

THREAT CREATION

CREATING A THREAT (P249-259):

Choose a Threat type and subtype

Create an NPC cast and description

Assign stakes to a countdown clock (optional)

Design any necessary custom moves (optional)

THREAT TYPES:

Revolution

Idealist (Impulse: craves sacrifice, its own or others)

Revolt (Impulse: craves justice, bloody and swift)

Strike (Impulse: craves respect and security)

Mob (Impulse: craves violence and satiety)

Infestation (Impulse: craves acceptance)

Power Play

Coup (Impulse: to steal power in moments of weakness)

Feint (Impulse: to draw an enemy into the open)

Alliance (Impulse: to satisfy another to gain favor)

Annexation (Impulse: to wrest control from others)

Sabotage (Impulse: to create and exploit weaknesses)

Passion

Revenge (Impulse: to strike without warning)

Love (Impulse: to protect)

Beauty (Impulse: to sacrifice)

Rage (Impulse: to victimize and cause pain)

Envy (Impulse: to take more than its share)

Ritual

Theft (Impulse: to take something from another)

Containment (Impulse: to capture and restrain)

Destruction (Impulse: to wreak death and collapse)

Link (Impulse: to create bridges and connections)

Restore (Impulse: to heal and mend)

Territory

Surge (Impulse: to burn or consume)

Illusion (Impulse: to entice and enthrall)

Stronghold (Impulse: to deny access)

Expansion (Impulse: to create and multiply)

Quagmire (impulse: to capture and imprison)

THREAT

Name:

Type/Impulse:

Cast:

Description:

Countdown Clock:

3:00

6:00

9:00

10:00

11:00

12:00

Custom Moves:



THREAT

Name:

Type/Impulse:

Cast:

Description:

Countdown Clock:

3:00

6:00

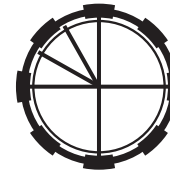
9:00

10:00

11:00

12:00

Custom Moves:



THREAT

Name:

Type/Impulse:

Cast:

Description:

Countdown Clock:

3:00

6:00

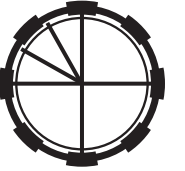
9:00

10:00

11:00

12:00

Custom Moves:



THREAT

Name:

Type/Impulse:

Cast:

Description:

Countdown Clock:

3:00

6:00

9:00

10:00

11:00

12:00

Custom Moves:



STORM CREATION

CREATING A STORM (P260-270):

Choose a fundamental obligation

Assign Threats to the Storm

Create additional Threats (optional)

Select an Eye and draw connections

Fundamental Obligations

- Community Duty Family
 Fealty Fellowship Honor Justice

Passion Moves

Exhaust a resource, wastefully and completely

Strike out with reckless abandon

Display the contents of its heart

Sacrifice a great deal for a crucial advantage

Sacrifice a great deal to send a message

Sacrifice a great deal for nothing

Cling to reason, tradition, or injustice

Beg someone for help with a dangerous problem

Ruin something purposefully, callously, or stupidly

Ritual Moves

Release something once sealed away

Summon something new and original

Unleash chaos, fear, or death

Kill someone important, violently and publicly

Kill someone meaningless, quietly and inconspicuously

Bind someone or something to a place

Snatch up resources, covertly or cleverly

Alter or corrupt a facet of the city

Exploit an unrelated conflict or conquest

Territory Moves

Shift, move, or rearrange a place

Present a new path or structure

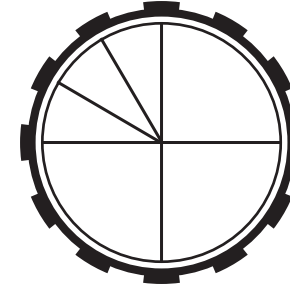
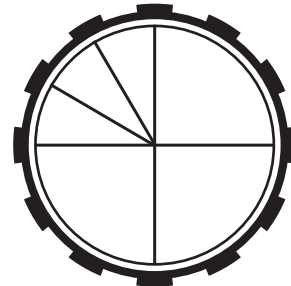
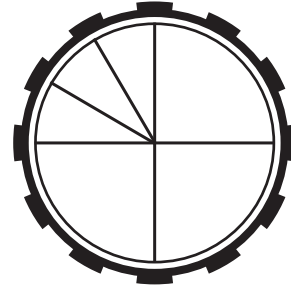
Seal off something in an obviously magical way

Seal off something in a mundane and pedestrian way

Seize something, forcibly and quickly

Infest and overtake everything in sight

Display the reality underneath



THE EYE

