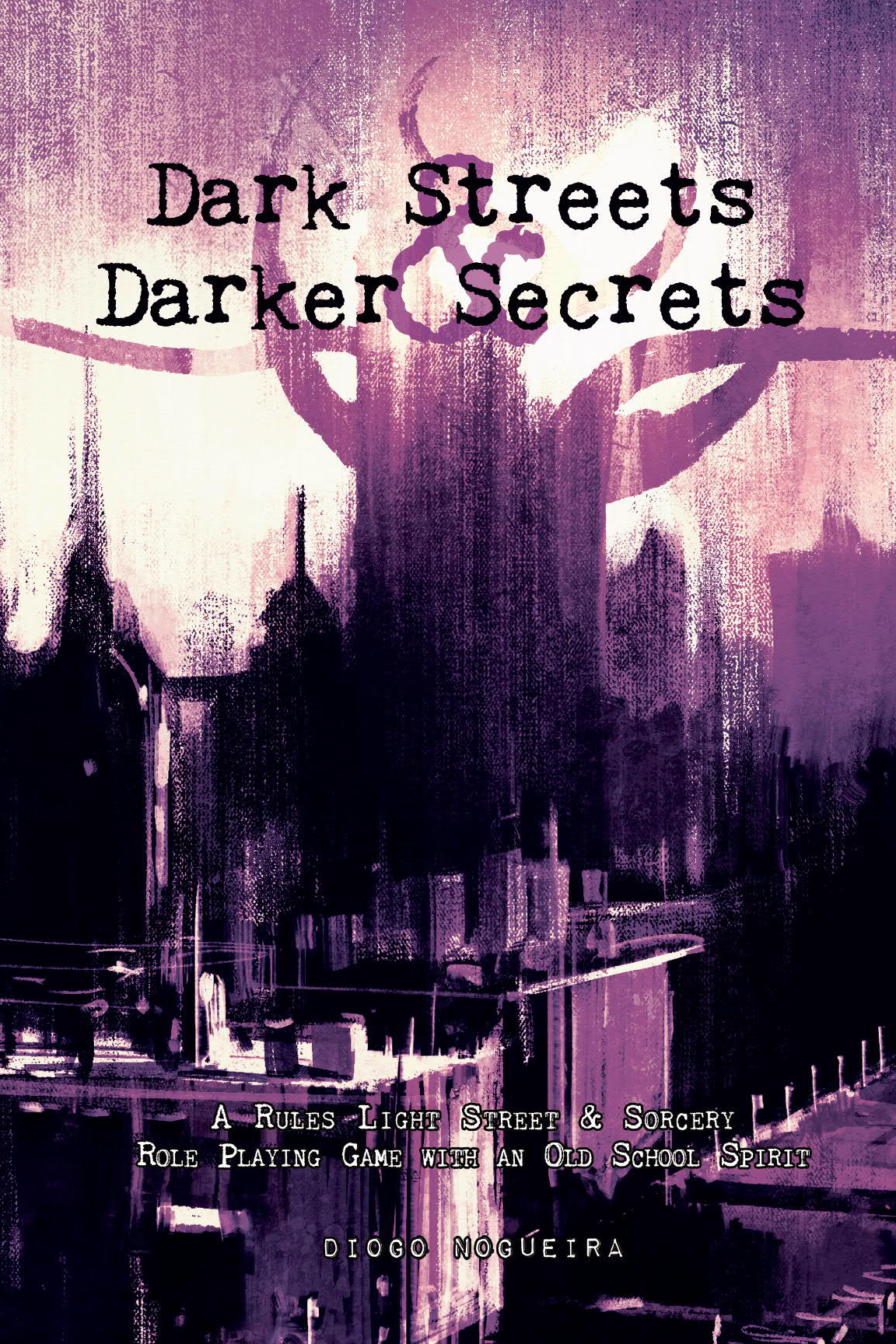

Dark Streets & Darker Secrets
A Rules Light Street & Sorcery Role Playing Game with an Old School Spirit
DIOGO NOGUEIRA


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Dark Streets & Darker Secrets



A RULES LIGHT STREET & SORCERY

ADVENTURE GAME WITH AN OLD SCHOOL SPIRIT

Written by

DIOGO NOGUEIRA

WRITTEN BY

Diogo Nogueira

EDITED BY

Sandor Gabei

COVER ART BY

Tithi Luadthong

INTERIOR ARTWORK BY

Diogo Nogueira, Paulo Cesar, Je Shields, Bradley K. McDevitt, Luigi Castellani, David Lewis Johnson, Earl Geier, The Forge Studios (Pawel Dobosz), Scott Harshbarger, Nikola Avramovic, Alex Mayo, Louis Porter Jr., Jeremy Mohler, Claudio Casini, Joyce Maureira, Jeff Preston, Miguel Santos, Art of War Games, Dean Spencer

LAYOUT BY

Diogo Nogueira

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This book is dedicated to all those who have found themselves in dark times and have risen to fight back the shadow and bring forth the light. May you shine ever brighter, bring hope to those that have lost it.

Preface

I usually never take part in these Game Design competitions. I don't want to make games based on someone else's themes and terms. I have a big list of games, settings, and other materials I want to write, and I just stick to them, on my terms.

But NaGaDeMon (National Game Design Month) seemed a little bit more attractive. I just had a time limitation and I could do anything I wanted. Since I had a bunch of gaming ideas begging to be put on paper, I bit the bait and here I am.

My first published game, Sharp Swords & Sinister Spells, was written in less than a month, so I am here to try this feat again, now with a little more experience and a modern take on pulpy modern horror adventures.

Beware, because in these dark streets, darker secrets are hidden.

Diogo Nogueira - February, 2019





1: Introduction

The streets of the city were always dangerous, as far as Sarah could remember. But now, after discovering the sinister truth behind reality, even her own shadow could give her the creeps.

Dark Streets & Darker Secrets is a Street & Sorcery Rules Light Role-Playing Game with an Old School spirit, just like its predecessors: **Sharp Swords & Sinister Spells** and **Solar Blades & Cosmic Spells**.

It's a game about modern adventures in the world we live today, only with a layer of supernatural weirdness and horror. Characters are people who have found out about the mysteries and horrors that exist in the world and have decided to do something about it, be it battle it, join it, or simply explore its possibilities in any way they see fit. They will battle evil cultists, corrupted ghosts, bloodsucking vampires, and frenzied werewolves, or maybe they will be the horrors of others.

This edition of the game assumes the reader knows the principles of what role-playing games are and how they are played. In the future, an expanded edition of **Dark Streets & Darker Secrets** might be published, but this one is a complete game, containing everything you need to play sword and sorcery adventures in the streets of a corrupted city of a fantastical and horrific version of our own world.

What is in this book?

Dark Streets & Darker Secrets is presented in a direct and conversational manner in 8 chapters and a few appendices containing not only all the rules you need to play, but also a series of tools to facilitate gameplay and help the Referee in creating content for their adventures.

Chapter 1: Introduction is the one you are reading right now. It briefly explains what this book is and what it contains.

Chapter 2: Character Creation contains all the essential information and rules necessary to create modern-day adventurers in a dark world of horrors.

Chapter 3: Gear presents information and a few rules regarding the use and possession of equipment, weapons, armor, including details on Encumbrance and Money.

Chapter 4: Rules of the City brings the core rules of the game, such as how to resolve actions, use Luck, activate Complications and other details.

Chapter 5: Combat further details the rules to resolve violent conflicts, death, healing, as well as other things that might harm player characters.

Chapter 6: Sorcery and Psychic Powers has everything it's needed to know about the use of supernatural powers such as Sorcery and Psychic Powers. It also contains information regarding Arcane Artifacts.

Chapter 7: Running the Game presents information, advices, and tools to help the Referee in the arduous but gratifying duty of running the game, including a full Adventure Generator.

Chapter 8: Monsters in the Shadows contains details regarding NPCs and monsters, as well as a generator of terrifying creatures.

Appendix I: Inspirational Materials has a list of recommended fictional material to inspire your games of **Dark Streets & Darker Secrets**, as well as a list of games that inspired this work.

Appendix O: Optional Rules presents some optional rules to customize your experience, making the game more tailored to particular tastes.

Finally, in Appendix S: Simple Scenario Structure the book brings guidelines to ease the job of the Referee, making game preparations quicker and more flexible, ideal for urban games.




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2: Character Creation

A few months ago, they were all ordinary people, with ordinary problems. Now, after the events of the last full moon, their lives were forever changed, and they are forced to face the hordes of the Abyss.

To embark on a life of daring adventures in the world of **Dark Streets & Darker Secrets**, the players need to create their alter egos in this world of darkness and weird terrors. These individuals have discovered the truth about our world, and know that behind the shadows even darker monsters hide.

To do so, they need only to follow these simple steps.

1. Roll for Attributes

There are four Attributes in this game: Physique, Agility, Intellect, and Willpower. They determine the character's potential in their areas and are used in the core rules to resolve actions.

Physique represents strength and constitution. Agility measures coordination and reflexes. Intellect is a representation of the character's awareness and memory. Lastly, Willpower determines the character's force of will and determination.



To generate each score, roll 2d6+3, which will result in numbers ranging from 5 to 15. The maximum score of a human being is 18, and this method ensures no character will begin the game with a value that makes them too weak nor too powerful. Players will have a chance to increase these scores as they play (see Character Advancement in Chapter 4: Rules of the City).

2. Create a Character Concept

Player Characters are more than numbers on a piece of paper. They have personalities, careers, goals, flaws, and talents that are hard to codify in digits. Thus, every character has a Concept.

A Concept is a small sentence that summarizes who the character is. It maybe as simple as "Private Investigator", "College Professor", or "Street Punk" or more complex and detailed like "Foolhardy Policeman", "Naive Student of Dark Arts", or "Superficial Monster Hunter".

This will establish details about these individuals, and it will be used to determine what their skills are, what they know, and in what situations they would have the upper hand or in which they would be hindered. More details about this in Using the Character's Concept in Chapter 4: Rules of the City.

3. Choose an Archetype

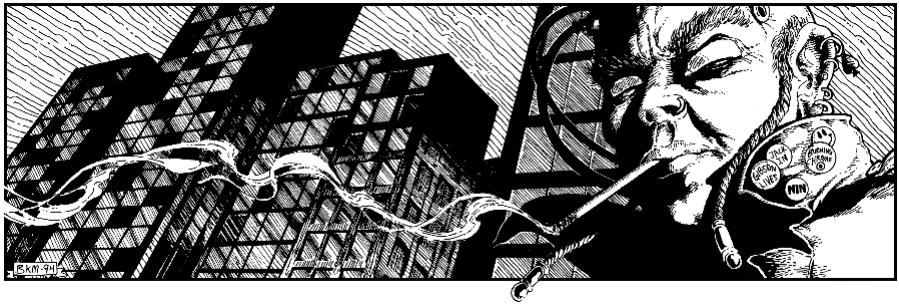
Archetypes represent broad categories of characters, separating them in fields of expertise and different approaches in the game.

In **Dark Streets & Darker Secrets** there are four main Archetypes: The Tough, The Nimble, The Smart, and The Gifted. Each of these denotes a specific style of character and grants Special Abilities that fit those roles better.

Combining these Archetypes with the characters' Concepts, players have a wide range of possibilities without the need for complex systems and rules.

Each Archetype entry presents the following details:

- **Prime Attributes:** This indicates which Attributes are the most important for these characters and which they more easily increase when leveling up.
- **Recovery Roll:** The roll a player makes when resting and recovering breath.
- **Special Abilities:** This entry presents the rules for the iconic abilities and powers of the Archetype.



The Tough



You are the strongest and most resilient person you know. Well, at least that's what you want everyone to believe. You take pride in your physical prowess and usually prefer melee combat over ranged weapons. You may say it is because of some honor code, but the truth is you're just much better with your fists or a baseball bat than with a rifle.

The Tough is a character focused on physical strength and constitution. They are excellent combatants and soldiers, being able to sustain punishment strong enough to bring down many others. They excel in close combat, physical effort, and rapid recovery, making them ideal warriors and defenders of any adventuring party.

Prime Attributes: Physique and Agility

Recovery Roll: 1d6+2

Special Abilities

- *Too Tough to Die:* Once per adventure, upon reaching 0 Vitality, The Tough immediately regains 1d6+Level Vitality points. This represents the character's strong resilience and unfaltering determination. This Archetype also gets an extra Vitality point per Level (effectively giving them 2 additional points per Level)
- *Feel the Pain:* No one strikes as hard as The Tough. All melee damage inflicted by the character is increased by 1 (so if the weapon's normal damage is 1d6, The Tough would cause 1d6+1 points of damage when using that weapon).
- *I Can Take 'Em All:* The Tough knows how to take advantage of their superior combat prowess. The character can automatically inflict 1d6 points of damage to any Opponent in close range for each Level they have above the highest HD Opponent in close distance of them.
- *That's My Favorite:* The Tough chooses one particular type of melee weapon as their favorite. When using weapons of that type, the character rolls a Positive Die when attacking.

The Nimble

You're the fastest and most agile person you know, and anyone who sees you in action believes that, too. If someone needs a skillful infiltrator, they call you. If they need a sharpshooting sniper, that's you, too. In reality, any job for a fast, flexible, precise, and nimble person is perfect for you, and you know that. So you charge accordingly.

The Nimble is a character focused on quick reflexes, precision, and nimbleness. They favor tasks where their trained reflexes can shine, be it entering a secure location stealthily, stealing a valuable relic from the hideout of a death cult, or rescuing prisoners from the dungeons of the Vampire Prince. In combat, they prefer using ranged weapons and are hard targets to hit.



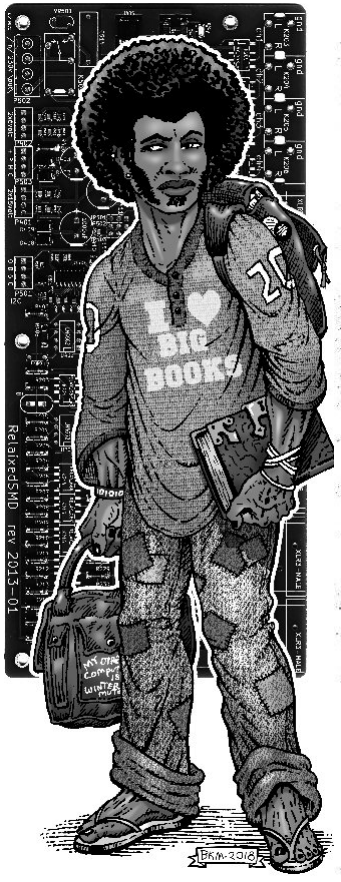
Prime Attributes: Agility and Intellect

Recovery Roll: 1d6+1

Special Abilities

- *You Can't Hit Me:* The Nimble's main ability in combat is avoiding getting hit. The character can impose a number of Negative Dice on attacks against them per combat equal to their Level.
- *That's an Easy Target:* Precision is a trademark of this Archetype. Instead of needing a full combat round to aim a shot, The Nimble can forego their Movement in a round to get the same benefit as someone aiming for a full round (see Aiming in Chapter 5: Combat).
- *Luck is on My Side:* For some reason, luck always favors The Nimble. Well, almost always. Characters from this Archetype can reroll a number of Luck Rolls per adventure equal to their Level.
- *I Know How to Do This:* Having a very flexible career (and sometimes even more flexible morals), The Nimble learns many trades and skills. Because of this, they learn an additional "profession" each odd Level, beginning at first. These professions can be used just like Concepts, granting and imposing Positive or Negative Dice.

The Smart



If someone needs to find out the truth about something or wants to discover what is known about a particular subject or even supernatural creature, it's you they turn to. You spent years hunched over books, inside laboratories, and collecting tomes of a multitude of subjects; now this will be your weapon in the dark war to come.

The Smart is a character focused on the use of knowledge and information. They make great assets to any group since, in a world shrouded by secrets and sinister mysteries, information is literally power. Sometimes, the only thing that will save them from the forces of darkness is the knowledge these individuals possess.

Prime Attributes: Intellect and Agility

Recovery Roll: 1d6

Special Abilities

- *A Repository of Knowledge:* The Smart has access to a great database of information and facts, be it a gigantic library, a network of deep web websites, or a great number of scholarly contacts. In game terms, they may make Luck Roll and, if lucky, ask a number of "yes or no" questions to the Referee equal to the number rolled on the dice. This can be used a number of times per session equal to the character's Level.
- *Ritualistic Magic:* Although unable to fully learn the intrinsically complicated arcane arts, The Smart can cast spells in a ritualized fashion. They can cast spells to which they have the complete formula writing in some fashion (in a book, scroll, or somewhere else), spending Vitality points equal to the Power Level of the spell, spending a number of turns equal to the same number, and making a Willpower test with Difficulty determined the same way.
- *A Link with the Shadows:* The supernatural is hard to understand, but The Smart have a better chance to understand it. When trying to understand how a supernatural event occurred, the character halves the Difficulty value of any Attribute Test.
- *I've Read About This:* The Smart also specializes in various fields of knowledge, from engineering to xenology, and many other subjects in between. Starting at first Level, and again at each odd Level after that, they choose a field of study. These fields grant a Positive Die when making Attribute Tests relating to them.

The Gifted

Not everything in this world respects the laws of reality. You've discovered this truth and now reality bends to your will. Branding sorcerous or mental powers, you are capable of astonishing feats that not even technology or science can accomplish. But that also comes with a price. These powers are not meant to be used by mortals, so they corrupt and destroy everything they touch.

The Gifted is a character that focuses on special powers that can do almost anything. But these powers are not simple to use, being very taxing to the user and, sometimes, to others around them. Although poorly trained for combat, their powers can make a difference in most battles, especially when combating the sorcery of the Forces of the Abyss and other supernatural threats.

Prime Attributes: Intellect and Willpower

Recovery Roll: 1d6

Special Abilities

- *I Sense a Disturbance:* The Gifted can sense supernatural activities and effects in their vicinity. Making an Intellect test with a Difficulty equal to the HD of the creature or the Power Level (PL) of the effect, the character can detect supernatural effects up to medium range.



- *I Make My Own Reality:* Through their innate connection to the supernatural, The Gifted is able to manifest astonishing powers. They begin gameplay with 3 known powers and can learn a new one each Level thereafter. To use these powers, The Gifted makes a Willpower test with Difficulty equal to its PL. More details on the use of powers can be found in Chapter 6: Sorcery and Psionics.

- *There is Power in Blood:* Using these supernatural powers is really taxing for The Gifted's body and mind. To improve their chances to use their powers, the character may sacrifice points of Physique or Agility to add the same amount to their

Willpower for a single Attribute Test. After the check, these points are lost and need to be recovered normally (see Chapter 5: Combat for more details on Recovery and Healing).

- *Supernatural Heritage:* Mortals usually do not have the capacity to channel these supernatural powers The Gifted possesses. Thus, every character of this Archetype has a supernatural ancestry that allows them to dabble in these strange powers while also granting them other minor talents. To determine one's ancestry, roll on the table below. These talents can be used a number of times per adventure equal to the character's Level.

d10	Supernatural Heritage
1	*Vampire:* Can recover the maximum amount of their Recovery Roll if they consume 1 HD of human blood while resting.
2	*Lycanthrope:* Can communicate with a type of animal if they concentrate to do so.
3	*Shadow:* Can become invisible in shadowy areas with a Willpower test.
4	*Alien:* Can communicate telepathically with a single individual for 1 turn.
5	*Witch:* They have a small animal such as a bat, cat or mouse as a familiar, who can communicate telepathically with the character for a whole Scene.
6	*Daemon:* They have an aura of fear, forcing anyone with a HD equal to or below their Level to make a Willpower test or flee for a turn.
7	*Celestial:* They possess an aura of tranquility, which makes anyone with a HD equal to or below their Level to make a Willpower test or cease all hostilities for a turn.
8	*Aberration:* Can cause temporary madness in an individual they look at, forcing the victim to make an Intellect test or suffer a Negative Die for all actions for 1d6+Level rounds.
9	*Atlantean:* They have supernatural longevity and health, only aging half as much as other humans and receiving a Positive Die on Physique tests to resist diseases and poisons.
10	*Serpent-man:* Can assume another appearance for an hour. To assume a specific person's appearance, the character needs to make an Intellect test with a Difficulty determined by the Referee.



4. Create a Complication

The next step is creating an interesting Complication for the character. Everyone has one, something that makes their life more difficult and exciting.

Some characters have huge debts to crime bosses. Others owe loyalty to organizations that can put them against their current goals. Some can be addicted to rare drugs or even pure adrenaline. There are many different Complications, and players are encouraged to come up with their own.

This not only helps players establish their characters within the fiction of the game, but also gives the Referee a tool they can use to make the game more personal.

If need be, players can use the following table to generate their Complications or to inspire them to create others. All they need to do is roll a d66 and consult the results below.

d66	Complication	d66	Complication
11	Owes something to a corrupt politician.	41	Enemies with an obsessed rival.
12	Owes something to a wealthy businessman (or businesswoman).	42	Enemies with a crime boss.
13	Owes something to a sinister sorcerer.	43	Enemies with a former lover.
14	Owes something to a crime boss.	44	Enemies with an influential politician.
15	Owes something to a corrupt cop.	45	Enemies with a former master.
16	Owes something to a supernatural entity.	46	Enemies with a supernatural entity.
21	Addicted to drugs.	51	Hides a secret of treason.
22	Addicted to sorcery.	52	Hides that they've made a sinister pact.
23	Addicted to pleasure.	53	Hides a crime in their past.
24	Addicted to adrenaline.	54	Hides a secret obsession.
25	Addicted to gambling.	55	Hides a secret identity.
26	Addicted to stealing.	56	Hides a forbidden knowledge.
31	Hunted by terrorists.	61	Has duties with their family.
32	Hunted by evil cultists.	62	Has duties with the military.
33	Hunted by a criminal organization.	63	Has duties with a criminal organization.
34	Hunted by the police.	64	Has duties with a religious order.
35	Hunted by an evil sorcerer.	65	Has duties with a former master.
36	Hunted by a supernatural entity.	66	Has duties with a secret society.

5. Determining Equipment

Afterwards, players decide what gear their characters carry around with them. Players can choose all the mundane equipment they want, making sure they follow the Encumbrance rules in the next chapter.

Every character also starts the game with one weird item determined randomly in the Weird Items table in Chapter 3: Gear.

Players should remember to choose at least one weapon, maybe some armor, and survival equipment (such as backpacks, manacles, binoculars, cell phone, flashlights, and similar items).

6. Final Details

The last step in creating a character is to fill in certain statistics on the character sheet as described below.

Vitality

This statistic is derived from the character's Physique score. It determines the amount of physical punishment they can sustain, and when it reaches zero, the character runs the risk of dying. Each character's total Vitality is equal to their Physique plus 1 point per Level. The Tough, however, gets an extra Vitality point per Level (effectively giving them 2 additional points per Level).





SANITY

This represents the mental stability and the grasp of reality the character possesses. When witnessing horrible scenes and events, characters may suffer traumas and lose their Sanity points. All characters begin with a Sanity score equal to their Intellect. This statistic does not usually increase, but it can be recovered under special circumstances (see Sanity and Madness in Chapter 4: Rules of the City).

LUCK

The universe conspires in favor of some individuals, or at least that's what those lucky bastards say! Be it just plain luck, the favor of powerful supernatural entities, or a strong connection to the supernatural forces that are spreading throughout the world, the Luck stat can make a big difference in the character's destiny. All characters begin the game with a Luck score of 3 (for more information regarding Luck, see Chapter 4: Rules of the Game).

MONEY

Nothing is free in a world ruled by greedy politicians and corrupt companies. Weapons, armor, fuel, and even food can cost almost everything a person has, depending on the circumstances and temperament of the merchant they are dealing with. Because of this volatile nature of commerce throughout the world of **Dark Streets & Darker Secrets** (and the design intent of focusing on adventuring

gameplay instead of bookkeeping), Money is an abstract score that represents the available resources a character can make use of. The default starting score for Money is 2, meaning characters are usually down on their luck and in need of resources to get by (for more information regarding Money and its use in the game, see Chapter 3: Gear).



Name

What's the name of the adventurers of the story being created? The world of **Dark Streets & Darker Secrets** is just as vast and diverse as our own, allowing players great freedom to create the names of their characters. However, some caution must be taken. Although names have no mechanical impact on gameplay, players should avoid choosing silly and funny names for their characters, as this may break down the suspension of disbelief of others in the game. It's just common courtesy to choose names appropriate to the spirit of the game.

Other Details

Many other details regarding a character can be defined by a player. Where are they from? How old are they? What do they look like? What is their personality? All of this can be important to play and should be thought about by the players, but they can be made up as the game is played as well. Although these details have no mechanical impact, they help define the character's place in the universe and may give the other players enough information to help them immerse themselves in the game world.


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3: Gear

Natasha had picked up everything she could remember. A pistol, a wooden stake, alcohol, a lighter, garlic, silver bullets, and even a crucifix. But that didn't help her feel any safer.

The world of **Dark Streets & Darker Secrets** is very similar to our own. A character can have almost anything we have in our own lives. Cellphones, car, a modest house (probably a rental), a computer, a weapon, or anything similar and in accordance with their Concept.

Mundane Gear

Initially, a character can begin the game with as much mundane gear they want, as long as it makes sense according to their Concept.

Acquiring More Mundane Gear

After gameplay has started, acquisition of mundane items (other than most day to day supplies) should require a Money Roll. The Referee can apply a modifier of up to +5 to reflect the scarcity or difficulty to find and purchase such items. See the Money section below for details.



Durability and Ammunition

Mundane gear usually has a Durability score of 3. This is applied to armor, weapons, ammunition for weapons, and other items. The Referee, however, can decide some specific item has a lower Durability score or even is a single-use item, like a grenade. For more information on Durability Rolls, see Chapter 4: Rules of the City.

MELEE WEAPONS

Swords, axes, spears, and many other melee weapons are still in use in the world of **Dark Streets & Darker Secrets**, especially since some supernatural entities are only vulnerable to specific metals and sacred relic weapons. And, of course, kicking and punching is always an option.

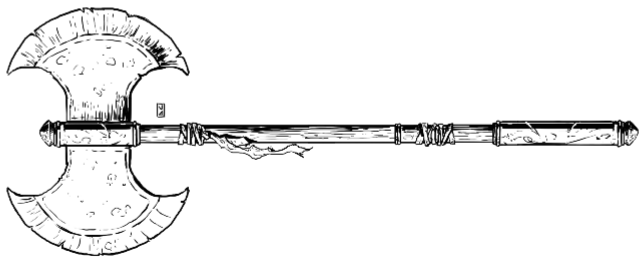
Instead of defining statistics for every single weapon imaginable, this game groups weapons in large categories for ease of play. First we have the basic Unarmed category, which means a character is using their own body as a weapon (punching, kicking). This does 1d3 points of damage and has no other effect. Then we have the Small category, comprising weapons with a length up to the size of a forearm (brass knuckles, knives, short swords, hand axes). They inflict 1d6-1 points of damage, but they give a Positive Die when someone tries to hide them. Next we have the Medium category, composed of weapons up to the size of a person's full arm (axes, long swords, maces, warhammers, short spears). These weapons cause 1d6 points of damage but offer no other benefit. Finally, there is the Large category, which includes weapons larger than a person's arm (claymores, battle axes, halberds, spears, mauls). They do 1d6+1 points of damage when used, but provide a Negative Die when someone tries to hide them, and need two hands to be wielded. The table below summarizes this information.

Weapon Category	Damage*	Notes
Unarmed	1d3	-
Small	1d6-1	Provides Positive Die to hide weapon.
Medium	1d6	-
Large	1d6+1	Imposes Negative Die when hiding weapon. Must be used with both hands.

* A successful attack always does at least 1 point of damage.

SPECIAL MATERIALS

Some weapons may be crafted with special materials in order to be wielded against supernatural beings. A character might want a silver katana to fight against werewolves. Another might want to forge an axe with the metallic meteorite that has fallen in the desolate desert. These weapons, however, should be harder to acquire, requiring even a sidequest adventure to do so. Their effects on supernatural entities vary according to the fiction and the judgment of the Referee.







Ranged Weapons

Ranged weapons are probably the most common weapons in use in the world of **Dark Streets & Darker Secrets**. Law enforcement officers, the military, criminals, and even common citizens sometimes carry a pistol on their waist. After all, this is a dangerous world. As with melee weapons, we separate ranged weapons into categories. The Small category is comprised of easy to carry ranged weapons that can be fired with just one hand (revolvers, pistols, hand crossbows) and usually can't fire on targets that are too far away. They inflict 1d6-1 points of damage, fire normally up to medium range, and provide a Positive Die to be hidden. The Medium category includes weapons that can be used with one hand but work better when used with both hands (heavy pistols, semi-automatic weapons, bows, crossbows) and have a fairly good range. They do 1d6 points of damage, fire normally up to long range, but impose a Negative Die if fired with just one hand. Next, the Large category is composed of ranged weapons that need both hands to operate (rifles, shotguns, machine guns, longbows) and usually have a very good range. They cause 1d6+1 points of damage, fire normally up to distant range, but impose a Negative Die to be fired into short range and to be hidden. They also can only be used with both hands. The table below summarizes this information.

Weapon Category	Damage*	Notes
Small	1d6-1	Provides Positive Die to hide weapon.
Medium	1d6	Imposes a Negative Die if used with just one hand.
Large	1d6+1	Imposes a Negative Die when hiding weapon and when firing into short range. Must be used with both hands.

* A successful attack always does at least 1 point of damage.

Special Ammunition

The stats above assume the use of standard ammunition. However, some ingenious combatants may want to use special ammunition such as explosive bullets or electrified projectiles. The use of such special ammunition adds 1 point of damage to the attack. However, they are hard to find, cost a lot more than normal bullets, and have a Durability score of 2.

Different Weapons

The rules above make the use of most weapons quite easy and flexible in the game. However, some specific weapons might not be properly portrayed by them. A shotgun, for example, could do 1d6+1 points of damage but would have an ideal short range. A flame thrower would hit everyone in a 90 degree arc up to short range for 1d6 points of damage per round, but couldn't be fired into longer distances. Referees and players are encouraged to come up with different variations and special weapons.

Armor

With so many dangers in the world, everyone needs some kind of protection. This is where armors come in. They protect the wearer from damage, but they can also slow them down if they are too bulky. That's why most people only wear the lightest of them. As with weapons, this game recognizes 3 general categories of armor. First there is the Light category, composed of heavy clothing and leather garments and coats. These reduce all physical damage by 1 point. Then there is the Medium category, comprising more tactical armors, especially those worn by law enforcers, mercenaries, and mobile forces. They reduce physical damage by 2 points but limit the effective Agility score to a maximum of 13, due to their hard parts and bulkiness. The Heavy category includes military grade armor that covers almost the entire body and is quite bulky to use. It reduces physical damage taken by 3 points; however, it limits the wearer's Agility to 13 and imposes a Negative Die on all actions regarding movement or reflexes. The table below summarizes this information.

Armor Category	DR*	Notes
Light	1	-
Medium	2	Limits effective Agility to 13.
Heavy	3	Limits effective Agility to 13, and imposes a Negative Die on actions involving movement and reflexes.

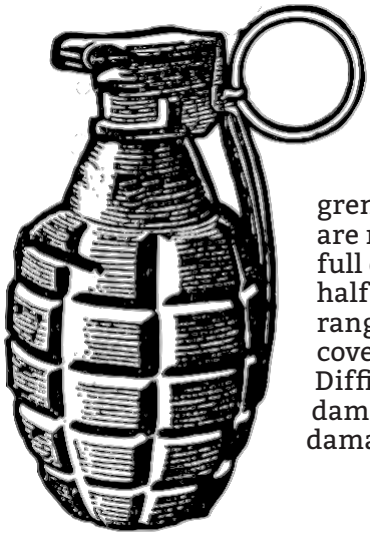
* This Damage Reduction applies only to physical damage.

SHIELDS

It's very rare to find someone using shields nowadays, especially since they are ineffective against firearms and most of the supernatural powers of the monsters that hide in the shadows of this world. However, since sometimes you may use some help to defend yourself against the sharp claws of a monster and the flaming blades of daemons, a shield might still be useful. In game terms, shield bearers can opt to make a Physique test against physical attacks made against them. This test is influenced by all normal rules, including the Powerful Opponent rule. If they succeed, the attack is negated. The number of times a character can do that depends on the shield size category. Small shields can attempt to block 1 attack per round, and allow the character to use an item in their shield hand if they forgo their block attempt. Medium shields allow 2 block attempts per round, but the user cannot equip other items in their shield hand. Finally, Large shields allow 3 block attempts per round, but they impose a Negative Die to actions related to movement and attacks, unless the bearer stands still. Shields usually cannot block firearms attacks.

Shield Category	Blocks / Round*	Notes
Small	1	Allow the use of shield hand when not blocking attacks.
Medium	2	Wielder can't hold other items in shield hand.
Large	3	Imposes a Negative Die to actions related to movement and attacks, unless the bearer stands still.

* This Damage Reduction applies only to physical damage.



EXPLOSIVES

Sometimes a sword or a shotgun won't be enough, and you need to bring the big guns! Explosives and grenades can inflict a lot of damage but are not so safe to use. These weapons do full damage to everyone in close range and half as much to creatures within short range. Those who have a place to dive for cover may make an Agility test with a Difficulty equal to the total number of damage dice the item inflicts to halve the damage taken.

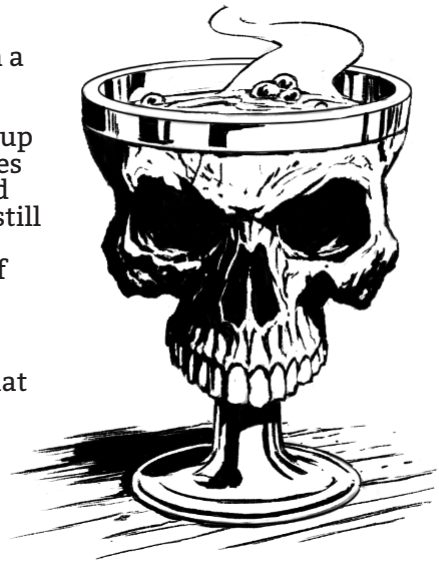
Explosive	Damage	Special
Grenade	4d6	-
Incendiary Grenade	2d6	Targets suffer additional 1d6 points of damage per round unless they pass a Difficulty 2 Agility test.
Sonic Grenade	2d6	Targets need to make a Difficulty 2 Agility test to avoid becoming deaf for 1d6 turns.
Flash Grenade	-	Targets need to make a Difficulty 2 Agility test to cover eyes and avoid being blinded for 1d6 turns.
Glue Grenade	-	Every target within short range needs to make a Difficulty 2 Agility test or be stuck in place for 1d6 turns. A Difficulty 2 Physique test can be made to escape.
Smoke Bomb	-	A smoke cloud covers everything up to short range. Any action relying on vision receives a Negative Die, and unprotected victims inside the cloud need to make a Difficulty 2 Physique test every round to avoid inhaling the smoke and losing their action coughing (they can still move, though). The smoke cloud lasts for 1d6 turns.
Dynamite	8d6	Imposes a Negative Die to be thrown. User can set a timer with an Intellect test.
Black Powder	2d6 per unit	Each unit occupies an Encumbrance slot. User can stack units to increase damage.
Plastic Bomb	3d6 per unit	Each unit occupies an Encumbrance slot. User can stack units to increase damage. This can be easily affixed to most surfaces.

GEAR

What else could an individual hunting monsters, aliens, or even the undead could want to carry? The possibilities are endless, and so would be the list of equipment here. So we are leaving it open. We all live in the world of today, right? If a character wants to carry a flashlight, a rope, a bottle of vodka, a pack of cigarettes and a lighter, they can. Why not? Anything that exists in our world exists in D**ark Streets & Darker Secrets**. If it is hard to get our hands on an RPG (rocket-propelled grenade), it will also be hard to do so for the characters. The Referee is encouraged to turn these situations into adventure opportunities, and they can request difficult Money Rolls to buy these unorthodox items.

WEIRD ITEMS

Each character begins the game with a weird item that seems ordinary but hides some extraordinary property. What this strange power might be is up to the player and the Referee. Referees should allow and reward creative and fun ideas, but their usability should still be limited. In order to work, a player must make a Luck Roll to make use of the strange property of these Weird Items.



Below is a random table of items. What they actually do we will only find out during the game. A rusty dagger might vibrate when ghosts are nearby. A broken watch might freeze time for 1d6 rounds. A broken mirror might allow the user to see in the Shadow World.

d100	Weird Item	d100	Weird Item
1	Melted amulet	26	Dented cuirass
2	Ancient arrowhead	27	Split golden cup
3	Beaten backpack	28	Rusty bronze dagger
4	Discolored bag	29	Illustrated deck of cards
5	Small metallic ball	30	Set of polyhedral dice
6	Smelly bandana	31	Polished dirk
7	Blood-stained bedroll	32	Faceless porcelain doll
8	Dented beer mug	33	Miniature iron door
9	Petrified bone	34	Blank old sketchbook
10	Handbound book	35	Stained drums
11	Dirt-covered boots	36	Exotic earrings
12	Decorated ivory box	37	Large petrified egg
13	Leather bracelet	38	Colorful feather
14	Ash-covered brazier	39	Wooden flute
15	Small silver cage	40	Opaque gem
16	Deep scarlet candle	41	Silky gloves
17	Blood-colored chalk	42	Rusty grappling hook
18	Rusted chisel	43	Large stone hammer
19	Ragged grey cloak	44	Out of tune harp
20	Coal statue	45	Blood-stained harpoon
21	Scratched coin	46	Fancy hat
22	Dusty wood comb	47	Bone hatchet
23	Miniature crib	48	Rusty hook
24	Spartan iron crown	49	Crystal hourglass
25	Rune-inscribed cube	50	Shrunken human head

51	Foul-smelling incense	76	Vial of poison
52	Vial of ink	77	Sweat-stained pouch
53	Painted jar	78	Preserved organ
54	Ancient jewel	79	Small stone pyramid
55	Large bronze key	80	Shattered quartz
56	Bright-colored kite	81	Flea-ridden quilt
57	Bone knife	82	Torned ribbon
58	Broken ladder	83	Worn off iron ring
59	Old oil lamp	84	Perfumed robe
60	Malfunctioning flashlight	85	Sea-smelling rope
61	Sturdy lock	86	Broken saber
62	Old iron manacles	87	Leather satchel
63	Painted mask	88	Forbidden scabbard
64	Broken mirror	89	Silver scythe
65	Oil tainted mitten	90	Great seashell
66	Beaten musical instrument	91	Ancient bronze shield
67	Snapped necklace	92	Polished leather shoes
68	Sharp needle	93	Rusty shovel
69	Silver net	94	Perfumed soap
70	Iridescent oil	95	Colored glass sphere
71	Discolored painting	96	Golden spoon
72	Ragged pair of jeans	97	Stone sundial
73	Uncomfortable old pillow	98	Wooden totem
74	Metal pin	99	Unknown machinery
75	Worn off pocket knife	100	Silver whistle





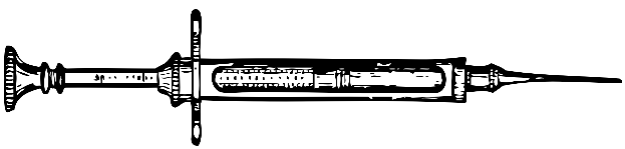
Drugs and other substances

Pharmaceuticals can be a blessing or a bane depending on the situation. Mercenaries, soldiers, and pretty much everyone make use of some of them occasionally, as they can temporarily increase a person's metabolism, attention span, strength, and even offer a boost of stamina. However, abuse of these substances can hinder the user and make them addicted. In game terms, using these substances grants temporary advantages (lasting 1d6 turns) while also imposing certain side effects (lasting 1d6 hours). Repeated use (more than once per week) can cause dependency. When using more than once within a week, the player must make a Willpower test with a Difficulty equal to the number of doses used in this period. If they fail, their character suffers a Negative Die to all tests for a whole month if not under the effects of the drug. After one month they can make a Willpower test to overcome this addiction. A failure means the player needs to wait a week to try again.

