

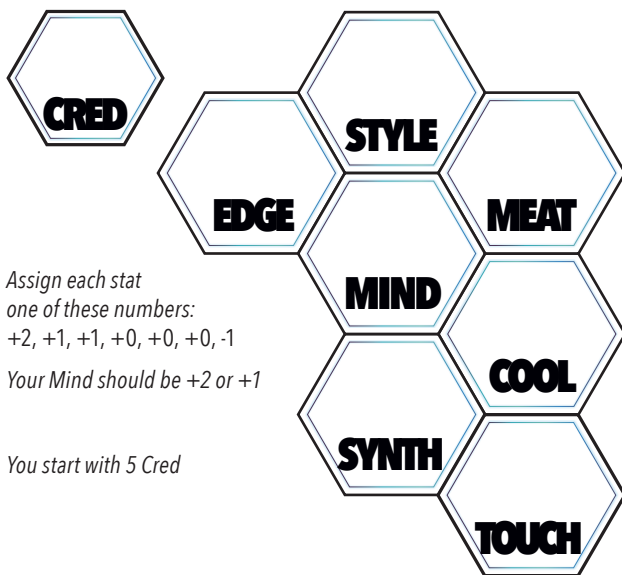
ANTIQUARIAN

Name. _____

Looks. _____

(lists/options on back)

STATS



HARM

15:00	18:00	21:00	22:00	23:00	00:00

TRAUMA TRACK

☐ take -1 to Eldritch Trauma ☐ take -2 to Eldritch Trauma ☐ take -1 to all moves

When you have a **Coping Mechanism Behaviour** marked, you gain an additional personal directive:

⚡ When a **Behaviour** hinders the mission, mark experience.

DIRECTIVES

Choose two:

- ⚡ **Academic addition:** When you put the pursuit of knowledge over the safety of your allies, mark experience.
- ⚡ **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- ⚡ **Well-respected:** When your desire for the respect of your peers hinders the mission, mark experience.

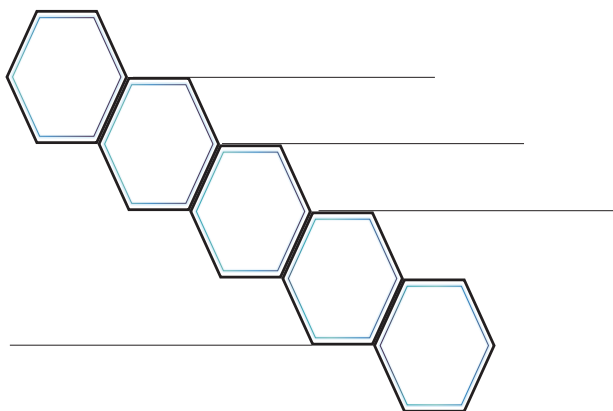
CYBERWARE

(starting questions on back)

Choose one:

- ⚡ **Cybereyes:** When you have cybereyes installed, choose three of following tags: *+thermographic*, *+light amplification*, *+magnification*, *+flare compensation*, *+recording*, *+encrypted*, *+inaccessible partition*. When your enhanced sight helps, you may roll Synth for **assess**.
- ⚡ **Cybercoms:** When you have cybercoms installed, choose two of following tags: *+encrypted*, *+jamming*, *+recording*, *+satellite relay*, *+inaccessible partition*. When monitoring communications or giving orders in a tactical environment, you may roll Synth for **assess**.
- ⚡ **Neural Interface with Data Storage:** When you use research to search internally or externally stored data, gain an extra [intel] on a hit. Choose two of following tags: *+inaccessible partition*, *+encrypted*, *+high capacity*, *+high speed*. You may take the Hacker move **jack in** as an advance.

