

Secrets & Shadows

danger is everywhere and a sexy stranger promises answers • protection • redemption • danger • trouble • nothing

Agenda

Challenge yourself; ask difficult questions.
Make the hero's life sexy and dangerous.
Play to find out what happens.

Principles

Everyone wants to consume the hero.
Sex is always a factor.
Nobody has plot immunity.
Nothing is safe or untouchable.
The hero is special; celebrate it but make her prove she deserves to be.
Build the world and mythos as you go.

Always Say

What the Principles demand. • What the Rules demand. • What drama demands.

The Hero

I feel trapped • am just going through the motions • am almost successful • am running • hate my life • have everything I want but I'm not happy
I have four Traits, and 16 Tags to split between them. One is *Modern Human*.
I have two Keys that show what I value.
I have two Secrets that give me power.
I have two ingrained Conditions that hamper me.
If I don't like my options, I can make new ones.
I start out angry • embarrassed • lost • hungry • turned on • bruised
My Harm track is scuffed • bruised • wounded • injured • badly hurt • broken • dying

Simple Oracle

Pick two potential outcomes to a question like "Yes" and "No". Roll a d6 for each option; the highest happens. If one option is more likely, roll 2d6 for it.
Any time two dice show the same number, interrupt with a Dramatic soft move.

Actors

They are hot • have an agenda • hunger • wear masks • want to own you • use Dramatic moves
Take +1 against them if you are their Type.

The Beginning

I agree to help out a friend • stumble over a crime • go out for drinks • have to go to a fancy event • am doing the usual • am working late
We meet when someone gives the wrong impression • suffers mistaken identity • embarrasses themselves • isn't where they're supposed to be • uses powers • needs rescuing
Then a monster attacks • someone tries to kill me • someone tries to kill him • I get lost elsewhere • I discover a hidden power • evil recognizes me
Turns out I'm the Chosen One • the only one who can • secretly powerful • of the blood • the living embodiment • ripe with potential.

To play, make a Dramatic move grounded in the fiction.

Follow the Agenda and Principles.

Narrate the fiction, keeping Conditions in mind, until the hero triggers the **Strive** Move.

Build a modifier. Then roll to see what happens.

On a hard move, narrate the act and the consequences.

On a soft move, narrate the setup for the act and ask, "What do you do?"

If you need direction or details, ask the Oracle.

Building a Modifier

If a Trait applies, add one for it. Add one for each Tag under that Trait that fits, up to a total modifier of +3.

Add one for each helpful Condition or bonus. Subtract one for each Condition that hinders.

If a Condition has already affected the roll in another way, don't count it now.

If the modifier is higher than +4, reduce it to +4. If it's lower than -1, you can opt to back out or to roll anyway.

Currency

Currency expires when the situation changes.

When you earn Currency pursuing answers, spend it one for one for those answers.

When you earn Currency with an action and ask the oracle a question affected by that action, spend one to get the answer you want.

When you hit a Key, mark 1 xp. When you buy off a Key, mark 10 xp. Buy Traits, Tags, Keys, and Secrets for 5 xp each if the narrative supports it.

Strive

When you **want to achieve something but success is not a given**, roll +modifier.

On a 10+, you succeed. Choose one: gain 1d6/2 Currency, lose a Condition, gain a Condition, or gain a bonus on the next roll.

On a 7-9, you succeed as if with 10+. Make a Dramatic soft move or follow up a previous soft move with a hard one.

On a 6-, you fail. Deliver a Dramatic hard move.

Traits

Artist
Creative, Paint, Sketch, Inspire, Communicate, See Beauty, Famous, Sculpt, Fresh Eyes, Craft

Athletic
Run, Climb, Jump, Dodge, Hide, Sneak, Acrobatics, Endure, Reflexes, Swim, Focus, Martial Arts

Badass
Martial Arts, Sword, Guns, Defy, Challenge, Hunt, Survive, Know Prey, Iron Will, Strong, Fast, Tough

Clever
Sharp, Observant, Spot Weakness, Negotiate, Trickery, Plan Ahead, Tactics, Shrewd

Expert
Well-Read, Folklore, Legend, History, Peer, Research, Talk Shop, Science, Math

Faerie
Nature, Magic, Charm, Beguile, Steal Memories, Terrify, Inspire, Enervate, Glamour, Beauty, Water, Truth, Bargain

Good
Friendly, Kind, Do the Right Thing, Honest, Brave, Trustworthy, Determined, Defy Evil, Spirited

