

SIX FEET UNDER

soldier • hunter • scholar • secret love • rival • ally • blood
 the McGuffin is in play and everyone wants it and
 answers • wealth • redemption • someone • revenge • power
 fixer • searcher • tourist • ex-lover • mentor

phobia • ice • lust • dirt • machinery • water

fire • air • death • time • distance • history

The Hero

I am a ruthless • brave • resourceful • libertine • cautious • brilliant detective • doctor • reporter • heir • cop • thief

I confront danger • keep going • know people • find things • know how things work • act fast

My usual approach to solving problems is physical • mental • emotional • avoidance • confrontation • distraction.

Choose three, five, or seven positive Words to describe me. Choose one, two, or three negative Words to describe me.

My Reserve is equal to my negative Words.

I start wounded • lost • angry • intoxicated • hungry • asleep

I have three cards up my sleeve, of Resources or Allies.

a carried item • a found item • an emotion • a power • knowledge • a skill a lover • a contact • a mentor • an ally • a partner • a rival

My Harm track is winded • bruised • beat up • wounded • broken • dying

Answer: I did something very bad once but it's a secret. What is it?

Play to Find Out: Can I find a way forward? Do I want to?

Your Words define you. If something is possible because of who you are, what you do, or one of your Words, you can just do it unless you are opposed or success is not a given.

When your action risks failure or faces opposition, roll 2d6. Add one if what you are applies. Add one if the thing you do applies. And one if any of your Words help. And one if any of your Conditions help.

Add one if you use a Resource or Ally but check it off if you do. Add any from your reserve if you want.

On a 10+ you succeed. Choose or roll: uncheck a Resource • uncheck an Ally • gain a Condition • get a bonus going forward • an existing Complication is resolved • gain 1d6/2 Currency

On a 7-9, succeed as if with a 10+ but create a Complication or roll or choose a move from the World's moves. Narrate what happens, but stop before the effect. You have time to react, but if you fail it will hurt.

On a 6-, you fail and the World hits you, hard, with a World move. Narrate what happens, and the result. Consequences take effect now.

Moves and Complications flow from the fiction. Be specific. Use context. End with "what do you do?".

Your Conditions may make a roll outright impossible or may dictate the Complications. If a Condition would hinder a roll but doesn't influence the Complications, move the result one step worse. Only do this once even if you have multiple Conditions.

You can sacrifice a Resource or Ally to reroll the lowest die and keep the highest result. Cross that Resource or Ally off if you do. You may regain them through good play but it will be damaged or they will not fully trust you.

If you fail, keep the reserve you risked and gain one. Otherwise, forfeit it.

Simple Oracle: Pick two potential outcomes to a question. "Yes" and "No" are fine. Roll a d6, on a 4+, outcome one is correct, otherwise it is outcome two. If one option is more likely than the other, it is true on a 3+.

Sequences

During a Sequence, lose or gain the indicated Ally, Resources, Condition or Word - or more. An Ally or Resource that is already checked off is lost first.

Each Sequence has a mandatory event and a Core Challenge. Pick the most crucial action to your goal or to your survival. If you succeed at it, add one to your Coin. If not, add one to your Debt.

If you need a breather, buy another Interlude by adding one to Debt. Roll or narrate to resolve Conditions. Reserve dice return at the end and you may uncheck one Resource or Ally.

You may always add or remove a Word or Condition, or uncheck or add a Resource or Ally if the narrative supports it.

You may always choose a different result on any chart or make your own.

exhausted • lost • hunted • stunned • shaken • conflicted • paralyzed • forlorn • frantic • angry • afraid • tired • cynical • angelic • greedy • decisive • intellectual • loyal • inventive • educated • tough • fatalistic • stubborn • jaded • energetic • brave • curious • suspicious • lucky • unforgettable • methodical • haunted • lusty • devilish • arrogant • perceptive • deft • two-fisted • gutsy • honorable • passionate • fiery • evasive • provocative • strong • hot-headed • tough • confident • trapped • turned on • repulsed • overwhelmed • smitten • emboldened • unconscious • oware • manic • drunk

SETUP Opening Image Define Hero & Premise

the usual [status quo] then someone tells me [the lesson]
 work smarter, not harder • violence isn't the answer • use my mind, not my body • luck won't always carry me through • good must act against evil • redemption is possible
 but I don't get it and it ends in the CATALYST
 find the body • an attack • a cry for help • caught in the act • meet the client • lose an ally
 requires the CHOICE [to continue]

INTERLUDE Subplot Add or Uncheck a Resource

subplot [take a break] when the
 mentor • professional • friend • rival • peer • lover
 tells me THE LESSON again [I still don't get it]

Currency

Currency is specific to the situation and expires when the situation changes.

When you have earned Currency pursuing information or answers, spend the Currency one for one for those answers.

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

The World

It is uncaring • faceless • out to get you • brutal • capricious • powerful

It is one step ahead of you unless it is beating you for information.

It can deal harm • put someone in a bad position • promise future pain • take something away • use your Words against you • reveal a secret

It targets my main goal • some other goal • me • my friends • my control • the future

When a notable event occurs, add it to a d66 list. If you roll doubles, roll on this list; if an event comes up, the World throws it in your face.

PREMISE Genre Promise Add an Ally & a Resource

promise of [explore] the genre expect someone to be [repeatedly]
 shot at • hit • seduced • interrogated • chased • threatened
 ends in MIDPOINT [where everything is great or everything is awful]

COLLAPSE Attack Lose All Resources & an Ally Gain Bad Condition

the bad guys [attack] ruin everything as it
 isn't what I really wanted • is lost • is destroyed • isn't what I thought it was
 • is stolen • comes with untenable strings
 failure [make it hurt] ends in LOSS
 prize • illusions • part of self • social standing • mentor • lover

DESPAIR Mourning Lose a Word

utter failure [mourn] leads to CHOICE [to try again]
 inspiration • love • lesson advice • emotion • duty • the greater good

FINALE Climax Gain a Word

turns out [cruel twist] someone
 was using you • was secretly working against you • knows the truth about you • set you up to take the fall • is in it for themselves • is a monster
 [plan] use your new approach [main plot] and context [subplot] as
 things go wrong • they're prepared for you • there's an unintended consequence • it was a setup from the start • they wanted you to • triple cross

EPILOGUE Resolution

Pay your Debt off now, if you can. Each outcome costs one Coin.
 justice is served • someone comes out better off • someone is defeated • an at-risk resource or ally is spared
 Final Image [how things have changed]

SETUP: a fancy office, not mine • a flashback to the war • an expensive and well-kept house, dark • in the driveway • my office

REST: in the car • graveside • a scenic spot • someone's home • on the phone • in a memory

Inspired by Lady Blackbird • Simple World • Apocalypse World • The Blake Snyder Beat Sheet • Stranger Things
[https://exposit.github.io/katanomon/](https://exposit.github.io/katanamon/)