In the following table we present some sample drugs and other substances with their effects and side effects. Acquiring them should not be as simple as getting other items, making their acquisition a matter of adventuring or, at least, engaging in interesting encounters.

Substance	Effect	Side Effect
Fury Shot	User gains a Positive Die to all melee attacks and inflicts an additional point of damage with melee weapons. They need to attack the nearest enemy in the most violent way they can each round. A Willpower test can be made to avoid this effect.	User suffers a Negative Die to all tests involving actions that require concentration and a calm state of mind.
Lightning Pill	User may move twice in the same round, taking half as much time to reach distant places. They are also considered to have an additional 1d6 Levels to determine Initiative.	User feels the need to move every round and can't stay still for more than a few minutes. The Referee may ask for a Willpower test if the player takes too long to act, and if they fail, the character acts recklessly.

Focusing Drops	User is able to focus their mind sharply, granting a Positive Die to Intellect tests for actions involving concentration.	User must define which task they are concentrating on. They will suffer a Negative Die on all tests regarding other tasks.
Determination Shot	User becomes more self-confident and receives a Positive Die on all Willpower tests.	User becomes arrogant and dismissive of other people's ideas. They need to pass a Willpower test to abandon their own ideas in favor of someone else's.
Liquid Muscle	User can exert strength beyond their normal limits, granting a Positive Die on all tests regarding raw physical prowess.	Immediately after the initial effect ends, the user receives a Negative Die for all physical actions.
Life in a Needle	User feels a surge of life and becomes exhilarated. They receive 2d6 temporary Vitality points.	If after the effect ends the character reaches zero Vitality, they are in shock and may die, unless they pass a Luck Roll.
Good Night Pill	User feels relaxed and sleeps well for 8 hours straight. They regain the full amount of their Recovery Roll.	User needs to pass a Difficulty 3 Willpower test to wake up before the full 8 hours have passed. They will also need to pass a Willpower test to sleep on the next day.
Adrenaline Pill	User has their metabolism accelerated to a state where they can perform 2 Actions per round.	Right after the initial effect ends, the user suffers 1d6+1 points of damage and receives a Negative Die to all physical actions.
Liquid Courage	User is immune to fear and doesn't need to make Sanity Rolls.	User will not choose their actions carefully. Every time there is an opportunity for a reckless action, the user will take it, unless they succeed at a Willpower test.
Med Stick	User immediately recovers 1d6+1 Vitality points.	User will need to consume twice as much food and water that day, otherwise they will receive a Negative Die for all actions the next day.



SERVICES

Sometimes, characters in **Dark Streets & Darker Secrets** will require all sorts of services to be done for them. After all, they have much more important things to do with their time than to repaint their car to get the authorities behind their back, or to fix their computer while investigating their latest lead. It may also be necessary to hire some bodyguards, messengers, assassins, and all sort of professionals. What follows is a sample of possible services and professionals to hire. The Referee will usually require a Money Roll and some research in case of more obscure and illegal services.



Professional	Service
Messenger	Deliver messages directly to the recipient in a safe way. Money Roll modifiers vary according to distance, importance of message, and the people trying to intercept it.
Fence	Intermediate deals between sellers and buyers of illegal goods and other uncommon items. This will usually increase the modifier on Money Rolls to acquire said items or reduce the number of Money Points characters receive when selling something.
Mechanic	Fix something that is broken. Money Roll modifiers vary with how complex the item to be fixed is, how available the spare parts are, how urgent the fix is, and other factors.
Spy	Infiltrate some place or organization and then provide information regarding the place or organization. This service will require weekly Money Rolls, and the modifier varies according to how secretive and dangerous the location or group is.
Assassin	Kill a designated target. Money Roll modifier varies according to the method, whether it will be done stealthily or not, if the target is well-defended or is a prominent person. The attempt, however, might not work every time (make a Luck Roll).

Driver	Drive a vehicle to some location, carrying passengers and/or cargo. Money Roll modifier depends on whether the driver will use their own vehicle or one provided by their clients, how far the journey is, how dangerous it is, if it includes a return ticket, and other factors.
Scientist	Provide information and data regarding a specific scientific subject. Money Roll modifier varies based on the obscurity of the matter and how fast the client wants the information.
Mercenary	Perform military duties for money. Mercenaries can provide security, additional attack forces, and perform patrols. A Money Roll is needed weekly and varies according the the level of experience and expected lethality of the job.
Medic	Treat wounded people, perform surgeries, perform unauthorized autopsies. Money Roll modifiers will vary with complexity of treatments, necessary medical equipment, and risks involved.
Forger	Produce false but believable forgeries of documents, artwork, and other items. Money Roll modifiers vary according to the level of detail and complexity of the forgery.
Lawyer	Perform legal procedures and give legal advice. Money Roll modifier varies with the complexity of each case and obscurity of the legislation.
Informant	Provide information regarding familiar subjects, prominent people, and current events. Money Roll modifier will vary with the obscurity of the information, how perilous it is to share, and how desperate people are for the information.
Guide	Guide clients through unknown terrain, difficult paths, dangerous cities, and other exotic places. Money Roll modifier varies according to how well the guide knows the place, how dangerous it is, and it needs to be made weekly for extended services.
Face	Provide public relations services for people and organizations. Money Roll modifier varies according to the issue being negotiated, legality of the matter, values involved, and other factors.





Illegal Goods



Sometimes, players will want to acquire items that are not commonly available, especially when these items are illegal. They may need to find the proper supplier, leading to tense encounters with criminals, smugglers, and potentially law enforcers. The Referee should take the opportunity to introduce complications and possible adventure hooks. Sometimes this can lead to dangerous situations, job propositions, and other interesting events (look at Chapter 8: Running the Game for ideas of interesting NPCs, their motivations, desires, and possible job offers).

Encumbrance

Characters will need all sorts of equipment and gear, so the temptation of carrying as many items as one physically can is understandable. However, the ability to run when danger approaches and to jump out of incoming fire is a must in the perilous worlds of this game. That's when the Encumbrance rules come in. Characters carrying too much gear won't be as fast as those carrying just the essentials or those that choose carefully what to take with them.

In game terms, each character has an Encumbrance limit equal to their Physique score. This is the number of items with roughly the size of a medium weapon the character may carry. Most objects are assumed to count as one item for this Encumbrance limit (unless the Referee rules otherwise). Clothes and armor do not count against this limit, as they already take into account their effect on the user's movement. Backpacks and other items used to carry equipment do not count against the limit either in fact, they can increase said limit by a few units.

When carrying more than their Encumbrance limit but less than twice this number, a character receives a Negative Die to all tests regarding movement, reflexes, and strength, while also needing to choose between moving or acting in each round. Their overland speed is halved for all purposes. When carrying more than twice the Encumbrance limit, a character may only move a few meters before having to stop and rest. They can't take actions in this situation.

MONEY

Everything has a price in the perilous worlds of **Dark Streets & Darker Secrets**. However, this game chooses a more abstract approach to the bookkeeping of expenditures and money. Thus, every character has a Money score (the standard value of it being 2), and when they are purchasing something, be it an item or a service, they make a Money Roll. This consists of rolling a d6 and trying to roll equal to or under their current Money score. A success means the purchase was made without much problem. A failure, however, means the buyer didn't have enough resources, and now their Money score is reduced by one point until the end of the adventure. This sounds simple, but things can get more complicated.



PRICE MODIFIERS

When an item is more valuable, a modifier might be added to the Money Roll, making it more difficult to purchase. These modifiers are determined by the Referee and are based on the rarity, quality, and legality of the item, and the general disposition of the seller toward their clients. A quick way to determine the Money Roll modifier for each purchase is looking at each of these elements and putting them into scale. When trying to purchase a flame thrower, the Referee would impose a +3 modifier to the roll (+1 each for rarity, legality, and disposition, as it's somewhat rare, illegal, and the seller has no relation to the characters).

MONEY POINTS

During their adventures, characters will acquire money and goods that are translated into Money Points by the system. This allows the Referee to present players with all sorts of goods and currencies, representing the many ways trade is made in the world without the bookkeeping of actually calculating the exact value of each item. All they need to do is assign an abstract Money Points value. Usually, mundane goods will have between 1 and 5 Money Points, while more sophisticated and rare items could range from 6 to 20 or more points! The Referee can use the same criteria used for calculating the Money Roll modifier to evaluate the item's worth.

SPENDING MONEY POINTS

Before making a Money Roll, a buyer may opt to spend Money Points to add the amount spent to their Money score. This represents an influx in monetary power coming from sales and negotiations with the items represented by those Money Points spent. Then, they make the Money Roll applying all the normal modifiers. A successful roll means the goods and credits were exchanged, but a failure results in not only not getting the item, but discovering the merchandise the buyer had to spend for the purchase wasn't worth what they believed it was. The Money Points spent are lost, unless the player chooses to make a Luck Roll to save half of the points spent.





Where did my Money go?

Money comes and go in **Dark Streets & Darker Secrets**. Characters are common people, with financial problems or debts, and sometimes they just want to live a little. After all, it looks like they will die soon anyways. Better spend now while they can.

This is reflected in the game by the automatic reduction of Money Points between adventures. Before the start of each adventure, every character loses 1d6 Money Points due to various reasons. Players are encouraged to come up with their own reasoning for this reduction (possibly adding ideas and adventure hooks the Referee can use during the campaign) or they can roll on the following table.

d20	Where did my Money go?
1	You threw an enormous party, indulging yourself with booze, drugs, and other vices and pleasures. However, upon waking up, you find a letter written in blood, and you are pretty sure it's your blood. What's written in it?
2	You gambled your money at an illegal gambling den and now have a debt with the crime boss of the place. They have a proposition to settle the matter. What is it?
3	Criminals beat you up and stole your wallet, but not before giving away the fact that they knew your name and where you were going. Someone set you up. Why?
4	Corrupt policemen caught you with illegal goods, but they made a deal you couldn't refuse to escape with your life. Now you are working for them, temporarily. What do you need to do?
5	Tricked by a con artist, you gave away your money. Now you seek revenge. How did they trick you?
6	Celebrating your latest accomplishments in a seedy bar, you are drugged and pass out. When you wake up, you find out your wallet is gone, along with an important object you were carrying. What was it?
7	Betting on yourself in a competition you were sure you couldn't be bested at, you lose to someone you never thought could defeat you. Who did that? Did they cheat?

8	Accused of cheating in a game of chance in an illegal casino, you had your goods confiscated and got banned. You think someone set you up. Who did this?
9	A bounty hunter found you, but you negotiated your freedom for your money. Who is hunting you? And why?
10	The Death Squad of the local Death Cult found you, and you had to abandon your possessions. Why are they after you?
11	You paid for a good time in a seedy establishment, but it turned out your money was fake. Now you've got someone very angry with you and a debt to pay. What are they going to do to you if they catch you?
12	After a night of drugs and rock 'n' roll you wake up in a bizarre building. Apparently, you hired someone to take you there to investigate some strange happenings. What is going on?
13	During a party on a seedy nightclub you accidentally accepted a business proposal. To get out of this mess, you had to get a big present for your "partner". However, they didn't forgive you, and now they seek revenge. What will they do to you?
14	A strange alien with a peaceful voice convinced you to purchase an ancient artifact. However, after a few days, it vanished. Where did it go?
15	You show up to a meeting with a potential business opportunity but discover it is just a distraction. Returning to your place, you find it ransacked. Who did this?
16	You are not sure how this happened, but you joined a secret society and had to give them a lot of money. What are they up to?
17	You received a message from an old rival. They are blackmailing you. They know your darkest secret. What is it?
18	A distant relative shows up asking for money, and they know exactly how to get it from you. What do they need the money for?
19	While traveling through the dark streets, a storm hits you and you lose a good part of your possessions. Apparently, the storm was created by something or someone. Who is behind this?
20	You spend your last few bills to acquire a map that supposedly leads to a relic of an old civilization. What is this relic?




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4: Rules of the City

There are many rules in this corrupt city. You may know a few of them. Those laws the rich and powerful paid the politicians to approve so they could control us more easily. But there are others. And these you must find out in the worst ways.

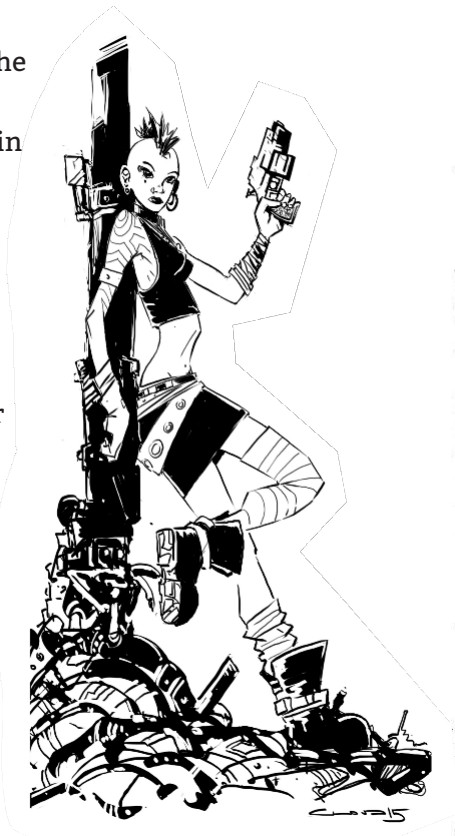
Dark Places & Darker Secrets is a role-playing game and, as such, has rules to determine the outcome of situations where the consequences aren't obvious, and where both failure and success can result in interesting scenes.

This chapter presents the core rules of the game, those that govern almost all situations, and it also gives advice on when to roll dice and how to resolve social encounters and intellectual challenges. It also covers the rules regarding the actions of NPCs, the measurement of time and distance, the effects of losing Sanity, and the advancement of characters.

Combat rules will be explained in Chapter 5: Combat.

Core Rules

These are the rules that establish the foundation for all others, and with which the Referee will usually resolve any unpredicted situation in the game.



Attribute Test

Every time a situation arises in which the efforts of a character have a say in how well it goes, their player makes an Attribute Test. This consists of rolling a d20 against the appropriate Attribute. Success happens when the result is equal to or lower than the Attribute score, but higher than the Difficulty. NPCs and Opponents have to roll higher than the appropriate player character's Attribute and use the Powerful Opponent rule, or they are considered to have an Attribute score of 10 plus their HD (for more information regarding NPCs in Action, see below).

Avoidance Rolls

Most of the time, players will make Attribute Tests to accomplish something their characters want to do. Sometimes they will need to make these tests to avoid harmful effects. The Referee will decide what Attribute should be used for each Avoidance Roll, using the following guidelines:

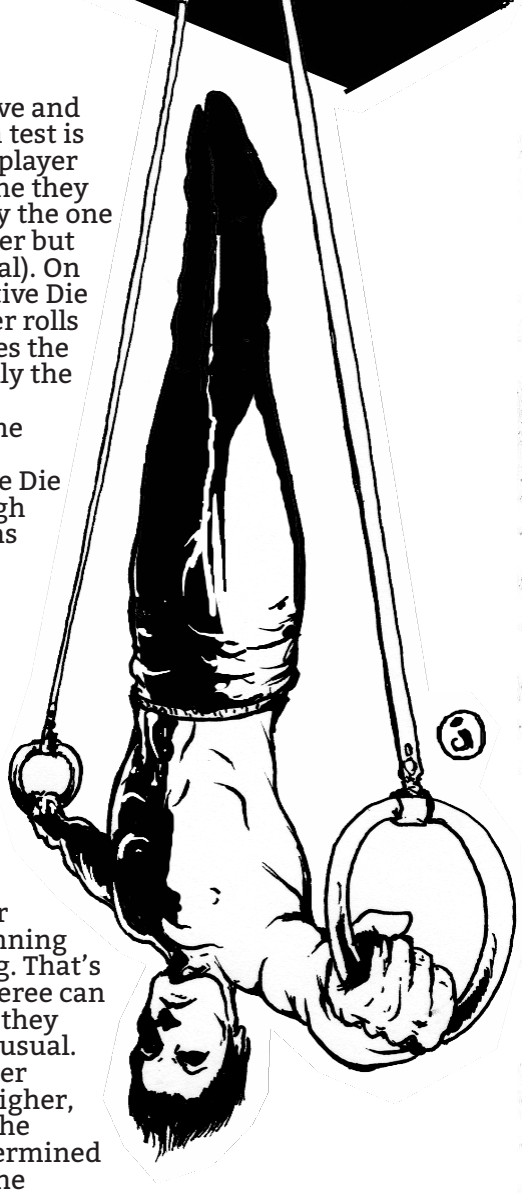
- Physique: Tested to avoid the harmful effects that attack the physical constitution of the character, such as poisons, diseases, petrification, and other similar effects.
- Agility: Tested to avoid threats that could be dodged or avoided by sharp reflexes, such as jumping out of a blast radius, dodging a blade trap about to slice you in half, and other such daring maneuvers.
- Intellect: Tested to resist mind-boggling effects that will try to trick and confuse the character, such as illusions, disorienting spells, and other such effects.
- Willpower: Tested to resist effects that will try to rob the character of their free will, such as the seductive powers of a Daemon of Seduction, the mind domination powers of Vampires, and other such effects.

Positive and Negative Dice

Some situations may make tasks easier or more difficult. Climbing a ladder when it's pouring is a lot more challenging than when it's sunny. Firing at an enemy from higher ground gives a distinct



advantage. That's what Positive and Negative Dice are for. When a test is made with a Positive Die, the player rolls 2d20s and chooses the one they prefer for the result (normally the one that results in a higher number but still within the success interval). On the other hand, when a Negative Die is imposed on a test, the player rolls 2d20s, and the Referee chooses the one to use as the result (usually the one that complicates the adventurer's life the most). The Referee has the final word on whether a Positive or Negative Die is applied to a test, even though the rules have many situations where the use of them are suggested.



Difficulty

Some tasks are harder than others. Trying to jump over a 1 meter long gap in the bridge is simple enough, but jumping over the infamous Hell's Mouth with its 10 meter long distance, even with a running start, can be quite challenging. That's what Difficulty is for. The Referee can assign a Difficulty to any test they deem more challenging than usual. Normally, this will be a number between 1 to 5, but it can go higher, depending on the situation. The Difficulty number can be determined by other factors, too, like by the Powerful Opponent rule below or the Power Level of the spell or mind power being used.

Powerful Opponent

Some enemies are tougher, more agile, more resilient, or simply more savage than others. In game terms, enemies with higher HD are tougher to defeat than those with lower HD. Actions against Opponents and NPCs have a Difficulty equal to the difference between the enemy's HD and the Level of the character attempting the action. Similarly, if an Opponent is making a test against the character, they add that difference to their d20 roll (see NPCs in Action below).



Failure and its meaning

When a player rolls above their Attribute score or equal to or below the Difficulty, they fail the Attribute Test, but these failures may have different meanings. In game terms, when a player rolls above their Attribute score, the task may very well be beyond their capabilities. That's the common failure we are all accustomed to (the lock is beyond their lock-picking skills, the language in which the scriptures are written is beyond their linguistic skills, that rock that fell over their companions is too heavy for them to lift, their mind is not strong enough to resist the lure of the Pleasure Daemons).

However, when the player rolls under the Difficulty, the action usually is within their capabilities, but the challenges inherent to the task made them fail somehow. This could have various consequences, depending on the situation and the judgement of the Referee (the lock was almost opened, but the lock-pick broke inside; they translated the scriptures, changing the real meaning of what was written; the heavy rock that fell on your friends slipped through your fingers and crushed their bones; the lure of the Pleasure Daemons is so strong that, although you could resist for a few seconds, part of your soul just gave in). Another option is allowing a "Yes, but" kind of result when the result is within the Difficulty (you manage to pick the lock, but you suddenly hear the alarm sounding in the distance; you correctly translated the old scriptures, but the truth behind it shattered your mind, making you lose 1d3 Sanity points; you've made a great effort and managed to lift the rock and release your companions, but in doing so you sprained your muscles taking 1d3 points of damage to your Physique; you closed your eyes and ran away from the Pleasure Daemons, but their image will haunt you for weeks, and you will need another Willpower test to sleep every night).

Resisted Tests

When two characters are attempting opposing actions, like one is trying to pass unnoticed by another, trying to win a race against another, or something similar, we make a Resisted Test. When this happens, both players make their tests regularly, applying all the normal rules, and the one who succeeds with the highest roll wins. Normally, Resisted Tests are only used when player characters are opposing each other, because when the opposition is an NPC or Opponent, a player just makes the test normally using the Powerful Opponent rule. However, should the Referee deem it important, an Opponent may be considered to have an Attribute score of 10 plus their HD for the purposes of an Attribute Tests, receiving Positive or Negative Dice according to their nature (more details on NPCs in Action below).

Pushing the Roll

Normally, if an Attribute Test results in a failure, the task is beyond the character's capabilities or something happens that makes it harder to try again. However, the player may try to Push the Roll. In game terms, the player describes how their character is putting extra effort into the task, and they may try the Attribute Test again, but if they fail, dire consequences will ensue, and the Referee has all the right to complicate the character's situation even further.

Critical Success and Fumble

Sometimes, things go extremely well. Other times, all hell breaks loose. When making an Attribute Test, there are special results called Critical Successes and Fumbles.

A Critical Success occurs when a player rolls the exact score of the Attribute tested on the d20, or when NPCs and Opponents roll a natural "20". This means the task attempted is accomplished extremely well, and further benefits may be gained, according to the Referee's judgment.

A Fumble happens on a roll of natural "20" for players and on a roll of "1" for NPCs and Opponents, and it represents a catastrophic failure. Not only is the task unsuccessful, but the situation is aggravated, and complications arise in consequence of the action. Again, the Referee should use their judgement when deciding what happens.



DURABILITY ROLL

In the grim and perilous world of **Dark Streets & Darker Secrets** nothing lasts forever. Swords can break, pistols may run out of ammo, armors can be reduced to mere pieces, and cell phone batteries can be quickly out of power. Hence, every item has a Durability score, symbolizing how deteriorated an object is. This rating varies from 0 to 5, 0 being a destroyed or completely drained item and 5 being a very sound and durable item that has been barely used. The usual score for most items is around 3. This Durability score can be used for almost any resource that can be used, like items, fuel, food, and even favors with people and factions.

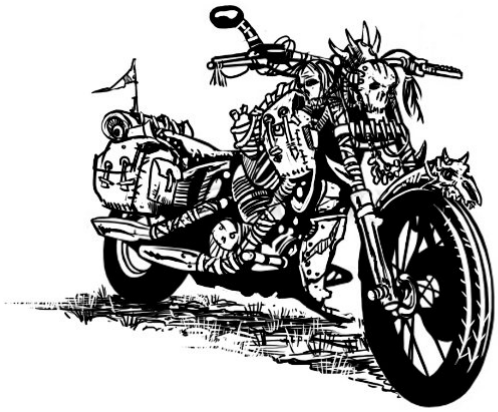
To keep track of the deterioration, we use Durability Rolls, which consist of rolling a d6 and comparing the result to the Durability score. A result equal to or lower than this number means the item has not lost its durability, charges, or whatever represents their resources. However, a result higher than the score means the resource has been diminished and Durability is reduced by 1. The frequency of the Durability Rolls depends on how unforgiving the Referee wants their setting to be, varying from once every encounter when the item is used to once every adventure.

As this score decreases, the resource runs the risk of being destroyed or completely depleted. Players can and should try to repair them, either paying someone to fix it, getting more ammunition, buying more fuel, or whatever needs to be done (and the Referee should make sure that some of them may require appropriate deeds, such as the Durability of favors with an organization, for examples). Once the Durability score reaches zero, the resource is depleted, the item is destroyed, there is no more ammunition or charges, or the item is otherwise rendered unusable.

LUCK ROLL

They say our luck is written in the stars, but stars can actually die. Every player character has a Luck score, representing their inherent ability to be in the right place at the right time, the favor of the universe, or simply plain luck. Thus, whenever a situation arises in which the capability of the character has no influence, and the Referee still wants to decide it by chance, they can call for a Luck Roll.

This consists of rolling a d6 and comparing it to the character's Luck score. If the result is equal to or lower than the Luck score, the situation develops in favor of the character. They were lucky. On the other hand, rolling above that score means things go south for them, and their Luck score is reduced by 1 until the end of the adventure. They were unlucky. What that means will vary from situation to situation, and is determined by the Referee. Once the Luck score reaches zero, the character fails all subsequent Luck Rolls.



When to use a Luck Roll?

The Luck Roll can be used by the Referee as a tool for determining whether a previously undefined fact about the environment or scene is true or not, especially when this affects the interest of the player characters. Is there a patrol passing through at that moment? Are there any cars parked around fast enough to outrun the bloodthirsty werewolves that are approaching? Is there food or water in the ruins found at the Shadow World? All of this can be decided by a Luck Roll.

It's important to notice that Luck Rolls can be the result of both the players' questions about the scene ("So, are there any barrels of oil inside the workshop?") or the desire of the Referee to find out about something ("As you remove the skull from the pedestal, the whole complex starts to shake, and rocks start falling from the ceiling. Make a Luck Roll to see if any one of them falls on you!").

Refusing a Lucky Roll

A player may want to preserve their Luck for later and refuse a Luck Roll. This makes the scene develop as if they had failed the roll but doesn't reduce their Luck score as an actual failure does. Thus, the Referee should try to at least imply the possible consequences of each Luck Roll, so players can make informed decisions about risking their Luck.

Refreshing Luck

At the beginning of each adventure, the character's Luck score is refreshed to its original value, unless something in the current events of the campaign dictates otherwise (like a curse, a daemon that drained the favors of the Three Fates, or something similar). Luck comes and goes in the world of **Dark Streets & Darker Secrets**, and as in the fiction that inspires the game, adventures are usually episodic, with some amount of time between them. This allows for the stars to realign and set destinies back on their tracks.



Using the Character's Concept

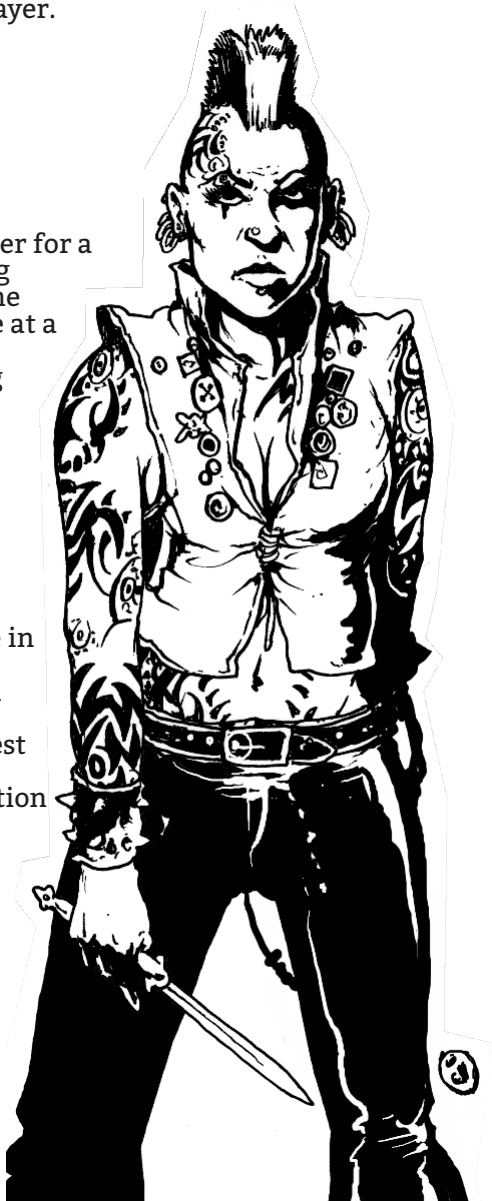
Every characteristic in a character Concept can possibly affect actions during the game and both the players and the Referee may announce their effects in the game or propose a setback as described below.

Claiming Advantage

Whenever an action should benefit from a detail in the character's Concept, the player may claim an advantage and receive a Positive Die on tests related to that action. The Referee has the final say in whether the character's Concept applies in the situation, but they should work on the applicability with the player.

Determining Disadvantage

When an action should be harder for a character because of something established by their Concept, the Referee can determine they are at a disadvantage, and impose a Negative Die on tests regarding that action.



Accepting a Setback

If the consequences of a failure in some action seem interesting enough, the Referee can offer a Setback to the player. In game terms, the character fails the test or performs an action that will lead them to a dangerous situation but, in exchange, they gain a temporary bonus of 1 point to their Luck score (that can be used as normal, but will go away at the end of the adventure). A player can also suggest their own Setbacks to the Referee, but the latter still has the final say in the proposition.

USING A CHARACTER'S COMPLICATION

During character creation, every player establishes a Complication for their characters. This not only helps develop a stronger foundation for the character in the gaming universe and provides the Referee with possible hooks, but the player can use the Complication to insert even more trouble in the adventure. But why would they do that?

To get a temporary point of Luck. By activating their Complication, the player gives the Referee the permission to insert the character's Complication at any moment they deem appropriate for the immediate benefit of a temporary point of Luck (that will go away at the end of the adventure if not lost before that). That means the Complication doesn't have to come into play immediately, and the Referee can use it later, in a more dramatic moment, to make the lives of the players' characters more exciting! This can be done once per adventure, and the Luck score can't go higher than 5.

WHEN TO ROLL DICE

Some actions are so mundane they don't require an Attribute Test, like cooking a meal, driving a car through a calm street, or using the radio to send a message to an ally. Unless something else is happening to make these actions more interesting and dangerous, making the outcome of both success and failure important. Trying to cook an extravagant meal to impress a foreign diplomat, driving a car when meteors are falling from the sky, and using the radio to transmit a message through a secret channel, however, might warrant an Attribute Test.



Social and Intellectual Challenges



There are rules governing many aspects of the game, but for some of them, we left blanks (such is the way of Old School gaming). You roll dice to see if you hit your enemy with your pistol, if you managed to dodge the asteroids on your path, or to see if you find the files on the evil corporation's mainframe, but we suggest you don't roll dice for every challenge, especially social and intellectual ones.

When the player characters decide to interact with someone, the Referee asks them what they are saying. What are they hoping to get out this interaction? How are they trying to accomplish this? If they are making a proposition, what is it and why do they think the other party will agree to it? If they are threatening someone, what is the threat? Players don't need to make theatrical performances (although speaking in character and gesturing like they would can be a lot of fun for everyone at the table). Using creativity and ingenuity to solve social challenges instead of just rolling dice can be one of the best parts of a game session.

The Referee will take that information and will make a judgment call based on the NPC's motivation, personality, and overall disposition. They should, however, keep in mind that in an Old School game, we are hoping to encourage players' creativity and problem solving, so if they see the players making an effort to come up with a solution, they should give it a chance to work.

Similarly, an intellectual challenge, like a puzzle, a riddle, or even a maze, can be presented during the game for the players to solve, instead of their characters. It's part of the Old School style to challenge the players instead of their characters. The Intellect Attribute in **Dark Streets & Darker Secrets** represents the knowledge and perception of the character, but not their reasoning and ingenuity. That's where the player comes in. It's part of the fun of the game to solve this situation with other resources instead of simply die rolling. Figure out the puzzle, think about what the riddle means, trace a path to escape the maze.

In the end, however, this is up to the Referee and the group of players. How do they want to tackle these situations? If they prefer to resolve everything with a die roll, it's their game now. But I strongly suggest giving the method described above a try. Different challenges can have different ways to resolve them. As they say: "Variation is the spice of life" (and, why not, games).



Action and Scene Resolution

Most of the time, we roll dice to find out the outcome of an action. When you fire your pistol against the criminals trying to cut your throat, you make an Attribute Test. When you try to jump over the chasm when the werewolves are behind you, you make another test. A test represents the attempt of an action, and that usually takes a few seconds in the game world.

However, some tests can represent more than one action. When a character spends hours browsing through the old records in the ruins of a library, the player makes just one Attribute Test, instead of hundreds of them for each book they searched through. To properly file the right forms to get the cargo liberated by the bureaucrats of the Customs Department, you only make one Attribute Test, even though you had to fill dozens of forms and go to their office six times.

Ultimately, it's up to the Referee to decide how a task will be resolved, using tests for single actions or to represent a whole endeavor or scene in the ongoing story.

NPCs in Action

Most of the tests in this game are focused on the player characters' capabilities, as they are the main characters of the story being created. It's also much easier for the Referee to rely on the character's statistics than to create detailed statistics for every NPC and Opponent the players might run into.

Thus, if an NPC is attempting an action against a player character, they roll a d20 and need to obtain a result higher than the pertinent Attribute score of said character. Note that the Powerful Opponent rule applies here, adding the difference between the NPC's HD and the character's Level to the die roll.

However, there may be times when the Referee wants to highlight the ability or proficiency of some NPCs and Opponents, and it is important to assign an Attribute score to them. A practical way to do this is to assume they have an Attribute score of 10 plus their HD, and give them a Positive Die for tasks they should be good at or a Negative Die on tests they shouldn't be very good at.

Finally, when an NPC acts against another NPC, they both roll a d20 and add their HD, comparing the results. The one with the higher result wins and gets to do what they want.

MEASURING DISTANCE

During a scary and action-packed adventure of **Dark Streets & Darker Secrets**, the last thing you would want to do is count squares, feet, meters, or whatever measuring unit you are accustomed to using. That's why this game opts for an abstract way of handling distances.

There are 5 broad distance categories: close, short, medium, long, and distant. Close encompasses everything within a couple of steps away. Short distance would be up to what a person could normally walk in about 10 seconds. Medium would be up to the distance someone could run in the same 10 seconds. Long range would be up to the distance a person could run in a minute. The distant category would then encompass the distance a person could run in 10 minutes.

MEASURING TIME

As with the measurement of distance, this game measures time in two abstract units we call rounds and turns.

A round takes as much time as is usually needed for a character to take an Action and make a Movement in an action scene or combat. This usually means a round lasts around 10 seconds or so, but that can vary according to the Referee's judgment.

On the other hand, a turn usually lasts until a scene is resolved (see Action and Scene Resolution above). Sometimes this involves the resolution of a series of rounds, but other times a whole scene can be resolved in one test and this takes a turn. Most of the time, this means a turn lasts for about 10 minutes. However, the Referee may judge that a turn may take more time, such as a day, a week, or even a month (for when the characters are traveling for a long time, making extensive research, or something similar).

Sanity and Madness

Some things are not meant to be seen by mortal eyes. Others are way beyond the comprehension of the simple minds humankind, and this can shatter their grip on reality.

In game terms, every character has a Sanity score equal to their Intellect. This represents their grip on reality and their ability to rationalize what they have witnessed to preserve their minds.

When a character witnesses something that can affect their fragile minds, the Referee will ask for a Willpower test with a Difficulty appropriate to the gravity of the event (usually varying from 0 to 5). A success means the character had the mental fortitude to preserve their sanity and create a reasonable explanation for what they have seen, even if it's just to preserve their sense of reality.



When a character fails, however, they lose some of this mental resolve. The number of Sanity points lost varies with how disturbing each experience is. Weird encounters might inflict just 1d3 points of Sanity damage. Bizarre encounters make the character lose 1d6-1 points of Sanity. Terrible experiences will make the character lose 1d6 points of Sanity. Finally, mind-shattering ones will reduce the character's Sanity by 2d6 points.

Acquiring Madness

Once a character's Sanity is reduced to zero, they acquire a Madness, and their Sanity score is restored to the initial value. The Madness should be related to what made them lose the Sanity points. This can only happen 3 times though, as explained below.

The first time this happens the Madness acquired manifests just as a minor quirk, being quite manageable. The character is nervous around situations that remind them of their madness, but there is no mechanical effect yet. By the second time, the Madness becomes stronger and can affect the character in critical situations. Once per adventure, the Referee may impose a Negative Die to the character's actions for a full scene if they fail a Willpower test. By the third time the Madness is acquired, it becomes a constant disturbance in the character's life. Once every session (or twice in a single-session adventure), the Referee may impose a Negative Die to the character's actions for a full scene if they fail a Difficulty 3 Willpower test. If the character's Sanity score is reduced to zero a fourth time, the Madness takes over their mind completely, and they no longer can be played.



Character Advancement

During their exploits throughout the dark alleys of the city, characters will learn a lot of things. They will get better at what they do. They will also become more resilient and capable of greater deeds.

To represent this in the game, characters have Levels of advancement. Everyone starts at first Level, and as they gain more experience through a number of adventures, they get to advance to the next Level. As characters become more experienced, leveling up takes more time.

Next Level	Adventures Required
2nd	2
3rd	3
4th	4
5th	5
6th	6
7th	8
8th	10
9th	12
10th*	14

* Each subsequent Level requires the same number of adventures required for the previous Level plus 2 more.

To advance to the next Level, each character is required to participate in a number of adventures determined by the table below. The adventure does not need to be successful, and an adventure is anything the characters set out to accomplish.