Investigator
Determined, Curious, Procedure, Perceptive, Deduction, Interrogate, Profile, Handcuffs, Guns

Modern Human
Use Gadget, Healthy, Assured, Trivia, Savvy, Dabber, Educated, Civilized, Attractive, Fashion

Monster
Strong, Tough, Fast, Blood, Undead, Bestial, Mesmerize, Transform Self, Dangerously Attractive, At Night, Fangs, Claws, Night Vision, Moonlight, Regenerate, Unnatural, Wealthy, Drain, Tempt, Bargain, Hunt, Berserk, Seduce, Know Prey, Blast, Alluring

Psychic
Sense, Medium, Exorcise, Empathy, Telepathy, Telekinesis, Psychometry, Visions, Pain, Focus

Social
Small Talk, Fast Talk, Inquire, Empathize, Recall, Listen, Cold Read, Charm, Secret, Sense

Witch
Hex, Bind, Magic, Herbs, Ward, Lure, Sanctify, Transform, Heal, Knowing, Erotic, Sacrifice, Ritual

Dramatic Moves

Put someone in a compromising position.
Inflict a misunderstanding.
Promise future pain or inflict harm as promised.
Provoke emotions or tempt.
Take something or someone away.
Use your Traits, Conditions, Secrets against you.
Turn your move back on you.
Reveal a secret or shame or weakness.
Reveal off-screen badness.
Bring in someone sexy with an agenda.
Offer a hard bargain or an ugly choice.
Demand an impossible task.

Keys

Key of the Conflicted Lover
Hit this key when you send mixed signals. BUYOFF: choose one.

Key of the Dependent
Hit this key when you rely on someone else completely. BUYOFF: solve a problem yourself.

Key of the Do-Goody
Hit this key when you do the right thing anyway. BUYOFF: do something bad.

Key of the Hot Mess
Hit this key when you embarrass yourself. BUYOFF: pull it together when it counts.

Key of the Stubbornly Mundane
Hit this key when you pursue normality despite danger. BUYOFF: accept your new reality.

Key of the Untamed
Hit this key when you refuse to submit. BUYOFF: bend a knee.

Secrets

The Secret of Competence
You're good at what you do. Get +1 if you have a second Trait that applies to a roll.

The Secret of Hidden Potential
You have a hidden power – at least, it's hidden from you. When you fail a roll, roll a d6. On a 5+, treat as if you rolled a 7-9 instead.

The Secret of Hollywood Ugly
You hide your beauty behind props. When you don't, get +1 against anyone attracted to you.

The Secret of the Irresistible
If you're an Actor's Type, your modifier cap is +7 against them. If you go over +4, roll a d6. On a 5+ gain a Condition like *soulmate* or *jealous lover*.

The Secret of the Supernatural
When using a supernatural Trait, your modifier cap is +7. If you go over +4, roll a d6. On a 5+ gain a Condition like *drained*, *hungry*, or *unconscious*.

The Secret of Toughness
You're tougher than you look. Pick how. Each scene, swap one Condition of that type for one like *prepared*, *angry*, or *tired*.

hard bargains • ugly choices: offer yourself to someone • sacrifice something • incur a debt • give up a goal • take harm • make things worse later

If these don't appeal, try *The Blackbird Companion*.

Witch • Faerie • Psychic • Investigator • Monster • Badass

searcher • schemer • fixer • warrior • hunter • scholar

power • vengeance • safety • sex • redemption • peace

<https://exposit.github.io/katamoiran/>

v1-alpha

Rakish • Charming • Brooding • Manipulative • Hostile • Impatient • Untrusting • Ruthless • Blunt • Lonely • Smooth • Genius
Bottled Up • Fighting Darkness • Fighting Self • Once Evil • Feels Unworthy • Reckless • Wealthy • Clib • Serious • Deft • Precise • Innocent
Dedicated • Boy Scout • Seeking Vengeance • Powerful • Connected • Connected • Touché • Polished • Arrogant • Controlled • Protective • Dismissive • Easy-going

Inspired by Lady Blackbird • Simple World
Powered by The Apocalypse

Innocent • Timid • Bad Judge of Character • Bottled Up • Fish out of Water • Virginal • Lame • Scrawny • Clumsy • Weakling • Short • Doe-Eyed
Workaholic • Stubborn • Reckless • Over-confident • Self-conscious • Foolhardy • Spastic • Delicious • Magnetic • Gauche • Green • Chaste
Commitment Shy • Vow • Perfectionist • Phobia • Powers Out of Control • Angry • Untrusting • Ruthless • Blunt • Lonely • Proud • Needy