LINKS



MOVES

You get these two:

- ⚡ **Academic research:** When you roll **research**, add the following questions to the list:
 - » What's the historical significance of _____?
 - » What other subjects have I researched that are related to _____?
 - » What unexplained events surround _____?
 - » What artifacts are associated with _____?
- ⚡ **Publish or perish:** Your research is leading you into some very interesting places and you've started to connect the dots. When you work to connect current events with historical precedent, roll Mind.
 - » **10+:** you've found a connection, advance this **History Clock**
 - » **7-9:** you get the evidence you need, but your research has opened you up to retribution by dark forces. Advance both this **History Clock** and the **Horror Clock**
 - » **6-:** you know too much—your mind recoils from the awful truth you glimpsed and purges it from your memory. The MC will advance the **Horror Clock** and make a move

When a **History Clock** reaches 0000, you have connected a complex web that spans centuries; explain it to the group. The implications of this history will vary based on your story, but it should be significant and direct. It will expose some truth about the rifts and possibly about the **Horror** you're currently involved with. It may trigger an **Eldritch Trauma** roll; the MC will decide.

Choose one more:

- ⚡ **Quite the collection:** You have collected a number of unique items throughout your career. You gain 2 [artifacts] at the start of a new mission.
- ⚡ **Academic underground:** You know people who will do anything for a bit of knowledge. Once per mission you can exchange any number of [intel] for a like number of creds, or vice versa.
- ⚡ **It belongs in a museum!:** When you use **fast talk** to convince someone to hand over or provide information on an [artifact], you may roll with Mind instead of Style.

GEAR

Choose two weapons:

- ⚡ Ancient dagger (2-harm hand/close +*artifact*)
- ⚡ Flechette pistol (3-harm close/near quick flechette)
- ⚡ Hand taser (s-harm hand reload)
- ⚡ Light revolver (1-harm close/near reload)
- ⚡ Monofilament whip (4-harm hand messy area dangerous)
- ⚡ Shotgun (3-harm close/near loud messy reload)

Choose two:

- ⚡ Glasses or goggles (Choose one: +*light amplification*, +*recording*, +*magnification*)
- ⚡ Library card (once per mission, use the library card to gain [intel])
- ⚡ Leather jacket (1-armour)
- ⚡ Recording equipment (+*audio*, +*video*, optional tags: +*simsense*, +*discreet*, +*encrypted*)
- ⚡ Trauma derms (allows you to **apply first aid** to characters at 2100 or less harm)

NOTES

STARTING LISTS

Names: Amelia, Bakhit, Bhagwan Lal, Cory, Evelyn, Gertrude, Giles, Gudrun, Guillemette, Hafez, Harry, Hamish, Harumi, Ida, Indiana, Iriaka, Kara, Lara, Malcolm, Marion, River, Sepideh, Shahina, Valeria, Zelia, an archaic name, a geographic name, a stuffy name

Look. Choose one from each line:

Eyes: calm, inquisitive, burdened, penetrating, milky, sad	Face: wizened, friendly, serious, scattered, nervous	Body: toned, heavysset, wiry, slight, ungainly	Wear: dandy, professorial, tattered, haphazard, tactical
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Skin: artificial, otherworldly, asian, south asian, decorated, black, hispanic/latinx, indigenous, middle eastern, _____

CYBERWEAR

Why? (Chose one) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

Cost? (Chose one)

- ⚡ You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +*unreliable*, +*substandard*, +*hardware decay*, +*damaging*.
- ⚡ Someone else paid for it; now you owe them. You're *owned*. Choose who.
- ⚡ You fucked someone over to get it. You're *hunted*. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- ⚡ choose another move from your playbook (max 3)
 - ⚡ choose a move from another playbook (max 2)
 - ⚡ add +1 to Touch
 - ⚡ +1 Style (max +2)
 - ⚡ +1 Edge (max +2)
 - ⚡ +1 Cool (max +2)
 - ⚡ +1 Mind (max +2)
 - ⚡ +1 Meat (max +2)
 - ⚡ +1 Synth (max +3)

/after 5 advances you can choose these too/

 - ⚡ +1 to any stat (max +3)
 - ⚡ add +1 to Touch
 - ⚡ buy off *enemy* or *owned*
 - ⚡ change your character to a new playbook
 - ⚡ make a second character
 - ⚡ rewind a corporate Countdown Clock to 1800 [cost: 10 cred]
 - ⚡ retire your character to safety and create a new character [requires: 20 cred]

v.1.0



Antiquarians have a deep and abiding love of history. They've likely spent most of their life in academia or related fields. Antiquarians have a penchant for adventure and often participate in "fieldwork" to fund their research or recover artifacts.