Level Advancement Benefits

Leveling up provides a number of benefits:

- Character Level is one higher, making it easier to face Powerful Opponents.
- Many of the Archetype's Special Abilities improve as the character advances through Levels.
- The character gains 1 additional point of Vitality (The Tough gains 2 points).
- The character makes Improvement Rolls for a chosen Attribute first, and then for their Archetype's two Prime Attributes. An Improvement Roll consists of rolling a d20 and comparing it to the Attribute score in question. If the roll results in a number higher than the Attribute score, the Attribute is improved by one point (to the maximum natural score of 18). If the result is equal to or lower than the Attribute score, it's not improved. An Attribute can only be improved once per Level, even if the player chooses to roll for one of their Prime Attributes as their chosen Attribute's Improvement Roll.

LEARNING NEW ABILITIES

Even though characters can learn a lot and improve many of their capabilities when leveling up, some things they just learn the hard way, through their own efforts in adventures!

To acquire new abilities, special powers, or new skills not provided by their Archetypes, player characters will have to accomplish daring feats to earn them during play. There isn't a set in stone formula for this, however. The suggested procedure is to have the player inform the Referee of what their character would like to learn. Then, they and the Referee will come up with how this ability will work in game terms, with the Referee having the final word. After that, the Referee will start offering hooks and rumors regarding ways in which the character can accomplish some deed to learn the Special Ability in play. They will probably have to go into a crazy adventure to do that, and that's part of the fun!





5: Combat

Sarah saw the corpses sprawling on the floor. The creature had disfigured them all with its claws and fangs. It was getting closer now. She readied her gun and her silver sword. One of them was going to die under the moon.

For good or bad (mostly bad), many situations in the cities of **Dark Streets & Darker Secrets** are settled with violence. The previous chapter presented the core rules of the game, which are applicable to combat, but this chapter will detail and specify rules to use during the exchange of bullets and sword swings.

The Role of Combat

Even though the world of **Dark Streets & Darker Secrets** is dangerous and violent, the Referee should try to offer a diverse selection of challenges for the players. Combat should never be the only option or the only possible obstacle between the characters and their objectives.

However, once combat ensues, anything goes. Don't pull punches, or the excitement of these encounters will be lost. Victory will feel cheap. Also, unbeatable enemies should give some opportunities for the players to escape, and their deadliness should be telegraphed before the characters find them (corpses found near its location, rumors of their cruelty, watching an NPC being annihilated in front of them).

In the end, combat should be just one way to handle a situation, and usually not the best way.



COMBAT PROCEDURES

Once combat begins, the rules of the game become a little more structured to prevent doubts and confusion as to what is really happening. Time starts to be measured in rounds, and the Referee follows these simple steps.

1. Assess Surprise situation.
2. Determine Initiative.
3. Combatants act in order of Initiative each round.
4. At the end of every round, the Referee assesses the situation.

1. ASSESS SURPRISE SITUATION

Sometimes a group of combatants gets the drop on their opponents, being able to act before they can react properly. In game terms, that's called Surprise. The Referee will adjudicate if the current situation warrants Surprise or not, often asking for Attribute Tests to prevent or guarantee this advantage.

When this happens, the party that surprised the other has a full round of actions before their opposition can act. This can possibly tip the odds strongly in their favor.



2. DETERMINE INITIATIVE

To determine the order in which the combatants act after the round of Surprise, the player characters make an Agility test. If they succeed and roll a number higher than an Opponent's HD, they act before that Opponent. If they succeed but roll a number equal to or lower than the Opponent's HD, the Opponent acts first. Usually, if the character fails the roll, they act after all Opponents. Opponents act in order of HD. Characters can act in the order they want as long as they respect the aforementioned rules.

3. COMBATANTS ACT IN ORDER OF INITIATIVE EACH ROUND

In order of Initiative, each combatant can make a Movement and perform an Action. Note that some rules and Special Abilities allow characters and Opponents to move or act more than once per round.

4. AT THE END OF EVERY ROUND, THE REFEREE ASSESSES THE SITUATION

After everyone has acted in the round, the Referee will assess the situation. If combatants are still alive and want to keep fighting, another round begins, using the same Initiative order. Just repeat steps 3 and 4 until something changes.

However, if one side of the combatants has been defeated, wants to surrender, flees, or has been captured, the combat may have ended. Other actions may also end the conflict, possibly leading the game to another kind of challenge, such as a chase, a negotiation, or something else, as the Referee deems appropriate.

MOVEMENT

Combatants are always moving around during combat. They try to dodge attacks, move to reach their enemies with their swords, position themselves for more effective attacks and so on. Every combatant can perform a Movement each round (unless stated otherwise).

As **Dark Streets & Darker Secrets** uses an abstract way to measure distance (explained in the previous chapter under Measuring Distance), an unencumbered character may move up to a short distance and still perform an Action, or move up to a medium distance if they forgo their Action. Encumbered characters have to choose between performing a Movement or an Action every round. Moving within close distance can be part of an Action.

ACTIONS

A lot can happen in a round of combat. Firearms are shot, swords are swung, punches are thrown, obstacles are jumped. In reality, any Action can be attempted during combat, so it would be impossible to list and explain how to proceed with each one. Instead we present guidelines for the most common Actions combatants take in battles. The Referee, using the simple rules presented in the previous chapter, shouldn't have any problem resolving other unpredicted Actions.

MELEE ATTACKS

Swinging an axe, slashing with a sword, thrusting with a blessed spear, all of these are melee attacks. When performing a melee attack, characters need to make a Physique test with a Difficulty determined according to the Powerful Opponent rule. If they roll equal to or below their Attribute score while also overcoming the Difficulty, they hit and inflict damage according to the weapon used. Rolling higher than their Physique means the character misses the attack, while rolling equal to or below the Difficulty means the opponent did something that prevents them from being wounded (they dodged, parried, blocked, their skin is too thick). On the other hand, opponents just need to roll over the character's Agility, using the Powerful Opponent rule, to hit them and inflict damage.

Unarmed Attacks

A character may also make melee attacks using their body as a weapon. This may not be as effective as using actual weapons, but it allows the combatant to make the test against either their Physique or Agility. These attacks encompass many forms of martial arts and, for simplicity's sake, all of them inflict 1d3 points of damage, which can be Lethal or Non Lethal, as the combatant chooses.

Grappling

Instead of hitting an enemy with their elbow, a character may decide they want to grapple their Opponent. They may want to immobilize the target, pin them to the ground, get something from them (like an item in their possession), or something similar. To do so, they must still make a normal unarmed melee attack successfully, but the Opponent may resist by trying to roll higher than the character's Physique using the Powerful Opponent rule. If the Opponent fails, the character managed to do what they wanted. If the victim succeeds, they break away from the grapple. Every round, the character doesn't need to do anything to keep grappling their target, but the Opponent may make another test against the character's Physique to break away. The grappler, if they want, can make a Physique test to inflict 1d3 points of damage as an unarmed attack.



Ranged Attacks

Although considered illegal to carry in many cities of the world, the use of pistols, rifles, and shotguns is widespread. Attacks made with these weapons follow the same rules from attacks with melee weapons, but the test is made against the combatant's Agility. The player makes the test with a Difficulty determined by the Powerful Opponent rule. If they roll equal to or below their Attribute while also overcoming the Difficulty, they hit and inflict damage according to the weapon used. Rolling higher than their Agility means the character misses the attack, while rolling equal to or below the Difficulty means the Opponent did something that prevents them from being wounded (they dodged, blocked, the attack hit their cover, their skin is too thick). On the other hand, opponents just need to roll over the character's Agility, using the Powerful Opponent rule, to hit them and inflict damage.

Weapon's Range

Ranged weapons also have a standard range used to determine up to what distance the weapon can be fired without a penalty. Weapons can be fired against opponents up to one distance category further away, but the attacker suffers a Negative Die to their attack roll.

Aiming

Characters can spend some time aiming at enemies to improve their chances of hitting them. By spending a full round aiming a shot, the attacker my benefit from a Positive Die on their next attack with the same weapon and the same target.



CRITICAL HITS AND FUMBLES

Hitting the target in the bullseye or striking a vital organ of an enemy are examples of Critical Hits. When a character rolls their exact Attribute score when making an attack, and they succeed at hitting the target, they have obtained a Critical Hit. The player, then, must choose between inflicting the full weapon damage plus the normal damage roll for that weapon (if the weapon inflicts 1d6+1 points of damage normally, the Critical Hit would inflict 7 plus 1d6+1); or either benefiting from a Positive Die on actions against the target for 1d6 rounds or imposing a Negative Die for all actions that opponent attempts for 1d6 rounds, while still inflicting normal damage. Opponents achieve a Critical Hit on a natural 20 on their attack roll.

On the other hand, sometimes the sword hilt slips from the hand, you drop your guard momentarily, or trip over loose wires on the floor. That's what happens on a Fumble during combat. If a player rolls a natural 20 on their attack, or if an Opponent rolls a natural 1, their attack turns into a Fumble. The combatant will have to choose between either inflicting the normal damage from their weapon on themself or an ally; suffering a Negative Die to all their actions for 1d6 rounds; or granting a Positive Die to an Opponent for all actions against them for 1d6 rounds.

Cover, Concealment, and Other Modifiers

It may sound simple, but in actual combat, participants will do what they can to tip the conflict to their favor. They will seek higher ground to have an advantage over their foes. In game terms, whenever a situation provides some form of advantage, the one benefiting from it enjoys a Positive Die for their actions that would be affected by the advantage. Similarly, when someone finds themself in a situation that hinders their chances of success, they should receive a Negative Die to actions related to that hindrance.

The following table presents a few examples of situations that might provide Positive and Negative Dice, but the Referee should be able to assess other situations quite easily, especially with these examples in mind.

Positive Die	Negative Die
Attacking from higher ground.	Trying to outmaneuver someone on higher ground.
Attacking from a concealed position.	Trying to fire against someone you cannot see.
Grappling an opponent half your size.	Trying to pin down an opponent twice your size.
Attacking an unaware target.	Firing at an opponent with cover.
Attacking a prone target with a melee weapon.	Attacking a prone target with a ranged weapon.
Attacking an immobilized target.	Shooting at a running target.

Blocking

Shields, some other devices, and even spells might allow combatants to block attacks completely. As explained in Chapter 3: Equipment and Credits, a shield bearer may opt to make an Attribute test to avoid an attack, effectively blocking the attack. This test uses all the normal rules, including the Powerful Opponent rule. For normal shields, the user rolls against Physique, but in other cases a different Attribute might be specified.



MANEUVERS

Player characters will try all sort of crazy things, such as trying to collapse a wall to bury enemies under rubble, swinging on a fancy antique chandelier to get to the other side of the corrupt politician's hall, doing a backflip jump in an attempt to confuse an opponent, or any other outrageous thing they can think of.

Referees should exercise their creativity in these situations, while also encouraging player ingenuity. Usually, a maneuver will require an Attribute Test, often with a Difficulty determined using the Powerful Opponent rule, and will provide some sort of advantage (giving a Positive Die on their next action), or will allow an action that wasn't possible before. Below we present a few examples:

- Disarming: Make a normal attack against the target, and if you hit, you need to make a Physique test to disarm them.
- Outmaneuvering: Make an Intellect or Agility test, depending on how the character approaches the maneuver. If successful, they gain a Positive Die on their next attack.
- Pushing: Make a Physique test to push an Opponent up to a short distance. You receive a Negative Die if the target is twice as big or more than you.
- Defending: Make an Agility test against an Opponent to defend an ally from their attacks. If successful, that Opponent has to attack you instead of the protected ally.
- Tumbling: Make an Agility test to pass through an Opponent in combat without letting them hit you. On a success you can make your normal move, and the Opponent has to chase you down if they want to attack you.

MULTIPLE ATTACKS

Some combatants prefer to make a whirlwind of wild attacks instead of more focused and precise blows. A player may decide to make additional attacks per round, but each extra attack increases the Difficulty of all Physique tests to make them by 2. An Opponent making additional attacks receives a -2 penalty on all d20 rolls per extra attack.

RAPID FIRE

Some weapons are allowed to fire more than once in a single round. However, doing so means sacrificing precision for more chances of damaging opponents. In game terms, the Referee may authorize some combatants to fire more than once per round depending on the firearms used, but each additional shot increases the overall Difficulty of all the Agility tests by 2. An Opponent making additional attacks receives a -2 penalty on all d20 rolls per extra attack.


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AUTOFIRE

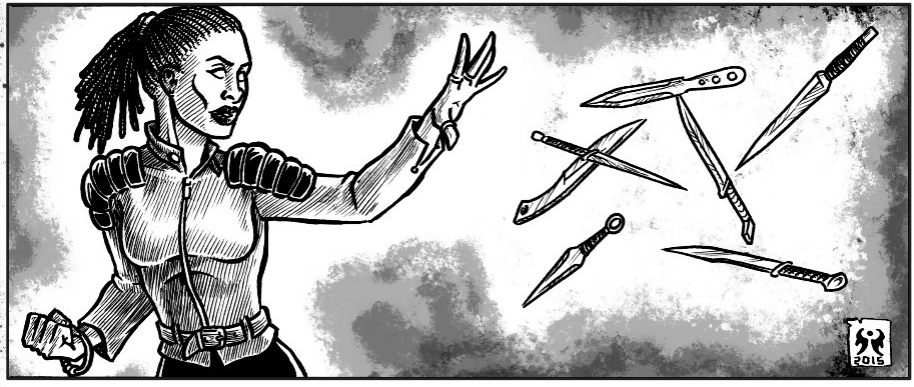
Some of the more modern and larger weapons have the option to fire dozens if not hundreds of bullets in a few seconds. In game terms, some Medium and Large ranged weapons, like submachine guns and assault rifles, can be used to fire a rain of bullets in an area of up to short distance within the weapon's range. Doing so reduces the weapon's Durability score by 1 automatically and allows the attacker to make an attack against everyone in the area affected.

FLEEING

Sometimes, the best option in a conflict is to flee. That way, you can fight again in another opportunity. However, turning away to run can open yourself up to attacks. A character running away may forgo their Action to escape, moving up to a medium distance, but doing so will give the opportunity to every enemy within close range to make an attack against them if the Opponents forgo their Action that round. If the fleeing character opts for a safer escape, they can forgo their Action and move up to a short distance, and this won't allow immediate attacks against them.

MANIFESTING SPELLS AND PSYCHIC POWERS

Some characters possess the ability to manifest spells and psychic powers. They have been tainted by the influences of the supernatural world and can tap into this power source to alter the reality around them. Detailed rules about the use of these Special Abilities are presented in Chapter 6: Sorcery and Psionics. However, they usually take an Action to be used and require a Willpower test to manifest. Normally, Opponents use these powers as if making any other attack, having to roll higher than a character's Attribute, using the Powerful Opponent rule.



OTHER ACTIONS

One of the greatest strengths of RPGs is the infinite possibilities they provide. Although we described many possible actions in this chapter already, players will always think of something else they want to do in combat. That's perfectly normal, and even desired. Creative players that think beyond the obvious choices make the game more exciting for everyone. Thankfully, **Dark Streets & Darker Secrets** is a very flexible and simple game, and all the Referee has to do is determine if an Attribute Test is necessary, and assign a Difficulty to it, either using the Powerful Opponent rule (if the action is directed against an Opponent) or plain common sense.

DAMAGE

Being cut by a sword, shot by a rifle, crushed by a stone, all of these hurt a lot, and in game terms, cause damage. Damage reduces Vitality points, which if reduced to zero can lead to death. Besides attacks, many other things may cause characters and NPCs or creatures to lose Vitality points, such as falling from a cliff, burning in a building on fire, starving in a horrible dungeon, and any other thing that could wound, hurt, or rob the character of their health.

LETHAL AND NONLETHAL DAMAGE



Usually, when we talk about damage, we are talking about lethal damage. So if we say that the bite of the Hellish Hound does 2d6 damage, we can imagine these animals to be very dangerous and their bite deadly. However, some attacks and effects can inflict nonlethal damage, which can lead to unconsciousness instead of death. Hitting someone with the blunt side of a sword, with the butt of a gun, or firing at them with a taser gun does nonlethal damage.

In game terms, both lethal and nonlethal damage reduce Vitality points, but if a character's Vitality is reduced to zero and the total of lethal points is below the Vitality score, the character is unconscious. They will wake up after an hour if conditions are good enough (and they are not suffering further damage).

Normally, if the reason the character took the nonlethal damage is no longer affecting them, nonlethal damage goes away after 1 hour of rest.



DEATH

This is a perilous world, and death awaits at every corner. Normally, all NPCs and Opponents die once their Vitality reaches zero. However, player characters are another breed of individuals. Their destiny may be greater than the rest of the people around them.

Once a character's Vitality reaches zero, they are knocked down and are dying. If someone heals them within a number of rounds equal to their Level, they may regain Vitality points normally. After this time, they will rely on their destiny. If someone tries to help them before 1 hour has passed, they may make a Luck Roll, and if lucky, they have survived their wounds, but they permanently lose 1 point of either Physique or Agility, as they choose, and receive a Negative Die on all actions for 1 hour. On the other hand, if unlucky, or more than 1 hour has passed, the character is dead.

HEALING AND RESTING

Characters will be injured in a variety of ways, but with proper care and some rest, they can get well again. In game terms, characters can take either short rests or long rests.

Short rests can be taken after a combat or action scene in which characters have taken damage. Resting for 10 minutes (a turn), in which the character catches their breath, drinks from their canteen, and binds their wounds, allows the player to make a Physique test with a Difficulty equal to the total number of short rests taken in that day. If successful, the character recovers a number of Vitality points determined by their Recovery Roll. Failure means the character didn't have the constitution to recover any of their health.

On a long rest, the character rests in a comfortable and safe place for about 8 hours. If these conditions are fulfilled, they automatically recover an amount of Vitality points determined by their Recovery Roll and 1 point of a damaged Attribute. Alternatively, if the character receives proper medical care in this period, they recover 2 Recovery Rolls' worth of Vitality points and 2 points of a damaged Attribute.

HAZARDS AND OTHER DANGERS

Although deadly enough, characters face many other dangers besides swords and firearms across the city. Falling from high altitudes, being exposed to high levels of radiation, being burned in an incendiary attack, being electrified by a security trap, etc. All of these and more can end the life of a player character, so we took the time to prepare a quick guide on how to handle these situations in game.

ACID

Acid and other corrosive substances can damage not only the equipment, vehicles, and objects the characters carry, but if it reaches their skin, it can cause grave wounds. Acid damage varies according to how big the area exposed to it is, and happens every round, unless the acid is removed or cleaned from the individual. Small areas exposed to acid would suffer only 1d3 of damage per round. Medium areas could suffer 1d6 points of damage. Large areas exposed to acid could suffer 2d6 points of damage per round, and a body fully covered by acid would suffer 3d6 points of damage every round.

DARKNESS

The most common way people perceive the world around them is through vision. When something prevents a character from fully orienting themselves to the environment, due to either utter darkness or even blindness, they receive a Negative Die to all actions that rely on their vision. The same principle may be applied to situations regarding other senses as well.



FALLING

Most creatures have breakable bones, especially humans, and can suffer a lot when they fall from high places. In game terms, we categorize falling distances similarly to other measurements, such that falling from short heights (about 5 meters or so) causes 1d6 points of damage; falling from medium heights (about 10 to 15 meters) causes 2d6 points of damage; falling from a long (somewhere between 20 to 30 meters) fall causes 5d6 points of damage; and a distant fall (up to 50 meters or so) causes 10d6 points of damage. A fall higher than this is a deadly fall and will simply kill the character.

With the permission of the Referee and a description of a daring and creative action, the character may revert their fall to the previous category (from deadly to distant, distant to long, and so on) with an Agility test and a Difficulty determined by the Referee according to the circumstances and the action taken.

FIRE

The all consuming raging fire. Player characters can face this relentless foe all the time, and when doing so, they should take all necessary precautions. Being exposed to fire without proper protection causes an amount of damage every round according to the size of the fire. Small fires (like those from a primitive torch) cause only 1d3 points of damage per round; medium sized fires (like from a campfire) cause 1d6 points of damage per round; large fires (such as from a small room on fire) cause 3d6 points of damage per round; and finally, gigantic fires (such as from a whole building in flames) cause 5d6 points of damage per round. Proper gear can mitigate this damage, usually reducing the damage as if the fire was of one or two categories smaller.



RADIATION

Just like with fire, the exposure to radiation can prove deadly to characters. In game terms, each round of unprotected exposure causes an amount of damage varying according to the intensity of said radiation. Light radiation only causes 1 point of damage per round. Medium radiation would inflict 1d3 points of damage per round. Heavy radiation inflicts 1d6 points of damage per round. Finally, extreme radiation causes 2d6 points of damage per round to unprotected creatures. As with fire, adequate gear may reduce the damage to a category lower than what it really is.

TRAPS

Technology has allowed the greedy to implement a variety of deadly devices to keep their possessions secure from the masses of thieves and opportunists. In game terms, these devices are often installed in doors, safes, corridors, and walls that are near a place that someone intends to keep secured. They are often hidden and are not obviously detected by interlopers, so player characters might be Surprised by them if they are not diligent. When activated, the players often have a chance to avoid them, or at least mitigate the damage, with an Attribute Test (normally Agility). Surprised characters will receive a Negative Die on these tests, though. Failure means they suffer the full effects of the trap. Success might mean they completely avoid it or they suffer only half the normal damage (it's usually the case when a large area is blasted with fire or some other harmful effect).

Below we present some sample traps. Referees should use them as inspiration and come up with their own devious devices to protect the vaults of the many foes that will cross paths with the characters.

Electrified Floor: The floor around a valuable object is trapped in such a way that it will electrify anyone who steps on it if it's not deactivated properly. It normally causes 2d6 points of damage, but there are deadlier versions that can cause up to 5d6 points of damage. An Agility test may let a character jump off the electrified floor, avoiding damage completely.

Flame Breath Statues: Usually installed in highly decorated places with many statues and ornaments, this trap is a favorite of the elite (they like burning their guest when not pleased). The trap can be activated by command or triggered by a pressure plate or other device. Once triggered, statues cover an area up to short range with raging flames capable of melting the flesh and carbonizing bones. Normally, anyone in the area suffers 5d6 points of damage. An Agility test allows characters to jump away from the affected area, but they still suffer half damage from the intense heat.

Electric Cage: Usually built around a valuable possession that, once taken from its rightful place without the appropriate measures, activates an electric barrier which imprisons the burglars. Being made of electric energy, this barrier appears very quickly, requiring an Agility test with a high Difficulty value to avoid. Failure means that the character is stuck inside the cage and a failure within the Difficulty interval means not only that, but also that the character touched the barrier. It inflicts 1d6 points of damage to anyone touching it, each round. Some sadistic trap makers program the electric cage to shrink a little every few minutes, and this version is popular amongst the cruelest crime bosses.

Automated Guns: Guns hidden in the walls and linked to automated targeting units fire bullets at intruders not identified by the security sensors. This is usually activated when a place is entered without using the proper access codes and keys. The guns spring from their hiding places and get a Surprise round of attacks if the characters fail an Intellect test to notice their presence. They make attacks as a creature of 3 HD, but more advanced targeting units do exist, allowing the trap to fire as a creature of higher HD. The guns cause 1d6 points of damage.

POISON

Old as time, the use of poison is still quite popular in the universe of **Dark Streets & Darker Secrets**. Poisons vary greatly, but for ease of use, they all have an intensity score (which determines the Difficulty in an Attribute Test to resist its effects) and an effect. Most common poisons inflict a d6 of damage per intensity point, but some rarer substances can make the victim fall asleep for a number of hours equal to their intensity value, paralyze the victim for a number of turns equal to their intensity, and so on. Referees can exercise their cruel imaginations and come up with a varying array of poisons with strange and sadistic effects. Below we provide a few examples

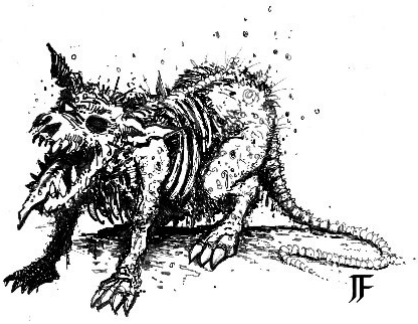
Dying Powder (intensity 3): A dust that can be added to food or drink without leaving any taste or smell. It will make its victims die slow deaths, losing 1 point of Vitality per week. The damage suffered from this poison cannot be healed, and only a special antidote can stop further loss of Vitality and allow the recovery of the lost points. This is a very popular poison among crime lords, as they use it to poison those who owe them money and then send the poor bastards on a mission in exchange for the antidote.

Worm's Saliva (intensity 5): Taken from the gigantic worms of a layer in hell, this liquid once injected in a victim will make them see things that are not there, while also making them very susceptible to questions and suggestions. A victim poisoned must succeed on a Difficulty 5 Willpower test to lie when a question is asked of them, and needs to succeed on a normal Willpower test to avoid doing what is suggested to them.

Petrifying Serum (intensity 3): This serum is obtained by draining the fluids of a rare serpent deep within the Amazon forest. If a bladed weapon is covered in it and some of it makes contact with the victim's skin, they will need to make a Physique test to avoid becoming paralyzed for 1d6 turns after 1d6 rounds have elapsed.



DISEASE



Everywhere you go in the world, you will see danger on every corner. But there are also the dangers you cannot see. Diseases and other maladies kill more than guns, and spread like wildfire in crowded corrupt cities. In game terms, when a character has come into contact with a vector of these diseases, they need to make a Physique test with a Difficulty based on how contagious the disease is. A failure means the character is infected, and after the incubation period they will start suffering the effects of the malady. A character can be cured of a disease with rest and appropriate care, as well as another Physique test (they can try once every 1d6 days after the effects begin). As with poisons, the Referee is encouraged to come up with a varying array of different and strange diseases to reflect the many illnesses that exist in this sinister world. Below we give just a few possible examples.

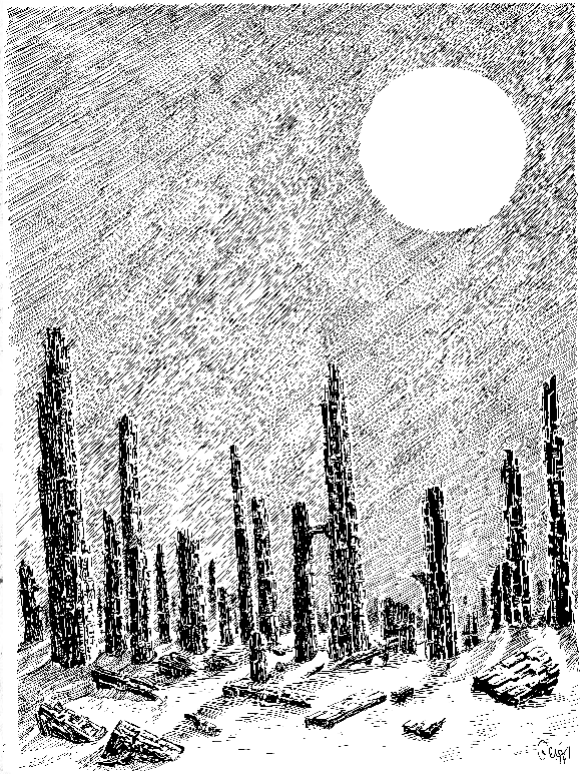
Burning Fever of Hell: Originally, this disease was contained to a small village in South America, but it has since spread to almost all hot, humid, and jungle-covered regions. Mosquitoes are the main vector of this illness, and if characters are traveling through such places without proper gear to protect themselves against these pests, they need to make a Luck Roll to avoid being bitten. Failure means the victim will need to make a Difficulty 3 Physique test or contract the disease. It manifests 1d6 days later with a burning fever and red dots all over the host's body. They will lose 1d3 Physique points per day, or only 1 point if they stay in bed. Proper care allows for another Physique test to fight off the virus.

White Rot: This terrible disease is rumored to have been fabricated by the Vampiric Council during the Dark Wars, but it has run out of their control. Infected individuals begin to rot on the places they have touched other hosts, and the rotting area grows each day. Whenever a character touches or is touched by someone with the disease, they need to make a Physique test to avoid being infected. Failure means they start losing 1 point of Physique every day until they die. There is no known cure for the disease, but some manage to survive by immediately severing the infected limb as soon as the disease is diagnosed. It's rumored that if the disease runs its course, the host becomes a zombie under the control of the Vampire Council.

Mind Worms: These parasites are actually sentient beings, and once they infect a host, they control the host's mind and body. They infect their victims through spores that are released by another host's sneezes. A character in contact with a host must make a Luck Roll to see if the host sneezes or not. Failure means they are sneezed at and need to make a Physique test to avoid being infected. If infected, the new host has 1d6 weeks to find a cure before the worms grow and burrow into their brain, dominating their mind.

EXTREME TEMPERATURES

Both extremely hot or cold environments can be deadly for characters, especially ill-prepared ones. In game terms, the Referee may ask for a Physique test every day, or even every hour or turn spent in such environments, to avoid accruing 1d3 points of damage. The hotter or colder the planet, the more frequent the tests. Thermal clothing, temperature regulated locations, and other details might make the test called for less frequently, from turns to hours, hours to days, and so on.



STARVATION

Almost all living beings in the world need to ingest nutrients to maintain their health on a daily basis. In game terms, characters can survive 3 days without food, but every day after that initial period they need to make a Physique test with a Difficulty equal to the number of days they haven't eaten. Failure means they suffer 1d3 points of damage. Once the character eats again, the loss of Vitality points ceases, and they can start to regain their Vitality points again following the normal rules described in Healing and Resting above.

DEHYDRATION

As with the necessity of food, living beings usually need to keep hydrated. In game terms, characters can go 1 day without drinking liquids, but will start to suffer on the next day, having to make Physique tests with a Difficulty equal to double the number of days without hydration. Failure means 1d6 points of damage. As with starvation, the consumption of liquids will cease further Vitality loss, and will allow the healing process to begin normally.

DROWNING

If the lack of liquids can kill someone, so can the excess, or at least when it's so much that it floods the person's lungs. To tread calm waters, no Attribute Test is usually necessary, but if the waters are agitated, or there are other dangers involved in the situation, a Physique or Agility test may be necessary to stay afloat and cover ground. A failure within the Difficulty only means the character hasn't been able to move at all. However, a failure above the character's Attribute means the character has gone under the waves and may start to drown. Characters can hold their breath for a number of rounds equal to their Physique score if they know they will need to do that. In combat or in a stressful situation, they can only hold their breath for half that number of rounds. After that, they will need to make a Physique test with a Difficulty equal to the number of rounds they've lost their breath or suffer 1d3 points of damage. Whenever to character spends a full round above the water regaining their breath, they stop suffering further damage. If the character rests for a full turn, they regain 1d6 Vitality points, and an additional 1d6 points for each additional turn spent resting.

SUFFOCATION

Gas chambers, dense smoke, lack of oxygen, all of this, in addition to hands strangling someone's neck, can cause suffocation damage. In game terms, this functions very similarly to drowning. If unable to breathe, characters can hold their breath for a number of rounds equal to their Physique score if they know they will need to do that. In combat or in a stressful situation, they can only hold their breath for half that number of rounds. After that, they will need to make Physique tests, with a Difficulty equal to the number of rounds they've lost their breath or suffer 1d3 points of damage. Whenever a character spends a full round regaining their breath, they stop suffering further damage. If the character rests for a full turn, they regain 1d6 Vitality points, and an additional 1d6 points for each additional turn spent resting.




2018

6: Sorcery and Psionics

Sarah wouldn't be able to hold off the Spirits of Hunger much longer. Giulius would be wise to hurry up and finish the banishment ritual, or all of them would fall under the control of the Abyssal forces.

There are strange and sinister powers at work in the world of **Dark Streets & Darker Secrets**. Sorcery is real, and it can corrupt the noblest of souls. The Gifted is the only player character Archetype who can use sorcery or psychic powers, but this comes at great costs. Not only will they be hunted down by supernatural entities if they find out about their powers, but the very use of these abilities is extremely taxing. As these powers come from the Abyss, their use drains life energy from the user and, sometimes, from everything around them.

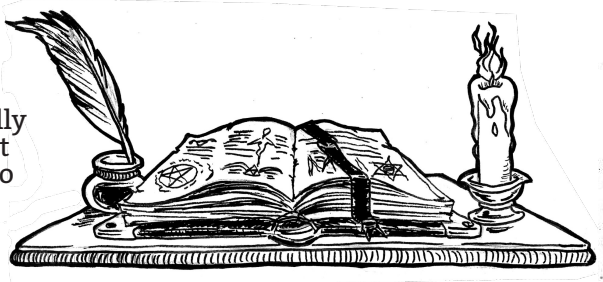
This chapter will detail the rules regarding sorcery and mind powers, including the price their users have to make and a list of sample powers characters can learn. Additionally, we present a small section regarding Arcane Artifacts, the use of True Names, and ways of learning new powers.

Sorcery or Psionics?

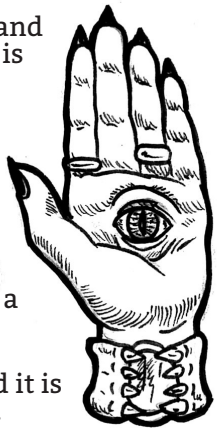
Whether a character makes use of sorcery or psychic powers is up to the player. It's an important narrative choice, but in game terms, there is little impact beyond different Backlash and Corruption tables.

Story wise, however, each one has a different feel and meaning. Sorcery is an art form very few manage to learn. We are not sure if it's because of its inherent difficulty or because many perish before mastering its use. The fact is that it makes sorcerers very powerful, while at the same time it corrupts them and drains their life energy. Those who wield it are considered mad at best and daemon-possessed at worst. The life force drained by its users is transformed into spells that defy the laws of existence.

Those possessing psychic powers are usually called mentalists. Their abilities are not learned, at least not in the same way as sorcery, but something they are born with. Some say they were blessed to fight against the influences of the Abyss and the sorcery of the witches and warlocks, but the majority do not really see a difference between them and sorcerers, and just assume they are inherently tainted by the supernatural. Regardless, the use of psychic powers is equally taxing, as most sentient species were not born to exercise their mental capabilities to such a degree.



USING POWERS



The Gifted begins the game with 3 known powers, and every time they wish to use them, a Willpower test is necessary, as well as an expenditure of life energy. The energy used for each power must come from somewhere, and the most immediate source is the user themself.

Thus, to use a power, The Gifted spends an amount of Vitality points equal to the difference between the Power Level (PL) of the power and the character's Level, and makes a Willpower test with a Difficulty equal to the same PL.

The Power Level defines how strong the spell is, and it is defined by The Gifted at the time of manifestation. They can, for example, cast the same spell with a lower PL one time, and with a higher PL on a different occasion.

A success on the Willpower test means the character manifests the power as intended, at the PL chosen. Note, however, that some powers may allow targets to make a test to resist their effects (see Resisting Powers below).

On the other hand, a failure means the power didn't manifest, or at least didn't manifest as the user intended. A failure in which the character rolls above their Willpower score means the character, for one reason or another, cannot manifest this power for the day. Maybe they aren't properly aligned with the ether currents that channel that power, or that they simply are not in the state of mind necessary for doing so.

A failure within the Difficulty range means something else. The character is able to channel the energy but something goes wrong in the process, and now they must make a choice. They either lose the power for the rest of the day, or they suffer a Backlash (which means the energy channeled manifests in a way that is detrimental to the character, possibly harming them or their allies).

Additionally, a roll of a natural 20 (a Fumble) means even more problems for the user. When this happens, they lose the power for the day, suffer a Backlash, and must make a Luck Roll to avoid automatic Corruption. If they are unlucky, they suffer a Corruption. This means that their corrupting powers have affected the character in a lasting form, possibly deforming their body, shattering their mind, and consuming their soul.



Backlash

When The Gifted channels the energy necessary to manifest a power but fails to control it, it turns against them and their allies. That's called a Backlash.

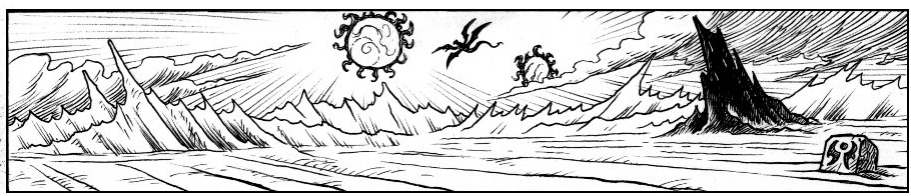
In game terms, the Referee has the freedom to determine what exactly happens, and they can base their decision on the power being used, its PL, the character's Concept, and the situation at hand. Uncontrollably manifesting a fire-based power on a rocky desert and on a dry field covered with leaves and sticks might have drastically different consequences. Generally, the higher the PL used for the power, the direr the consequences.

Powers that damage enemies may damage the sorcerer or their allies for 1 point per PL. Powers that confuse the senses may fool the user or their allies that something is true while it actually isn't for half the duration of the intended power.

If necessary, the Referee can roll on the following tables to determine more generic Backlash effects when they cannot immediately think of an appropriate one. To determine the result, the player rolls 1d6 and adds the PL of the power they were trying to manifest.



1d6+PL	Sorcery Backlash
2	Energy from the Abyss is not properly released, and the sorcerer has the Difficulty of their next Willpower test to cast a spell increased by 1.
3	The currents of energy are altered, and the Difficulty to cast spells is increased by 2 for 1d3 turns.
4	The ether currents have changed, and it will take some time to adapt to them. The sorcerer receives a Negative Die to cast the spell that provoked the Backlash for 1d3 hours.
5	The sorcerer becomes blind as they only see the infinite darkness of the Abyss for 1d6 rounds.
6	The energies channeled turn against the sorcerer and cause 1 point of damage per PL used.
7	Darkness originating from the Abyss blurs the senses of the sorcerer and their allies up to short distance, imposing a Negative Die to all actions that rely on vision and other senses. This lasts for 1 round per PL.
8	The sorcerer is blocked from the ether currents and cannot cast spells for PL turns.
9	The horrors of the Abyss assault the sorcerer's soul, and they fall unconscious for PL turns.
10	The accumulated energy from the Abyss interferes with the casting of the next PL spells, increasing their Difficulty by 5.
11	Crackling entropic energy from the Abyss blasts the sorcerer and their companions within short distance for 1d6 points of damage per PL of the spell. This damage may be divided among the caster and their allies as they wish.
12	The connection between the sorcerer and the Abyss is compromised, and they now need to sacrifice an additional 1d6 Vitality points for every spell they cast for a full day.
13	The energies from the Abyss become unstable, and the sorcerer receives a Negative Die to cast spells for a full day.
14	Every time the sorcerer casts a spell, the Abyss demands more and more energy, making the allies of the caster within short distance pay the same amount of Vitality points as the caster.
15	The Abyss drains the life energy of the caster and their allies within short range to power its forces. Everyone affected suffers 1d6 points of damage distributed between their Physique or Agility.
16+	The sorcerer accidentally summons an entity from the Abyss, possessing PL HD and 1d6 Special Abilities as explained in Chapter 8: Monsters in the Shadows. The entity is determined to devour the sorcerer and their allies.



