

SECRETS & SHADOWS

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

attack • resist • future • agent • secret • revenge • distance • anger • magic • power • desire • choice
phobia • ice • lust • dirt • machinery • water • love • betrayal • honor • duty • mistake • debt
fire • air • death • time • self • history • laugh • obsess • pride • pain • malice • plot

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 • Louche • Polished • Arrogant • Controlled • Protective • Dismissive • Easy-going
Inspired by Lady Blackbird • Simple World
Powered by The Apocryphse

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 • Cauche • Green • Chaste
Commitment Shy • Vow • Perfectionist • Phobia • Powers Out of Control • Angry • Untrusting • Ruthless • Blunt • Lonely • Needy • Proud

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

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 am just going through the motions • feel trapped • 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 define 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 • want to win.
They use Dramatic moves. Take +1 against them if you are their Type.

The Beginning

I agree to help out a friend • go out for drinks • have to go to a fancy event • am doing the usual • am working late • stumble over a crime.
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 • 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.

Make a Dramatic move, as the fiction demands.
Follow the Agenda & Principles. Use Conditions to shape events.
When the hero triggers the **Strive** Move, build a modifier. Then roll to see what happens.
On a hard move, narrate a Dramatic move and the consequences, then ask, "What do you do?".
On a soft move, narrate the setup for a Dramatic move, then ask, "What do you do?".
Add and remove Conditions as the fiction requires.
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 applies.
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 that fits: 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
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
Warrior
Martial Arts, Sword, Guns, Defy, Challenge, Hunt, Survive, Know Prey, Iron Will, Strong, Fast, Tough
Witch
Hex, Bind, Magic, Herbs, Ward, Lure, Sanctify, Transform, Heal, Knowing, Erotic, Sacrifice, Ritual

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

Witch • Faerie • Psychic • Investigator • Monster • Warrior
searcher • schemer • fixer • warrior • hunter • scholar
power • vengeance • safety • sex • redemption • peace