

SOMETHING BAD IS ABOUT TO HAPPEN. YOU'VE SEEN IT.

BUT CAN YOU CHANGE IT?

Divide 9 checkmarks between the six Stats. Mark the top row of each pair (Action, Genuine, and Inventive) from left to right and the bottom row (Thought, Cynical, and Savvy), from right to left. Stacked boxes can only be marked if the one beneath isn't.

Roll 6d6 and write down as Foresight dice. Choose or roll three Traits, and decide how you earn Foresight. Roll the Disaster and Place you've Seen; as you play, keep this event in mind.

Start with the Intro, in a Location in the Place facing a Conflict. Use Dramatic Moves and Actor Moves to drive the story. If a chart has more than one column, choose or roll which to use.

You can end a scene any time after you've spent at least one Foresight. Cross off the current node and follow the line of your choice. Roll up a new scene focus, conflict, and location if needed.

If you have no Foresight left, end the scene abruptly and start the next in Dire Straits. If you survive, pick any open node as the next. When you can't reach a new node, the game ends in the Climax.

RUNNING THE GAME

Begin and end with the fiction.

If you don't know what should happen next, use the oracle or roll a Dramatic Move or Actor Move. Use the random tables to inspire, but if a result doesn't make sense change it.

Keep the disaster in mind and play towards it.

STARTING TRAITS (3-)			
1	fight dirty	see it through	shrewdly negotiate
2	know people	find the missing	stubbornly outlast
3	avoid blame	ask for help	convince otherwise
4	cope	sense danger	display expertise
5	keep up	confront danger	hit the weak spot
6	act fast	defend someone	know how it works

DEBILITIES			
1	weak	tired	bleeding
2	angry	afraid	broken ribs
3	stymied	lost	broken arm
4	hungry	craving	twisted ankle
5	in love	drunk	hostage to fate
6	tempted	infection	out of control

// When you want something but the outcome is uncertain or dangerous, roll your pool.

Take one Stat's dice, which might be none. Add one if a Trait helps.

Remove one per Debility or Trait that hinders the move.

If you have less than two dice, roll two, but if you read a 6-, add the Debility "Unlucky" until you read a 12.

Reroll any one die if you cross off a Resource. Choose any two dice to read.

// When you seek to know more about the world, roll 1d6. Choose one die; a 5-6 is "yes and", 3-4 is "yes but", and 1-2 is "no and".

READING THE DICE

10+: what you wanted; add a point to the Stat you used.

7-9: what you wanted but a Complication. Slide a point between the Stat and its opposite (or vice versa) or gain a Debility.

6-: not what you wanted and a Complication. Gain a Debility, or lose a point from the Stat.

FORESIGHT

You can replace any rolled die with a die of Foresight before accepting the result, but you must choose from any Foresight dice in play for the result first.

Once per scene, when you use Foresight, choose an element to add as a motif. If a motif applies to a roll, mark it, then add as many dice as it has marks to your pool before rolling. You can use up to two different motifs per scene.

DEBILITY

Debilities are gained from fiction, complications, and rolls.

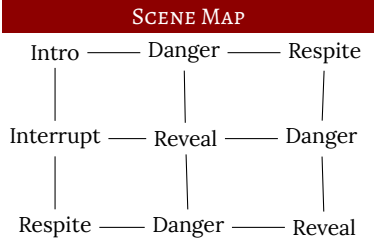
Use Debilities to guide the fiction; Debilities go away when the fiction says they do.

When a Stat hits 5, gain one temporary Trait and one Debility of your choice. The temporary Trait goes away when the Stat drops below 5; the debility does when the fiction says it should.

**Traits** Genuine, "Unguarded". Cynical, "Jaded". Action, "Aggressive". Thought, "Indecisive". Inventive, "Awkward". Savvy, "Stubborn".

COMPLICATIONS						
F	1	2	3	4	5	6
4+	malfunction	you hurt someone	bad position	secret revealed	unpleasant truth	add 1 point to highest Stat
1+	break	someone is hurt	physical connection	weakness revealed	bad news	lose Foresight die
0	control lost	you get hurt	emotional connection	hard choice	very bad news	roll two

Roll a d6 for the column; your current Foresight determines how many rows you can pick from. You can always choose to get hurt, if it fits better.



INTERRUPT: it's a trap • betrayal • ambush • seduction • Danger • Reveal.

DIRE STRAITS: you're imprisoned; add "Beaten" • left for dead; add "Wounded <part>" • in a death trap; add "Pinned" • framed; add "Blamed" • groomed; add "Unprepared" • powerless; add "Blocked"; don't gain Foresight.

CLIMAX: the Disaster unfolds in Danger and you must endure • only you can stop it • sacrifice is needed • it's necessary • an ally sees a weakness • you planned for this.