1d6+PL	Psychic Backlash
2	The mentalist's mind is not focused, and the next time someone resists one of their psychic powers, they receive a Positive Die to do so.
3	Voices from the Shadow World enter the mentalist's mind and break their concentration. The Difficulty to manifest their powers is increased by 1 for 1d3 hours.
4	The mentalist's psychic energy is released uncontrollably, confusing allies within short range, who receive a Negative Die on their next Action.
5	The mentalist's mind is invaded by the consciousness of an entity from the Abyss, imposing a Negative Die on all actions requiring concentration for the next turn (including manifesting powers).
6	The closest nearby ally of the mentalist suffers PL points of damage as a psychic blast hits them.
7	The mentalist creates a link between them and all their allies' minds, but they can't control it. Their thoughts get in the way of each other, making them receive a Negative Die for all Actions for 1d6 rounds.
8	The mentalist accidentally broadcasts their intentions for 1d6 rounds the next time they face any foe this day, giving those opponents a Positive Die to act against them.
9	The character's psychic waves knock a nearby ally unconscious for PL turns.
10	The mentalist's brain has lost its synchronization with the Abyss, and now all tests to manifest psychic powers have their Difficulty increased by 1d6 for a full day.
11	The mentalist's body suddenly becomes more vulnerable to the harmful energies of the Abyss, and every power used consumes 1 point of either Physique or Agility. This damage can be healed through normal resting.
12	A strong and uncontrolled psychic blast hits the mentalist and everyone within short range of them for PL damage.
13	The energies from the Abyss are interfering with the mentalist's brain waves, making all Willpower tests to manifest psychic powers twice as hard, doubling their Difficulty.
14	Manifesting powers becomes painful and taxing not only to the mentalist but to their allies, too. Every time they manifest a power, their allies will have to sacrifice the same number of Vitality points, which can be divided amongst them.
15	The mentalist's mind is taken by an entity from the Abyss that attacks everyone within short distance for 1d6 rounds. Every target needs to make a Willpower test with a Difficulty equal to PL or suffer 1d6 points of damage.
16+	A psychic copy of the mentalist and 1d6 of their allies appear from out of the Shadow World and attack in the hopes of taking over their bodies. They have the same statistics as their originators.

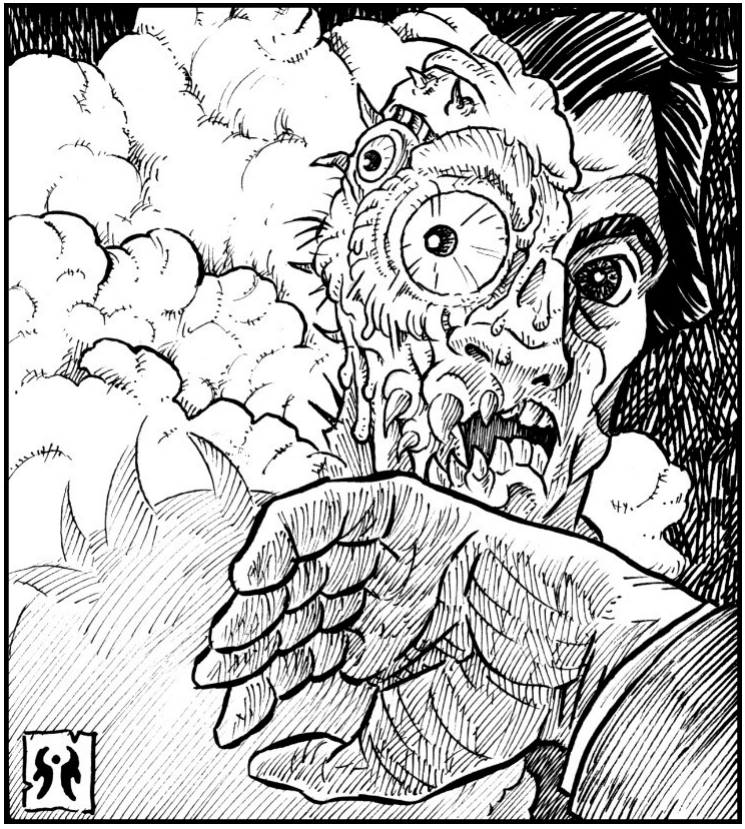
CORRUPTION

These supernatural powers can be not only unpredictable, causing strange effects and harmful experiences, but can also deeply corrupt the ones meddling with its energies, changing those individuals forever. When The Gifted rolls a natural 20 on the Willpower test to manifest a power, besides the other effects described above, they may suffer a Corruption.

When this happens, the player needs to decide if they want to make a Luck Roll to avoid the Corruption. If they don't do it, or they are unlucky, they are corrupted in some way, as determined by the Referee, using the same principles as the ones used for creating a Backlash, with the difference that a Corruption is permanent.

A power that inspires fear in a target may corrupt the user in the form of a Madness (as in Sanity and Madness in Chapter 4: Rules of the City). A damage inflicting power might permanently damage a character's Attribute. A power that lets the character travel through the Shadow World might leave them stuck there.

Similarly, we created tables to generate all purpose Corruption for both sorcery and psychic powers for when the Referee needs inspiration. In such cases, the player rolls 1d6 and adds the PL of the power which caused the Corruption.



1d6+PL	Sorcery Corruption
2	Strange and terrible symbols of Hell appear on the sorcerer's body in a place they can hide.
3	Part of the sorcerer's body is deformed, making it clear they are connected to the practice of sorcery (scaly arms, strange eyes growing over their chest, eyes that emanate a purple shimmering light).
4	One of the sorcerer's limbs is transformed into something else, like a tentacle, crab pincer, or a spider leg.
5	Abyssal energies blast the sorcerer and they acquire a gruesome wound that never heals completely, making them lose 1d3 points of Vitality.
6	The sorcerer's face is deformed in such a way that it's impossible to hide their connection to the Abyss (their skin falls off, they gain dozens of spikes and red eyes, they assume a daemonic visage). Interactions become a lot more complicated.
7	The Abyss drained so much of the sorcerer's life essence they lose a point of Physique or Agility.
8	The entities from the Abyss sap the sorcerer's resolve, draining 1 point of Willpower.
9	The shadows from the Abyss cloud the sorcerer's mind and senses, reducing their Intellect by 1d3 points.
10	Terrible nightmares, featuring horrors from the Abyss, haunt the sorcerer's dreams. Every night, the sorcerer must make a Willpower test or lose 1d3 Sanity points.
11	Energies from the Abyss emanate from the sorcerer, making anyone near them feel a strong discomfort, and anyone touching them directly suffers 1 point of necrotic damage per round.
12	The rot from the Abyss infects the sorcerer, and they begin to lose their life energy as time goes by. At beginning of every adventure they must make a Willpower test or lose 1 point of Physique or Agility.
13	The sorcerer acquires a Madness related to the situation that caused the acquisition of this Corruption, or the gravity of an already obtained Madness is increased.
14	The embryo of a hellish entity is put inside the sorcerer's body and grows with time. If at any time their Luck score drops to zero, the embryo is born and the sorcerer dies.
15	Somewhere a extradimensional portal opens, and a clone of the sorcerer steps out of it, determined to take their place, with the help of Abyssal forces. This counts as a new Complication.
16+	A portal to the Abyss appears and sucks the sorcerer and everyone within short distance of them into this hellish dimension.

1d6+PL	Psychic Corruption
2	Discreet but visible visual effects appear whenever the mentalist uses psychic powers, making it possible for others to realize they are a mentalist.
3	The mentalist is constantly manifesting visual signs of their brain waves and thoughts. This immediately identifies them as a mentalist to anyone who observes the mentalist for a few minutes.
4	The mentalist's body becomes stretched, giving them a strange and ungainly appearance, with long, skinny legs and elongated fingers.
5	The mentalist is so focused on their mental capabilities their body suffers. They regain 1 less point of Vitality every time they roll their Recovery Roll.
6	Once per adventure the mentalist might project their thoughts out loud, foiling their plans to surprise their enemies. Once per adventure the Referee may ask for a Luck Roll. Failure means the enemy affected will receive the information they need to prevent such plans.
7	The use of such strong mental powers is very taxing to the mentalist's body and it starts to weaken. The mentalist loses either 1 point of Physique or Agility.
8	Slowly but inevitably, a sentient entity from the Abyss starts to penetrate the mentalist's mind. Every adventure, they must make a Willpower test to avoid losing 1 point of Willpower.
9	Memories from other times and places start taking over the mentalist's mind, and whenever they have to make an Intellect test to remember something from their home dimension, they receive a Negative Die.
10	A terrible visage of the Abyss manifests in front of the mentalist, and they immediately lose 1d6 Sanity points.
11	The mentalist's brain waves become harmful to those around them. Those within close distance of them feel very confused, while those touching the mentalist for a full round lose 1 point of Intellect per round.
12	As their mind becomes stronger, the mentalist's body weakens and starts to die. At the beginning of every adventure the mentalist must make a Willpower test to avoid losing 1d3 points of Vitality.
13	The mentalist's sense of reality seems to be fading, and they lose 1d3 points of Intellect.
14	An uncontrollable Madness lurks in the mentalist's subconscious. It occasionally manifests and makes the mentalist lose their sense of reality completely. If at any time their Luck score reaches zero, the Madness takes over forever.
15	The mentalist acquires a split personality that may manifest occasionally, probably to foil all their plans. This is a new Complication for the character.
16+	The mentalist's consciousness is imprisoned inside their own brain while an entity from the Abyss assumes total control over their body.

Resisting Powers

The powers wielded by sorcerers and mentalists can be quite powerful, but some of them can be resisted by strong minds and resilient bodies.

Whenever a power allows the target a chance to resist it, they can make a roll to do so and either avoid the power's effects entirely or reduce its effectiveness drastically (each individual power will determine what happens when it is resisted).

Player characters resisting a power effect make an appropriate Attribute Test with a Difficulty determined by the Level or HD of the creature manifesting the power.

NPCs and other Opponents trying to resist a power need to make a d20 roll and obtain a result greater than the character's Willpower score, using the Powerful Opponent rule. This means the more experienced the character is, the harder it is to resist their powers.

Manifesting Lost Powers

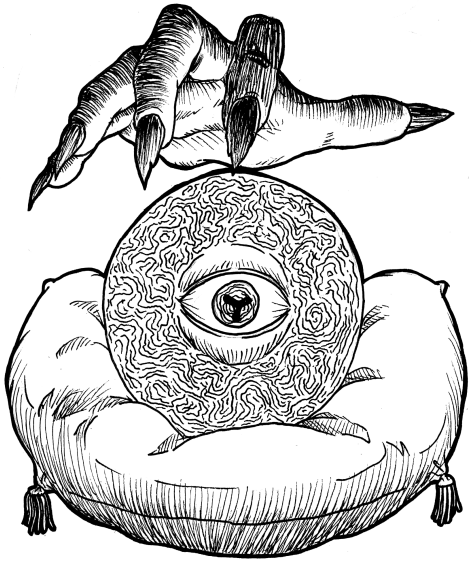
With great effort, sorcerers and mentalist may manifest powers they wouldn't be able to due to the result of previously failed tests.

When a power has already been lost for a day (or more), a character may try to manifest it again by sacrificing 1 point of either Physique or Agility to make a new test. This must be done every time they try to manifest said power until they can regain it through rest. These Attribute points may be regained normally through long rests.

Regaining Lost Powers

Sometimes, the energy currents that allows The Gifted to use their powers get blocked and they are unable to manifest them for a time, usually a full day.

After this period has passed, a character must take a long rest and spend a full turn concentrating on their form of craft (according to the character Concept) to be able to use those lost powers again.



Learning New Powers

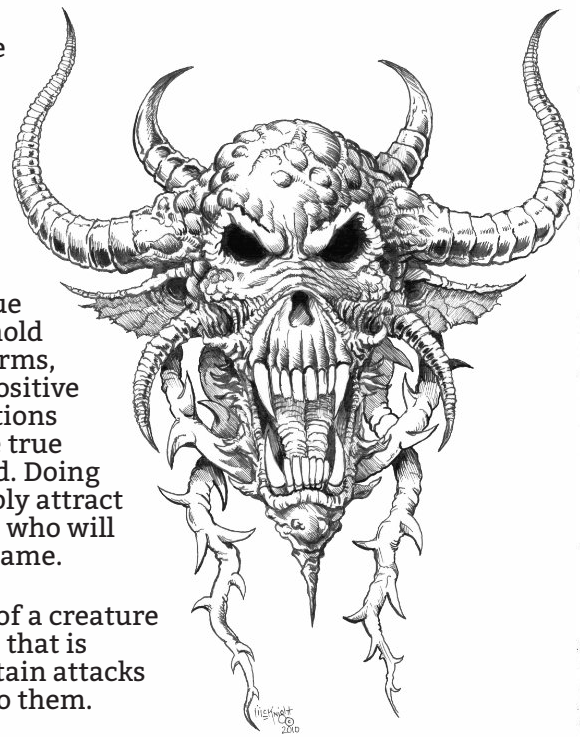
Learning new powers is not easy. The secrets behind the manipulation of energies from the Abyss and the development of psychic powers are closely guarded by those who know them and the forces of chaos.

At each Level above first, The Gifted may learn a new power. However, this is not automatic, as the character has to find a way to learn said power. This can happen through a master who teaches them, through the voices of supernatural entities that resonate from a sinister obsidian rock, through the pages of the secret tomes of an evil sorcerer, or through something else. The Referee should include opportunities to find ways to learn new powers in the adventures they prepare.

Once a source is found, the character needs to study the power for a few weeks and make an Intellect test with a Difficulty determined by the Referee according to how easy it is to learn from the source. If they succeed, the power is learned. Failure means the character could not really understand and master the power yet, but may try again once they achieve a new Level. In the meantime, the character is free to seek out and try mastering a different power for their current level.

True Name

There is real power in names. Not the mundane names used daily to crudely identify things and people; those are only simple labels. The power lies in the true name of an individual and entity.



If someone knows the true name of an entity, they hold power over it. In game terms, a character may gain a Positive Die when performing actions against a creature whose true name they speak out loud. Doing so, however, will invariably attract the fury of said creature, who will want to protect its true name.

Speaking the true name of a creature will also make a creature that is normally immune to certain attacks temporarily vulnerable to them.

Sample Powers

No one really knows how many different powers exist in this sinister world. Some even speculate new ones can be created by individuals with a strong connection to the Abyss.

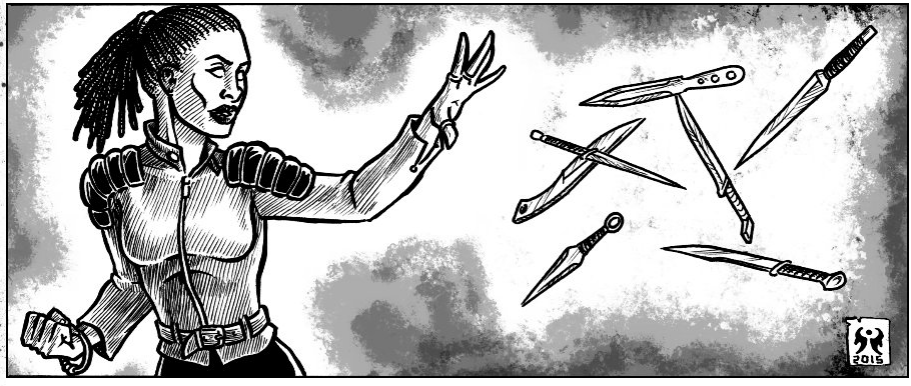
What follows is a small sample of powers that can be learned by both sorcerers and mentalists. They are presented in such a way that they can be represented in the game in various ways, depending on the character's Concept. An Energy Projectile manifested by a mentalist could be psychic waves that make the target's own body open wounds on their flesh, while a pyromancer sorcerer's Energy Projectile would be small bolts of fire that they hurl toward their enemies.

#	Power	Effect
1	Accelerate	Up to PL targets touched (which may include the character manifesting the power) can make an additional Movement and an additional Action for PL rounds each. After the effect has expired, everyone affected will need to make a Difficulty PL Physique test or fall unconscious for PL turns.
2	Animate Dead	The character can animate up to PL HD in undead creatures they touch. They can sacrifice a HD to give a creature a Special Ability. Once animated, these undead can resist being controlled rolling against the character's Willpower.
3	Augment Reflexes	The character or a target touched makes all Agility tests with a Positive Die for PL turns.
4	Augment Strength	The character or a target touched makes all Physique tests with a Positive Die for PL turns.
5	Bad Luck	A target within long distance receives a Negative Die to all Avoidance Rolls and adds +1 to all Luck Rolls for PL days. Can be resisted.
6	Cannibalize	The character can regain up to 1d6 per PL Vitality points if they devour the flesh of up to PL HD creatures.
7	Change Body	The character can transfer their consciousness to another body they are touching of up to PL HD for PL days. During this time, their own body is inert. Can be resisted.
8	Confusion	Up to a total of PL HD of creatures become confused for PL rounds. During this time, whenever they would act, the Referee rolls a d6 to resolve their actions. On a 1 they act normally. On a 2 to a 5 they don't act at all. On a 6 they take an action detrimental to their goal, which may include attacking an ally. Can be resisted.



9	Consult Void Entity	Concentrating for PL turns, the user can make up to PL yes or no questions to a supernatural entity. After that, the character must make a Difficulty PL Willpower test to avoid losing 1d3 Sanity points.
10	Damaging Touch	Immediately makes a melee attack with a Positive Die to cause 1d6+1 points of damage per PL. The user may make it a specific kind of energy appropriate to their Concept when manifesting this power.
11	Death Aura	All beings within medium distance with up to PL Vitality points left immediately die. Can be resisted. This power causes an automatic Corruption every time it's used.
12	Death's Kiss	An enemy touched, which has up to PL HD and is currently below half its total Vitality, immediately dies. Can be resisted. This power causes an automatic Corruption every time it's used.
13	Disrupt Power	A power effect, up to the same PL as this power is manifested, that is being manifested or currently manifested within medium range is cancelled. The being who manifested said power can resist this effect.
14	Drain Powers	A target up to PL HD within medium range cannot manifest powers for PL rounds. Can be resisted.
15	Energy Blade	The character materializes an energy melee weapon that causes 1d6+PL points of damage to anyone hit. The weapon lasts for PL turns. The user may make it a specific kind of energy appropriate to their Concept when manifesting this power.

16	Energy Blast	Causes an energy explosion within long distance. Anyone within short range of the explosion suffers 1d6 points of damage per PL of the power. Can be resisted to halve the damage.
17	Energy Channel	The character inscribes a focus rune on an object or person through which they can manifest their other powers as if they were at the location of said rune. This lasts for PL days. The character may have a number of active runes equal to their Level.
18	Energy Projectile	The character hurls an unfailing energy projectile that hits a target within long range for 1d6 points of damage per PL. The user may make it a specific kind of energy appropriate to their Concept when manifesting this power.
19	Energy Shield	The character creates an energy shield around themself or a target touched that can absorb 1d6 points of damage by PL. The user may make it a specific kind of energy appropriate to their Concept when manifesting this power.
20	False Face	The character or someone they touch assumes another appearance for PL hours. If the character wants to assume the appearance of a specific individual, they must have a token of said person, or they receive a Negative Die to manifest this power. If a person has reasons to doubt the identity of the user, they can make a test to resist these effects.
21	False Friendship	Offering a gift to a target of up to PL HD, the character can make it think they are friends for PL hours. Can be resisted.



22	False Vision	The character creates a static illusion in a location up to long range for PL turns. The illusion covers an area up to medium distance, and can be changed if the character concentrates for a full round. If a person has reasons to doubt the illusion, they can make a test to resist its effects.
23	Fearful Phantom	A target of up to PL HD sees its worst fear in front of them and flees for PL turns. If forced to act, they receive a Negative Die to all actions. Can be resisted.
24	Ferocity	The character or a target touched receives a Positive Die to melee attacks, inflicts +1 point of damage on melee attacks, and ignores 1 point of damage from all physical sources for PL minutes. The subject of the power must attack any target within close range in the most brutal way they can every round while under the effect of this power, unless they pass a Difficulty PL Willpower test. After the power duration expires, the target must make a Difficulty PL Physique test or fall unconscious for PL turns. Can be resisted.
25	Flight	The character or a target touched can clumsily fly for PL turns, moving at the same rate as they would on the ground, but without the difficulty of traversing rough terrain.
26	Gift from the Abyss	The character or a target touched gains 1d6 temporary Vitality points per PL that lasts for PL turns. Once the effect expires, the Abyss demands a payment of twice that amount of Vitality points, which the target will have to provide from themselves or from creatures they are touching.
27	Glimpse Future	By concentrating for a full turn on a course of action they might take, the character receives cryptic glimpses of future happenings. For PL turns, the user gains a Positive Die when performing actions related to that course of action.
28	Hypnosis	Targets of up to PL HD that meet the character's eye become hypnotized and must answer yes or no questions truthfully for PL turns. Can be resisted.
29	Imprison	Binds a target creature of up to PL HD in invisible chains for PL turns. Can be resisted.
30	Invoke Ghosts	Inscribing runes over an area of up to medium distance radius, the character creates manifestations that haunt the place for PL hours. Anyone but the character who enters the area suffers a Negative Die to all actions attempted there. Can be resisted.

31	Language Comprehension	For up to PL turns, the character or someone they touch can comprehend a specific code or language (they can be listening to someone talk, they can be examining a scripture).
32	Life in the Deep	The character or a target touched gains the ability to live underwater for PL hours. The subject of this power can breathe and move freely under the waves.
33	Mark of the Hunter	A target the character can see (by whatever means) receives the Mark of the Hunter and is pursued by a supernatural creature of PL HD per PL days. The user must possess a token linked to the target to manifest this power. The creature summoned to hunt them will demand some sort of payment and can have 1d6 Special Abilities.
34	Mind Control	The character takes control of a target's mind for PL minutes, as long as they concentrate for the whole time. The target may have up to PL HD and the character must be able to look into the target's eyes (by whatever means).
35	Mystic Compartment	The character inscribes a Rune of Recall on a chest, and is able to invoke it to their location for up to PL years. The chest can hold up to PL Encumbrance points in items. The character can only have one Rune of Recall active at a time.
36	Nauseating Aura	The character creates a nauseating aura within long range, affecting everyone within a short distance radius for PL turns. Everyone affected suffers a Negative Die to all actions while in the area. Can be resisted.
37	Open Breach	The character creates a rift to the depths of the Abyss, affecting an area up to short distance radius within long range. The area affected is treated as vacuum and is under extreme cold temperatures, causing 1d3 points of damage to anyone inside it. The rift closes after PL turns.
38	Prismatic Illusion	Targets of up to PL HD within medium range are mesmerized by the spectacle of lights and colors created for PL rounds. During this time, creatures affected automatically fail tests related to perception and must make a Difficulty PL Willpower test to act. Additionally, they suffer a Negative Die to resist other mind affecting powers while mesmerized by this effect. Can be resisted.

39	Project Consciousness	The character can project their consciousness to any place they can see (by whatever means) or to a place of which they have a token. The character can see, hear, and smell as if they were there for PL turns.
40	Protection from the Abyss	The character must inscribe runes in an area up to short distance radius that will be protected from creatures tainted by the supernatural of up to PL HD for PL turns. The Referee decides which creatures are tainted by the supernatural, but daemons and most of their servants would qualify. The creatures cannot enter the protected area. However, if they resist the power, they can pass through the runes.
41	Protective Shield	The character materializes a force shield capable of blocking physical attacks (like a shield). The character can block up to PL attacks per round with an Intellect test. The shield lasts for PL turns.
42	Pyrokinesis	The character is capable of controlling a source of fire of up to PL areas of close distance for PL minutes. The character can increase or decrease the fire's intensity by one category (see Fire on Hazards and Other Dangers on Chapter 5: Combat) each round by concentrating.
43	Ray of Weakness	A target at up to long range which has up to PL HD suffers a Negative Die to all strength related tests (melee attacks included) for PL turns.



44 Read Thoughts	The character can read the mind of a target they can see (by whatever means) of up to PL HD for PL turns. Can be resisted.
45 Rot Matter	Rots non-living matter in PL areas of up to close distance radius within medium range after 1 turn. Can be resisted if said item is carried by a creature.
46 Shadow Cloak	The character or a target touched has their body covered by the shadows of the Abyss and can now hide in plain sight with an Agility test made with a Positive Die. This effect lasts for PL turns.
47 Shadow Travel	The character opens a portal to the Shadow World, and up to PL individuals may enter it to travel quickly to another portal opened somewhere else. This power lasts for PL turns, and each turn traveling through the Shadow World is equivalent to traveling a full day in the normal world. However, the Referee will roll for a Random Encounter (see Chapter 8: Monsters in the Shadows for more details) each turn spent inside the Shadow World.
48 Sigil of Return	Inscribing the Sigil of Return on a location and then uttering a single word causes the character and other individuals within short range (up to PL creatures in total) to instantly return to said location. This power lasts for PL days, and the user can only have one Sigil of Return active at a single time.
49 Sinister Pact	PL willing targets make a pact to act in accordance to some principles. Whoever acts contrary to these suffers 1d6 points of damage (that cannot be healed) per day, until they make amends for their actions. This pact lasts for PL weeks.
50 Slow Time	A target of up to PL HD within medium distance has the time around them slowed for PL rounds. The target must now choose whether to perform a Movement or an Action every round, and acts last in the Initiative order. This effect lasts for PL rounds. Can be resisted.
51 Somnolence	Targets in an area of a short distance radius within long range that have up to PL HD fall asleep for PL turns. Can be resisted.
52 Song of Seduction	A target of up to PL HD that can hear the character's voice becomes enamored with them for up to PL days. Can be resisted.
53 Song of Serenity	By singing a song, everyone within listening distance and up to PL HD is compelled to cease all hostilities as long as the character continues to sing. Can be resisted.

54	Strangulation	PL targets of up to PL HD within medium range start to suffocate, suffering 1d3 points of damage per round and receiving a Negative Die to all actions for PL rounds. Can be resisted.
55	Summoning	The character summons a creature of up to PL HD for PL turns, after which it returns to whence it came. The user must have a token linked to said creature (such as a statuette of it, a tuft of hair, or a vial of blood), and the creature can resist the power to avoid being controlled.
56	Telekinesis	The character can manipulate objects and even individuals up to long distance as if they had a Physique of 10+PL. This lasts for as long as the user concentrates.
57	Telepathy	The character can create a mental link to communicate telepathically with up to PL Individuals who are up to distant range. This power lasts for PL turns.
58	Transfer Life	A target touched (make a melee attack made with a Positive Die) is drained of 1d3 Vitality points per PL and either the character or another individual touched regains the same amount of Vitality points.
59	Unnatural Growth	The target doubles in size for PL turns, gaining PL Vitality points and inflicting an additional 1d6 points of damage.
60	Ventriloquism	The character projects their own voice to any place they can see (by whatever means) for up to PL minutes. With an Intellect test, the user may simulate other sounds. Can be resisted.



Arcane Artifacts

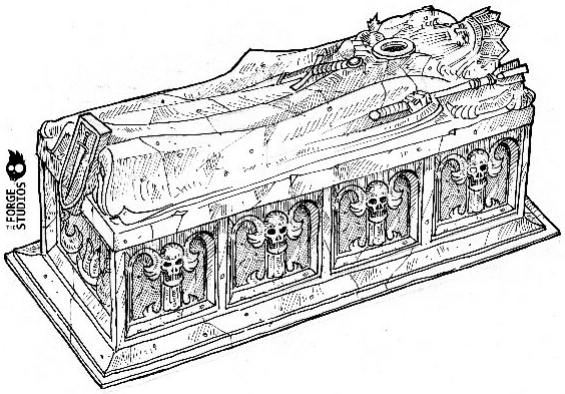
There exist strange and mysterious objects created by supernatural beings and old relics forged long ago to battle the forces of evil by wiser civilizations. These objects, differently from mundane devices, have some form of sentience and a purpose. They provide great powers to their users, but they also charge a great price, especially from those who defy their wishes and purposes.

Because of their uniqueness, we won't present here a list of defined arcane artifacts but a set of tables intended to help Referees create their own artifacts for their campaign.

Creator

One of the defining elements of an Arcane Artifacts is its creator. As said before, these objects possess sentience, and their intelligence and personality are derived from their creators. If the Referee already has a specific creator for the artifact in mind, they can use the Intellect score of that creator and a strong trait of their personality for the artifact. Otherwise, roll 3d6 to define the Intellect score of the object, and a d20 on the table below to define who created the item.





1d20	Artifact Creator
1	A dead and forgotten god from another world who still lives in the artifact.
2	An alien sorcerer who came from the void of space.
3	A long dead sorcerer who turned the darkness inside them into light.
4	The first demonologist as they first experimented with the forces of the Abyss.
5	A sentient star that wishes to consume the whole universe.
6	A traitor of the Order of the Sun who has been erased from all records.
7	A servant of the Lady of Pain who sacrificed their soul and sanity to serve their master.
8	A noble spirit who fought a war with the forces of the Abyss.
9	A daemon, bent on corrupting this world, like it did on many others.
10	A powerful sorcerer who lives inside the Shadow World.
11	A being of pure hate with a sentient mind and a desire to destroy all matter.
12	A collective of lost souls who want revenge against the Vampire Council.
13	The Faerie Queen, who despises all mortal beings and their ugliness.
14	The Death King, who controls a horde of undead spirits and starving ghouls.
15	The imagination of the last survivor of an alien species in torpor.
16	A pool of blood that acquired sentience when hundreds of people were killed and their blood absorbed by it.
17	An interdimensional sorcerer stuck in this world and who has become crazy.
18	A sentient psychic crystal that knows everything that has happened, is happening, and will happen.
19	The Abyss itself, trying to get a stronger footing in the world.
20	The collective minds of a world destroyed during the Hellish Wars.

Purpose

An artifact is always created for a specific purpose. No one would go through such ordeal without a very good reason.

Therefore, when creating an arcane artifact for their campaign, the Referee must define a purpose for it, one that can help drive the campaign and lead to further adventures, presenting tough choices. If need be, the Referee can roll a d66 on the table below to define the artifact's purpose.

d66	Artifact Purpose
11	Kill an important individual or entity.
12	Attack an organization or faction.
13	Destroy a culture or civilization.
14	Destroy an object or possession.
15	Attack a place or region.
16	Destroy an immaterial force or feeling.
21	Discover a path or shortcut.
22	Find an important individual or entity.
23	Find a place or region.
24	Find an artifact or relic.
25	Find a resource or energy.
26	Find a power or information.
31	Capture an important individual or entity.
32	Steal energy or resource.
33	Steal knowledge or memory.
34	Imprison a creature or force.
35	Steal an immaterial force or feeling.
36	Steal an object or possession.
41	Protect an important individual or entity.
42	Protect an organization or faction.
43	Protect a place or region.
44	Protect an object or possession.
45	Protect a secret or information.
46	Protect a culture or civilization.
51	Discover the weakness of an enemy or its obsession.
52	Discover a new place or region.
53	Discover a way back from a prison or dimension.
54	Discover a new power or force.
55	Discover the truth about a myth or legend.
56	Discover a knowledge or secret.
61	Survive the wrath of an enemy or crazed ally.
62	Survive a dire accident or unforeseen disaster.
63	Escape the persecution of an organization or faction.
64	Escape a cult or fanatical persecution.
65	Survive a trip to the Shadow World or other horrific place.
66	Survive the coming of the Hordes of Hell or other supernatural threat.



Power and its Cost

These arcane artifacts possess astonishing powers, capable of defying reality around them. They are a great boon to their users, but they also charge a hefty price of them.

When the Referee is creating such artifacts, they have a great leeway to add some powerful effects, but they also have an obligation to make it charge a price. The greater the powers, the greater the costs.

The Referee should also create these costs based on the powers itself, making the whole artifact thematically cohesive. An artifact that makes its owner invisible will also make those they care for forget who they are, or will make others ignore their presence even when not invisible. Another one that makes a character control the minds of others makes them an arrogant tyrant.

Below we present a small sample of powers and costs that the Referee can use to generate their artifacts and to inspire the creation of additional powers and costs.

d66	Power	Cost
11	The user can become invisible at will, even while attacking opponents in combat.	Each time the artifact is used, the character receives a token. Once they have more tokens than their Willpower score, they have to make a Luck Roll every time they want to be noticed or remembered by someone.
12	The user can control the minds of others with a Willpower test. They can control a number of people equal to their Level at the same time.	Every time the artifact is used, the user accumulates a token. Once they have more tokens than their Willpower score, they have to make a Willpower test to avoid treating others like inferiors.
13	The user becomes capable of entering a state of destructive rage, gaining a Positive Die on all melee attacks, inflicting an additional d6 die of damage on any melee attack, and making an additional attack per round. Every round, the character must attack someone in melee, or move closer to attack someone if there is no one in close range. Once activated, this state will only stop with a Willpower test with a Difficulty equal to the number of rounds in which the character has been in rage.	Every time this artifact is used, the character receives a token. Once they have more tokens than their Willpower score, they become incapable of controlling their anger, and must pass a Willpower test to avoid entering a rage, like the power.

14	The user can teleport to known locations with an Intellect test, and to locations to which they have a symbolic token with an Intellect test made with a Negative Die.	The character receives a token every time the artifact is used. Once they have more tokens than their Willpower score, they won't be able to stay in the same place for long. After the first day in a place, they will need to make a Willpower test with a Difficulty equal to the amount of days they have stayed in the same place not to teleport somewhere else.
15	The user becomes immortal, at least against normal diseases, the ravages of time, and mundane damage. However, they are still vulnerable to sorcery, psychic powers, and other non-mundane effects. Additionally, they are vulnerable to a specific kind of attack the Referee specifies.	Every time the artifact is used, the character receives a token. Once they have more tokens than their Willpower score, the character becomes reckless and uncaring. Whenever the character would avoid doing something because of the risks to themself or others, they need to make a Willpower test or proceed with the risky action, no matter the consequences.
16	The character can read the mind of everyone within medium distance, effectively making it impossible to surprise or deceive them.	Every time the artifact is used, the character receives a token. Once they have more tokens than their Willpower score, they cannot stop listening to other thoughts and have trouble differentiating them from their own. Whenever they are performing actions that require concentration and there are other sentients nearby, they receive a Negative Die.
21	The user can become immaterial, partly shifting to the Shadow World. This allows them to ignore mundane damage and traverse walls and other physical obstacles.	Each time the artifact is used, the character accumulates a token. Once there are more tokens than the character's Willpower score, the character runs the risk of getting lost in the Shadow World every time the artifact is used. This is represented by making a Luck Roll each time they become immaterial. If they are unlucky, they become stuck in the Shadow World.
22	The user can change their appearance at will, even resembling other species and specific individuals. Anyone who suspects they are not who they seem must succeed on a test against the character's Intellect.	Each use of the artifact gives a token to the user. Once they have more tokens than their Willpower score, they start losing their sense of themselves. Each time they use the artifact, they need to make a Willpower test or believe they are someone else entirely.

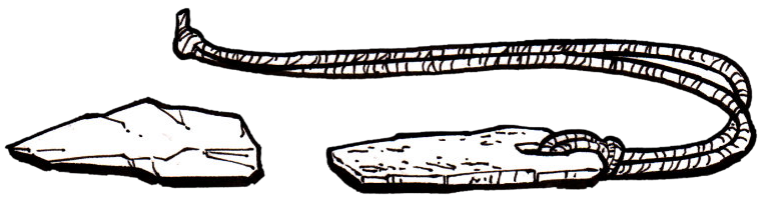
23	The user can drain the life of other living beings to strengthen themselves. By touching a target, they inflict 1d6+Level points of damage and add the same amount to any of their Attributes for a full turn.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character becomes addicted to consuming life energy. Everyday they don't use this power they must make a Willpower test with a Difficulty equal to the total number of days they have gone without consuming life energy. Failure means they will use this power on the next living being they see until they kill said creature.
24	The user can absorb supernatural energy to empower themself, such as their sorcery of psychic powers. Every time a power is used against them, they can make a Resistance Test (even when that is not normally allowed). If they succeed, the power is nullified and they absorb its PL. They can then use those PL to manifest their own powers without making any tests.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character becomes addicted to consuming supernatural energy. Every day they don't absorb an amount of PL in supernatural energy equal to their Level they lose 1d3 points of Attributes. These points can be regained normally through rest if they absorb enough PL in supernatural energy equal to their Level.



25	The character can shoot powerful energy rays against their enemies at will, making a ranged attack and inflicting 1d6 points of damage per Level to targets within long range.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character starts to have difficulty in controlling this raw energy power coursing through their body. Every time they use this power they must make a Luck Roll not to make an additional attack to a nearby ally.
26	The user can bring others back from the dead.	The user needs to sacrifice a point of Attribute for each Level of the deceased individual. These sacrificed points are never healed again.
31	The user can manifest the False Friendship power at will and with a Position Die against everyone within medium range.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character becomes addicted to being the center of attention. In every social interaction in which the character isn't the center of attention, they must make a Willpower test or do whatever they can to become it, effectively losing the focus of the conversation.
32	The user is considered to have all academic professions as part of their Concept, making them an expert in many fields of knowledge.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character becomes arrogant and will usually ignore other opinions. Whenever the character has to change their opinion to another supported by another individual, they must succeed at a Willpower test.
33	The user can look into the past of a location, making an Intellect test with a Difficulty determined by how long something has happened. No Difficulty for something that happened some days ago. Difficulty 2 for something that has happened weeks ago. Difficulty 4 for months ago. Difficulty 6 for years ago. Difficulty 8 for decades ago. Difficulty 10 for centuries ago, and so on.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character may become lost in the past. Every time the character uses the power, they have to make a Willpower test not to believe they are in the observed time, losing connection to the reality around themselves.

