# 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**

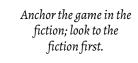
when you communicate on the basis of shared humanity, when you use an aspect of your mortal life, when you attempt to pass as not other

### 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



#### 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.

#### U

PLAYING THE GAME
When you want something, but success is

(d4s) hinder you? If not, it causes a disaster.

**Complications** (1) Does it malfunction? If not, it's completely broken. (2) Does control slip a lit-

tle? 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

**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.

# 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

WOOND

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

someone who means something to you sheer dumb luck

Light& Shadow katamoiran rpgs. Inspired by Otherkin. Art CCo zonked. Jan 31, 2019

#### **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 \* professional \* friend \* employer \* peer \* enemy reveals an *Overt Goal*.
- **30-60** A *Person* or [someone] is [genre appropriate event] shot at κ hit κ seduced κ interrogated κ chased κ 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 ★ illusions ★ part of self ★ social standing ★ mentor ★ lover.
- **90** Random Event with a [minor twist] someone was using you 

  k was secretly working against you 

  k knows the truth about you 

  set you up to take the fall 

  k is in it for themselves 

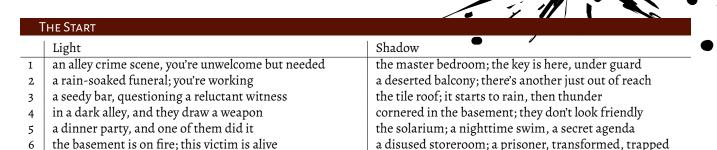
  k is a monster.
- **100** Use a new *Approach* or your existing one to deal with a *Random Event* and *World Move* as [major twist] there's a bigger prize κ they have a hostage κ there's an unintended consequence if you succeed κ it was all designed to get you κ they wanted you to do it κ triple cross.

#### 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.



Learned d8		Innate d8	Powers D8	Person	
1 2 3 4 5 6	con artist detective profiler doctor cat burglar other	very fast know people attractive good ears perceptive other	know where and how far the thing I need is radiate an aura against the unnatural speak the language of anyone you converse with you're lucky; that luck comes from somewhere control and command an element heal with a touch, feed on pain	dedicated fiery calm mischievous stubborn skilled	healer lover mentor tempter rival warrior

\	Wants d8	Fears	D8	Random Event	D8	Approach	D8
1	prove my value to Person	love is beyond me		a bomb drops		emotional	
2	atone for Crime	I cannot resist my	vice	someone acts out of cha	aracter	empathetic	
3	master Power	evil will be done th	rough me	a hidden enemy is revea	aled	impulsive	
4	amass a Resource	Person will get hurt		a new threat is presente		avoidance	
5	protect a Person	Secret will be disco	vered	something is lost or im	periled	confrontation	
6	Overt Goal	Overt Goal		an enemy makes a mov	e	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

- to solve Secretto keep Secret hidden
- 3 to prevent Secret
- 4 to secure General Goal
  - to General Goal (a) General Goal
- to General Goal (a) Secret

#### WINGS

white feathers
moth or insect
batwings
chiarascuoro
sparkles
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**

- deal harm or damage
- someone's in a bad position
- 3 promise future pain u 6 reveal a secret

- take something away
- 5 your abilities used against you 6