command, charm, seduce, negotiate	CONVINCE (PG-185)
Reduce or avoid an incoming status	Block, dodge, parry, resist effect, withstand or ignore an attack or an attempt to influence	FACE DANGER (PG-187)
Overcome the opposition (whether to secure a goal or to harm someone)	Seize an object, person, or position under contention, outrun / outsmart / outmaneuver / overpower someone, attack a defensive opponent	GO TOE TO TOE (PG-188)
Harm someone or something that is open to attack (give a status)	Attack at a moment of opportunity or vulnerability: punch, blast, shoot, stab, put a spell on someone, cause social or financial harm	HIT WITH ALL YOU'VE GOT (PG-190)
Gather any kind of information (generate Clues)	Observe, search, study, call contacts, ask around, contact or tap into otherworldly knowledge	INVESTIGATE or LOOK BEYOND THE MIST (PG-192)
Hide herself, her motives, her actions, or her allies	Lie undetected, sneak, pickpocket, impersonate, follow someone, avoid electronic or magical detection	SNEAK AROUND (PG-195)
Perform a dangerous task under pressure	Acrobatics, athletics, break a fall, climbing, high-speed or combat driving or piloting, picking a lock or cracking a safe, gambling, anything involving high risk	TAKE THE RISK (PG-196)

When the PC's action **exceeds the agreed scope or use of her powers**, the player must **STOP. HOLDING. BACK.** (PG-256).

When the PC's action **goes against her Mysteries or Identities**, the player can, at his option, **MAKE A HARD CHOICE** (PG-254).

MC INTRUSIONS (Anytime, even during players' actions)

Add a story tag	- When someone picks up an important object (<i>pistol, the victim's wallet</i>) - When you want to highlight the environment (<i>crates, stormy night</i>) - When you want to characterize the situation (<i>hope, endless bureaucracy</i>)
When a player invokes tags for a move	- Check if the tags fit the narrative (e.g., line of sight for firing a <i>shotgun</i>). - Check if power tags <i>directly</i> enhance the action. Rule out tags which only enhance a related or secondary action, e.g., defensive tags when attacking. - Invoke any appropriate weakness tags. - Split a complex action into several moves.
When a player forgoes a move option	- If they do not protect themselves, give them a status. - If they do not control collateral damage, optionally, give a status to someone or something else due to ricochets, debris, side-effects, or other consequences.
7-9 on Investigate	<i>Your investigation exposes you to danger.</i> Choose from Complicate Things. <i>The clues you get are fuzzy, incomplete, or part-true part-false.</i> Mix in false information or give very little actionable information. <i>Whoever or whatever you are asking the question(s) can ask you one question as well. You answer on the same terms.</i> Ask about the following. Later, have the NPCs act on the player's answers. - The PC's intentions and plans - What the PC values (including Mysteries and Identities) - How she can be manipulated - What the PC knows that their adversaries don't yet know - A new insight or detail about the PC, not necessarily related to the case
7-9 on Sneak Around	<i>Someone unimportant noticed you, but that just made them important, right?</i> - A local person, creature, being, or group (check District locals) - Someone guarding the scene (police, PI, security, thugs, etc.) - Someone from the PC's supporting cast <i>You are perceived only by a secondary sense.</i> The NPC senses enough to raise suspicion or to incriminate the PC later, but not enough to spur immediate action. <i>You must leave something important behind – or be discovered.</i> Describe a situation that forces them to choose between being discovered and leaving behind something or someone... ... from their tags (burn the tag if appropriate). ... valuable to the case, such as evidence, a key, or a witness. ... that can lead pursuers back to them or their allies.
7-9 on Take the Risk	Pick two or three hard MC moves as potential outcomes and let the player choose between them.
Reveal a custom move	Before or when it is triggered (Danger enters scene, Danger attacked, etc.)