34	The user can assume the form of a powerful inhuman creature of 10 HD chosen by the Referee. This lasts for as long as the user wishes to keep that form.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character has difficulty returning to their real form. Thereafter, every time the user assumes the creature's form they have to make a Willpower test or remain in that form forever.
35	The user doesn't need to rest like other mortals. Instead, they only need to meditate for a full turn to enjoy the same benefits as a full long rest. They can only benefit from this once a day.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character runs the risk of not awakening from their meditations. Every time they meditate thereafter, they need to make a Willpower test or be lost in their dreams.
36	The user can project their consciousness to any place they have ever been or to which they have a token. They need to make an Intellect test to do so and must concentrate the whole time.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character can lose the sense of where they really are. Thereafter, any time they try to use the artifact and fail the Intellect test, they project their consciousness to some other terrible place and witness a horrific scene, making them lose 1d6 Sanity points
41	The user becomes capable of seeing invisible objects and creatures, including ghost, spirits and other supernatural beings.	Each day in which the character uses the artifact, they accumulate a token. Once they have more tokens than their Willpower score, they acquire a new Complication, indicating they see things that are not actually there.
42	The user becomes capable of acting twice per round, as they acquire supernatural speed and competence.	Each scene in which the character uses the artifact gives them a token. Once they accumulate more tokens than their Physique score, they age 1d6 years every scene they use the artifact.
43	The user can glimpse into the future as long as they spend a full hour concentrating on it. The Referee will then narrate a future event that is probably going to happen and would affect them or their close allies.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character becomes addicted to contemplating the future. Every time the artifact is used thereafter, the character needs to make an Intellect test to come back to their own time, avoiding being stuck in the future.

44	The user can divide themselves in up to as many "copies" as they have Levels. All of them share the same pool of Vitality points, though, and consequences to one affect all the other "copies".	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character starts to develop multiple personalities and lose control of their copies. Thereafter, each use of the artifact requires a Willpower test with a Difficulty equal to the number of "copies" created. Failure means the copies become autonomous, and the character loses control over them.
45	The user can turn back time up to 1d6 turns per Level with a Willpower test with a Difficulty equal to the number of turns traveled back.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character may become stuck in a time loop. Thereafter, each time the artifact is used, if the character fails the Willpower test, they go back in time, but are stuck there, repeating the same period of time over and over forever.
46	The user can communicate telepathically to anyone within sight, even when not sharing a language in common.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character may become unable to communicate with others, lost in their own thoughts. After that, every use of the artifact requires a Willpower test.
51	The user can create an illusion over an area up to long range. The illusion can change as long as they concentrate, and it can hide creatures inside of it. Anyone with a good reason to doubt the veracity of the illusion can make an Intellect test to resist it.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character may become lost in their own illusion, preferring to live there than in the real world. Then, every time the artifact is used, the character must make a Willpower test with a Difficulty equal to the number of turns in which the character keeps the illusion active.



52	The user can create an invulnerability shield around themselves and up to a number of allies equal to their Level. Nothing can hurt those inside the shield, but they cannot harm anything outside it either. When using this power, the character must make a Willpower test with a Difficulty equal to the number of rounds the user wants to keep the shield up.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character may become stuck in this shield forever. Thereafter, every use of the artifact requires a Luck Roll, and an unlucky character becomes imprisoned in the invulnerable shield for the rest of their days.
53	The user becomes capable of healing all wounds and diseases affecting a touched target immediately.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character will start spreading the corrupting influences of the Abyss. Every time someone is healed after that, the user acquire a Corruption.
54	The user can open portals to other places, allowing a number of individuals equal to their Level to travel instantly. The user must have been to said places before or possess a token linked to the destination.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character runs the risk of being taken to the Abyss. Thereafter, every use of the artifact asks for a Luck Roll, and an unlucky roll means that the portal leads to the Abyss without the user knowing.
55	The artifact eliminates the necessity of food and water for its owner. They can survive indefinitely without the ingestion of nutrients.	Each adventure in which the character benefits from this artifact, they must make a Willpower test with a Difficulty equal to the total number of adventures without eating. A failure means the character becomes addicted to food, as it is now merely a source of pleasure. They acquire this addiction as a new Complication.
56	The user can control the Great Devouring Worm Mother and all of her offspring with a Willpower test.	Every use of the artifact gives the character a token. Once they have more tokens than their Willpower score, the character becomes susceptible to falling under the control of the Great Devouring Worm Mother herself. Every time the artifact is used thereafter, the character receives a Negative Die to the Willpower test, and if they fail, they are now under the control of the Worm Mother.

61	The user becomes capable of harming a powerful supernatural entity with this artifact if it is a weapon, or with any of their normal attacks if it's not.	The possession of said artifacts draws the attention of the supernatural entity. The character is now hunted by the entity, which counts as a new Complication.
62	The user can summon a powerful entity from the Abyss with a Willpower test. This entity has a minimum of 10 HD and several Special Abilities.	Once summoned, the creature will require a payment for its services, even if the payment is the soul of the user themself. The artifact owner will need to negotiate the terms of service with the entity.
63	The user can consult a supernatural entity, probing its corrupted wisdom for secrets and terrible truths. This can lead to the automatic learning of a new power.	Every time the artifact is used, the owner needs to make a Willpower test with a Difficulty equal to the number of powers learned through the artifact. Failure means they lose 1d6 Sanity points.
64	The user can destroy an entire city using the artifact. This is usually a one use only artifact, and needs to be pointed at the target before it can be activated.	After the place is destroyed, the user will need to make a Willpower test every time they sleep. Failure means they have nightmares of all the souls they've killed and cannot rest for that night. A Fumble means they are possessed by the soul of one of their victims.
65	The user can infuse matter with life energy taken from themself. By sacrificing a number of permanent points of Physique or Agility, they create a creature of an amount of HD equal to the number of points sacrificed. Depending on the matter used, the creature can possess various Special Abilities and Weaknesses.	The power already specifies a cost for using the artifact.
66	By sacrificing their own liberty and succeeding at a Willpower test, the user can imprison an enemy for eternity. Both of them can only be freed together by someone who finds the artifact.	The power already specifies a cost associated with the use of the artifact.




HARSH!

Sample Artifacts

What follows are a few arcane artifacts created following the procedures specified in the previous pages.

The Holy Sword of Saint George

A gift from the angels to a knight of the Order of the Sun, this weapon deals 2d6 + the user's Level or HD in damage (and the d6 explodes on a 6), and gives a Positive Die to attack undead creatures and daemons. By making an Intellect test the wielder can detect the presence of a daemon or undead creature in one hundred kilometers. However, every time the wielder finds an undead creature or daemon, they must succeed on a Willpower test to avoid directly attacking them. The purpose of the weapon is to kill all forces of the Abyss.

The Helm of Cosmic Despair

Created by a forgotten Elder God of madness and despair, this helm has a strange property. It resembles a collection of horned faces of creatures that inspires fear and despair in whomever looks at it. Each individual sees it as a different thing. As such, a mortal merely looking at the Helm must make a Difficulty 2 Willpower test not to lose 1d3 Sanity points. The user can also concentrate on a well-known target, or on a target from whom they possess a token, and that victim must make a Difficulty 6 Willpower test or lose 2d6 Sanity points while suffering a sudden bout of madness. Each use, however, drains 1 point of Sanity from the user automatically. This artifact was created by the forgotten Elder God for their chosen messiah, so that they could properly spread their worship across the world.

The Kaleidoscope of Dimensions

This tubular device was created by an insane sorcerer bent on spreading their dominion over multiple dimensions. Looking through its lenses, the user can adjust their vision to look at the same location projected upon other planes of existence, and even allow a portal to open to said locations with a Willpower test made with a Negative Die. Success allows the user to transport up to a number of individuals equal to the result rolled on the dice to the target dimension instantly. Failure, however, transports the user to an unknown reality without the means to return.





7: Running the Game

Most of the people think that the corrupt mayor runs the city. Some believe he is just a pawn of the greedy corporations behind his government. You know, however, that the truth is much worse.

Dark Streets & Darker Secrets is an action horror role-playing game that focuses on ease of play and improvisation. In order to make the job of the Referee even easier, this chapter provides a series of tools to help them bring the dark world of the game to life, helping them portray the main characteristics of the setting, create adventures, cities and neighborhoods, and even NPCs.

10 Characteristics of a Dark World

The world of **Dark Streets & Darker Secrets** is very similar to our own, but it has some important main characteristics that should be highlighted during the game.

The World is Corrupt

Politicians take money from corporations to benefit them in government deals and enterprises. The military sell their own weapons on the black market. Police officers charge protection money from business owners. Corruption is ingrained in society, from the citizens that fraud their tax return forms to the president of almost every country.

d10	Signs of Corruption
1	Police officers go into seedy bars and other places of illegal activities to collect their share.
2	A great scandal on TV when they find out about the outrageous payments the government has been making to corporations for simple services and supplies.
3	Low income public servers drive fancy cars and travel to luxurious hotels.
4	A man with a briefcase full of money showing it to someone inside an SUV in a dark alley.
5	Public services abandoned due to lack of funding, while politicians enjoy a series of privileges.
6	Corrupt politicians are absolved of their crimes thanks to bought out judicial system.
7	Burned out house of a clean cop.
8	Blackmailed officer has their secrets revealed by criminals.
9	A well-known crime boss is elected for a public office thanks to their schemes.
10	A politician's whole family is employed in high-paying jobs in a influential corporation right after they are elected.

Violence is Rampant

Police forces are brutal, bearing up suspects or even protesters on the streets. Gangs of thugs beat up people on the streets for just looking at them the wrong way. "Good Citizens" shoot one another because one says their team is better than the other's. Violence has spread through all levels of society and is hard to escape it.

d10	Signs of Violence
1	A person shoots another one over seatings in a public food court.
2	Blood stains on walkways and bullet holes on walls.
3	Screams coming for a house. Someone is being beaten.
4	Spanking is back to many schools.
5	Bullies beat up kids on the streets.
6	Street gangs terrorizing poorer neighborhoods.
7	Violent militias patrolling more upscale regions.
8	Guns being sold on every corner, even to children.
9	Mass shootings happening every day or so.
10	Xenophobic parties advocating for genocide publicly.

Society is Decadent

Society has stagnated, preferring to indulge itself in debased pleasures and illegal substances. Culture is based on the latest trends set out by the mainstream media, and artists sell their souls to get a deal to survive.

d10	Signs of Decadence
1	Widespread consumption of drugs, even on national television.
2	Drunks and others under the effect of substances passing out on the streets.
3	Artists that appear everywhere are merely reproducing what the media powerhouses want to promote.
4	Bookstores and libraries are disappearing one by one.
5	The music industry is more focused on appearance and flair than on the actual music.
6	Museums are falling apart and are almost closing due to lack of funding and public.
7	Nightclubs are always full, and people do whatever they can to forget their lives.
8	The great spectacle of today are the modern gladiatorial battles in stadiums.
9	Most of the artists live on the streets, unable to afford a roof over their heads.
10	Culture is now defined by what the corporations want people to consume.

Inequality is Everywhere

Those on the top have much more than they need, and the rest has much less than they deserve. Slums are everywhere, surrounding more affluent neighborhoods. While a beggar asks for a loaf of bread on the street, a corrupt businessman lights their cigarette with a hundred dollar bill.

d10	Signs of Inequality
1	Less than 1% of the world population owns more than 70% of all the wealth.
2	Hundreds of people die on the streets every day, from hunger and cold, or simply shot for being in the way.
3	People have to work two to three jobs just to get by.
4	Old beaten up cars barely still running side by side with the latest German models.
5	People dying at their work because they cannot afford to retire.
6	The rich living in leisure while their employees serve their every wish.
7	Beggars flocking around cars that stop at the traffic lights.
8	Huge lines forming around a building where jobs are being offered.
9	Criminality is rising every day as people have fewer options to get by.
10	The government is taxing less the rich, and more the poor, to help the economy grow.



Darkness Is Prevalent

The nights seem to last longer in this world than in our own. Side streets are dark and the light posts malfunction all the time. Shadows are deeper, thicker, and almost palpable.

d10	Signs of Darkness
1	The moon seems more pallid every night.
2	The lights on the streets seem to be always malfunctioning when you need them.
3	A dense fog appears almost every day, blurring vision.
4	The shadows seem darker even during the day.
5	Strange forms appear in the shadows, as if bizarre creatures were hiding inside them.
6	Moving shadows, as if a monster made of darkness was pursuing someone.
7	The nights last longer than they should.
8	Solar eclipses happen more often and last for longer periods.
9	City-wide blackouts happen at least once per month.
10	Buildings cast long dark shadows on the streets and alleys even during daylight hours.



Hope is Dying

Every time things seem to be getting better, the world get worse afterwards. When a new religion seems to be bringing new hope to the desperate, they find a grand corruption scheme behind it. When a young new politician arrives promising to battle the corrupted regime, they promptly join their former rivals.

d10	Signs of False Hope
1	Day by day the conditions for the common people seem to get worse.
2	Good cops appear dead after they dismantle any corrupt scheme.
3	Police officers requesting money to investigate cases.
4	Politicians after politicians failing to keep their promises.
5	Thousands of people being laid off their jobs everyday.
6	Pacific protesters being brutally repelled.
7	New laws and incentives to the poor are rapidly nullified by the next government.
8	Local charity projects are shut down either by authorities or criminals.
9	Notorious good samaritans are slowly but inevitable revealed to be frauds.
10	Corruption schemes revealed in several independent organizations that allegedly help people.

The Supernatural is Real

People always hear stories of monsters, aliens, and secret societies. For most, they are just stories. For a few, they are more real than reality, as this false veil can be easily altered if you know the right rituals.

d10	Signs of the Supernatural
1	A zombie plague is spreading in the slums.
2	Witches kidnap children to offer them as payment to their heretic goddess.
3	The church is controlled by daemon-worshipping bishops.
4	Mad ghosts possess people to commit hideous acts.
5	Old houses where terrible things have trespassed are haunted by the anguishing souls.
6	The Vampire Council controls all the major corporations and companies.
7	Faeries, corrupted by the influences of the Abyss, are robbing mortals of their dreams.
8	Enigmatic alien beings come to Earth to do foul experimentations on earthly beings and to further their unfathomable goals.
9	Lycanthropes prowl the dark streets, hungering for fresh meat.
10	Mutants and other secret government creations are being used to further sinister agendas.

And it influences the world

The forces from beyond this world have shaped it in many ways and continue to do so every day. Daemons influence powerful individuals, often making them cause havoc and conflict amongst their followers and rivals. Faeries feed on false hopes of a better life, so they create legends and myths to fool mortals. The Vampire Council is everywhere, shaping how every great decision is made.

d10	Signs of Supernatural Influence
1	Mind-controlled subjects commit crimes without even knowing it.
2	Vampire lords of the Council kill thousands with their secret petty wars for influence and prestige.
3	Gangs fight each other on the command of their lycanthrope leaders.
4	Fashion trends follow the fleeting dictations of the Faerie Queen.
5	Daemons make whatever they can to infuse mortals with their darkest desires.
6	Aliens are installing probes on influential people, making them pawns in their game.
7	Witches take the form and appearance they want, fooling anyone to get what they want and fulfill their desires.
8	Spirits of anguished souls torment mortals to fulfill their wishes and enact vengeance on the living.
9	Cults to Elder Gods manipulate reality to fulfill prophecies that they hope will bring forth the doomsday their patrons foretold.
10	Secret societies use forbidden sorcery to achieve their nefarious greedy goals, no matter the cost.



Heroes are Rare

In a world of monsters and darkness, to be a hero is to be a target. It is a lot safer to just look at your own problems. After all, everyone has their own battles, right? Very few stand up to fight for others, and when they do, they try to avoid attention and recognition.

d10	Signs of Fear
1	Criminals rob people on the streets, and no one has the courage to react.
2	The law of silence rules over the areas commanded by criminal factions.
3	Gangs beat up lone rivals when they are distracted.
4	Every day fewer people are willing to go out to protest against authorities.
5	Cops do not dare enter areas where the criminal organizations rule.
6	People turn in their neighbors for fighting against unjust laws.
7	People avoid going out at night in most of the non-affluent neighborhoods.
8	No one dares to testify against criminals, and when they do, they die mysteriously afterwards.
9	Allies turn against their former companions with a better offer from their former enemies.
10	Hundreds of empty houses, from where people ran somewhere else.

And Hunted by the Abyss

The forces of the Abyss and other otherworldly threats hate heroes. Of course, their souls are more valuable in their infernal trades, but their presence foils plans and causes unpredictable results.

d10	Signs of Persecution
1	Strange people have been asking about the characters everywhere.
2	Hidden cameras were installed near their residences and jobs.
3	Calls in the middle of the night threaten the characters and their loved ones.
4	Their accounts on all social media sites are hacked.
5	Their bank accounts are suddenly drained of all the money.
6	Letters written in blood describing terrible ways the characters will be killed.
7	The character's hideout is invaded and ransacked.
8	Assassins are sent after the characters' loved ones.
9	They are wrongly pursued by the police for crimes they didn't commit.
10	Mysterious accidents start to happen near the characters.



Adventure Generator

Creating adventures is maybe the main job of the Referee, and in a game set in a city full of possibilities and infinite choices, a tool to quickly generate ideas for adventures is essential.

Thus, we present this Adventure Generator, which can provide Referees with a diverse number of elements to spark their imagination with just a few d66 rolls. With it, you can generate Goals, Locations, Antagonists, Supporting Characters, Complications, and Rewards to jump start ideas, and the Referee does not need to limit themself to just one result per element. An adventure can have multiple goals, more than one important locations, two antagonists, various supporting characters, and so on.

Adventure Goals

An adventure usually has a main goal, and sometimes one or more minor objectives, that can motivate various types of characters. Not every character will be sufficiently motivated to rescue prisoners from the local Vampire Lord's prison just because it's the right thing to do; they might accept the mission if, inside the mansion, they expect to find dozens of high quality and rare art pieces to sell.

d66	Adventure Goals	d66	Adventure Goals
11	Attack an Influential Individual	41	Protect a Group of People
12	Attack an Organization	42	Guard a Location
13	Destroy a Location	43	Save an Important Individual
14	Destroy an Artifact	44	Protect a Secret
15	Attack a Monster	45	Protect an Artifact
16	Attack an Immaterial Force	46	Protect an Organization
21	Find an Important Individual	51	Discover a New Path
22	Rescue a Missing Person	52	Find a Secret Location
23	Find a Location	53	Explore an Evil Lair
24	Recover an Artifact	54	Discover a New Ritual
25	Find a Rare Creature	55	Explore the Shadow World
26	Retrieve Something Lost	56	Find the Truth
31	Steal an Art Piece	61	Survive a Supernatural Disaster
32	Steal an Artifact	62	Survive Imprisonment
33	Kidnap an Important Individual	63	Survive Assassins
34	Capture a Monster	64	Survive a Daemonic Invasion
35	Extract Important Information	65	Survive the Awakening of an Elder God
36	Capture an Immaterial Force	66	Survive the Wrath of a Sorcerer

Adventure Locations

Throughout an entire adventure, characters can come and go through many different places. However, there will be a few which are really central and important to the whole scenario. To help come up with interesting and exciting locations for the game's adventures, the Referee can use the table below. Each entry suggests locations that can be further developed and adapted to many themes.

d66	Adventure Locations	d66	Adventure Locations
11	Ruins of the City	41	Airport
12	Sorcerer's Tower	42	Bus Terminal
13	Military Fort	43	Subway Station
14	Mausoleum	44	Botanical Gardens
15	The Slums	45	Gang's Territory
16	Cathedral	46	Luxurious Hotel
21	Abandoned Warehouse	51	City Hall
22	Overgrown Cemetery	52	Bank
23	Abandoned City Park	53	Shopping Mall
24	Ruined Factory	54	Amusement Park
25	Abandoned Asylum	55	Science Lab
26	Ruined Historical Building	56	Prison
31	Night Club	61	The Undercity
32	Rich People's Condo	62	The Shadow World
33	Corporation's HQ	63	The Abyss
34	Art Gallery	64	Spaceship
35	Stock Market	65	Witch's Hut
36	Sewers	66	Dreamlands



ADVENTURE ANTAGONISTS

Nothing motivates a group of adventurers more than a good villain. In a single adventure, characters will probably have just one or two major main opponents, whom they will try to stop, or who will try to stop them. Other opponents might be swayed to the character's side, but these will usually be behind them all. The table below can be used by the Referee to randomly create a main antagonist for an adventure or even an entire campaign.

d66	Adventure Antagonists	d66	Adventure Antagonists
11	Crazed Necromancer	41	Awakening Aberration
12	Bloodthirsty Police Officer	42	Shadow Monster
13	Fanatical Priest	43	Failed Scientific Experiment
14	Greedy Businessperson	44	Bloodthirsty Lycanthropes
15	Insane Gang Leader	45	Maniacal Insect Lord
16	Maniacal Crime Boss	46	Uncaring Aliens
21	Uncontrollable Artificial Intelligence	51	Manipulative Vampire
22	Jewel with Evil Soul	52	Diabolical Daemon
23	Daemon-Forged Weapon	53	Vengeful Witch (or Warlock)
24	Alien Artifact	54	Uncaring Faeries
25	Elder God's Relic	55	Ancestral Humans
26	Mind-Controlling Statue	56	Serpent People
31	Evil Corporation	61	Forgotten Elder God
32	Chaotic Cult	62	Vengeful Ghost
33	Criminal Organization	63	Beings from Another Dimension
34	Extremist Political Party	64	Ancient Prime Spirit
35	Secret Society	65	An Uncaring Immortal
36	Bloodthirsty Vigilantes	66	Living Energy



Adventure's Supporting Cast

Besides the characters and the main antagonist, there may be other important individuals or organizations that can interfere with the players' objectives. These individuals are not initially opposed to or aligned with the player characters, but they can help or hinder the players depending on how the party interacts with them. The Referee can use the table below to generate a couple of supporting characters that can participate in the adventure scenario.

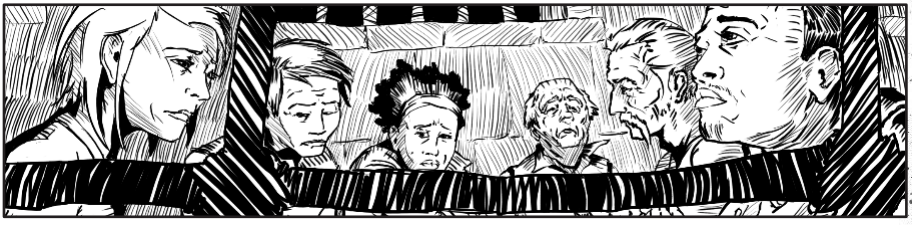
d66	Adventure's Supporting Cast	d66	Adventure's Supporting Cast
11	Downtrodden Singer	41	Deformed Mutant
12	Bon-Vivant Burglar	42	Sympathetic Alien
13	Clean Cop	43	Humane Vampire
14	Faithful Priest	44	Ancestral Human
15	Crazy Scientist	45	Mythological Creature
16	Just Vigilante	46	Honorable Lycanthrope
21	Compassionate Businessperson	51	Repenting Daemon
22	Influential Reporter	52	Forgotten God
23	Caring Physician	53	Beings from Another Dimension
24	Community Leader	54	Ancient Primal Spirit
25	Curious Scholar	55	Caring Faerie
26	Dissident Military	56	Empathetic Ghost
31	Mercenary Company	61	Living Emotion
32	Religious Order	62	Artifact with Good Soul
33	Non-Governmental Organization	63	Holy Relic
34	Secret Society	64	Artificial Intelligence
35	Local Gang	65	Helpful Witch (or Warlock)
36	Local Students	66	Time Traveler



Adventure Complication

Most of the time, things do not go as planned. Disaster can happen at any time. A gang war can begin while the characters are simply trying to save people from being kidnapped by a lunatic. A daemonic invasion can happen right as the characters arrive to collect a bounty. You get the idea! The table below can help Referees come up with wild ideas to make the adventurers' lives even more complicated and exciting. Finding the lost relics of the Order of the Sun might be fun, but doing it at the same time as a portal to the Abyss brings in a Devourer Daemon is much more memorable.

d66	Adventure Complication	d66	Adventure Complication
11	Financial Problems	41	Gang Wars
12	Low on Supplies	42	Disruptive Rivals
13	Enemies with Unlimited Resources	43	Group Keeping Status Quo
14	Characters' Weapons are Useless	44	Greedy Mercenaries Interfering
15	Sorcery Becomes More Dangerous	45	Doomsday Cult Attacking
16	Party's Belongings are Stolen	46	Corrupt Cops Slaughtering People
21	Lots of Innocents Affected	51	Old Enemy has Reappeared
22	Loved One in Danger	52	Party Member Cursed
23	Rival Asking for Help	53	Location is in Another Plane
24	Neutral Party in Danger	54	Party Has Been Tricked
25	Innocent Monster in Danger	55	Location is Protected by Another Faction
26	Supernatural Entity in Danger	56	Lost Alien
31	Destructive Storm	61	Victims are not What They Seem
32	Enraged Monster	62	Antagonist is Actually an Ally
33	Volcanic Activity	63	The Party is Betrayed
34	Magical Catastrophe	64	Occult Enemy is Revealed
35	Destructive Flood	65	An Ally is Revealed to be an Enemy
36	Enraged Animals	66	What Seems Supernatural Isn't



Adventure Rewards

Everyone is looking for something, and everything has a price. Sometimes the characters will embark on a perilous mission just because this is the right thing to do. Other times, they will need a more "concrete" motivation, a valuable one if they can get it. The table below will generate a variety of possible rewards that can help motivate various kinds of characters, from good samaritans that always do the right thing to those that are interested only in their own benefit.

d66	Adventure Reward	d66	Adventure Reward
11	Large Sum of Money	41	Truth About a Legend
12	Badly Needed Supplies	42	Location of a Desired Artifact
13	Very Useful Equipment	43	True Name of an Entity
14	Valuable Things to Sell	44	Enemy's Secret
15	Better Weapons	45	Enemy's Weakness
16	Sorcery Ingredients	46	Truth About the Past
21	Legendary Weapon	51	Influence on Politics
22	Ancient Spellbook	52	Influence Over a Company
23	Alien Artifact	53	Influence Over a Secret Society
24	Advanced Tech	54	Influence Over the Aristocracy
25	Holy Relic	55	Influence Over a Supernatural Entity
26	Arcane Artifact	56	Influence Over a Gang
31	Powerful Spell	61	Fame Amongst Criminals
32	Power Over a Monster	62	Recognition from the People
33	Immortality	63	Homage by the Freedom Fighters
34	Supernatural Strength	64	Fame Amongst Monster Hunters
35	Favor from a Supernatural Entity	65	Favors with a Sorcerer
36	Power Over a Faction	66	Erased Criminal Records



The Dark City

The city is a very important character in **Dark Streets & Darker Secrets**. It surrounds the player characters and NPCs all the time, instilling emotions and shaping the theme of the game. In an urban game like this, properly presenting the setting can go a long way in making the world feel more alive and the threats more real.

To help with that, this book provides several tables to generate elements such as buildings, events, sights, activities, smells and much more.

d66	City Themes	d66	City Themes
11	Corrupt Aristocracy	41	Uncaring Plutocracy
12	Maddening Art	42	Unescapable Distractions
13	Greedy Bureaucracy	43	Neverending Feuds
14	Oppressed Classes	44	Inescapable Intrigue
15	Rabid Animals	45	Widespread Poverty
16	Everpresent Death	46	Police Brutality
21	Distorted Meritocracy	51	Widespread Corruption
22	Cult of Personality	52	Everything is for Sale
23	Overbearing Opulence	53	Oppression of the Different
24	Deteriorating Culture	54	Sorcery Gone Wrong
25	Evil Pilgrimage	55	Appearance over Substance
26	Crime Infested	56	Unrelenting Xenophobia
31	Widespread Violence	61	Religious Persecution
32	Life Ending Drugs	62	Debased Pleasures
33	Mafia Wars	63	Human Trafficking
34	Ingrained Cruelty	64	Incoming Doomsday
35	Unbearable Inequality	65	Gang Wars
36	Fanatical Religions	66	Exploitation of the People



d66	City Events	d66	City Events
11	Covert Assassination	41	Underworld War
12	Sinister Carnival	42	Deadly Fashion Trend
13	Gang's Conscription	43	Great Fire in the Slums
14	Award to Corrupt Politician	44	Deadly Plague
15	Government Coup	45	Unjustified Censorship
16	Chaos Cult Rituals	46	Proclamation of War
21	Protests in the Slums	51	Deadly Games
22	Prison Break	52	Arrival of Refugees
23	Invasion of Foreign Faction	53	Riots on the Streets
24	Slaughter in the Slums	54	Wave of Murderous Fury
25	Eviction of a Whole Neighborhood	55	Supernatural Fog
26	Bank Robbery	56	Increase of Taxes
31	Company Merge	61	Widespread Hallucinations
32	Polarized Elections	62	Serial Killer on the Loose
33	Corruption Negotiations	63	Important Trial
34	Arbitrary Curfew	64	Shortage of Food
35	Discovery of Catacombs	65	Opportune Blackout
36	Violent Earthquake	66	Celebrity Scandal

d66	Neighborhood Themes	d66	Neighborhood Themes
11	Old Catacombs	41	Prisons and Labor Camps
12	Crime Boss Turf	42	Temples and Churches
13	Construction Everywhere	43	Laboratories and Research Facilities
14	Artists' Refuge	44	Business Buildings
15	Criminal Heaven	45	Trash Fields
16	Cultural Resistance	46	Elite's Clubs
21	Shopping Malls	51	Government Administration
22	Illegal Market	52	Graveyards and Funeral Houses
23	Monuments of the Past	53	Parks and Gardens
24	Military Domain	54	Factories and Warehouses
25	Opulent Elite	55	Harbor and Ships
26	Untreated Pollution	56	Courthouse and Law Firms
31	Extreme Poverty	61	Nightclubs and Drug Dens
32	Restaurants and Bars	62	Vice and Prostitution
33	Rich Universities	63	Supermarkets and Butchery
34	Poor Universities	64	Abandoned Buildings
35	Theaters and Cinemas	65	Constant Shootings
36	Banks and Money Lenders	66	Undeveloped Lands

d66	Rich Neighborhood Locations	d66	Rich Neighborhood Locations
11	Skyscraper	41	Hospital
12	Duplex	42	Nursing Home
13	Villa	43	College
14	Flat Building	44	University
15	Manor House	45	Private Arena
16	Mansion	46	Opera Hall
21	Loft Building	51	Amphitheater
22	Bakery	52	Museum
23	Bank	53	Library
24	Beauty Salon	54	Cathedral
25	Hobby Shop	55	City Hall
26	Shopping Mall	56	Police Station
31	Pub	61	Fire Station
32	Fancy Restaurant	62	Embassy
33	Convention Center	63	Courthouse
34	Hotel	64	Military Facility
35	Office Building	65	Garage Building
36	Foreign Car Dealership	66	Airport

d66	Poor Neighborhood Locations	d66	Poor Neighborhood Locations
11	Microapartment Building	41	Clinic
12	Shack	42	Hospice
13	Unit House	43	Sanatorium
14	Prefabricated House	44	Cemetery
15	Mess Building	45	Poorly Cared School
16	Tenement	46	Public Swimming Pool
21	Slaughter House	51	Ruined Theater
22	Automobile Repair Shop	52	Street Cinema
23	Arcade	53	Church
24	Car Wash	54	Prison
25	Convenience Store	55	Factory
26	Pharmacy	56	Warehouse
31	Bar	61	Refinery
32	Fast Food Joint	62	Parking Field
33	Brothel	63	Bus Station
34	Department Store	64	Bridge
35	Car Dealership	65	Trash Field
36	Orphanage	66	Abandoned Train Station

d66	Street Features	d66	Street Features
11	Games on the Street	41	Low Roofed Buildings
12	Shadowy Awnings	42	Fire Escape
13	Ornamented Balconies	43	Well-Tended Gardens
14	Improvised Barricades	44	Gnarled Trees
15	Crumbling Bridge	45	Malfunctioning Lights
16	Polluted Canal	46	Open Sewers
21	Dried Out Fountain	51	Entrance to the Sewers
22	Imposing Gates	52	Spilled Oil
23	Rusty Ladders	53	Recently Opened Crater
24	Rabid Animals	54	Dead End
25	Mud Everywhere	55	Murky Fog
26	Overgrown and Abandoned	56	Water Puddles
31	Cars Everywhere	61	Street Vendors
32	Narrow Catwalks	62	Insect Swarm
33	Violent Brawl	63	Trash-Covered
34	Eroded Walls	64	Police Cars
35	Dozens of Clotheslines	65	Steep Slope
36	Crowded Due to Commotion	66	Rubble on the Floor

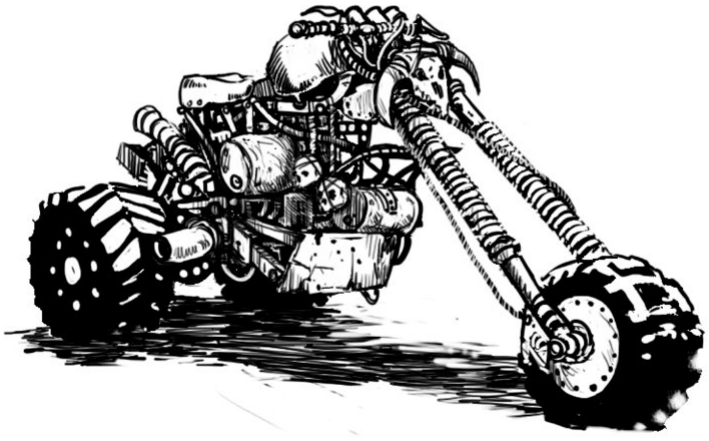
d66	Building Features	d66	Building Features
11	Insect Hives	41	Extravagantly Decorated
12	Large Balconies	42	Crumbling Walls
13	Hidden Basement	43	Secret Passages
14	Well Lit	44	False Mirrors
15	Poorly Lit	45	Sewers Entrance
16	Luxurious Furniture	46	Servant Passages
21	Broken Glass	51	Panic Room
22	Cheap Furniture	52	Security Locks
23	Ransacked Rooms	53	Skylights
24	Trash Everywhere	54	Dust-Covered
25	Rotting Carpet	55	Sinister Symbols
26	Seepage on Ceiling	56	Echoing Halls
31	Mold on Walls	61	Rustling Chains
32	Burning Marks	62	Bullet Holes
33	Thick Pillars	63	Grated Windows
34	Opulent Chandeliers	64	Dusty Bookshelves
35	Hidden Crawlspace	65	Crumbling Staircases
36	Blood-Stained Drain	66	Decadent Paintings



d66	City Smells	d66	City Smells
11	Sewage	41	Barbecue
12	Urine	42	Cat Urine
13	Feces	43	Rotten Eggs
14	Fresh Blood	44	Cigarette Smoke
15	Rotten Fish	45	Cuban Cigars
16	Cheap Perfume	46	Alcohol
21	Sweat	51	Fresh Fruits
22	Expired Deodorant	52	Blossoming Flowers
23	Burned Meat	53	Delicious Food
24	Burnt Tires	54	Burnt Wood
25	Rotten Corpses	55	New Car
26	Wet Dog	56	Melting Plastic
31	Sweet Incense	61	Odor of Hatred
32	Marijuana	62	Lustful Perfume
33	Gasoline	63	Essence of Complacency
34	Burned Fuel	64	Smell of Fear
35	French Perfume	65	Stench of Sorcery
36	Burnt Hair	66	Stink of the Undead

d66	City Sounds	d66	City Sounds
11	People Protesting	41	Car Honking
12	People Screaming	42	Police Sirens
13	People Cheering	43	Ambulance Sirens
14	People in Dead Silence	44	Bank Alarm
15	People Grumbling	45	Terrorism Alert
16	People Whispering	46	Cries of Help
21	Loud Rock Music	51	Firearms Shooting
22	Loud Hip Hop Music	52	Commotion of a Brawl
23	Low Jazz Music	53	People Cursing Loudly
24	Loud Opera Singing	54	Construction Noise
25	Newest Pop Music Sensation	55	Explosion Blast
26	Rhythmic Drums	56	Thunder Roar
31	Dogs Barking	61	Whispers in the Wind
32	Cats Meowing	62	Electronic Sounds
33	Pigeons Cooing	63	Faerie Laughter
34	Bats Screeching	64	Vampiric Melody
35	Rats Squeaking	65	Ghostly Howls
36	Wolves Howling	66	Roar of a Beast

d66	City Sights	d66	City Sights
11	Armored Cops Arriving	41	Kids Using Drugs
12	Bus on Fire	42	Homeless Going Over Piles of Trash
13	Car Accident with People Dying	43	Cars Chase Through the Neighborhood
14	Searchlights in the Clouded Sky	44	Two Sport Cars Racing
15	Neon Signs Promising Distractions	45	Sewer Pipe Exploding
16	Brightly Lit Limousine Driving Around	46	People Being Robbed
21	Exhausters Emitting Smoke	51	Giant Billboard Promoting Latest Product
22	Rainwater Falling From Roof	52	A Teared Off Human Limb
23	AC Vents Emitting Cloud of Vapors	53	People Making Graffiti
24	Prostitutes Offering Their Services	54	Someone Trying to Escape Cloaked Pursuers
25	Faces Lit by People's Phones	55	Fanatical Preacher Screaming
26	Dead Body in the Gutter	56	Homeless People Washing Windscreens
31	Person Going into Overdose	61	Long Line of People to Buy the Latest Gadget
32	Paparazzi Following a Celebrity	62	The Lights Suddenly Turn Purple
33	Post Lights Flickering	63	Some Creature Hiding in the Shadows
34	Disease-Infected Homeless People	64	Diabolical Pentagram on the Floor
35	Criminals Executing Someone	65	Dead Body Without Any Blood
36	Cops Beating Up a Suspect	66	Marks of Sharp Claws



Factions in the City

There are a lot going on in a City, and the major players are always Factions of individuals with common goals. These groups use their combined forces to better exert their influence around them, making it easier for them to achieve their goals. However, there are countless factions in the cities of **Dark Streets & Darker Secrets**, and many of them oppose each other.

