

SIX AGAINST THE DARK

ACT 1: the rotting kitchen • a bathroom, flooded, filthy • a hallway of eyes and doors • a plush, dusty bedroom • a living room with a fireplace • a dark cloakroom

Hero

I am a ruthless • brave • resourceful • libertine • cautious • sensitive detective • doctor • reporter • student • adventurer • thief

I investigate • keep going • know how things work • confront danger • stay unnoticed • move fast

Choose three, five, or seven positive words to describe me.

Choose one, two, or three negative words to describe me.

I start wounded • lost • afraid • hungry • lusting • determined

My dice reserve begins at 5 minus the number of positive words plus the number of negative words plus 7.

Answer: I did something once I can't forgive myself for. What is it?

Play to Find Out: Can I find redemption? Do I want to?

When your actions are resisted, roll. Roll or choose a Complication from the current Act list and one or more situational Complications. Be specific. Get one die for each goal and complication. Add two if what you are applies. Add one if the thing you do applies. Add one for each Word or Condition that helps. Add one if you invoke a found item • emotion • knowledge • geographical feature • element like iron or fire • carried item • sudden ally but cross it off when you do. Add one if you're well-prepared. Add one if you have a suitable tool or asset. Add any dice from your reserve you want. Roll.

Qualifier	Cost in Hits
Succeed at a goal	x difficulty
Partial success at goal	x difficulty - 1
One Complication is averted	x 1
You do it with style	x 1

If any negative Condition applies, reroll the highest die and take the lowest. Do the same if any negative Word applies. If you sacrifice someone or something, reroll the lowest die and take the highest. Count up the dice that show 4+; these are your hits. Buy what you want with them. If a Complication is not bought off, it occurs or is set up for the future. Wait for the right moment. Take a suitable Condition if one is indicated. When you do not purchase any success qualifiers, keep the reserve dice you risked and gain one to your reserve. Otherwise, forfeit them. If you sacrificed someone or something on a roll, move a die to your Score. If you have hits left unspent and nothing left to buy, move a die from the roll to your Score.

Set the Scene

Roll or choose the Scene type and Scene purpose, location, and an effect. Each scene face a Core Challenge at the listed Difficulty. Pick the most crucial action to your goal or to your survival. Declare it before you roll. If you succeed on the Core Challenge, move a die of the roll to your Score. If you don't, roll a die to add to the Rival's Score. Each scene has an event that will happen by fiat. It might be the Core Challenge. End the scene after the event and the Challenge occur. Whenever an event occurs, add it to a numbered list. Roll on the list whenever things seem slow or an Interrupt is called for; that event's effects are felt. Play any Interludes in the space between the previous and the next Scene. There's no Core Challenge in an Interlude. When a Scene has the "Replenish" Tag, you may make a roll or take an appropriate action to resolve as many Conditions as you can. Your reserve dice return at the end of that Scene automatically and you may uncheck one Invoked resource.

thieves • fixers • hunters • builders • secret lover • rival • allies • blood
 the old house calls to you; six lost souls looking for...
 answers • treasure • redemption • someone • revenge • power
 searchers • loners • ex-lover • unknown

Act One

Complications

it breaks • someone suffers harm • you look bad • you're noticed • you feel something • one of your weaknesses is revealed

Status Quo

D2 Plot Point: Incident

Do what you usually do, until something innocuous attacks • transport fails • communication fails • fog or bad weather settles in • someone is missing • something is missing

Predicament

D3 Plot Point: Lock In

Your goal is made clear, but now there's no escape until dawn • the doors are stuck shut • someone is missing • it needs to be found • outside is dangerous • a prize awaits the bold

exhausted • lost • hunted • trapped • shaken • conflicted • insane • bruised • wounded • injured • dying • dead

experienced • angelic • impulsive • decisive • level-headed • loyal inventive • rigid • reserved • psychic • spirited • clever energetic • courageous • curious • suspicious • cursed • striking methodical • haunted • lustful • dedicated • arrogant • perceptive deft • oblivious • serious • insensitive • passionate • sexy evasive • provocative • strong • hot-headed • innocent • grieving

Act Two

Complications

someone suffers harm • one of your worst qualities causes you problems • discover something you wish you hadn't • your secret is revealed • you are exposed • you suffer emotional trauma

First Obstacle

D2

You've got everything under control, but emotions run high • the entity acts subtly • a body is discovered • a pawn attacks • someone seduces • a vice is tempted

Higher Obstacle

D3 Plot Point: First Culmination

The tension ratchets as the entity acts overtly • someone is seduced • betrayal ensues • strong emotions lead to action • someone dies • someone is lost

Subplot (Rising Action)

D3

You have an immediate, pressing problem – something is used up • something is in danger • someone is freaking out • someone is sick • someone is convinced • someone wanders off

Highest Obstacle

D4 Plot Point: Main Culmination

Your usual methods make things worse! And someone dies • someone you care about vanishes • something you care about is lost • it is found, broken • you are tortured • someone loses their mind

Roll the Act in d6s, keeping the highest: Montage • Flashback • Interlude – Replenish • Straight • Interrupt – Difficulty +1 • Obligatory – Justice

Atmosphere • Introduce • Exposition • Transition • Prepare • Aftermath Investigation • Revelation • Recognition • A Gift • Escape • Pursuit Seduction • Unexpected Visitor • Roll twice

Act Three

Complications

suffer severe harm • a weakness hurts you • someone is vulnerable • lose an ally • lose an asset • your past comes back to hurt you

New Tension

D4 Plot Point: Twist

You know what you want, but you need a new approach. Cruel twist; this isn't the first time • it hates you for a reason • you are connected • it isn't real • you're already infected • you're already dead

Resolution

D5

You might survive but it will take a sacrifice • must be endured • can only be contained • is in your allies • will take everything • is justified You discover someone thought lost • it has a weakness • a weapon • one of my allies knows • a way out • you are the only one If you win this scene, reroll any of the Rival's dice you want, once each.

Entity

It seems feral • sadistic • spiteful • sanity-warping • seductive • judgmental It is moist • loose • sharp • acidic • infectious • inside you It uses trickery • seduction • violence • stealth • terror • control Play to discover what the entity really is or just to escape it.

Epilogue

Count your dice that are equal to or higher than the Entity's lowest. These are your True dice. If your face value total is higher, add two True dice. Options may be taken more than once. Any not True are Unknown. One of you survives • escapes • is defeated • is enriched