SOFT MOVES (Before and after players' actions)

Complicate Things

Foreshadow	- Warn the PCs of a threat about to arrive if they don't change course. - Choose any hard move and describe how it is about to take place.
Introduce a new threat into the scene	- A Danger from the case - Environmental threats, such as exposed electric cables, ominous ancient runes, or a collapsing wall "Reinforcements": more of what the crew is currently dealing with "Victims": a related third party that may be targeted specifically "Civilians": an unrelated third party who could get hurt "Trouble comes in threes": a threat unrelated to the scene that targets the PCs, such as a Nemesis or a snoopy news reporter "The Police": a third party guarding the location (police, private security, a local gang, the Gatekeepers) "What are you doing here?!": PCs and crew supporting cast
Advance an existing threat	- Activate a Danger's soft move - An adversary prepares an attack against the PCs or their allies by changing position, drawing or aiming a weapon, revving up Mythos powers - An adversary prepares to block the PCs moves by putting up barriers (physical, social, magical, etc.) - Someone or something in the scene that the characters want is about to elude them - An environmental threat worsens - Alert the players to a Danger's countdown spectrum (and possibly countdown custom move), e.g., the bomb is ticking
Hit Them After a Fair Warning	Make a hard move based on a previous Complicate Things move, if the PCs did not respond.
Optional: Activate their Weakness Tags as Flaws	Make a hard move based on a PC's weakness tag (they mark Attention).
Custom move as a soft move	Trigger a (Danger) custom move that can be activated "as a soft move".

HARD MOVES (When a player rolls a miss or when otherwise stated)

Complicate Things, Bigtime	Major threat: The PCs are outnumbered, outgunned, cornered, or otherwise at a major disadvantage, e.g., the big bad reveals a dangerous weapon or ally. High stakes: Someone or something the PCs value or need is in extreme danger. Greater implications: The PCs' actions implicate the entire block, the neighborhood, a large group of people, or the whole City. Danger beyond their control: A threat becomes hard or impossible to contain, e.g., a tidal wave.
Deny Them Something They Want	Someone escapes: important witness, suspect, villain Something or someone is taken: ally, supporting cast, vehicle Something is destroyed: evidence burns, a sacred item is defiled Someone refuses to help: informant clams up, contact won't assist Access is denied: escape path is blocked, security detail is tightened
Make Something Horrible Happen	Tragedies: loss of a life, a loved one, livelihood, health, feeling of safety, soul, freedom, social standing, powers, or Mythos. Targets: a passerby, a victim in the case, one of the PCs' allies or supporting cast, the City itself or a large area or group within it, etc.
Turn Their Move Against Them	- The action affects an unintended target(s). - The action succeeds "too well" (too far, too strong, too fast) or the PC achieves more than she can handle. - The action harms what it meant to secure. - The action causes an unexpected reaction or side-effect.
Give a Status	- Detrimental, to PCs / allies that suffer harm or are in trouble. - Beneficial, to Dangers that improve their position or situation.
Reduce / Remove a Status	- Beneficial, for PCs / allies that lose an existing advantage. - Detrimental, for Dangers that shake off existing limitations or harm.
Burn a Tag	- An item is temporarily broken, lost, or unusable. - A resource is temporarily exhausted or inaccessible. Allies can't or won't help her until problems are resolved. - The PC can't or won't use her skills, traits, or Mythos powers.
Force Them to Choose	Choose two or three Hard MC moves and let the player choose between them. If appropriate, try to tie the choice to the PC's Mysteries and Identities.
Hard Danger and custom moves	- Make a predefined hard move as listed in a Danger's moves. - Trigger a custom move that can be activated "as a hard move".