d66	Faction Theme	d66	Faction Theme
11	Art Appreciation	41	Mafia Family
12	Equality Fighters	42	Human Trafficking
13	Illegal Market	43	Inconsequential Anarchists
14	Drug Trafficking	44	Up-and-Coming Companies
15	Daemon Worshiping	45	Allied Monsters
16	Law Enforcement	46	Vigilantes
21	People's Militia	51	Desperate Musicians
22	Crazy Conspiracies	52	Theater Company
23	Fanatical Church	53	Smuggling Alliance
24	Noble Families	54	Spy Network
25	Foreign Families	55	Scholars' Society
26	Street Gangs	56	Secret Society
31	Corrupt Politicians	61	Supernatural Descendants
32	Cruel Assassins	62	Council of Elders
33	Greedy Businesspeople	63	Heist Specialists
34	Alien Worshiping	64	Death Worshipers
35	Sorcerous Power	65	Vampire Worshipers
36	Scientific Advancement	66	Nature Worshiping



d66	Faction Characteristics	d66	Faction Characteristics
11	Out of Money	41	Efficient Methods
12	Too Much Bureaucracy	42	Brutal Methods
13	Tries to Help Others	43	Believe It's the Right Thing
14	Internal Conflict	44	Secret Organization
15	Need Guidance	45	False Front
16	Well-Connected	46	Subversive Goals
21	Corrupt to the Core	51	Controls Politicians
22	Isolated	52	Powerful Weapons
23	Manipulative Leader	53	Have Prisoners
24	Martial Training	54	Esoteric Beliefs
25	Cult of Personality	55	Expanding Members
26	Cruel Doctrine	56	Hunt Enemies
31	Extreme Nationalist	61	Incompetent Minions
32	Populist Lies	62	Insane Members
33	Decadent Members	63	Unlimited Resources
34	Decaying Disease	64	Always Prepared
35	Delusional Maniacs	65	Controls the Police
36	Disappearing	66	Blackmail Opponents

d66	Faction Objectives	d66	Faction Objectives
11	Advise Influential Individual	41	Protect Heritage
12	Remain Secret	42	Protect Knowledge
13	Awaken Entity	43	Get Rich
14	Steal Artifacts	44	Produce Object
15	Construct Location	45	Indoctrinate the Masses
16	Control the City	46	Hunt Traitors
21	Exchange Prisoners	51	Fulfill Prophecy
22	Collect Knowledge	52	Destroy Artifact
23	Indulge in Pleasure	53	Destroy Monster
24	Spy on Other Factions	54	Enforce Their Laws
25	Map the Stars	55	Have Sadistic Fun
26	Overthrow City Rulers	56	Make Others Insane
31	Control Politicians	61	Reveal the Truth
32	Forge an Artifact	62	Summon Daemon
33	Create a Monster	63	Survive Persecution
34	Defeat Enemies	64	Spread Disease
35	Defend Location	65	Steal Emotions
36	Protect Important Individual	66	Feed Beast



People of the City

Millions of people live in the City. People of every kind, from everywhere, with every possible goal and personality. Most of them just want to go about their business, trying to survive another day in this uncaring grey urban jungle. Some, however, are actually creatures as evil as a vampire lord. Very few are actually good.

d100	Male Names	d100	Male Names
1	Shawn Crossley	51	Jürgen Meyer
2	Eric Oakes	52	Ingo Schultz
3	Ryan Murdock	53	Thomas Wagner
4	Jeffrey Bryum	54	Frank Krämer
5	Stephen Zander	55	Daniel Malzer
6	Michael Conoly	56	Dirk Köhler
7	Craig Crookston	57	Andreas Müller
8	Jackson Greto	58	Kai Metzner
9	Cedrick Parsh	59	Dennis Schmidt
10	Adam Harkness	60	Bernd Förster
11	Amr al-'Abarta'i	61	Brendan Murphy
12	Baqar al-Katib	62	Kyle O'Sullivan
13	Ibrahim al-Saghir	63	Nolan Doyle
14	Sharif al-Wasiti	64	Conor McCarthy
15	Yusuf al-Kabir	65	Ross Campbell
16	Tahir al-Sufi	66	Owen Murray
17	Zayad al-Rumi	67	Liam O'Connor
18	Ghazi al-Tuluni	68	Rory O'Neil
19	Ghassan al-Kasrawi	69	Declan Smith
20	Umar al-Najjar	70	Aidan Gallagher
21	Rui Moraes	71	Vito Ricci (Italian)
22	Eduardo da Costa	72	Carlo Caputo
23	Arlindo Castelo Branco	73	Franco Savino
24	Pedro Gonçalves	74	Aldo Vicenzi
25	Antônio Amaral	75	Franco Paolucci
26	Tiago da Mata	76	Nino Domenico
27	Carlos Andrade	77	Giorgio Zucco
28	Ricardo Cardoso	78	Pasquale Marchese
29	Fernando da Silva	79	Salvatore Bruno
30	Mauro de Albuquerque	80	Pietro Candelora
31	Li Hui (Chinese)	81	Saburo Arakawa
32	Sung Jin	82	Akira Yamamoto
33	Xie Meng	83	Koji Murata
34	Tong Kehui	84	Shogo Endo
35	Hui Zhili	85	Tenyu Uchida
36	Xiao Shisun	86	Daisuke Ueda
37	Peng Lei	87	Yukio Sugihara
38	Wu Haocai	88	Motoki Nakajima
39	Chang Zhongyu	89	Riku Tsukehara
40	Taishi Xilong	90	Hitoshi Takagi
41	Eteinne Cabot	91	Boris Yegorov
42	Pascal Dubois	92	Ivan Kuznetsov
43	Rémy Chevalier	93	Sergei Petrov
44	Benoît Roux	94	Oleg Maltsev
45	Didier Durand	95	Alexander Gerasimov
46	Gaston Leblanc	96	Viktor Batkin
47	Jaques Vioget	97	Piotr Vorapaev
48	Pierre Boulanger	98	Mikhail Zubov
49	Honoré Artaud	99	Yakov Trushin
50	Maurice Charbonneau	100	Valentin Rokossovsky

AMERICAN ARRABIC BRAZILIAN CHINESE FRENCH GERMAN IRISH ITALIAN JAPANESE RUSSIAN

d100	Female Names	d100	Female Names
1	Emma Hammill	51	Christina Schreiber
2	Pamela Araneo	52	Sabine Meer
3	Jennifer Reeves	53	Hanna Reimer
4	Anna Roman	54	Svenja Gerber
5	Nicole Forrest	55	Elke Weiss
6	Kaylene Minehan	56	Ria Kurz
7	Gina Kuklenski	57	Asta Lustig
8	Dora Maxson	58	Verena Knopf
9	Rebecca Bullert	59	Sacha Gebaur
10	Laticia Ahalt	60	Geraldine Cullen
11	A'isha al-Adwani	61	Fiona Campbell
12	Banujah al-Badawi	62	Brianna Walsh
13	Faiza al-Ifriqi	63	Sheila Quinn
14	Hiba al-Jaludi	64	Patricia Wilson
15	Izza al-Basri	65	Kaylee Kennedy
16	Labna al-Darir	66	Tracy O'Brien
17	Rabia al-Hashimi	67	Ashlyn Byrne
18	Sahla al-Isbahani	68	Kira Lynch
19	Suraya al-'Attar	69	Tara O'Reilly
20	Zyanab al-Hamdani	70	Kathleen Moore
21	Andreia Ferreira	71	Caterina Malatesta
22	Natália Bernardo	72	Elena Carpino
23	Lucélia Reis	73	Pina Giacone
24	Paula Menezes	74	Angela Amato
25	Gabriela Garcia	75	Teresa Falcone
26	Letícia Lima	76	Belina Vecchio
27	Raquel Vasconcelos	77	Silvana Zabatino
28	Rosangela de Sá	78	Lucia Maggio
29	Michelle Goés	79	Enza Guerra
30	Izabela Mendes	80	Donna Bonaduce
31	Cheng Lihua	81	Ayuy Mishima
32	Li Mei	82	Kumie Otani
33	Siu Jie	83	Yoko Yasukawa
34	Gao Luli	84	Mari Sekigawa
35	Wong Lili	85	Rie Ogura
36	Ho Paihong	86	Hidemi Mishima
37	Leung Yiping	87	Sanae Komiya
38	Ko Ling	88	Mizuho Hirano
39	Kuo Qin	89	Fumiko Goto
40	Ma Ya	90	Namie Asai
41	Camille Galliard	91	Olga Alexandrov
42	Marguerite Perrault	92	Evgeniya Abakumov
43	Amélie Orleans	93	Natalya Davydov
44	Noémi Rochefort	94	Irina Gravikov
45	Celine Huet	95	Yekaterina Smirnov
46	Paulette Jourdain	96	Dariya Babanin
47	Élodie Menard	97	Sofia Yablokov
48	Capucine Thierry	98	Tatyana Yurin
49	Madeline Reynald	99	Lyudmila Essen
50	Virginie Camus	100	Svetlana Shashlov

FRENCH CHINESE BRAZILIAN ARRABIC AMERICAN

GERMAN IRISH ITALIAN JAPANESE RUSSIAN



d66	Upper Class Occupations	d66	Upper Class Occupations
11	Pop Singer	41	Plastic Surgeon
12	Movie Star	42	Famous Painter
13	TV Actor	43	Famous Surgeon
14	Rock Star	44	Fortune Heir
15	Famous Athlete	45	Lottery Winner
16	Politician	46	Bank Robber
21	Corrupt Police Officer	51	Dilettante
22	Stock Agent	52	Fashion Designer
23	Movie Director	53	Financial Investment Adviser
24	Crime Boss	54	Gun Seller
25	International Drug Dealer	55	Industrialist
26	Casino Owner	56	Famous Jewelry Designer
31	CEO of Big Corporation	61	Corrupt Lawyer
32	Corrupt Public Servant	62	Formula 1 Driver
33	Bank Owner	63	Religious Guru
34	Land Baron	64	Cult Leader
35	Famous Architect	65	Financial Investor
36	Technology Company Owner	66	Corrupt Tax Collector

d66	Lower Class Occupations	d66	Lower Class Occupations
11	Taxi Driver	41	Electrician
12	Butcher	42	Fast Food Worker
13	Sales Clerk	43	Game Developer
14	Tourist Guide	44	Teacher
15	Veterinarian	45	Historian
16	Waiter	46	Insurance Broker
21	Web Designer	51	Kitchen Hand
22	Writer	52	Librarian
23	Delivery Person	53	Locksmith
24	Barista	54	Musician
25	Bus Driver	55	Mathematician
26	Carpenter	56	Nurse
31	Civil Engineer	61	Pharmacist
32	Cook	62	Radiologist
33	Debt Collector	63	Safety Inspector
34	Thug	64	Train Conductor
35	Dentist	65	Truck Driver
36	Domestic Cleaner	66	Biker

d66	People's Traits	d66	People's Traits
11	Strong Authority	41	Protected Location
12	Stealthy	42	Loyal Servants
13	Owns Favors	43	Prophetic Visions
14	Convincing Words	44	Nothing to Lose
15	Astonishing Beauty	45	Contacts in the Police
16	Good at Forgery	46	Fanatical Followers
21	Doesn't Leave Leads	51	Powerful Weapon
22	Various Contacts	52	Knows What's Going On
23	Knows the Streets	53	Family Everywhere
24	Money Laundry	54	Expert in Disguises
25	Superior Education	55	Expert in Interrogation
26	Famous Celebrity	56	Unbeatable in Debates
31	Streetwise	61	Secret Laboratory
32	Skillful Liar	62	Hired Assassins
33	Absurdly Rich	63	Access to Illegal Goods
34	Leader of Faction	64	Backed by Powerful Faction
35	Cult Member	65	Skilled Criminal
36	Inspires Fear	66	Supernatural Power

d66	People's Hindrances	d66	People's Hindrances
11	Tremendous Bad Luck	41	Owes Lots of Money
12	Weak-Willed Followers	42	Unskilled
13	Addicted to Something	43	Bad Liar
14	Always Drunk	44	Poor Defenses
15	Coward	45	Surrounded by Scandals
16	Indulges in Debased Pleasures	46	Lacks Knowledge
21	Extremely Vain	51	Lacks Determination
22	Obsessive Love	52	Code of Honor
23	Extremely Sick	53	Suspicious of Everyone
24	Obsessive Behavior	54	Very Naive
25	Strong Paranoia	55	Is Being Manipulated
26	Always Partying	56	Uneducated
31	Lacks Resources	61	Always Leaves Evidence
32	Lacks Contacts	62	Too Much to Lose
33	Loses Money Gambling	63	Horrendous
34	Always Hungry	64	Wanted by Authorities
35	Extremely Greedy	65	False Information
36	Not Respected	66	Loses Temper Easily

d66	People's Objectives	d66	People's Objectives
11	Improve Their Lives	41	Prove Their Worth
12	Be Accepted	42	Impress an Individual
13	Acquire an Object	43	Resolve Conflict
14	Create an Object	44	Restore a Faction
15	Destroy an Object	45	Have Their Revenge
16	Attack a Faction	46	Discover a Secret
21	Join a Faction	51	Be Feared
22	Attack an Individual	52	Have Justice
23	Save an Individual	53	Serve a Leader
24	Locate an Individual	54	Become Rich
25	Be Loved	55	Ascend to Another World
26	Master a Craft	56	Capture an Entity
31	Get Somewhere	61	Spread Chaos
32	Capture an Individual	62	Cure Disease
33	Acquire Knowledge	63	Become Powerful
34	Become Famous	64	Cause the Apocalypse
35	Create a Faction	65	Bring Back a Loved One
36	Become Free	66	Become Immortal



d66	People's Obstacles	d66	People's Obstacles
11	Abandoned by Loved One	41	Suffers From Depression
12	Needs Medicine	42	Split Personality
13	Was Arrested	43	Was Shot
14	Being Blackmailed	44	Was Poisoned
15	Was Robbed	45	Beaten by Cops
16	Being Ratted Out	46	Beaten by Criminals
21	Being Framed for a Crime	51	Works Too Much
22	Haunted by Ghosts	52	Being Followed
23	Being Humiliated by Superior	53	Rejected by Loved One
24	Lost Their Money	54	Discredited by Community
25	Being Kidnapped	55	Disavowed by Faction
26	Lost Their Memory	56	Exiled from Their Homeland
31	Lost in the City	61	Forgotten by Family
32	Was Cursed	62	Nowhere to Live
33	Hunted by Assassins	63	Sued by Law Firm
34	Has a Physical Limitation	64	Loved One Kidnapped
35	Has Been Defrauded	65	Has Another Mind Inside Theirs
36	Lost Their Job	66	Followers Plan Betrayal



d66	People's Methodology	d66	People's Methodology
11	Using Science	41	Intense Negotiation
12	Blackmailing Rivals	42	Seducing Lies
13	Bribing Others	43	Using Spies
14	Through Fear	44	Fast-Talking Others
15	Screaming Louder	45	Calling Favors
16	Using Bureaucracy	46	Working Harder than Everyone
21	Investigating Everything	51	Through Humor
22	Using the Law in Their Favor	52	Unfaltering Determination
23	Manipulating Others	53	Making Plans
24	Misdirecting Perception	54	Using Teamwork
25	Throwing Money at the Problem	55	Having a Quick Mind
26	Being Persistent	56	Extensive Research
31	Seducing the Opposition	61	Using Sorcery
32	Making Offers They Cannot Refuse	62	Summoning Daemons
33	Using Minions	63	Making a Pact
34	Through Eloquence	64	Spreading Rumors
35	Deceiving Others	65	Threatening Opposition
36	Rational Deduction	66	Stealing What's Needed

d66	People's Appearance	d66	People's Appearance
11	Aquiline Features	41	Pot-Bellied
12	Athletic Build	42	Stout Features
13	Thick Chest	43	Rounded Features
14	Thick-Boned	44	Delicate Features
15	Corpulent	45	Scrawny Build
16	Rugged Features	46	Bull-Necked
21	Elongated Body	51	Solid Build
22	Ripped Body	52	Squared Features
23	Chiseled Features	53	Gaunt Features
24	Tall Stature	54	Hulking Body
25	Short Body	55	Diminutive Body
26	Stocky Body	56	Broad Shoulders
31	Disproportionated Head	61	Hunchbacked
32	Long Limbs	62	Looks Younger
33	Short Limbs	63	Looks Older
34	Overweight	64	Sickly Look
35	Lean Features	65	Slender Body
36	Deathly Visage	66	Voluptuous Body

d66	People's Physical Traits	d66	People's Physical Traits
11	Bow-Legged	41	Acid Burns
12	Delicate Hands	42	Bronze-Skinned
13	Calloused Hands	43	One-Eyed
14	Sharp Nails	44	Always Smiling
15	Tattooed Body	45	Nine Fingers
16	Burnt Scars	46	Gap Between Teeth
21	Strange Birthmark	51	Full Lips
22	Long Braids	52	Broad Nose
23	Dreadlocks	53	Crooked Nose
24	Colorful Hair	54	Pointy Nose
25	Mohawk	55	Double Chin
26	Evil Goatee	56	Wolfish Eyes
31	Bald Hair	61	Hairy Skin
32	Old Fashioned Sideburns	62	Pimply Skin
33	Thin Lips	63	Veined Skin
34	Pierced Tongue	64	Unruly Eyebrows
35	Body Modification	65	Lanky Eyes
36	Missing Limb	66	Bleary Eyes

d66	People's Dressing	d66	People's Dressing
11	All in Leather	41	Bright Colors
12	All in Jeans	42	Gothic Clothes
13	Minimal Clothing	43	Excessively Perfumed
14	Provocative Clothes	44	Diminished Colors
15	Conservative Clothes	45	Sports Jacket
16	Expensive Clothing	46	Embroidered Clothes
21	Cheap Clothing	51	Extravagant Clothes
22	Excessive Makeup	52	Tourist Clothes
23	Facial Paint	53	Patterned Clothes
24	Wearing Costume	54	Elegant Clothes
25	Ragged Clothing	55	Food-Stained Clothing
26	Using Chains	56	Patched Clothes
31	Blood-Stained Clothes	61	Rock T-Shirt
32	Dirty Clothing	62	Worned-Out Clothing
33	Wearing Pajamas	63	Wine-Stained Clothes
34	Ceremonial Clothes	64	Oversized Clothes
35	Latests Trends	65	Too Tight
36	Old-Fashioned	66	Exotic Clothes

d66	People's Personality	d66	People's Personality
11	Adaptable	41	Questioning
12	Ambitious	42	Reserved
13	Competitive	43	Realistic
14	Dominating	44	Scrupulous
15	Emotional	45	Sarcastic
16	Enigmatic	46	Sensitive
21	Fanatical	51	Tolerant
22	Fatalistic	52	Thoughtless
23	Guileless	53	Treacherous
24	Haughty	54	Uncaring
25	Impressionable	55	Uninhibited
26	Lazy	56	Unpredictable
31	Loyal	61	Vivacious
32	Malicious	62	Vindictive
33	Non-committal	63	Venomous
34	Old-Fashioned	64	Weak-Willed
35	Pedantic	65	Witty
36	Power-Hungry	66	Wishful

d66	People's Mannerisms	d66	People's Mannerisms
11	Constantly Spits	41	Uses Fancy Words
12	Blinks Just One Eye	42	Speaks Slowly
13	Jokes at the Worst Moments	43	Speaks Too Fast
14	Picks Nose	44	Always Too Formal
15	Makes the Worst Comparisons	45	Doesn't Like to be Touched
16	Breathes Loudly	46	Touches Everyone
21	Always Sniffing	51	Low Talker
22	Nervous Smoker	52	High Talker
23	Laughs Alone	53	Speaks With Slangs
24	Talks to Themselves	54	Interrupts Everyone
25	Speaks in Third Person	55	Always Eating
26	Speaks in Riddles	56	Always Taking Notes
31	Speaks in Songs	61	Carries a Small Animal Around
32	Scratches Nose	62	Frequently Loses Thoughts
33	Makes Voices	63	Makes Useless Observations
34	Always Mumbling	64	Finger Guns
35	Narrates What They are Doing	65	Nervous Laughter
36	Always Exaggerates Facts	66	Licks Lips

d66	People's Secrets	d66	People's Secrets
11	Addicted to Drugs	41	Sorcerer
12	Killed Someone	42	Member of Assassins' Guild
13	False Identity	43	Actually Rich
14	No Money Left	44	Spreading Deadly Disease
15	Beholden to Crime Boss	45	Corrupt
16	Spying for Faction	46	Drug Dealer
21	Rebelling Against Status Quo	51	Prostitute
22	Son of Criminal	52	Serial Killer
23	Married to Someone Else	53	Gun Trafficker
24	Hunts Daemons	54	Time Traveler
25	From Ancestral Lineage	55	Actually Undead
26	Son of an Elder God	56	Mind-Controlled by Sorcery
31	Exiled from Homeland	61	Alien in Disguise
32	Fencing Illegal Goods	62	Faerie in Disguise
33	Crime Boss	63	Actually a Lycanthrope
34	Fugitive from Another City	64	Possessed by Ghost
35	Polygamist	65	Vampire Servant
36	Protector of Relic	66	Daemon Worshiper

d66	People's Reputation	d66	People's Reputation
11	Ambitious	41	Gentle
12	Intelligent	42	Brutish
13	Lazy	43	Eloquent
14	Dedicated	44	Stupid
15	Greedy	45	Wise
16	Charitable	46	Foolish
21	Pedantic	51	Hard Worker
22	Attentive	52	Natural Leader
23	Sensitive	53	Weak-Willed
24	Uncaring	54	Fearful
25	Authoritarian	55	Courageous
26	Inflexible	56	Asshole
31	Permissive	61	Funny
32	Rational	62	Impulsive
33	Nutjob	63	Planner
34	Party Animal	64	Scandalous
35	Pious	65	Shy
36	Prejudiced	66	Respected

d66	People's Hobbies	d66	People's Hobbies
11	Action Toys	41	Theater
12	Role-Playing Games	42	Opera
13	Board Games	43	Musicals
14	Card Games	44	Gastronomy
15	Video Games	45	Gardening
16	Sketching	46	History
21	Movies	51	Fashion
22	Comic Books	52	Drinking Fancy Beer
23	Pulp Literature	53	Drinking Fancy Wine
24	Knitting	54	Brewing
25	Chess	55	Gambling
26	Playing Drums	56	Exercising
31	Hunting	61	Occultism
32	Skating	62	Poetry Writing
33	Painting	63	Puzzle Solving
34	Playing Guitar	64	Riddles
35	Singing in the Shower	65	Science
36	Cosplaying	66	Foreign Cultures

d66	People's Relationships	d66	People's Relationships
11	Counselor	41	Idol
12	Blackmailer	42	Owes Money
13	Partner in Crime	43	Owes Favors
14	Partner in Business	44	Master
15	Business Rival	45	Disciple
16	Rival in Love	46	Stalker
21	Hates Their Guts	51	Supplicant
22	Completely Obsessed By	52	Promised Spouse
23	Kidnapper	53	Offspring
24	Consumer	54	Clone
25	Fencer	55	Protector
26	Parent	56	Teacher
31	Relative	61	Enemy
32	Secret Lover	62	Ally
33	Sibling	63	Social Rival
34	Spouse	64	Political Rival
35	Envy	65	Dominator
36	Admirer	66	Servant


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8: Monsters in the Shadows

Sarah had heard about vampires all her life, but now, in front of one, she couldn't believe her eyes. The creature seemed an apparition from a nightmare, with blood dripping from its fangs and a malignant gaze. Five minutes ago, it had the appearance of the most beautiful person she had ever seen.

In the grim and perilous world of **Dark Streets & Darker Secrets**, enemies can come in many shapes, forms, and numbers. The supernatural entities and their many servants are an obvious threat, but adventurers may not always know who is working for these malignant creatures. Not all of them wear the cloaks and pentagram tattoos on their foreheads.

Of course, one of the greatest sources of evil is humanity itself. Not every threat has a supernatural bent; sometimes evil is purely human, and that can be even scarier.

Thus, in the many adventures the player characters may end up having, the opponents they may face can be whatever the Referee wishes.

The Role of Opponents and NPCs

It's important to point out that not all NPCs and creatures encountered by the player characters are supposed to be faced in deadly combat. The option to go that way should exist, of course, but it may not be the best course of action most of the time.



Some NPCs and creatures may actually be beyond the capacity of the PCs, forcing them to find another way around them. They may choose to negotiate with their Opponents, deceive them, hide from them, or any other option that the players can imagine. It's the Referee's job to provide sufficient information to the players about the situation so they can make an informed choice on how to proceed. They may see signs of how powerful and vicious a beast is and decide not to attack it head first. They may hear rumors that the Crime Boss is a collector of ancient relics and offer one in a bargain for passage.

In any case, NPCs and other Opponents may have many different roles in the game, including the role of enemies to be faced in combat, but not limited to that.

IS THIS FIGHT FAIR?

No, and it doesn't need to be. This game does not believe in balanced encounters. It believes in encounters and challenges that make sense within the grim universe where it takes place.

If it makes sense that a Great Devouring Worm is heading towards the player characters' hideout, so be it. They better find a way to stop the beast or make it veer off course, or they just may need to run away!

This means that even though the player characters are the focus of the game, the game itself should not be rigged in their favor. Things can go wrong. Characters may die. A happy ending is not guaranteed, and if they want to be heroes, they better deserve this title and face odds that no sane person would face.

Even though this may make the game difficult to some players, they will appreciate it in the end. There is no better feeling than accomplishing some great deed that you actually worked hard for and almost failed to reach. If the challenges aren't real, the victories aren't, either.

HANDLING OPPONENTS

The majority of the rules regarding how to deal with opponents (NPCs, monsters, aliens) were explained in the NPCs in Action section of Chapter 4: Rules of the City. However, there are a few extra details that the Referee needs to know to properly run encounters in the game.

OPPONENT'S REACTION

When the adventurers encounter an NPC, creature, or any other entity, the Referee needs to determine its reaction toward the PCs. Is the Vampire Slave happy to see them after all the trouble they have been causing? Is the fugitive friendly to them, or is he afraid and shoots first?

In many situations, the circumstances of the adventure will make it clear what the reaction should be. If the characters have been causing havoc in the gang's territory without making any effort to remain undetected, the gang leader won't be friendly to them. However, when they are being introduced to the City Mayor after rescuing citizens that were captured by criminals, the reaction will probably be very favorable to them.

However, there will be situations where the reaction of an individual won't be so clear. When someone first meets an stranger in a seedy bar, no one knows for sure how thing are going to turn out. That's where the Reaction Roll comes in.

To determine the reaction of an individual randomly, the Referee rolls 2d6 and consults the following table. The higher the result, the more favorable the reaction is. Likewise, the lower the result, the worse the reaction.

2d6	Opponent's Reaction
2	Hostile. The individual will attack, deny what the player characters desire, or make an effort to hinder their efforts.
3-5	Dislike. The individual is inclined to oppose the player characters and may attack, hinder, or demand something valuable not to interfere with their actions. They won't go out of their way just to do that, though.
6-8	Neutral. The individual is not inclined to help or hinder the player characters. They may ignore the characters, negotiate with them until they reach an agreement, or just leave.
9-11	Affinity. The individual is inclined to help the player characters in some way. If this help won't hinder them in any way, they will point the characters in the right direction, provide information, give them some resources, or something similar.
12	Friendly. The individual will help the player characters in any way they can, even if this means risking their lives, if this is compatible with their nature.

Even though the reaction is determined randomly, players can try to influence NPCs and creatures they encounter with well-thought-out actions. If they come to meet a haughty aristocrat with a valuable gift, and treat the individual with deference, the aristocrat will probably react more favorably to them. If they come to meet the same person wearing ragged clothes, bearing arms, and acting as if they were equals, the aristocrat will probably react worse than they would normally.

The Referee, then, can adjust the probability of the Reaction Roll to make it more likely to result in a positive or negative reaction. To do so, they roll 3d6 and discard the die with the lower result if the encounter is more likely to go in the characters' favor. If the Referee judges that the probability of the encounter going south is higher, they do the same but discard the die with the higher result.



Opponent's Morale

Whether or not the player characters keep fighting or flee, even when the odds are stacked against them, is completely up to the players. On the other hand, when an NPC, monster, or any other Opponent faces a situation that tests their courage and determination, the Referee can use a Morale Check to determine whether the individual keeps on fighting or not. This consists of rolling a d20 and adding to the result the difference between the creature's total HD and the average Level of the player characters. A result higher than or equal to 10 means the creature can keep fighting without a problem. If the total is below 10, however, the creature fears for itself and will try to avoid the current situation, either fleeing, surrendering, giving up, or something similar.

A Morale Check should be made when an important member of the individual's group is defeated, when more than half of its companions are killed, or whenever the situation looks bleak on its side. In the end, it's up to the Referee's judgment to call for a Morale Check, as it's a tool to help them decide how to portray the actions of NPCs, monsters, and other Opponents.



RANDOM ENCOUNTERS

The world is unpredictable. Anything can happen, and player characters must always be on the lookout for trouble (especially since those individuals seem to attract trouble no matter where they are). Thus, every 30 minutes of real time, the Referee should roll a d6 to determine if a Random Encounter happens.

If the result is a 6, a Random Encounter happens and the PCs will face some unforeseen circumstance. This may be a monster approaching, a patrol of ghouls coming their way, a sudden supernatural storm forming ahead, or even a strange alien who manifests as an energy being and bestows special powers to those who help them. Any other result on the d6 indicates that nothing unexpected happens.

WHAT IS THE RANDOM ENCOUNTER?

To determine what exactly happens, many Referees prepare Random Encounter tables, usually utilizing 2d6 to determine what is encountered. This allows the placement of the more common encounters in the 5-9 range and uses the lower results for more perilous encounters and the higher results for potentially beneficial ones.

RUNNING RANDOM ENCOUNTERS

It's important to notice that when a Random Encounter is rolled that does not mean the actual encounter happens right away. It means the encounter will likely occur if nothing is done to prevent it from happening.

If the Referee rolls for a Random Encounter and it determines that a Death Cultist is going to be encountered, it doesn't magically appear in front of the player characters, ready to stab them. Instead, the Referee starts introducing signs and other indicators that the encounter will occur. Maybe the players get to make an Intellect test to notice the cultist approaching or to find its footprints on the ground. It's up to the players to act in some fashion to avoid or make the encounter easier for them using this information. They should always have the opportunity to try to avoid it or find a better way to deal with it.



OPPONENT'S STATISTICS

Dark Street & Darker Secrets opts to keep the statistics of the Opponents very simple and easy to improvise. The system uses the player characters' statistics to base most of the mechanics and the Opponents' are used to modify how this is done. This allows the game to flow more easily, giving importance to the characters and making the life of the Referee a lot easier. Basically, the game assigns each Opponent Hit Dice (HD) and Special Abilities (SA), and that's all you will need.

The HD will determine how tough the individual is, as it shows how many d6s are rolled to determine the creature's Vitality points. It's also a very important number, as it is used with the Powerful Opponent rule (explained in Chapter 4: Rules of the City) to determine how much damage it usually inflicts according to the Standard Damage by HD table.

HD	Standard Damage	HD	Standard Damage
1	1d6-1	6	2d6
2	1d6	7	2d6+1
3	1d6+1	8	2d6+2
4	1d6+2	9	2d6+3
5	1d6+3	10*	3d6

* After 10 HD, each additional HD adds +1 to the damage inflicted.

The Special Abilities entry serves the purpose of customizing the Opponent in any way the Referee judges appropriate. They can give an Opponent the ability to use sorcery, a better damage output than normal, different attacks, resistances, immunities, weaknesses, and all sorts of things. The sample Opponents of this chapter will serve as good examples of how this works, and the Monster Generator section has a great table to generate all sorts of Special Abilities.



More important than the statistics, though, is the way in which the Referee presents these Opponents. Instead of simply revealing a creature's name and completely describing it, do it little by little. Do not reveal a creature's name immediately, describe them slowly. First, their overall form and a very distinctive feature that calls the attention of observers. Then, each subsequent time, add more details: their smell, the way they move, the sounds they make, and other details. When this is done well, the Referee creates tension and keeps their creatures mysterious.

Mobs

When the characters become more experienced and powerful, they will be able to tackle many more powerful Opponents. However, the game system was designed in such a way that creatures with a low HD can still offer a challenge to higher Level characters, especially in larger numbers.

Managing a combat with 30 Opponents won't be simple, as the Referee would have to make too many dice rolls. Instead, they can combine lower HD Opponents into a single Mob, which is treated as a single creature with a total number of HD equal to the sum of the individuals' HD it's composed of. All other statistics remain the same as the original Opponent (Standard Damage and Special Abilities). This makes combat quicker and allows lower HD creatures a better chance of hitting higher Level characters.

As the Mob gets damaged, each point is applied to one of its members at a time, making it lose HD as the fight progresses and a member is defeated. If it's needed, the Referee can combine weakened Mobs to make a stronger one to keep the combat interesting.



List of Opponents

What follows is a list of the most common Opponents and monsters that will be facing player characters. Some of them will be accompanied by random tables to help Referees generate story hooks and events for their game.

LAW ENFORCERS

Characters in **Dark Streets & Darker Secrets** will inevitably be on the other side of the law, especially if the law has been corrupted by the influences of the Abyss and the greed of humankind.

Police Officer **HD:** 1-3

Special Abilities: Can call in additional 1d6+1 Police Officers and 1 Captain unless someone passes a Luck Roll (they arrive 1d6 rounds later).

Police Captain **HD:** 3-6

Special Abilities: Can call in additional 3d6 Police Officers or 2d6 Special Forces unless someone passes a Luck Roll (they arrive 1d6 rounds later); Police Officers hearing their orders do not need to make Morale Checks.

Intelligence Agent **HD:** 2-5

Special Abilities: Can use disguises to appear as someone else (Intellect test to note); Positive Die to actions related to stealth and infiltration.

Special Forces **HD:** 3-6

Special Abilities: If they have time to plan an attack, they receive a Positive Die as they follow the plan; DR 2.

1d6	What Are They Doing?
1	Carrying dozens of reinforced boxes into their vehicles.
2	Inspecting everyone's belongings over the next two blocks.
3	Setting up a barricade with heavy weaponry.
4	Collecting protection money from establishments.
5	Brutally beating a suspect.
6	Just eating donuts at a coffee shop.

1d6	What Do They Want?
1	Extra money for the weekend.
2	To find the individuals their patron paid them to.
3	To erase any evidence of what they did.
4	To kill the cop that ratted them out.
5	To show others who rules the city.
6	To serve their supernatural masters.

CRIMINALS

Thieves, drug dealers, thugs, assassins, and all sorts of criminals infest the streets of the cities. They will usually oppose the PCs' plans, but in a fight against darker forces they may become unlikely allies.

Thug **HD:** 1-3

Special Abilities: Maximum Vitality points.

Thief **HD:** 1-4

Special Abilities: Gains a Positive Die on all Attribute Tests relating to reflexes and stealth.

Drug Dealer **HD:** 2-4

Special Abilities: Can spend an Action to inject drugs which provides a Positive Die to all Attribute Tests for one hour, suffering a Negative Die to all tests for the rest of the day when the effect expires.

Assassin **HD:** 3-6

Special Abilities: Receives a Positive Die to all Attribute Tests relating to stealth and deceit; Inflicts double damage on targets unaware of their presence; Often uses various poisons.

Crime Boss **HD:** 4-7

Special Abilities: Can summon 3d6 Thugs within 1d6 rounds; Makes 2 attacks per round; May escape if in their lair and no character passes a Luck Roll.

1d6	What Are They Doing?
1	Robbing a bank.
2	Stealing corporate secrets on a flash drive.
3	Hunting down a traitor.
4	Preparing a big heist.
5	Selling illegal goods.
6	Negotiating with influential individuals.

1d6	What Do They Want?
1	Money. More money.
2	To control all the illegal activities in the area.
3	To destroy rival criminal organization.
4	To gain a political foothold.
5	To take over a rival's operation.
6	To settle an old score.

CULTISTS

Mortals who have been tempted by the forces of chaos and now worship supernatural beings bent on corrupting the world. Often fanatical in their actions, these individuals have spread through all layers of society.

Initiate **HD:** 1-3

Special Abilities: Can use a number of powers equal to their HD with an Attribute score of 10 plus the number of Initiates joined in ritual.

Cultist **HD:** 2-4

S**pecial Abilities:** Can use a number of powers equal to their HD with an Attribute score of 10 plus the number of Initiates joined in ritual; Receives a Positive Die on Morale Checks.

Senior Cultist **HD:** 3-5

Special Abilities: Can use a number of powers equal to their HD with an Attribute score of 10+HD; Need not to make Morale Checks; Some may have additional Powers randomly generated as blessings from their Patrons.

Daemon-Possessed Leader **HD:** 4-8

Special Abilities: Can use a number of powers equal to their HD with an Attribute score of 10+HD; Need not to make Morale Checks; Forces everyone within short range to make a Willpower test or suffer a Negative Die to all actions due to fear; Have 1d6 additional Powers randomly generated as blessings from their Patrons.

1d6	What Are They Doing?
1	Kidnapping young people.
2	Inscribing runes in ancient buildings.
3	Stealing rare ingredients.
4	Fighting other cultists.
5	Hypnotizing corporate executives.
6	Planting a bomb.

1d6	What Do They Want?
1	To awake an Elder God.
2	To cause the apocalypse.
3	To become immortal.
4	To resurrect leader.
5	To impose their faith over everyone.
6	Unlimited power.





Secret Societies

Groups of individuals who believe they have discovered truths that not everyone should have access to, or who want to keep their machinations to themselves. Some of these societies have nobler goals than others, but eventually characters will face them in their adventures.

Scholar **HD:** 1-2

Special Abilities: Knows one piece of information the PCs might need.

Fanatical Leader **HD:** 3-5

Special Abilities: Can summon 2d6 Assassins in 1d6+1 rounds; Knows 1d6 pieces of information the PCs might need.

Fanatical Assassin **HD:** 3-6

Special Abilities: Gains a Positive Die to all tasks related to stealth and deceit; Inflicts maximum damage on attacks against unaware targets; Gains a Positive Die on Morale Checks; May activate poison to avoid being captured.

Wizard **HD:** 4-6

Special Abilities: Can use a number of powers equal to their HD with an Attribute score of 10+HD; Knows 1d6 pieces of information the PCs might need; Can drain a point of Luck with an attack unless victim passes a Willpower test.

1d6	What Are They Doing?
1	Exploring old ruins in the Undercity.
2	Stealing ancient items from a museum.
3	Killing someone who knows too much.
4	Invading a secured facility.
5	Destroying a scientific object.
6	Trying to recruit another member.

1d6	What Do They Want?
1	To keep humanity safe.
2	To control all the world's resources.
3	To protect aliens.
4	To become enlightened.
5	To keep humanity unaware of the truth.
6	To ensure the ascension of the old races.

MERCENARIES

Some people would do anything for money, and mercenaries are the embodiment of this expression. Some still follow codes of honor, but most of them are just concerned about their payments. It's inevitable that the PCs will one day face these soldiers for hire, or maybe even use their services.

Inexperienced Mercenary **HD:** 1-3

Special Abilities: Gains a Positive Die on attacks against one specified target.

Mercenary **HD:** 2-5

Special Abilities: Gains a Positive Die on attacks against one specified target; Gains a Positive Die on Morale Checks; DR 1.

