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 Plav

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)

9.00	
6:00	
Countdown Clock: 3:00	
Description:	
Cast:	
Type/Impulse:	
Name:	

THREAT

10:00 11:00

9:00

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

Type/Impulse:

Cast:

Name:

Description:

- **Countdown Clock:**
- 6:00 9:00

10:00

11:00

12:00

3:00

THREAT

Description:

Countdown Clock:

- 3:00
- 6:00

9:00

10:00 11:00

12:00

Custom Moves:





Name:

Type/Impulse:

Cast:

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 □ Fealty □ Fellowship

□ Justice

□ Family

□ Honor

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