STATUSES

	MILD	MINOR	MAJOR	DRAMATIC	INCAPACITATING	LETHAL/TRANSFORMATIVE
	1	2	3	4	OUT 5	MC 6
Stacking	- A greater tier replaces a smaller tier (tier-2 replaces tier-1). - An equal tier increases the tier by 1 (tier-2 increases an existing tier-2 to tier-3). - A smaller tier adds pips to the greater tier until the next tier is reached.					
Duration	- Most statuses are Ongoing, lasting until they narratively expire or are removed. Temporary statuses expire after they apply to a single action. Permanent statuses do not expire.					
Recovery	Players reduce or remove statuses with Juice (Change the Game move) or during downtime with the Montage (Downtime) move (PG-201). Dangers can reduce or remove statuses as a hard move or offscreen (between scenes).					
Statuses on Dangers	Choose one: add to the Danger's spectrums, affect the Danger's moves, or affect player moves.					
Injury:	<i>ouch-1 • stinging-pain-2 • broken-arm-3 • multiple-fractures-4 • dying-5 • dead-6</i>					
Gunfire:	<i>grazed-1 • flesh-wound-2 • gunshot-wound-3 • bleeding-out-4 • dying-5 • dead-6</i>					
Subdual:	<i>tangled-1 • restricted-2 • cuffed-2 • tied-up-3 • pinned-down-4 • overpowered-5</i>					
Exhaustion:	<i>tired-1 • groggy-2 • fatigued-3 • exhausted-4 • passed-out-5</i>					
Poison:	<i>rash-1 • spreading-venom-2 • paralyzed-leg-3 • spasms-4 • system-shock-5 • dead-6</i>					
Disease:	<i>cough-1 • infected-2 • sick-3 • bedridden-4 • system-shock-5 • dead-6</i>					
Vision:	<i>obstructed-1 • clouded-2 • disoriented-3 • can-hardly-see-4 • blinded-5 • legally-blind-6</i>					
Social (+):	<i>attention-1 • interesting-2 • admired-3 • life-of-the-party-4 • media-craze-5</i>					
Social (-):	<i>embarrassed-1 • on-the-spot-2 • humiliated-3 • laughing-stock-4 • ostracized-5</i>					
Fear:	<i>hesitant-1 • daunted-2 • fearful-3 • terror-struck-4 • petrified-5 • scared-to-death-6</i>					
Mood:	<i>melancholic-1 • sad-2 • depressed-3 • shattered-4 • despaired-5 • suicidal-6</i>					
Charm:	<i>interested-1 • beguiled-2 • charmed-3 • mesmerized-4 • controlled-5 • enslaved-6</i>					
Combat (+):	<i>upper-hand-1 • behind-cover-2 • in-my-sight-3 • tactical-superiority-4</i>					
Combat (-):	<i>distracted-1 • exposed-2 • surprised-3 • overrun-4 • surrounded-5 • defeated-5</i>					
Legal:	<i>warning-1 • watched-2 • warrant-for-arrest-3 • wanted-4 • most-wanted-5</i>					
Financial:	<i>strained-budget-1 • overspending-2 • financial-risk-3 • indebted-4 • bankrupt-5</i>					
Mental (also intoxication):	<i>scattered-1 • dazed-2 • confused-3 • bewildered-4 • psychotic-5</i>					
The Mist:	<i>vague-details-1 • memory-lapse-2 • memory-loss-3 • amnesia-4 • oblivious-5</i>					

NARRATION

Emphasize the atmosphere

- Narrate as a hard-boiled detective or a dangerous gangster.
- When you describe a scene, describe its mood.
- Use *film noir* and *comic book* motifs:

Lighting
stark contrasts
shadow patterns
(flickering) neon
streetlight
shutters & blinds
headlights

partial cover of
shadow, fog, mist,
steam, or smoke

Weather
melancholic persistent rain
ominous thunder & lightning
corrupt dirty pouring rain
overcast and bleak
mysteriously misty
inner City sweltering heat
solemn snow
hopeful sunny day
partly cloudy routine

Ambient Noise
street noise
vehicles
subway
machinery
floor/door creaks
news on TV
weather
ravens

Air & Odor
smog
pollution
perfume
sweat
blood
alcohol
garbage
sewage
chemicals
rot

Cinematic
camera
camera angle
pan
zoom
shot
cut
fade in/out
dissolve
close-up
(comics) panel

Mystery: Goosebumps, shivers, hairs bristle, cold air, something in the corner of your eye

Make Your Characters Real and Human

- Focus on the NPCs' everyday persona (Logos); only hint at their Mythos.
- Give your NPCs emotional layers:

Outwardly: Hard-boiled, brusque, coy, seductive, determined, forthcoming, diplomatic, courteous, aggressive, indifferent, averse, aloof, flamboyant, miserable, calculated, calm, erratic, resigned

But actually: Vulnerable, afraid, exhausted, cunning, hopeful, consumed by hatred, lost, lonely, just fine, tormented, convicted, dead inside, happy, hopeless, suicidal, psychotic, numb, delusional

Keep it a mystery

- Cultivate suspense, drop tiny clues, pace the revelation of the truth.
- Mention small strange details offhandedly to hint that nothing is as it seems.
- Candidly describe the player characters' gut feelings and intuitions.
- Hint at a Mythos, but never speak its name or talk metaphysics in-play.

Ask Provoking Questions

- Actively prompt the players to reveal their characters' lives by asking questions that matter, such as: *How does your character feel about this? What do she think will happen now? Who would want her dead?*
- Adjust the case and your moves based on their answers.

Stay Consistent

- Bring back beloved, hated, or curious characters, locations, and themes.
- Take notes, track new names and details in your series.
- When positioning matters, sketch out a map of the scene.

Make the City feel alive

- It's a City full of people and creatures. Who else is around right now?
- It's a City, and life goes on. How have things changed here recently?
- While this scene is taking place, what are the major NPCs doing?