Senior Mercenary **HD:** 4-6

Special Abilities: Gains a Positive Die on attacks against one specified target; Gains a Positive Die on Morale Checks; DR 2; Damage increased by 1 step on the Standard Damage table.

Bounty Hunter **HD:** 5-7

Special Abilities: Gains a Positive Die on attacks against one specified target; Gains a Positive Die on tasks related to stealth, stalking, and deceit; Gains Positive Die on Morale Checks; DR 2; Damage increased by 1 step on the Standard Damage table.

1d6	What Are They Doing?
1	Invading a house.
2	Running after a desperate civilian.
3	Stealing computers from a science lab.
4	Working as security guards for a corporate executive.
5	Guarding an innocuous location.
6	Trying to destroy a location.

1d6	What Do They Want?
1	To get Rich.
2	To become the rulers of the city.
3	To get the damn job done.
4	To retire after this job.
5	To get paid better.
6	To make up for their past mistakes.

COMMON PEOPLE

There are all sorts of people in the city, and it would be impossible to list every single type of person to cross paths with the player characters. Thus, we present below just sample NPC statistics to help Referees that need them and inspire their own creations.

Worker **HD:** 1

Special Abilities: Gets up every day to do a thankless job.

Medic **HD:** 1-2

Special Abilities: Can use a first aid kit to restore 1d6+HD Vitality points to a target they are touching.

Taxi Driver **HD:** 1-2

Special Abilities: Gains a Positive Die to all actions related to driving and navigating the city.

Celebrity **HD:** 1-2

Special Abilities: Can summon 1d6 Mercenaries if in danger (they arrive in 1d6 rounds).

1d6	What Are They Doing?
1	About to commit suicide.
2	Running to work.
3	Trying to escape it all.
4	Doing their job.
5	Stalking a love interest.
6	Buying stuff they don't need.

1d6	What Do They Want?
1	To run away from their problems.
2	To spend more time with their family.
3	To be taken seriously.
4	To find true happiness.
5	To become rich.
6	To get a promotion.

THE VAMPIRE COUNCIL



Ancient and prideful vampires who have extended their influence all over the world, controlling governments, corporations, and even the minds of influential individuals. They entertain themselves with petty wars against one another, but are quick to squash mortals who dare temper with their machinations.

Ghoul **HD:** 2-5

Special Abilities: Spend an Action to consume human flesh to regenerate 1d6 Vitality points; Damage increased by 1 step on the Standard Damage table.

Young Vampire **HD:** 2-5

Special Abilities: Receives only half damage from mundane sources; Spend an Action to consume human flesh to regenerate 1d6 Vitality points; Damage increased by 1 step on the Standard Damage table.

Vampire **HD:** 4-6

Special Abilities: Immune to mundane damage; Spend an Action to consume human flesh to regenerate 1d6 Vitality points; Damage increased by 1 step on the Standard Damage table; Can become immaterial for a number of rounds per day equal to its HD.

Elder Vampire **HD:** 5-10

Special Abilities: Immune to mundane damage; Spend an Action to consume human flesh to regenerate 2d6 Vitality points; Damage increased by 1 step on the Standard Damage table; Can become immaterial for a number of turns per day equal to its HD; Everyone within short range must pass a Willpower test or suffer a Negative Die to all actions due to fear.

Vampire Lord **HD:** 8-13

Special Abilities: Immune to mundane damage; Spend an Action to consume human flesh to regenerate 3d6 Vitality points; Damage increased by 1 step on the Standard Damage table; Can become immaterial for a number of hours per day equal to its HD; Everyone within short range must pass a Willpower test or suffer a Negative Die to all actions due to fear; Can use a number of powers equal to their HD with an Attribute score of 10+HD.

1d6	What Are They Doing?
1	Feeding on a mortal victim.
2	Selling mortals in a cage.
3	Hypnotizing a corporate executive.
4	Threatening a politician.
5	Planning their next move.
6	Stealing an artifact.

1d6	What Do They Want?
1	To rule the Vampire Council.
2	To awaken the First.
3	To rule this City.
4	To recover their Humanity.
5	Revenge against another Vampire.
6	Freedom from all the rules.



The Clans of Lycanthropes

Men and women cursed with lycanthropy, forced to hide their primal desires and bloodlust from mortals in fear of being hunted. However, when they turn into bestial creatures, they can unleash murderous rage and practice their debased traditions. Very few individuals who become Lycanthropes can maintain their minds intact.

Werewolf **HD:** 3-7

Special Abilities: Gains Positive Die on actions relating to olfactory senses; In bestial form receives Positive Die on all actions relating to strength, endurance, and reflexes; Can call a pack of 2d6 wolves which arrive in 2d6 rounds (1 HD each) unless someone passes a Luck Roll; Suffers half damage from mundane sources.



Wererat **HD:** 2-5

Special Abilities: Gains Positive Die on actions relating to stealth; In bestial form receives Positive Die on all actions relating to strength, endurance, and reflexes; Attacks transmit disease to anyone who fails a Physique test, losing 1d6 Physique points per day until cured; Can call swarms of rats to do their bidding which arrive 1d6 rounds later unless someone passes a Luck Roll; Suffers half damage from mundane sources.

Werecrocodile **HD:** 3-7

Special Abilities: In bestial form receives Positive Die on all actions relating to strength, endurance, and reflexes; DR 2; Damage increased by 2 steps on the Standard Damage table; If near water, can call 1d6 crocodiles to do their bidding (2HD each) which arrive 2d6 rounds later unless someone passes a Luck Roll; Suffers half damage from mundane sources.

Werebat **HD:** 2-5

Special Abilities: Can orient themselves in the dark; In bestial form receives Positive Die on all actions relating to strength, endurance, and reflexes; Can fly as part of their movement; Attacks transmit disease to anyone who fails a Physique test, losing 1d6 Agility points per day until cured; Can call swarms of bats to do their bidding which arrive 1d6 rounds later unless someone passes a Luck Roll; Suffers half damage from mundane sources.

1d6	What Are They Doing?
1	Eating human flesh.
2	Mating with animals.
3	Freeing animal subjects.
4	Completely turning into a beast.
5	Making animals enter a ravenous fury.
6	Howling at the moon.

1d6	What Do They Want?
1	To dominate the beast inside them.
2	To make the world more savage.
3	To spread their curse.
4	To kill all vampires.
5	To rule over humanity.
6	To unite all Lycanthropes.

THE FAERIE COURT

Unfathomable beings from beyond the veil of reality, these enigmatic creatures came to the mortal realm when their queen finally succumbed to insanity. They now play deadly tricks on mortals for no other reason than a dark sense of humor unlike anything humans have ever seen.

Pixie **HD:** 1-3

Special Abilities: Can fly with high maneuverability; Can throw arcane powder over a short range area to make those who fail a Willpower test confused, receiving a Negative Die to all tests for 1d6 turns.

Red Cap **HD:** 2-4

Special Abilities: Gains a Positive Die on all actions relating to strength and endurance; Can instill fear in those who look into their eyes and fail a Willpower test, running away for 1d6+HD rounds; Damage increased by 1 step on the Standard Damage table.

Elf **HD:** 3-5

Special Abilities: Can use a number of powers equal to their HD with an Attribute score of 10+HD; Can assume the appearance of every creature they have a token of; Can seduce mortal with a song for 1d6 days (unless they pass a Willpower test).

Troll **HD:** 5-8

Special Abilities: Damage increased by 2 step on the Standard Damage table; DR 3; Gain a Positive Die on all test related to strength and endurance; Can eat anything as an Action and recover 1d6 Vitality points.

Faerie Queen **HD:** 12

Special Abilities: Immune to mundane damage; Can use a number of powers equal to twice their HD with an Attribute score of 10+HD; Can teleport to anywhere they can see (by any means); Can seduce mortal with a song for 1d6 years (unless they pass a Willpower test); Can concede wishes to mortals in exchange for their dreams.

1d6	What Are They Doing?
1	Sequestering newborn babies.
2	Seducing a married person.
3	Killing trespassers.
4	Confusing authorities.
5	Spreading seeds of venomous plants.
6	Killing a celebrity.

1d6	What Do They Want?
1	To steal all the dreams of mortals.
2	To cover the world in a forest of nightmares.
3	To make nightmares become true.
4	To rule mortal world.
5	To destroy the undead.
6	To spread Chaos in the mortal world.





The Witches' Covenant

Women have been oppressed by the patriarchy for too long and have delved in the dark arts to free themselves of these bonds. Now they have organized themselves in Covenants of Witches, some of them with noble goals of helping women in need, while others have completely turned into heralds of the Abyss.

Dominated Servant **HD:** 2-3

Special Abilities: Immune to fear and mind-affecting effects; Don't need to make a Morale Check.

Apprentice **HD:** 3-5

Special Abilities: Can use a number of powers equal to their HD with an Attribute score of 10+HD.

Witch **HD:** 4-7

Special Abilities: Can use a number of powers equal to twice their HD with an Attribute score of 10+HD; Can assume the appearance of every creature they have a token of; Have an animal familiar with half as many HD as the Witch and 1d3 random Powers; Can fabricate a number of potions per day equal to their HD (these potions have the same effects as powers with a PL equal to their HD).

Hag **HD:** 7-10

Special Abilities: Can use a number of powers equal to twice their HD with an Attribute score of 10+HD; Can assume the appearance of every creature they have a token of; Have two animal familiar with half as many HD as

the Witch and 1d6 random Powers; Can fabricate a number of potions per day equal to twice their HD (these potions have the same effects as powers with a PL equal to their HD); Half of all damage inflicted is regained by the Hag in Vitality points.

1d6	What Are They Doing?
1	Preparing a human sacrifice.
2	Collecting herbs in a park or garden.
3	Killing a violent man.
4	Attracting children to their lair.
5	Recruiting new members.
6	Helping a woman.

1d6	What Do They Want?
1	To end the patriarchy.
2	To become immortal.
3	To kill all men.
4	To enslave the leaders of the world.
5	To bring their goddess(es) to the world.
6	To enslave a Lord of the Abyss.



The Ghosts from the Veil

Tormented souls stuck in the mortal world due to unfinished business, traumatizing deaths, or sorcerous bondages. Now they roam the world searching for a way to conclude their journey, or to inflict pain and anguish to mortals in an attempt to make others feel the torment they are going through.

Apparition **HD:** 1-2

Special Abilities: Immaterial (immune to mundane damage).

Ghost **HD:** 2-3

Special Abilities: Immaterial (immune to mundane damage); Can instill fear in those that look directly at it and fail a Willpower test, giving a Negative Die to all actions unless they leave the Ghost's presence.

Spectre **HD:** 3-5

Special Abilities: Immaterial (immune to mundane damage); Has an aura of fear that makes everyone within short range receive a Negative Die to all actions unless they leave the Spectre's presence; They may inflict 1d6+HD points of damage to Physique or Agility instead of normal damage.

Shadow **HD:** 4-8

Special Abilities: Immaterial (immune to mundane damage); Has an aura of fear that makes everyone within short range receive a Negative Die to all actions unless they leave the Shadow's presence; They may inflict 1d6+HD points of damage to Physique or Agility instead of normal damage; Can control the mind of those they touch as long as they remain connected to their shadow.

1d6	What Are They Doing?
1	Scaring random people.
2	Attacking police officers.
3	Possessing an individual.
4	Roaming the streets.
5	Screaming in panic.
6	Keeping everyone away.

1d6	What Do They Want?
1	To finally find a restful ending.
2	To conclude their last task.
3	To enact vengeance.
4	To come back to life.
5	To finally be forgiven.
6	To make others feel their pain.



Lords of the Abyss

Legions of daemons inhabit the depths of the Abyss under the command of cruel masters known as the Lords of the Abyss. These powerful beings were banished to the Abyss after challenging the powers of the gods and now plot to regain foothold over the world. They send their servants and seduce mortals to pledge fealty to them in exchange for power and influence.

Imp **HD:** 1-2

Special Abilities: Give a mortal the ability to use 1d6 powers as long as they do as the Imp advises.

Lust Daemon **HD:** 3-7

Special Abilities: Seduce mortals, who see them as the most desirable partners, unless they fail a Willpower test; They regain half as much damage they inflict in Vitality points; Can assume any form they want.

Hatred Daemon **HD:** 4-8

Special Abilities: Can make the target attack the nearest ally for HD rounds unless they pass a Willpower test; DR 2; Damage increased by 1 step on the Standard Damage table; Their mere presence causes conflict and disturbance within medium range.

Glutton Daemon **HD:** 5-8

Special Abilities: DR 1; If their attack roll is a natural "20" or they overcome the opponents Agility by 10 or more, they swallow the target whole, and will automatically inflict standard damage on them every round, unless they manage to escape (for example cutting a whole through the daemon's belly with a single attack inflicting at least the creatures HD in damage); Their presence makes everyone within medium range to indulge in the simple pleasures unless they make a Willpower save.



Naga Daemon **HD:** 6-9

Special Abilities: Can attack enemies up to medium range; Attack injects poison that will paralyze victim in 1d6 rounds unless they pass a Physique test; Can mind control those that look into their eyes for as long as it concentrates unless they pass a Willpower test; Can assume the form of the victim it has eaten; Can use a number of powers equal to twice their HD with an Attribute score of 10+HD.

Devouring Worm **HD:** 10-15

Special Abilities: Every time it takes damage it is divided in two, keeping its bonus to attack and damage, just dividing the remaining Vitality points; If their attack roll is a natural "20" or they overcome the opponent's Agility by 10 or more, they swallow the target whole, and will automatically inflict Standard Damage on them every round, unless they manage to escape (for example cutting a hole through the daemon's belly with a single attack inflicting at least the creature's HD in damage); When it dies, it bursts with an acid explosion, dealing 5d6 points of damage to everyone within short range, unless they make an Agility test to reduce the damage to half; Can spit a burst of acid in a spray hitting everyone within short range for Standard Damage, unless they make an Agility test to reduce the damage to half.

Lord of the Abyss **HD:** 15-20

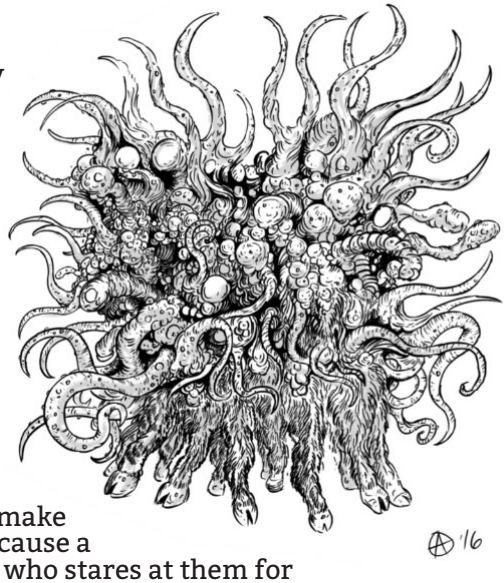
Special Abilities: Immune to mundane damage; Anyone within long range must make a Willpower test not to flee desperately from them; Each has 2d20 random Powers; Can summon 1d100 of any type of daemon, which arrive within 1d6 rounds.

1d6	What Are They Doing?
1	Dismembering an individual.
2	Counseling an individual.
3	Making a pact with a sorcerer.
4	In an orgy.
5	Assuming the face of an influential individual.
6	Spreading lies to pit people against one another.

1d6	What Do They Want?
1	To spread chaos in the mortal world.
2	To assume a higher position in the hierarchy of the Abyss
3	To destroy the forces of another Lord of the Abyss.
4	To make mortals debase themselves in sin.
5	To open a great portal to the Abyss.
6	To corrupt as many souls as they can.

THE ELDER GODS

Older than time itself, these impossible beings created the world and now want to destroy it so it can all go back to its primal stages of existence and a new reality can be built. So great is their power and so alien is their minds that few make any attempt to directly interfere with the existence of mortals, having cultists and fanatics do their tasks for them.



Cultist of Cthulhu **HD:** 2-4

Special Abilities: Need not to make Morale Checks; Their eyes can cause a temporary Madness to anyone who stares at them for long (Willpower test to resist, or acquire a Madness for 1d3 hours).

Deep One **HD:** 3-6

Special Abilities: Can act and live underwater just as well as on the surface; Under water they receive 2 Actions per round and a Positive Die to act against land dwellers; Staring in their eyes for long makes mortals lose 1d3 Sanity points unless they pass a Willpower save.

Shubb'Nurab **HD:** 5-8

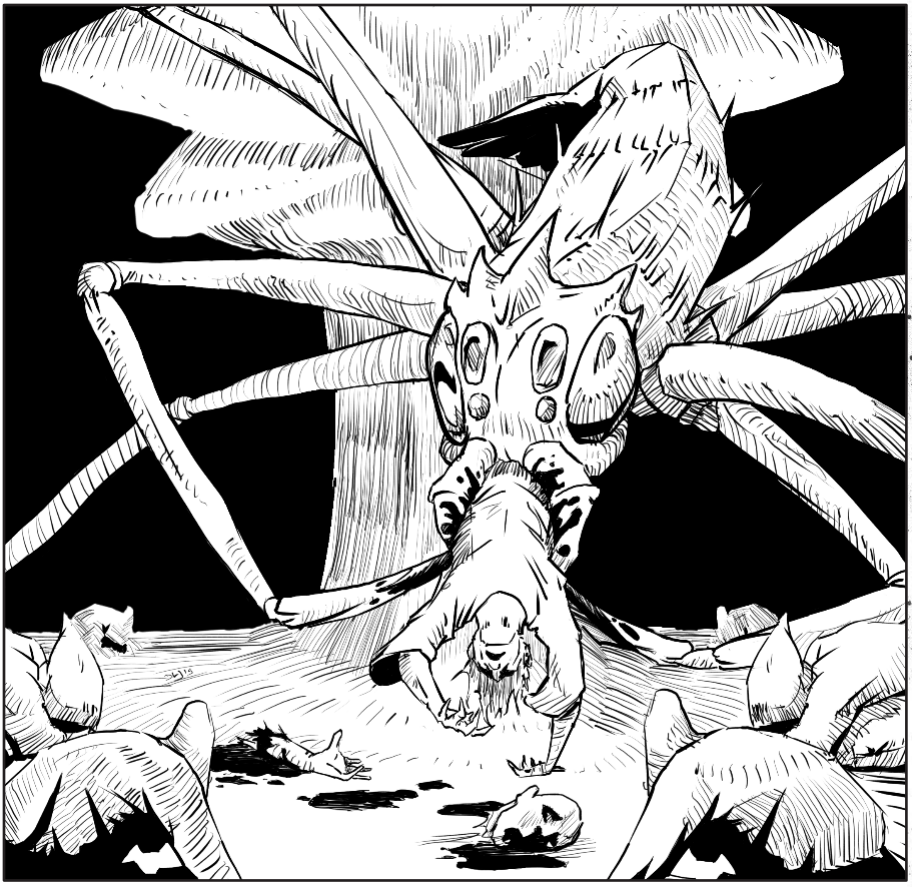
Special Abilities: Can make a number of tentacle attacks equal to their HD per round; Their thousand mouths never stop gibbering, forcing anyone who can hear them make a Willpower test or lose 1d6-1 Sanity points; If at least 2 attacks hit the same target, they can make an additional attack and deal 1d3 points of Intellect damage.

Thing in the Deep **HD:** 10-12

Special Abilities: Can make a number of tentacle attacks equal to their HD per round; If at least 2 attacks hit the same target, they pull the target underwater towards their mouth, inflicting Standard Damage automatically each round, unless the victim escapes.

Spawn of Cthulhu **HD:** 10-15

Special Abilities: Immune to mundane damage; Its mere presence makes everyone within medium distance lose 1d6 Sanity points unless they pass a Willpower test; Can open portal to other dimensions and times at will; Can fly through the cosmos.



1d6	What Are They Doing?
1	Sleeping in their prison.
2	Devouring the mind of mortals.
3	Plotting their return.
4	Taking the shape of a mortal.
5	Recruiting new cultists.
6	Roaming the tunnels of the Undercity.

1d6	What Do They Want?
1	To finally awake and rebuild this world.
2	To finish off an old war.
3	To spread the terrible truths of the universe.
4	To merge all realities.
5	To kill rival Elder God.
6	To create the perfect race.

ALIEN INVADERS

Aliens from other worlds and dimensions, these beings come to our world in search of natural resources, subjects for experiments, or even a place to start a colony. Most of them have little regard to earthly beings, remorselessly killing those that step on their way.

Greys **HD:** 2-4

Special Abilities: Can communicate to anyone within long range through telepathy, Can use a number of powers equal to half their HD with an Attribute score of 10+HD.

Grey Soldiers **HD:** 4-6

Special Abilities: Can communicate to anyone within long range through telepathy; DR 2; Imposes a Negative Die to attacks against them because they can read others' immediate thoughts.

Grey Scientists **HD:** 5-7

Special Abilities: Can communicate to anyone within long range through telepathy; They have many advanced technological artifacts which can replicate 2d6 random Powers.

Elder Grey **HD:** 6-10

Special Abilities: Can communicate to anyone within long range through telepathy; Can use a number of powers equal to their HD with an Attribute score of 10+HD; DR 3; Imposes a Negative Die to attacks against them because they can read other's immediate thoughts.

1d6	What Are They Doing?
1	Kidnapping people.
2	Hypnotizing people.
3	Stealing natural resources.
4	Experimenting on earthly beings.
5	Planting alien plants.
6	Vaporizing people.

1d6	What Do They Want?
1	To conquer this world.
2	To destroy this world
3	To enslave humanity.
4	To gather knowledge.
5	To kill rival alien species.
6	To stop human progress.

Ancestral Races

Before humanity various other races have inhabited and developed advanced civilizations in this world, but they have disappeared for numerous reasons. A few of these individuals and races have endured until this day, and now they plot incessantly to regain their power and influence over the world.

Mi-Go **HD:** 6-8

Special Abilities: Can communicate to anyone within long range through telepathy; They have many advanced technological artifacts which can replicate 2d6 random Powers; In a turn, they can make quick surgeries on victim, given them a random Power for the price of 2d6 Sanity points; DR 2; Can fly though the cosmos.

Atlantean **HD:** 4-8

Special Abilities: Can act freely and live underwater just as well as on the surface; Can use a number of powers equal to their HD with an Attribute score of 10+HD; They have many advanced technological artifacts which can replicate 2d6 random Powers; Can assume the appearance of any individual they have a token of.

Lemurian **HD:** 6-8

Special Abilities: Gains a Positive Die on all tests regarding technology; Can use a number of powers equal to their HD with an Attribute score of 10+HD; Can talk to animals and command a number of them up to their HD in numbers.

1d6	What Are They Doing?
1	Killing someone who knows too much.
2	Taking the place of an influential individual.
3	Kidnapping test subjects.
4	Stealing natural resources.
5	Recovering lost artifacts.
6	Destroying technological advancements.

1d6	What Do They Want?
1	To keep humanity undeveloped.
2	To rule humanity.
3	To keep their existence secret.
4	To destroy another ancestral race.
5	To foil the Vampire Council's plans.
6	To recover lost artifacts.



Failed Experiments

Created by the government, greedy corporations, or mad scientists in search for the next breakthrough, these creatures are abominations of nature. Their creators try to use them for their own benefit, utilizing them as weapons and fodder. However, many of them have a mind of their own, and it's usually just a matter of time before their masters lose control over them.

Super Soldier **HD:** 3-5

Special Abilities: Maximum Vitality points per HD; Inflict damage increased by 1 step on the Standard Damage table; DR 2.

Mentalist **HD:** 2-6

Special Abilities: Can use a number of powers equal to their HD with an Attribute score of 10+HD; Can communicate telepathically with anyone within long range.

Cyborg **HD:** 3-6

Special Abilities: Maximum Vitality points per HD; Inflict damage increased by 1 step on the Standard Damage table; DR 2; Has an array of tools and weapons implanted in their cybernetic parts.

Bio-Weapon **HD:** 6-8

Special Abilities: Maximum Vitality points per HD; Inflict damage increased by 1 step on the Standard Damage table; Can use a number of powers equal to their HD with an Attribute score of 10+HD.

1d6	What Are They Doing?
1	Trying to escape pursuers.
2	Eliminating a target.
3	Trying to understand what happened to them.
4	Sabotaging another experiment.
5	Pursuing another test subject.
6	Losing control and attacking everyone.

1d6	What Do They Want?
1	Freedom.
2	To live a normal life.
3	To end all other experiments.
4	To do their mission.
5	To make a race of superior beings like them.
6	To eliminate all the inferior beings.

Monster Laboratory

Dark Streets & Darker Secrets doesn't present a full bestiary of creatures to be used by Referees in their campaigns. Instead, this game focuses on inventiveness and encourages the creation of unique monsters molded to the needs of each campaign.

In order to help in this endeavor, we present a monster generator that will work as a starting point for ideas and creative adventures. With a few dice rolls, the Referee will have plenty of information about the new creature, such as its nature, appearance, special powers, and weaknesses. There isn't an exact formula for creating monsters, and Referees are encouraged to experiment and mix things up to create weird and exciting Opponents!

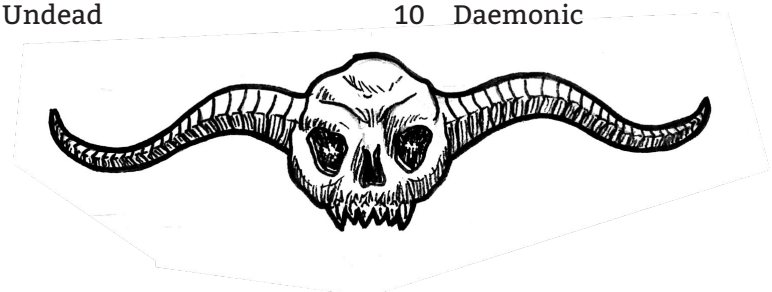
About Statistics

As this game has a light and flexible system, especially regarding monsters, the tables won't always refer to game statistics. The Referee is free to create these based on the entries. For example, a creature with Reinforced Carapace might have a Damage Reduction of 2 or 3 or have their carapace work as a shield, depending on the needs of the game. The entries are inspirations for creativity, not a closed system.

Opponent's Nature

The first step to creating an Opponent is defining its nature. Is it originally from the Oneiric Realm of the Faerie Queen? Is it an alien from another dimension altogether? Is it an automaton created by the scientists of an older era? The nature of the creature will help define its general configuration, appearance, powers, and weaknesses. Hybrid creatures are also possible and are a great way to surprise players who are used to the same old Opponents!

d10	Opponent's Nature	d10	Opponent's Nature
1	Alien	6	Mystical
2	Beast	7	Technological
3	Plant	8	Aberration
4	Ancestral	9	Elemental
5	Undead	10	Daemonic



ALIEN

These are usually humanoid creatures with an appearance similar to humans, having a trunk, a head, two legs, and two arms. They are intelligent individuals, capable of developing a society and using some sort of technology. Given the origins of their ancestors, these creatures can present almost any alien characteristics and astonishing powers that set them apart from humanity.

When creating an alien Opponent, roll as many times as feels necessary on the Alien Appearance table, once on the Technology Level table, and once on the Alien Culture table. Some aliens may have Powers and Weaknesses, and the Referee might want to roll on those tables as well.

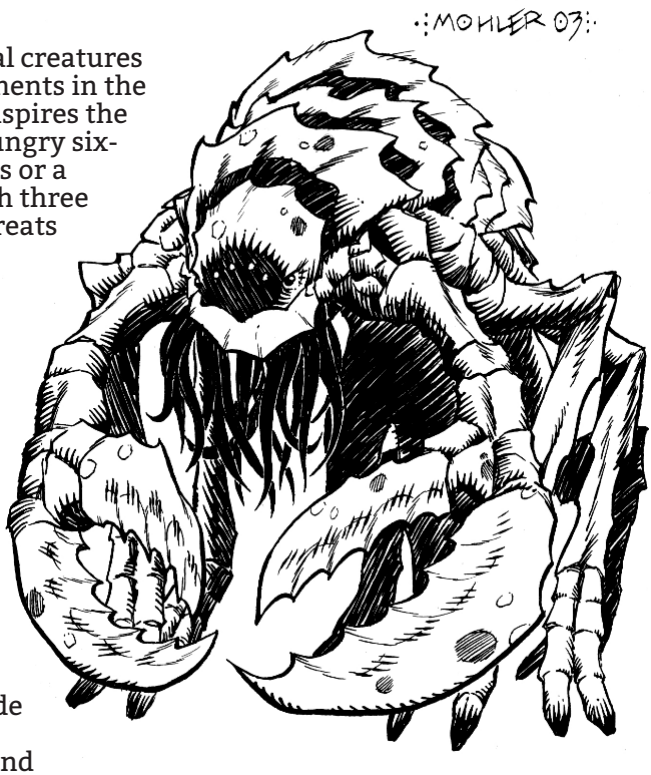


d20	Alien Appearance
1	Elongated Limbs (can make melee attacks to opponents within short range)
2	Giant Head
3	Shortened Limbs (slow movement)
4	Elastic Limbs (can make melee attacks to opponents within short range)
5	Extra Pair of Arms (can act one more time per round)
6	Extra Pair of Legs (can move twice per round)
7	Extra Heads (receives a Positive Die to mental actions)
8	Scaly Skin (DR 1)
9	Colorful Skin (1d10: 1 – Yellow; 2 – Orange; 3 – Red; 4 – Purple; 5 – Blue; 6 – Emerald; 7 – Grey; 8 – Transparent; 9 - Black; 10 - Unknown – Color may indicate resistance to certain types of damage)
10	Without Body Hair
11	Flashy Hair or Fur
12	Small body (Positive Die to hide)
13	Large Body (Positive Die to physical actions)
14	No distinction between genders (or without gender)
15	Skeletal Body
16	Corpulent Body
17	Protruding Bones
18	Extra Eyes (Positive Die on perception tests)
19	Eyeless (augmented senses)
20	Traits of other nature (roll again on the Monster's Nature table, ignoring the Humanoid result)

d20	Technological Level
1	Stone Age (prehistory and before)
2	Bronze Age (3500 B.C.)
3	Iron Age (1200 B.C.)
4-5	Middle Ages (600 B.C.)
6-7	Age of Discoveries (1450 A.D.)
8-10	Industrial Revolution (1730 A.D.)
11-12	Mechanical Age (1880 A.D.)
13-15	Nuclear Age (1940 A.D.)
16	Digital Age (1980 A.D.)
17	Microtechnology Age (Nanotechnology and other amazing advances)
18	Space Age (Space travel and colonization)
19	Time Age (Time travel)
20	Dimensional Age (Dimensional Travel)

d20	Alien Culture
1	Praises brute strength above all else and dominates inferior races.
2	The search for knowledge moves this race through the cosmos.
3	Carnal pleasures are all that matter.
4	The search for spiritual growth is the most noble quest of an individual.
5	Hoards riches at any cost, even taking it from weaker races.
6	Reproduce and spread to all corners of the cosmos.
7	Dominate intellectually all other cultures.
8	To produce art is the greatest deed an individual can accomplish.
9	Technological development is the most noble cause to pursue.
10	Sorcery is a stain that must be cleansed from the world.
11	The accumulation of magical power is the only way to secure our superiority.
12	To bring our god to this world is our main task.
13	To remain isolated from other races is our only guarantee of safety.
14	Hunt the most powerful beast to prove your worth.
15	Never suppress your primal instincts as savagery is the purest state of being.
16	The quest for the promised land is the main task of our people.
17	To obey all the wishes and desires of the Queen-Mother, whatever they may be.
18	Only by the end of the universe as we know it can we build a better one.
19	Life has no meaning and is empty, nothing and no one can alter this truth.
20	Transformation and constant change are essential to save Chaos from the tyranny of Order.

Beast



Animals and bestial creatures are common opponents in the pulp fiction that inspires the game. A pack of hungry six-legged giant lizards or a gigantic snake with three heads are great threats to even the most seasoned monster hunters.

The tables below are meant to create bestial creatures based on mundane animals. Since **Dark Streets & Darker Secrets** has simple and easy to use monster statistics, we did not find it necessary to provide a generator for common species, and instead focused on unnatural bestial creatures. When creating a Beast Opponent, the Referee first determines the Bestial Form, and then rolls on the Animals table to determine the components of the creature. They can also have Powers and Weaknesses as other monsters.

d10	Bestial Form
1	Torso of one animal and legs of another.
2	Head of an animal, limbs of another, and the body of a third.
3	Multiple animal heads with the body of another.
4	Humanoid body with an animal head.
5	Body of an animal, tail of another, and wings of a third.
6	Headless animal with many mouths of a second animal around their body.
7	Winged head of an animal.
8	Body of an animal and extra arms of another.
9	Animal body with a humanoid head.
10	Animal mixed with another creature (roll to determine the second Opponent's Nature).

d100	Animals	d100	Animals
1	Bee	51	Dragonfly
2	Jellyfish	52	Wolf
3	Eagle	53	Worm
4	Spider	54	Squid
5	Baboon	55	Monkey
6	Whale	56	Moth
7	Cockroach	57	Earthworm
8	Beetle	58	Bat
9	Goat	59	Fly
10	Buffalo	60	Adder
11	Hound	61	Oyster
12	Crab	62	Sea Urchin
13	Chameleon	63	Sheep
14	Horse	64	Panther
15	Snake	65	Duck
16	Owl	66	Peacock
17	Crocodile	67	Swordfish
18	Dromedary	68	Penguin
19	Elephant	69	Piranha
20	Scorpion	70	Octopus
21	Squirrel	71	Pigeon
22	Starfish	72	Pig
23	Falcon	73	Hedgehog
24	Seal	74	Sloth
25	Ant	75	Protozoan
26	Rooster	76	Lynx
27	Ferret	77	Fox
28	Grasshopper	78	Frog
29	Goose	79	Rat
30	Heron	80	Deer
31	Cat	81	Rhinoceros
32	Giraffe	82	Nightingale
33	Dolphin	83	Salamander
34	Gorilla	84	Manta Ray
35	Raccoon	85	Serpent
36	Hyena	86	Anteater
37	Hippopotamus	87	Turtle
38	Iguana	88	Armadillo
39	Alligator	89	Badger
40	Jaguar	90	Tiger
41	Boar	91	Mole
42	Boa Constrictor	92	Bull
43	Centipede	93	Shark
44	Caterpillar	94	Bear
45	Gecko	95	Vulture
46	Lizard	96	Moose
47	Lobster	97	Mule
48	Lion	98	Maggot
49	Leopard	99	Wasp
50	Snail	100	Zebra



Plant

Normally plants and other vegetables do not offer immediate threats to adventurers. However, in a world where the Faerie Queen has gone mad, some plants have acquired monstrous characteristics, becoming as dangerous as a starving two-headed lion.

In order to create a truly terrifying plant monster, the Referee will need some creativity. Use the Plant Form and Plant Attacks tables as well as the Powers and Weaknesses tables. Creating amalgams with other types of monsters will make these creatures even weirder and more alien, leaving the players more astonished.

d10	Plant Form
1	Mushroom
2	Mold
3	Vines
4	Roots
5	Tree
6	Flower
7	Fruit
8	Shrubbery
9	Algae
10	Amalgam between Plant Form and other Opponent's Nature

d10	Plant Attacks
1	Sharp Thorns or Leaves
2	Poisonous Spores
3	Crushing Branches
4	Strangling Roots
5	Explosive Fruits
6	Blood-Sucking Roots
7	Acid Sap
8	Harmful Pollen
9	Inserting a Seed Inside a Victim's Heart
10	Hypnotic Perfume

Ancestral

Ancestral opponents are also a staple of pulp fiction. Primitive and savage men, ravenous dinosaurs and beasts from past ages that awoke to spread chaos are frequent opponents in the paths of adventurers.

As with mundane animals, normal prehistoric creatures should be easy enough to create. Following the simple HD and the Standard Damage table and being minimally creative with Special Abilities (like giving double damage to a triceratops when charging) should be enough. The table below gives Ancestral Characteristics that can be used together with another Opponent's Nature to create a Ancestral creature.

d10	Ancestral Characteristics	d10	Ancestral Characteristics
1	Reptilian	6	Protruding Teeth and Claws
2	Gigantic with Small Head	7	Amphibious
3	Protruding Bones	8	Reinforced Carapace
4	Highly Muscular with Small Brain	9	Rapid Regeneration
5	Unicellular	10	Insectoid

UNDEAD

Undead are nefarious creatures that challenge nature by simply existing. They remain in a stage between life and death, refusing to follow the natural circle of life and usually feed on mortals in various ways. This is usually caused by the influence of sorcery or the forces of the Abyss.

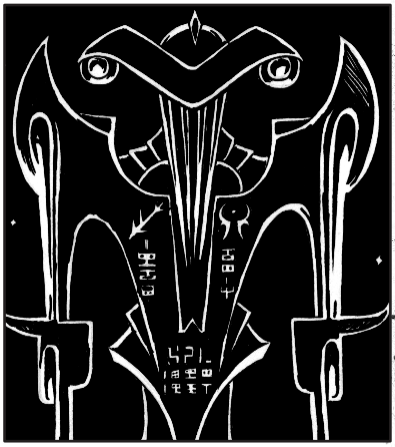
When creating an undead monster the Referee starts with a normal living Opponent and then rolls on the following tables to generate its undead version. Later, they can add Powers and Weaknesses as usual.

d10	Undead Form
1	Incorporeal, appearing as it was when alive
2	Incorporeal, cadaverous appearance
3	Incorporeal, gaunt appearance
4	Incorporeal, foggy or deformed appearance
5	Shadow
6	As alive, with cold skin and white eyes
7	Appears as the moment it died, wounds still bleeding
8	Appears as a rotting corpse
9	A floating head with incorporeal body
10	Skeletal

d10	Feeds Upon	d10	Feeds Upon
1	Blood	6	Dreams
2	Flesh	7	Memories
3	Brains	8	Anguish
4	Vitality	9	Fear
5	Will to Live	10	Beauty



Mystical



Mystical creatures are born from the energies that come from other dimensions and realities, thus they can assume many forms. Some of them blend in with mortal creatures from our world, hiding their enigmatic nature. Others, proud of their heritage, reveal themselves in all their splendor, attracting the attention of mortals in the form of admiration, fear, worship, and other emotions.

