

# LIGHT & SHADOW

...are two sides of the same coin, two halves of the same whole. You tell yourself they're outside you, imposed on you, other, but deep down you know the truth...

## LIGHT

when you use your light to help someone else, when you use a Power selflessly, when you communicate with virtue or moral authority

## SHADOW

when you use your shadow to get what you want, when you use a Power selfishly, when you communicate using temptation or shared vices

## HUMANITY

when you communicate on the basis of shared humanity, when you use an aspect of your mortal life, when you attempt to pass as not other

## GRACE

when you try to hurt or seize physically, when you try to avoid being hurt or seized physically yourself

## DISCIPLINE

when you endure pain, physical or emotional trauma, or a sustained effort, when you do something you really would rather not do

Anchor the game in the fiction; look to the fiction first.

## YOU

You have a d4, two d6s, a d8, and a d10; assign one to each of your Aspects. Light and shadow may never be equal, but can be flipped at any time.

You have a usual approach to solving problems like *physical* or *mental*.

## POWERS

You have two powers, like *call a special weapon to hand* or *can read minds*. Using one of these is a Conflict, against Reality itself.

## SKILLS

You have three skills, learned, like *ace pilot* or *ex-boxer*, or innate, like *tough* or *perfect recall*. Assign a d6 to two and a d8 to one.

## WANTS & FEARS

You have something you want, like *to find true love* or *to prove my worth in combat*. Choose an Aspect; when you're pursuing that want, add that die to your pool.

You have something you fear, like *falling in love* or *becoming a monster*. When you allow your fear to control you, add your Shadow die to the pool.

If a want or fear becomes irrelevant, discard it and choose a new one.

## WOUNDS

- [3-] **Minor (1)** a black eye, three broken fingers, embarrassment
- [4-5] **Serious (2)** lost regard, a concussion, a pierced shoulder
- [6] **Awful (4)** a lost eye, a pierced lung, a broken back, a broken heart

a family member, friend, or mentor  
a specialized bit of knowledge or skill

**Complications** (1) Does it malfunction? If not, it's completely broken. (2) Does control slip a little? If not, it goes completely out of control. (3) Does something just physical happen between you? If not, it's emotional too. (4) Does someone reveal something you wish they hadn't? If not, you do. (5) Do you hurt them? If not, they hurt you. (6) Does one of your worst qualities (d4s) hinder you? If not, it causes a disaster.

## PLAYING THE GAME

When **you want something, but success is not a given**, describe your goal and name a logical complication. Roll or choose a second complication.

Don't roll to do things you should be able to do because of who you are. Don't roll if you are unopposed. Don't roll if it is trivial.

## ROLLING THE DICE

Take the die from the most appropriate Aspect. If nothing else seems a better choice, use Humanity. Add two Basic d6s.

Optionally, add a Skill die, your Want die, and/or your Fear die. Add a d6 if you're using your Approach. Add as many Reserve dice as you want to risk.

➤ **Goal** 1-2 is a failure; that way is closed. 3-4 is a partial success or the way remains open. 5-6 is a complete success.

➤ **Complication** On a 4+ the complication is averted or mild, otherwise, it comes to pass or is worse.

Assign at least one die to the goal and each complication. Add the remaining value of unassigned dice to your Peril.

an injury or condition you'll carry forward  
a past experience that has bearing

## HARM & RESERVES

You have 7 Reserve dice, all d6s. Add one or more on any roll where extra effort helps.

When you get hurt, knock the value off your Reserve or take Wounds.

You recover your Reserve (minus any Wounds that still hinder you) by taking a scene to recover.

If you lose all your Reserve to Wounds or take a Wound at zero Reserve, you are unconscious. Wake up with 1 Reserve, in the worst circumstances.

## RESOURCES

Invoke a resource at any time by crossing it off and including it in your narration to add a d6 to your pool. Restore a single resource when you recover your Reserve and when you start a new scene.

## ADVANCEMENT

If your want or fear comes true, replace it with a new one and choose an Advance:

- Increase a die by one size, up to a d10.
- Add two Skills or one Resource die.

## PERIL

When Peril is evenly divisible by 10, consult Discovery. End the scene after you resolve what you find there.

## RESOURCES

someone who means something to you  
sheer dumb luck

## DISCOVERY

o Start off with a *World Move*.

**10** A *Random Event* makes things worse. A new *Person* arrives, with an *Overt Goal*.

**20** *Random Event* and a *Person* or [ someone ] family  $\llcorner$  professional  $\llcorner$  friend  $\llcorner$  employer  $\llcorner$  peer  $\llcorner$  enemy reveals an *Overt Goal*.