DISASTER	
1	a ticking time bomb; you know how long but not where
2	a murder; you know the victim, but not the killer
3	a coup; you know the figurehead but not the ringleader
4	a mechanical flaw causes death; you know when but not how
5	a tryst leads to war; you know one lover but not the other
6	a trade exposes your operation; you know what but not who

FORESIGHT ACT			
1	perform a ritual	4	are brutally honest
2	create something	5	spend time meditating
3	lie convincingly	6	fully focus on the physical

BLINDSIDE

blindsides // katamoiran rpgs // Inspired by A Dirty World, Apocalypse World, 6 Hours to Midnight, Swords Without Master // November 14, 2017.

STARTING TRAITS (4+)			
1	react fast	change shape	lie convincingly
2	create art	figure out why	perform a ritual
3	strike first	be bluntly honest	focus on action
4	tend wounds	move quietly	demand an answer
5	find a thing	open the locked	read a situation
6	impress people	gracefully duel	find a sympathetic ear

ACTION	THOUGHT	FORESIGHT
		____ _
GENUINE	THOUGHT	TRAITS
		____ _
INVENTIVE	CYNICAL	____ _
		____ _
	SAVVY	____ _
		____ _

MOTIFS
_____
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DEBILITY

**Resources** someone who is present • a new Debility • a tool • a rumor or fact • a past experience • sheer dumb luck

// When **you** \_\_\_\_\_ and gain a Debility in the process, regain one Foresight die.

LOCATIONS			
1	a packed ballroom	a dingy cell	a hidden nook
2	a crowded bar	an empty balcony	the spotlight
3	a forbidden study	an unexpected garden	a sitting room
4	the dirty kitchen	the damp cellar	a dusty attic
5	in the dark	the bathroom	a closet
6	the lavish master suite	a perfumed pool	a trophy room

CONFLICT

1	a a temptation	a brawl over insult
2	a seduction	duel over honor
3	a duel of words	a sneak attack
4	a malicious reveal	an embarrassing prank
5	a rebellion	a shocking gesture
6	a show of force	a sudden betrayal

DRAMATIC MOVES

	1	Put someone in a high-stakes or compromising spot.
	2	Reveal an unexpected danger or cost.
	3	Hurt someone or threaten to.
	4	Tempt or provoke a reaction.
	5	Take something or someone away.
	6	Expose a weakness or past mistake's consequences.
-3	1	Use the hero's Traits against them.
	2	Turn the hero's action or intent back on them.
	3	Show something awful off-screen.
	4	Bring in someone interesting with an agenda.
	5	Show a new facet of or drawback to the hero's assets.
	6	Offer a hard bargain or an unpalatable choice.

DURESS

1	imprisonment
2	pain
3	beating
4	interrogation
5	forced service
6	threats

ACTOR MOVE

1	does something impetuous
2	tips your hand accidentally
3	demands answers
4	acts exactly as expected
5	rebels against norms
6	tries to manipulate you

PLACES

1	a country estate; a full moon	a deserted mall in a blizzard
2	the Duke's manor; his birthday	a high-rise in the city; grand opening
3	the royal palace; the coronation	an office building; a Christmas party
4	a mage's tower; a diplomatic meeting	a casino; 50 year anniversary gala
5	a convention hall; hapless bystanders	a ship at sea; a storm
6	a museum; a new exhibit unveiling	a yacht near a desert island; sharks

“THERE’S A PLOT TO KILL YOU,”  
I SAY, AND THE  
FLAME-HAIRED MAGE STARES AT ME.

She’s not surprised at all, I register. Something’s wrong here.

“I know,” she says, “You must trust me.”

What does she do? A 2; she tips my hand accidentally.

Behind me I hear her assistant Androv shouting, and I whip around. He gestures at Vasia, and brings his hand down to throw a shimmering sphere of mageforce.

I’ll dive between them, taking the hit if necessary; that’s Action, a pool of 4, +1 for my focus on action trait.

A 2, 4, 5, 6, and 6, for an easy 12. One more point to Action, capping it, so I add a temporary Trait, Aggressive, and a Debility, broken ribs.

I intercept the spell, and it thuds into my chest, sending me sprawling. She weaves a counterattack, she’s an archmage after all, but she’s not prepared for this.

Grimly, I climb back to my feet, and stagger over to him.

Does he try to cast a spell? A 3, so yes, but it’s hastily cast and it just misses me.

Focusing years of training, I haul back and hit him as hard as I can.

I have Savvy 3, +1 for aggressive. The broken ribs are a disadvantage, so minus one, but I invoke my feelings for Vasia, which adds 1, so I have a pool of 4d.

A 3, 4, 2, and 2. That’s not good; a total of 7.

I swap in my last Foresight, a 6, for the 3, giving me a solid 10. I add a point to Savvy and add the Motif “mages have glass jaws”.

I have the satisfaction of seeing him drop, boneless, to the floor. I turn to check on Vasia, and she’s gone white, and she whispers something, an apology, I think, part of a spell.

I’m out of Foresight, so the scene will end abruptly, and I’ll wake up in dire straits.

I wake up in a dingy cell, accused of her murder. I don’t care how many mages are gunning for me.

I’M GOING TO SORT THIS THING OUT.