The tables below can be used to grant Mystical Traits to Opponents of other natures, or to generate a magical creature with the Mystical Form table. These monsters can have many Powers and Weaknesses, since the Chaos that originated them follows no pattern.

d10	Mystical Traits
1	Static energy radiates from the creature, lightly shocking whomever comes close.
2	The creature levitates just above ground, having a supernatural lightness.
3	The creature's hair (or body hair) is always under the influence of elements (on fire, wet, blown by the wind, full of dirt).
4	The creature's skin emanates a soft glow.
5	Little energy crystals are scattered throughout the creature's body.
6	The creature's skin changes color according to its humor.
7	Translucent body.
8	Small energy spheres orbit around the creature.
9	The creature appears different for every person who looks at it.
10	Strange runes and symbols cover the creature’s body.

d10	Mystical Form
1	Sphere
2	Cube
3	Concentric Rings
4	Giant Eye with Bloody Veins
5	Living Energy
6	Constant Changing Geometric Figure
7	Floating Pyramid
8	Flying Crystal
9	A Horde of Glass Insects with Collective Intelligence
10	An Amalgam of 1d3+1 Monster’s Natures

TECHNOLOGICAL

Ancient and advanced civilizations, travelers from other times and dimensions, aliens from other worlds, and even people much ahead of their time are capable of creating constructs or other artificial beings. For a simple mortal in the world of **Dark Streets & Darker Secrets** these technological creations are almost mythical and magical as faeries, and the Referee may opt to treat them as such.

The tables below can be used to generate the Technological Form of a creature as well as its Material (which could grant special characteristics). As always, these creatures could have extra Powers and Weaknesses like others.

d20	Technological Form
1	Artificial Human Form
2	Artificial Animal Form
3	Flying Computer
4	Brain Inside Translucent Sphere
5	Sphere with Many Monitors and Mechanic Arms
6	War Tank
7	Wheeled Vehicle
8	Flying Saucer
9	Helicopter
10	Oven
11	Meat Grinder
12	Rubik's Cube
13	Bulldozer
14	Concrete Mixer
15	Tripod
16	Monocycle
17	Millions of Nanobots That May Assume Any Form
18	Lamp
19	Telescope
20	Bundles of Wires and Cables

d10	Material	d10	Material
1	Plastic	6	Star Metal
2	Iron	7	Glass
3	Mercury	8	Acrylic
4	Steel	9	Gold
5	Wood	10	Crystal



ABERRATION

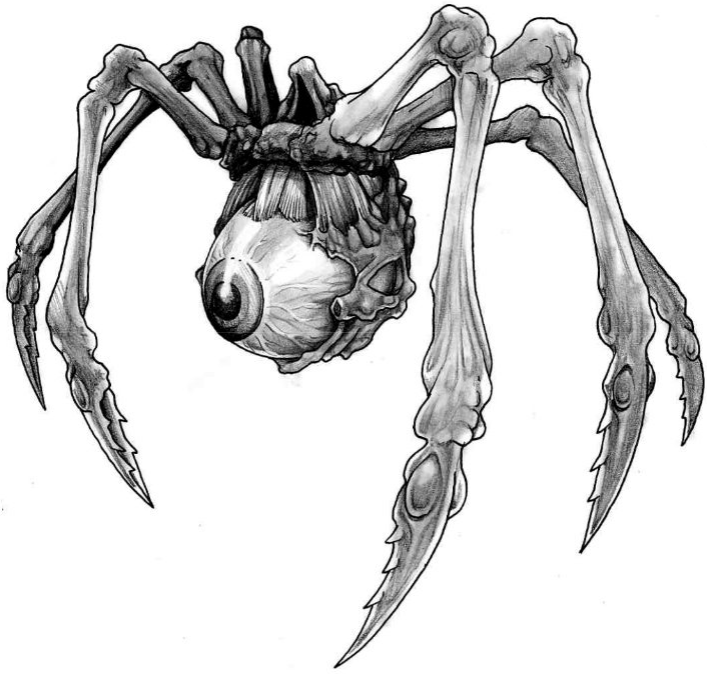
Aberrations are creatures that defy existence and potentially leave anyone who glimpses their form insane. They come from the Abyss or dimensions completely tainted by it. No one knows exactly how they came to be, if they are ancient beings, the creations of mad sorcerers that went wrong, or beings from other dimensions completely opposed to our own.

To create an aberration, the Referee determines its Basic Form and then adds Aberrant Characteristics. Additional Powers and Weaknesses are common in these creatures, as well as a completely alien mind.

d10	Aberrant Form
1	Amorphous
2	Spherical
3	Cylinder
4	Pyramid
5	Ring
6	Icosahedron
7	Bidimensional
8	Tetradimensional
9	Similar to another Monster's Nature
10	Mixture of 1d3+1 Monster's Nature

d10	Plant Attacks
1	Harvest natural resources.
2	Colonize a new world.
3	Escape the destruction of their original world.
4	Search for ancestors that visited this world.
5	Dominate this new world.
6	Conduct scientific experiments.
7	Eat all that it can find.
8	To reproduce with another species.
9	Capture slaves for an important task.
10	To learn and collect information.

d10	Mystical Traits
1	Hundreds of eyes of different types and sizes cover the creature's body.
2	Hundreds of mouths of different sizes and shapes cover the creature's body and spew a disgusting goo.
3	Body covered by irregular thorns that inject hallucinogenic poison.
4	Body covered with small lips that keep pronouncing alien poetry which drives listeners insane.
5	Several tentacles cover the creature's body.
6	Faces of several different beings in agonizing expressions cover the creature's body.
7	Bubbles expelling nauseous smells form all over the creature's body.
8	Hundreds of clawed hands form and dissipate over the creature's body.
9	The creature's body is covered with holes expelling feces.
10	Gelatinous and transparent body, exposing all the bizarre organs inside.



Elemental

These are creatures composed of a singular (or sometimes multiple) pure element, having acquired life and sentience through sorcery or the act of a powerful entity. Their forms can be as varied as any other monster.

To create an elemental monster, start with an Opponent from any other nature and then assign a unique element of which it is composed according to the table below. Additional Powers and Weaknesses should be added as well.

d20	Element	D20	Element
1	Earth	11	Steam
2	Water	12	Blood
3	Fire	13	Metal
4	Air	14	Mucus
5	Rock	15	Acid
6	Magma	16	Poison
7	Ashes	17	Lightning
8	Sand	18	Light
9	Wood	19	Glass
10	Mud	20	Diamond



Daemonic

Daemons are supernatural entities hailing from the depths of the Abyss, a plane of emptiness, pain, suffering, and death. The majority of them feed off of these feelings and travel the cosmos to incite them in others.

To create a daemon, the Referee starts with another Opponent's Nature and then applies some Daemonic Characteristics. These creatures usually have several Powers and only a few Weaknesses.

d20	Element	D20	Element
1	Goat horns	11	Crawling with insects
2	Shadow body	12	Morbid obesity
3	Goat legs	13	Incredibly filthy
4	Empty eye sockets	14	Mucus covering the body
5	Flame eyes	15	Body covered with dark thorns
6	Forked tail	16	Crawling with serpents
7	Fangs	17	Extremely beautiful
8	Bat wings	18	Horrendous
9	Skeletal wings	19	Guttural voice
10	Blood-covered body	20	Melodic voice



POWERS

Here is a list of 100 Special Abilities that can be assigned to any Opponent. How they manifest in each creature will depend on its nature and the Referee's creativity.

d100	Powers
1	Acid Attack: Acid deals a die of damage one step below Standard Damage for HD rounds.
2	Acid Blood: When an attacker inflicts damage at close range to the creature, they must make an Agility test or suffer damage one step below Standard Damage.
3	Cause Blindness: Blinds a target for 1d3 rounds per HD. The target receives 2 Negative Dice for any action that relies on vision.
4	Imprison: The creature imprisons a target in a viscous substance, requiring the victim to make a Physique test to escape.
5	Earthquake: Causes an earthquake up to long range, collapsing buildings and causing other damage. Creatures in the area must make an Agility test or are knocked to the floor.
6	Tunneling: Can move through solid earth as normal.
7	Destroy Metal: Metal objects that touch the creature's body are damaged and become useless. When an attacker hits the creature, they must make a Luck Roll to see if their weapon is ruined.
8	Destroy Wood: Wooden objects are destroyed if they come into contact with the creature's skin. When an attacker hits the creature, they must make a Luck Roll to see if their weapon is ruined.
9	Lacerate: After the attack, the target receives a Negative Die to all physical actions for HD rounds.
10	Corrode Minerals: Rocks and other minerals can be dissolved by the creature, allowing it to pass through walls.
11	Animate Object: Gives life to inanimate objects, transforming them into monsters under the creature's command. The creature can animate a number of objects equal to its HD.
12	Suffocation: Drains the air from its victims' lungs.
13	Repulsion: Makes it hard for creatures of a certain type (Referee's discretion) to approach. Characters can resist with a Willpower test.
14	Bleeding: In addition to normal damage, this attack causes bleeding, making the target suffer damage one step below Standard Damage per round until the wound is treated.
15	Necrosis: This attack causes necrosis, and the victim loses 1 point of Physique or Agility per day until a cure is found.
16	Disease: Causes grave and potentially deadly disease (the Referee may impose Attribute damage, Negative Dice, and loss of HP). Victims can make a Physique or Willpower test to resist it.

17	Incubation: An egg or seed is inserted inside the target, and it will generate another monster in a set amount of time, leading to the victim's death unless it is extracted in time.
18	Drain Attribute: Victim loses 1d3 points of a specific Attribute. The target can usually resist with an appropriate Attribute test.
19	Power Vortex: Summons an energy storm that affects all creatures in short range who suffer damage one step lower than the Standard Damage, unless they make an Agility test for half damage. The storm lasts for HD rounds.
20	Confusion: Makes victim confused and disoriented, receiving a Negative Die to all actions for a number of rounds determined by the creature's Standard Damage roll.
21	Freezing Attack: In addition to normal damage, targets must make Physique tests or become frozen, imprisoned and incapable of moving for HD rounds.
22	Command Plants or Animals: Can command a number of plants or animals up to the creature's HD.
23	Curse: Curses a victim, who can resist with a Willpower test. The Referee will come up with the curse effect (both mechanical and narrative). Additionally, the target's Luck score is lowered by 1 until the curse is broken.
24	Create Barrier: Creates a barrier to hinder or stop movement. Barriers can also inflict damage with thorns or blades. To overcome a barrier, characters will need to make a Physique or Agility test.
25	Instant Death: Kills target instantly unless they pass an appropriate Attribute Test.
26	Slow Death: Target acquires a malady that kills them slowly. They suffer Standard Damage or loss of Attribute points daily that cannot be healed unless a cure is found.
27	Drain Life: Causes damage one step lower than Standard Damage, and the creature regains the same amount of HP.
28	Dimensional Confinement: Imprisons a target in an extra-planar space. The victim can only be freed by killing the creature.
29	Multidimensional: The creature exists in multiple planes, hopping from one to another in the blink of an eye. Every time the creature is hit, the attacker makes a Luck Roll to determine if the creature did not hop to another dimension the moment it was being hit, avoiding damage.
30	Drain Memories: Target loses memories, making it harder to remember information. A Luck Roll is made to determine if a particular subject or spell was forgotten. One memory is forgotten per attack. This effect is permanent.
31	Electric Damage: When hitting a target with this ability, creatures within close range must make a Luck Roll or suffer damage one step below Standard Damage.
32	Electric Creature: Electricity runs through the creature's body, and those carrying metal objects that touch it must make a Luck Roll or take damage one step below Standard Damage.

33	Magnetic Field: Weapons and armor made of metal that make contact with the creature may become stuck unless the attacker makes a Physique test.
34	Scare: Forces targets that see the creature to make a Willpower test or suffer a Negative Die on all tests against it.
35	Dominate: Can dominate the minds of a number of creatures equal to its HD. Victims can resist with a Willpower test.
36	Induce Rage: Targets within short range must make a Willpower test or be driven into a rage, attacking anyone within close range in the most violent way they can for a number of rounds equal to the creature's HD.
37	Cause Apathy: Causes apathy in up to HD targets (who can resist with a Willpower test). Those affected must make a Willpower test to act each round.
38	Cause Ecstasy: The creature's touch causes ecstasy, paralyzing victims with pleasure for HD rounds, unless they pass a Physique test.
39	Sleep: Can put to sleep all opponents within short range. Targets can resist with a Physique test.
40	Incendiary Attack: This attack can set a target on fire, causing damage one step below Standard Damage on the following rounds unless the victim makes an Agility test to dampen the flames.
41	Flaming Body: Anyone within close range suffers damage two steps below Standard Damage.
42	Explosion: Causes an explosion that deals 1d6 points of damage per HD to anyone within close range. An Agility test can reduce this damage to half.
43	Hallucination: Alters the target's perception, making them believe in things that are not there. Targets can resist with an Intellect test. This lasts for HD turns.
44	Project Illusion: Affects an area up to long range, creating an illusion that affects all senses. Can be resisted with a Willpower test.
45	Freezing Aura: Affects an area up to short range, dropping the temperature to a level below freezing. Targets need to make a Physique test to avoid being frozen into place.
46	Crush: Target is crushed by the creature and can make a Physique test per round to escape or suffer damage one step below Standard Damage.
47	Immobilize: Targets within short range must make an appropriate Attribute test or cannot move for 1d3 rounds per creature's HD.
48	Induce Insanity: A target up to long range must make an Intellect test or acquire a Madness relating to the creature. To cure themself, the character will need a number of years equal to the creature's HD.
49	Cause Stupidity: Affects one target per creature's HD if they fail an Intellect test. The affected become stupid and uneducated, incapable of taking intelligent actions, remembering languages and powers. This usually lasts for HD hours.

50	Spread Shadows: An aura of shadows extends up to short range, blocking the vision of anyone within this effect.
51	Shadow Step: The creature can travel through shadows, covering great or small distances.
52	Ethereal Form: Can assume an ethereal form, becoming immune to physical attacks and capable of entering hard to reach places.
53	Augmented Senses: The creature has sharp senses, sensing slight changes in its surroundings. Characters receive a Negative Die when trying to deceive it.
54	Extra Senses: The creature has an additional sense like thermal vision, sonar, E.S.P., aura vision, etc.
55	Multiple Attacks: Can make additional attacks per round up to their total number of HD.
56	Bad Luck: Double the chances of Random Encounters for up to HD creatures who fail a Willpower test for HD days.
57	Drain Magic: Up to HD targets within short range become unable to manifest powers if they fail a Willpower test. This lasts for HD turns.
58	Telekinesis: The creature can move objects or beings (Physique test to resist) with its mind and can make attacks with this power.
59	Steal Memories: Steal the memories of up to HD targets, becoming able to assume their personalities. Can be resisted with a Willpower test.
60	Duplicate Appearance: Can assume the appearance of a touched target for up to HD days.



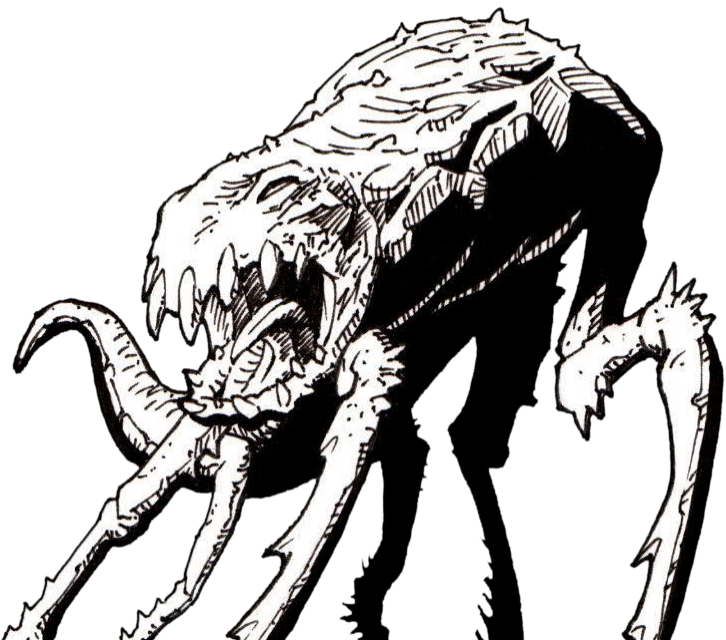
61	Fly: The creature can move through the air with freedom, avoiding obstacles and hazards.
62	Scale Surfaces: Can move over walls, ceilings, and other non-horizontal surfaces like a spider.
63	Amphibious: Can live and act freely on land and water.
64	Impair Movement: A target up to short range needs twice as much effort and actions to move unless they pass an appropriate Attribute test. This lasts for HD turns.
65	Open Portal: Opens portals to other places and planes that can last for up to HD turns.
66	Poison: The creature's attack is poisoned with a substance with an Intensity equal to its HD.
67	Animate Dead: Can animate up to 2 times its HD of undead minions. They last until killed again.
68	Enlarge or Reduce: The creature can increase or decrease its size, improving or reducing its HD and Standard Damage by one step. Some creatures can use this power on other targets. A target can resist with a Physique test. Lasts for HD turns.
69	Reproduce Sound: Can imitate any sound heard in the last HD days.
70	Sonic Attack: Can emit a specific frequency capable of damaging living beings and/or structures within short range. Those who fail an Agility test suffer Standard Damage. Success indicates half damage.
71	Sorcery: Can cast spells as The Gifted. Treat as having a Willpower of 10+HD and knowing a number of spells equal to its HD.
72	Regenerate: Regenerates a number of HP per round equal to its HD.
73	Cause Deformity: A target touched by the creature is deformed unless it passes a Physique test. The deformity can have various effects, from social rejection to Attribute damage.
74	Animal Form: Can assume up to HD different animal forms.
75	Energy Ray: The creature can fire an energy ray that does 1d6 points of damage per HD to a target up to long range that fails an Agility test.
76	Reinforced Carapace: Grants Damage Reduction of 1 to 5 (or maybe more).
77	Invisibility or Camouflage: The creature can become invisible or can use camouflage, requiring an Intellect test with a Negative Die to be detected.
78	Immunity to Mundane Attacks: The creature can only be harmed by supernatural attacks and weapons.
79	Magical Immunity: The creature is immune to magical attacks and weapons.
80	Variable Immunity: The creature is immune to a certain type of attack (fire, metal weapons, electricity, psychic, etc.)
81	Magical Resistance: Receives a Positive Die to resist magical effects.
82	Divide: The creature can divide itself into several copies, splitting its total HD between them. The copies keep all other stats normally and attack as if having its total HD.

83	Reflect Attacks: Can reflect a number of attacks per round equal to its HD (making an attack against the Attribute used in the original attack).
84	Invoke Ally: Can summon a similar creature of the same HD. A character can make a Luck Roll to avoid this effect.
85	Immortal: The creature cannot die naturally, and a condition must be met for the creature to be truly killed.
86	Teleport: The creature is capable of moving through space with just its thoughts, changing locations instantly. This can be used a number of times equal to its HD per day.
87	Thorns: The creature has thorns over its body, making everyone within close range make an Agility test to avoid taking HD points of damage. Some of these creatures can expel these thorns up to short range, causing Standard Damage.
88	Read Minds: Can read the minds of everyone within long range, making it impossible to surprise this creature in combat. Additionally, it receives a Positive Die on its attacks and imposes a Negative Die on attacks against it.
89	Absorption: Can absorb the energy of a specific type of attack (kinetic energy, magic, fire), transforming the potential damage into healing.
90	Swallow: On a natural 20 (or by taking the target to its mouth with another attack), the creature swallows the victim, who will suffer the Standard Damage of the monster per round automatically. The target can escape if they inflict the number of HD the creature has in damage in a single attack.
91	Disintegrate: Can disintegrate matter within long range with a ray up to HD times per day. If used as an attack, the ray kills any creature who fails an Agility test. Those who succeed suffer 1d6 points of damage per HD.
92	Duplicate: Can generate up to HD illusory copies of itself. Copies can be distinguished with an Intellect test.
93	Improved Damage: The normal damage of the creature is increased by one step on the Standard Damage table.
94	Psychic Attack: All enemies within short range must make a Willpower test or suffer damage one step below Standard Damage and receive a Negative Die for all actions for HD rounds.
95	Silence: A point affecting an area with short range has all the sound silenced. This lasts for up to HD rounds.
96	Turn to Stone: Victims that look into the creature's eyes must make a Physique test or turn to stone.
97	Create Matter: Generates matter of a specific type (wood, stone, gold, crystal) of a volume equal to a cubic foot per HD per day.
98	Time Travel: The creature can travel to the past or the future of its location.
99	Foresee Future: The creature can see into the future up to HD decades.
100	Combine two abilities into one.

Weaknesses

Some Opponents have Weaknesses that make them more vulnerable. These flaws are not usually common knowledge, but driven players can discover them through rumors, research, and by trial and error.

d20	Weakness
1	Vanity
2	Stupidity
3	Vulnerable special part
4	Can't distance itself from specific place
5	Need to feed constantly
6	Life depends on a specific item
7	Vulnerable to certain types of attack
8	Aversion to some substance or object
9	Methodic compulsion
10	Honor code
11	Circumstantial weakness
12	Powerful enemy
13	Addiction
14	Obsession
15	Vulnerability in another dimension
16	Simply knowing its True Name makes it weak
17	Weakness after a ritual
18	Fears its own reflection
19	Hubris
20	True beauty







Appendix O: Optional Rules

Dark Streets & Darker Secrets was designed to be a simple and flexible rule system that allows action-packed adventures that are quick to play, but it also supports longer campaigns. It was also created to allow Referees to customize the game, making it their own, more appropriate to the style of gaming they prefer.

This Appendix presents a few optional rules that can be used in the game to slightly change the gameplay or to provide simple tools to manage aspects that are not so common in play. They are not essential to the game, but some Referees will certainly find use to them and will get inspired to roll up their sleeves and create their own customizations for the game.



Drunken Luck

Vitality points represent much more than physical injuries. They also account for fatigue, determination, the ability to turn a mortal blow into a flesh wound, and even pure luck. Using this optional rule, characters can spend a few minutes drinking water, beer, wine, or other liquids from their flasks between encounters to recover their breath. Besides that, meetings in shady bars with a good amount of drinking are a staple of the fiction that inspires this game. That way, characters will get drunk sooner or later.

Every time a character ingests an alcoholic beverage, they must make a Physique test with a Difficulty equal to the number of drinks they have imbibed in the last two hours. Failure indicates that the character is drunk and now receives a Negative Die to all Attribute Tests (except those related to courage, which gain a Positive Die).

However, once drunk, the character's Luck score is improved by 1 and it is only reduced if the Luck Roll results in a "6". This lasts for two hours after the last drink ingested. Everything returns to normal after this interval.

DARING POINTS

This is a game of action horror, wherein incredible and amazing things can happen. However, the world is grim and perilous, and characters assume great risks when they go on adventures. There is nothing to help them during their missions throughout the corrupt city but themselves and their allies.

But with the Daring Points rule, characters become more akin to action heroes from movies and pulp literature. They will be able to do more amazing feats, get over bruises more easily and, sometimes, will seem to be favored by the prophecies!

Player characters begin each session with 1 Daring Point and can earn more as they play. Usually, the Referee will award additional Daring Points for characters that perform daring actions and put themselves in situations that are dramatically appropriate to the pulp style of the game. Below are a few examples of actions that would probably entail the award of a Daring Point.

- Putting themselves in a dangerous situation a normal person wouldn't in search of adventure (entering a dark sinister cave to where the blood trail leads, for example).
- Attempting risky and unnecessary maneuvers and feats that look really cool and within the pulp genre (swing on chandeliers to get in the middle of the action, doing back flips on the wall to get over an obstacle).
- Performing any other action that causes strong reactions of amazement and excitement in the other players and the Referee (this is dependent on the Referee's judgment but should be pretty clear during gameplay).

The number of Darings Points always resets to 1 at the start of each new adventure.

USING DARING POINTS

Daring Points can be used by players to various effects as explained below. A character can spend as many Daring Points per encounter as they have Levels of experience.

- Spend 1 Daring Point to perform an extra Action or Movement in a round at any point, even when it's not the character's turn to act.
- Spend 1 Daring Point to step back and assess your actual wounds. The character foregoes all Actions for one round to regain a number of Vitality points determined by their Recovery Roll. They can still move however.
- Spend 1 Daring Point to provide a Positive Die to a single Action. The player has to narrate how being daring has favored their character and tipped the odds in their favor.

- Spend 1 Daring Point to reroll any die roll you've just made. However, you must choose to do so before the Referee declares the consequences of the roll.
- The Referee may allow other creative uses for Daring Points according to the style of game and story the group prefers.

ADVENTURING COMPANION

The life of a character in **Dark Streets & Darker Secrets** is not easy - having to be away from family and friends, abandoning everything you have, risking your life on a daily basis. Because of all that, many end up forging strong ties with other members of their crew. Each player may choose an Adventuring Companion for their character, signifying a strong friendship, trust, and companionship between them. No one is forced to choose an Adventuring Companion though, since this brings advantages and hindrances.

ADVANTAGES OF HAVING AN ADVENTURING COMPANION

- The character may make a Luck Roll in favor of their Adventuring Companion as they would for themself, allowing their companion to benefit from their own Luck.
- If the Daring Points rule is being used, the character can spend their Daring Points to benefit their Adventuring Companion as if they were using it themself.
- If the character assumes great risk for themself in an attempt to help their Adventuring Companion in a dire situation, their Luck score is increased by 1 until the end of the adventure. This can only happen once per adventure.

HINDRANCES OF HAVING AN ADVENTURING COMPANION

- If the character's Adventuring Companion is reduced to zero Vitality points, the character's Luck score is reduced by 1 until the end of the adventure.
- If the character's Adventuring Companion dies, the character's Luck score is reduced by 1 for 4 adventures. After this, they may choose another Adventuring Companion.

Solitary Heroes

This game is designed to be played with a group of about 3 to 6 players and a Referee. The rules assume there will be a group of multiple characters that will try to accomplish things together. Each member has their strong points, which are complemented by the other characters' abilities. But that is not always the case in the fiction that inspires the game, and that is not always the case at the game table, either. Sometimes, the Referee will have just 1 or 2 players available, and they will need to cope with some challenging situations.

Thus, to make the game more heroic and to allow solo gameplay, the Referee can modify the rules in the following ways:

- Most Opponents have a number of Vitality points equal to their HD. Some Opponents, however, may have 2 or 3 Vitality points per HD, depending on their importance and competence. Truly powerful enemies will have their Vitality points rolled normally.
- Combat is run a bit more abstractly. Characters can divide the damage inflicted by their attacks amongst any Opponents with an HD equal to or lower than the Difficulty of their attack roll, as long as the Opponents are within the range of their attacks or powers.
- Most Opponents inflict a fixed amount of damage equal to their number of HD. Only the most important and powerful enemies inflict damage according to the Standard Damage table.
- It's recommended that you use the Daring Points optional rule described earlier and give characters an amount of Daring Points equal to their Level at the beginning of each adventure.

Multi-Archetype Characters

This game presents four character Archetypes, representing the most common styles of protagonists in action horror tales. Combined with the Concept mechanic, the game allows the creation of an almost infinite array of characters. But what if we combine different Archetypes in just one character?

To do so, choose which Archetypes to combine and follow these steps. For each point of Progression Cost accrued, the character will need one extra adventure to level up (applied to each Level).

- Determine Recovery Roll: The character's Recovery Roll will be the lower of the chosen Archetypes. To increase the Recovery Roll by +1, the player must pay 1 point of Progression Cost.

- Choose Prime Attributes: The Player must choose two Prime Attributes among those of their chosen Archetypes.

- Choose Special Abilities: The player must choose 4 Special Abilities among those of their chosen Archetypes. To obtain more Special Abilities, the player must pay 1 point of Progression Cost for each.

TWIST OF FATE

Luck. Favor of supernatural beings. Destiny. A strong bond with the energy that empowers all the universe. Call it what you will. In this game, characters have a certain dependency on this factor, being capable of great things because of it, but putting themselves at great risk if they abuse it.

In game terms, whenever a character reaches a Luck score of zero, fate plays a trick on their life. Something happens to make their life more complicated, and it's up to the Referee to decide what it was. They can trigger the character's Complication without the need to restore a point of Luck, or they can think of something else entirely (the roof of the ancient ruins the character and their companions are exploring tumbles down on them; they run out of fuel while trying to lose a group of pursuers through the streets of a dangerous neighborhood; or their contact simply turns on them).

The table below was created to help the Referee come up with interesting and exciting twists of fate. All they have to do is roll a d10 and interpret the result according to the events of the campaign.

d10	Twist of Fate
1	An individual goes out of control, causing havoc and making the character's situation worse.
2	A dangerous monster or beast gets loose, putting the character into danger.
3	Some object important to the character is destroyed by accident.
4	Someone important to the character dies suddenly and inexplicably.
5	Someone mistakenly identifies the character as someone else, causing confusion and putting everyone in great peril.
6	An innocent proves to be much more dangerous than the character's enemies.
7	Local authorities appear right at the worst possible moment.
8	A former ally betrays the character in a horrible way.
9	A previously unknown enemy reveals themself and wants to settle things now.
10	A mistake made in the past comes back to haunt the character in the worst possible moment.



Appendix I: Inspiration

This game was inspired by many different things, including but not limited to other games, literature, TV shows, comic books, and movies. Below we list a few of those inspirations in the hopes of calling attention to works we admire and to help inspire players and Referees to create better gaming experiences.

Literature

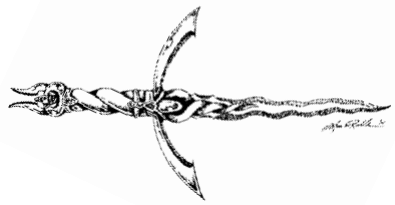
- Robert E. Howard - Solomon Kane series
- H. P. Lovecraft - Cthulhu Mythos stories
- Bram Stoker - Dracula

Comic Books

- Buffy the Vampire Slayer - Dark Horse Comics
- Chilling Adventures of Sabrina - Archie Comics
- The Walking Dead - Dark Horse Comics
- Hellboy - Dark Horse Comics

TV Shows

- Buffy the Vampire Slayer - 1996
- Angel - 1999
- Supernatural - 2005
- American Horror Story - 2011
- Grimm - 2011
- Constantine - 2014
- X-Files - 1993
- Taken - 2002
- Chilling Adventures of Sabrina - 2018



Movies

- Blade - 1998
- Buffy the Vampire Slayer - 1992
- Zombieland - 2009
- Van Helsing - 2004
- The Lost Boys - 1987
- Abraham Lincoln: Vampire Hunter - 2012
- The Mummy - 1999
- Underworld - 2003
- Planet Terror - 2007
- Army of Darkness - 1993
- Constantine - 2005

Games

- The Black Hack (1st and 2nd Editions) - David Black
- Dark Places & Demogorgons - Bloat Games
- Sharp Swords & Sinister Spells - Old Skull Publishing
- Solar Blades & Cosmic Spells - Old Skull Publishing
- World of Darkness - White Wolf
- Call of Cthulhu - Chaosium Inc.
- Silent Legions - Sine Nomine Publishing
- Dungeon Crawl Classics - Goodman Games
- Buffy the Vampire Slayer - Eden Studios



Appendix S: Simple Scenario Structure

This game was designed to facilitate the job of Referees as much as it could, presenting simple and flexible rules, accompanied with useful tools to improvise on the spot. But I want to go a step further.

I want to present the method I use to prepare gaming scenarios, which I believe to be very useful especially for urban settings such as the one in **Dark Streets & Darker Secrets**. In this method you make quick notes about the main elements of the scenario to make sure you have enough to play with without being bound too much by arbitrary constraints. With this simple system you could prepare several structures and give total freedom to players, let them choose which path to follow.

Step One - Generate Elements

Grab a piece of paper and generate some elements using the Adventure Generator in Chapter 7: Running the Game. The fewer elements per category, the simpler the scenario. Initially, try to keep antagonist and goals to one or two only, but the other ones should be fine with more elements.

Step Two - Think About Connections

With these elements written down, think about how they relate to one another. What do the Antagonists want? What are in the Locations? How can the Supporting Cast help or hinder the PCs? What could trigger the Complications?

Step Three - Write Down the Possibilities

Write down possible events in a brief and succinct way, noting down to which element they refer to. These are only suggestions that you can use during the game. A couple of paragraphs making sense of all the notes might help too during the game.

STEP FOUR - COME UP WITH STATS

Now just use the simple rules of the game to come up with Opponent statistics, Artifacts powers, new spells, and whatever you need.

SAMPLE SCENARIO

Title: The Living Weapon

Goal: Destroy an Artifact (the Reanimator)

Locations: Science Lab and Abandoned Warehouse

Antagonists: Failed Scientific Experiment (the Reanimated); Mad Scientist

Supporting Cast: Religious Order (Trying to sabotage the experiment)

Complication: Destructive Storm

Rewards: Legendary Weapon and True Name of Entity

Possible Events

- Someone wants to find out what their competitor is creating, possibly a weapon.
- The PCs see the experiment going wrong and attacking scientists.
- One of the scientists controls the creature and directs its attacks.
- A religious order is protesting against the experiments outside.
- The creature escapes during a terrible storm and a blackout.
- People appear dead and dismembered on the street.

Synopsis: A corporation develops weapons and now decides to create living weapons from the parts of unclaimed dead bodies and alien technology. Rival corporations look for anyone that could infiltrate and steal their plans, or the PCs find out about the robbery of alien technology (which include the True Name of a powerful cosmic entity and a weapon). The experiment works, but they lose control of the creature created, and now it's loose on a killing spree. The PCs might get involved now, too. Mercenary forces might be hired to deal with the problem or with the PCs if they interfere.

Living Weapon **HD:** 6

Special Abilities: Gain a Positive Die on all strength, reflexes, and endurance tasks; Can act twice in the same round; Can foresee enemy actions, imposing a Negative Die to all actions against them.



Name:_____

Player: _____

Dark Streets & Darker Secrets

Archetype:_____

Concept:_____

Complication:_____

ATTRIBUTES		ATTRIBUTES		LEVEL
PHYSIQUE	◯	VITALITY:_____		◯
AGILITY	◯	SANITY:_____		ADV. NEXT LEVEL
INTELLECT	◯	LUCK:_____		
WILLPOWER	◯	MONEY:_____		◯

ABILITIES & POWERS

_____

_____

_____

_____

_____

WEAPONS, ARMOR & GEAR

_____

_____

_____

_____

_____

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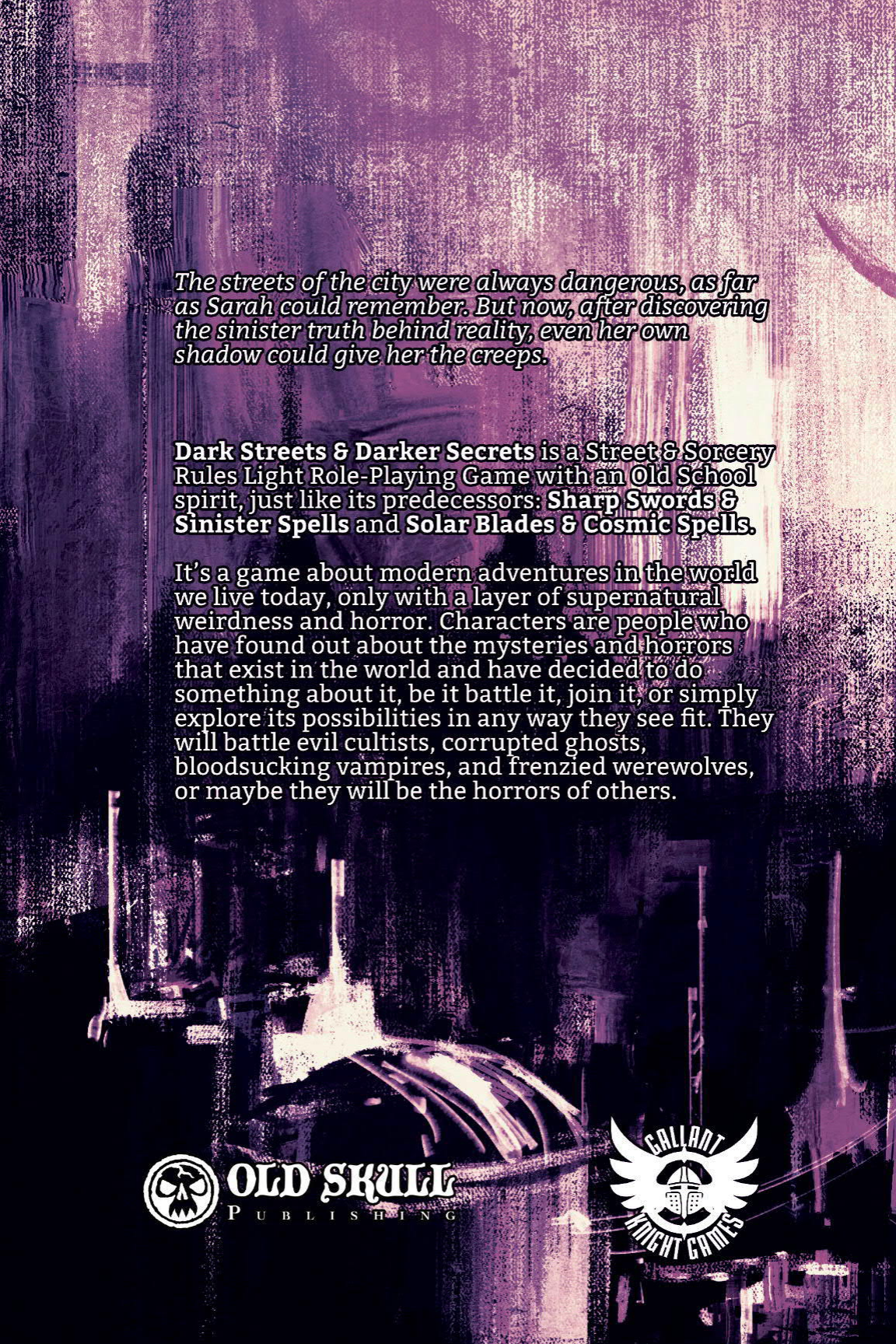
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The streets of the city were always dangerous, as far as Sarah could remember. But now, after discovering the sinister truth behind reality, even her own shadow could give her the creeps.

Dark Streets & Darker Secrets is a Street & Sorcery Rules Light Role-Playing Game with an Old School spirit, just like its predecessors: **Sharp Swords & Sinister Spells** and **Solar Blades & Cosmic Spells.**

It's a game about modern adventures in the world we live today, only with a layer of supernatural weirdness and horror. Characters are people who have found out about the mysteries and horrors that exist in the world and have decided to do something about it, be it battle it, join it, or simply explore its possibilities in any way they see fit. They will battle evil cultists, corrupted ghosts, bloodsucking vampires, and frenzied werewolves, or maybe they will be the horrors of others.

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