**30-60** A *Person* or [ someone ] is [ genre appropriate event ] shot at  $\llcorner$  hit  $\llcorner$  seduced  $\llcorner$  interrogated  $\llcorner$  chased  $\llcorner$  threatened. Discover a *Keyword Secret*.

**70** A new *Approach* is needed to deal with a *Random Event* and a revealed *Want* or *Fear*. Swap out your old *Approach* if you want to.

**80** A *Random Event* leads to a *World Move* or a [ loss ] of a prize  $\llcorner$  illusions  $\llcorner$  part of self  $\llcorner$  social standing  $\llcorner$  mentor  $\llcorner$  lover.

**90** *Random Event* with a [ minor twist ] *someone* was using you  $\llcorner$  was secretly working against you  $\llcorner$  knows the truth about you  $\llcorner$  set you up to take the fall  $\llcorner$  is in it for themselves  $\llcorner$  is a monster.

**100** Use a new *Approach* or your existing one to deal with a *Random Event* and *World Move* as [ major twist ] there's a bigger prize  $\llcorner$  they have a hostage  $\llcorner$  there's an unintended consequence if you succeed  $\llcorner$  it was all designed to get you  $\llcorner$  they wanted you to do it  $\llcorner$  triple cross.

### MOTIFS

When a notable event or theme occurs, add it to a d66 list. If you roll doubles, roll on this list; if an event comes up, narrate a callback or reference to it.

### ORACLE

Phrase a question as if stating a *Goal* or *Complication*. Choose the most appropriate resolution scheme, then roll a d6.

## THE START

	Light	Shadow
1	an alley crime scene, you're unwelcome but needed	the master bedroom; the key is here, under guard
2	a rain-soaked funeral; you're working	a deserted balcony; there's another just out of reach
3	a seedy bar, questioning a reluctant witness	the tile roof; it starts to rain, then thunder
4	in a dark alley, and they draw a weapon	cornered in the basement; they don't look friendly
5	a dinner party, and one of them did it	the solarium; a nighttime swim, a secret agenda
6	the basement is on fire; this victim is alive	a disused storeroom; a prisoner, transformed, trapped

	LEARNED D8	INNATE D8	POWERS	D8	PERSON
1	con artist	very fast	know where and how far the thing I need is		dedicated healer
2	detective	know people	radiate an aura against the unnatural		fiery lover
3	profiler	attractive	speak the language of anyone you converse with		calm mentor
4	doctor	good ears	you're lucky; that luck comes from somewhere		mischievous tempter
5	cat burglar	perceptive	control and command an element		stubborn rival
6	other	other	heal with a touch, feed on pain		skilled warrior

	WANTS D8	FEARS D8	RANDOM EVENT D8	APPROACH D8
1	prove my value to <i>Person</i>	love is beyond me	a bomb drops	emotional
2	atone for <i>Crime</i>	I cannot resist my vice	someone acts out of character	empathetic
3	master <i>Power</i>	evil will be done through me	a hidden enemy is revealed	impulsive
4	amass a <i>Resource</i>	<i>Person</i> will get hurt	a new threat is presented	avoidance
5	protect a <i>Person</i>	<i>Secret</i> will be discovered	something is lost or imperiled	confrontation
6	<i>Overt Goal</i>	<i>Overt Goal</i>	an enemy makes a move	distraction

## GENERAL GOAL (KEYWORDS)

	1	2	3	4	5	6
1	capture	revenge	secret	want	despair	self-interest
2	ice	hatred	jealousy	love	hope	redemption
3	rage	malice	fear	time	history	dominance
4	attack	defense	magic	resist	pain	sacrifice
5	flaw	honor	duty	betrayal	mistake	obsession
6	debt	vice	future	power	desire	machinery

## OVERT GOAL

1	to solve <i>Secret</i>
2	to keep <i>Secret</i> hidden
3	to prevent <i>Secret</i>
4	to secure <i>General Goal</i>
5	to <i>General Goal</i> (a) <i>General Goal</i>
6	to <i>General Goal</i> (a) <i>Secret</i>

## WINGS

1	white feathers
2	moth or insect
3	batwings
4	chiarascuro
5	sparkles
6	other

## SECRET (CRIME)

	1	2	3	4	5	6
1-2	murder	sex	fight	rivalry	journey	slaughter
3-4	torture	blackmail	insanity	exile	sacrifice	kidnap
5-6	retaliation	change	execution	ritual	ambush	theft

## WORLD MOVES

1	deal harm or damage	2	someone's in a bad position	3	promise future pain
4	take something away	5	your abilities used against you	6	reveal a secret