

## Darkness Falls

*The sleepy town of Darkness Falls hides  
violence • mystery • horror • demons • murder • answers*

### Agenda

Challenge yourself; ask difficult questions.  
Fill the hero's life with darkness to throw the light into relief.  
Play to find out what happens.

### Principles

Juxtapose the normal and the horrific, the mundane and the uneasily other.  
Be a fan of the main character, but make him prove he deserves the role.  
Nobody has plot immunity; nothing is safe.  
Build the world and mythos as you go.  
Be honest, even when it hurts; follow the fiction where it leads.

### The Hero

I am looking for answers • in a downward spiral • underestimated • fighting the good fight • already dead • a ticking bomb.

Choose four Traits and 16 Tags split between those Traits.

Choose two Keys that show what I value.

I have the *Secret of Sanity*, in addition to my other two Secrets.

Choose three ingrained Conditions that hamper or otherwise define me. Choose from one of the In-grained Conditions charts or pick something you find interesting.

I start out *terrified • angry • blind • hungry • tempted • wounded*.

### The Beginning

I arrive in town after an accident • a long drive • an anonymous tip • a pleading letter • a strange taxi ride • an odd encounter in the woods.

I'm here looking for a missing person • a lost item • an old friend • a criminal • help • treasure.

Something *Odd* happens, and *Person* is hurt.

I could run, but I'm here for a reason, and *Person* – maybe the whole town – needs my help.

Then an *Odd Dramatic Move* changes the stakes – can I survive it?

Table 3.4: Ingrained Conditions

	1	2	3	4	5	6
1	experienced	angelic	impulsive	decisive	evasive	loyal
2	inventive	educated	reserved	psychic	spirited	clever
3	energetic	courageous	curious	suspicious	lucky	striking
4	methodical	haunted	lusty	devilish	arrogant	perceptive
5	deft	two-fisted	gutsy	insensitive	passionate	sexy
6	level-headed	provocative	strong	hot-headed	tough	confident

Table 3.5: Oddities

	1	2	3	4	5	6
1	no reception	stigmata	things move	shadows	animal attack	mad laughter
2	bad dream	hostile folk	odd taboo	odd scent	handprint	bitter cold
3	smells	lights	sounds	footsteps	deserted	blood
4	whispering	dead body	demagogue	bullies	hallucination	bad vibes
5	spiders	maggots	blood	dead thing	vertigo	roll twice
6	invisible blow	unseasonal weather	vicious illu- sion	unexpected touch	phantom noise	forced feel- ing

Table 3.6: People

	1	2	3	4	5	6
Type	ingenue	kid	authority	owner	hunter	teacher
Role	bully	victim	outcast	abettor	source	info
Kin	child	rival	spouse	cousin	mentor	drifter

Table 3.7: Coping Conditions

	1	2	3	4	5	6
1-2	binge	talkative	ignore	hide	flee	fight
3-4	research	anger	nightmares	check out	berserk	disbelief
5-6	fugue	amnesia	obsess	repeat	cruel	laugh

<b>Traits</b>	<b>Humanity</b>
Athletic (Modern)	Will, [Cause], [Love], Devotion, [Ideal], [Virtue], Stubborn
Run, Climb, Jump, Dodge, Hide, Sneak, Acrobatics, Endure, Reflexes, Swim, Focus, Martial Arts, Competition	
Clever	Psychic
Perceptive, Negotiate, Trickery, Beginner's Luck, Trivia, Fast-Talk, Distract, Seize Opportunity	Sense, Medium, Exorcise, Empathy, Telepathy, Telekinesis, Psychometry, Visions, Pain, Focus
Cursed	Resources
Taint, Alter Perception, Inflict Pain, Occult Lore, Read Mind, Know Sin, Cause Nightmare, Heal, Locate, Sense	Wealth, Company, Employees, Data, Powerful Computer, State of the Art Lab, Occult Bookstore, Inherited Cache, Family, Government, Law Enforcement, Military, Hobby Group, Scientists, Academia
Expert	Social
Well-Read, Folklore, History, Peer, Research, Talk Shop, [Field], [Profession], [Specialty]	Small Talk, Fast Talk, Interrogate, Empathize, Music, Perform, Cold Read, Charm, Persuade, Sense
FBI Agent	Warped
Profiler, Crack Shot, Empathetic, Hard to Read, Hard to Rattle, Human Nature, Streetwise, Negotiate, Straight-laced, By the Book, Crime, Investigate	Mutation, Deformity, Handicap, Tentacle, [Animal] Shape, Repellant, Cause Bad Luck, Strong, Tough, Shield, Blast, Read Minds, Hex, Terrify, Enthral, Poison, Beacon for Aberrations
Framed	Keys
Bitter, Fight Dirty, Hardened, Improvise, Served Cold, Know the Score, Betrayal, Reformed, Iron Stomach, Why?, Fugitive, Old Cellmates, Scarred, Tough, Innocent	The Key of the Answer
Good	Hit this key when you solve a mystery or ferret out a truth someone else would rather stayed hidden. BUYOFF: let a secret stay that way.
Friendly, Kind, Do the Right Thing, Honest, Brave, Trustworthy, Determined, Defy Evil, Spirited	
Investigator	The Key of the Committed
Determined, Curious, Procedure, Perceptive, Deduction, Interrogate, Profile, Handcuffs, Guns	You value something above all else. Hit this key when you protect or care for it. BUYOFF: let it go.

**The Key of Redemption**

You were the stuff of nightmares, but you found your way back into the light. Hit this key when you resist the darkness within when it would be easier to surrender or when your dark past causes you trouble. BUYOFF: relapse and do something terrible.

**The Key of the Skeptic**

Hit this key when you dismiss the supernatural in favor of a rational explanation. BUYOFF: accept something supernatural at face value.

**The Key of the Believer**

Hit this key when you accept a supernatural explanation without seriously considering a rational one. BUYOFF: dismiss a supernatural event out of hand.

**The Key of Vice**

Choose one of the seven vices or invent your own. Hit this Key when you indulge in your vice. BUYOFF: swear off the vice.

**Secrets****The Secret of the Callous Angel**

It feels like someone's watching out for you – but they don't seem to care about anyone else. When you would take Harm, roll a d6; on a 5+ you don't take the Harm, but someone or something nearby does.

**The Secret of the Cursed**

Your powers are the product of a curse, hellish prophecy, demonic pact, or similar malevolent force. Choose the things that it wants. When you satisfy that force, apply your modifier twice, ignoring any caps, to a subsequent roll of your choice where those powers would help. After that roll, gain a Condition like *possessed*, *perverse craving*, or *temporarily evil*.

**The Secret of Occult Immunity**

You are less susceptible to the powers of supernatural creatures and recover more quickly when you are affected. When such powers affect you directly, re-roll the lowest die.

**The Secret of Sanity**

You have a wide variety of coping mechanisms. When you face mind-bending horror, you may take a Condition from the Coping Conditions chart to move your roll result up one step.

**The Secret of Toughness**

You're tougher than you look. Pick how. Each scene, swap one Condition of that type (or move one step up the Harm track, if you picked "physically") for one like *focused*, *angry*, or *tired*.

**The Secret of the Warped**

Somewhere along the line, you meddled with something that shouldn't be meddled with, and it meddled with you back. Gain the Warped Trait, and three Tags for it.