It's likely that an Antiquarian has taken notice of the recent strange happenings and has started to see connections between them and many historical events.

Continue? [Y/N]

ELDRITCH TRAUMA

Name. _____

TRAUMA TRACK

☐ take -1 to Eldritch Trauma ☐ take -2 to Eldritch Trauma ☐ take -1 to all moves

Every character in *A Darkening Alley* has a Trauma Track. As the trauma of encountering otherworldly horror overwhelms you, you will mark the boxes in this track. Mark the boxes from left to right. Only the rightmost penalty applies.

Note that the “-1 to all moves” applies to the harm move. Physical wounds sometimes seem less important when your mind is fixated on more pressing concerns.

At the end of a mission, remove one of your marked Behaviours and unmark one of the boxes in your Trauma Track.

ELDRITCH TRAUMA

When you face an eldritch creature or force from the beyond the rifts, roll Touch. If you don't have Touch, roll at -1.

10+: your mind rationalises the horror. Lower your Trauma Track by one

7-9: you can only cope with the otherworldly horror by engaging in one of your Coping Mechanisms. Mark a Behaviour from one of the lists associated with your Coping Mechanisms

6-: the sense of otherworldly horror is too great to be overcome. Mark a Behaviour from one of the lists associated with your Coping Mechanisms. Advance your Trauma Track. The MC will make a move

TRAUMA DIRECTIVE

When you have a **Coping Mechanism Behaviour** marked, you gain an additional personal directive:

🔌 When a **Behaviour** hinders the mission, mark experience

COPING MECHANISMS

Everyone has different ways of reacting to and handling stress. When you create a new character in *A Darkening Alley*, or when you bring a character into *A Darkening Alley* for the first time, think about how your character reacts in distressing situations and choose two types of Coping Mechanisms:

- 🔌 Avoidance 🔌 Internal Focus
- 🔌 Control 🔌 External Focus
- 🔌 Unreality

Each of these Coping Mechanisms has an associated list of Behaviours. When you encounter creatures or forces from beyond the rifts, the **Eldritch Trauma** move will prompt you to select options from those lists.

AVOIDANCE

- 🔌 Keep calm when it is dangerous to do so (and not merely inappropriate)
- 🔌 Insist that other people remain calm when it is wholly inappropriate to do (e.g., “you're overreacting” to a legitimate threat)
- 🔌 Ignore a problem until it is too late
- 🔌 Lie about something dangerous, because other people would be justifiably upset if they knew the truth
- 🔌 Say whatever you think you have to say to get yourself out of trouble, even if it hurts someone else
- 🔌 Run away from a dangerous situation, even if it puts your friends, teammates, or the mission in danger

CONTROL

- 🔌 Silence a legitimate concern with anger, violence, or mockery
- 🔌 Insist on maintaining a hierarchy when it is detrimental to do so, and punish people who disobey
- 🔌 Use excessive force when it is wholly inappropriate
- 🔌 Berate someone for being “too emotional”
- 🔌 Ignore something important because it wasn't your idea
- 🔌 Verbally or physically abuse your teammates

UNREALITY

- 🔌 Fail to notice something important because you're fixated on something insignificant
- 🔌 Assume that you are hallucinating when you are actually perceiving something important
- 🔌 Feel a deep and unsettling wrongness with the world that you cannot put into words; this feeling causes you to mistrust people who you should probably trust
- 🔌 Wildly misconstrue an ambiguous or nonthreatening stimulus in a way that puts you or the mission in danger or jeopardizes an important relationship
- 🔌 Hallucinate something distressing or distracting at a bad time

INTERNAL FOCUS

- 🔌 Blame yourself for things that are not your fault
- 🔌 Avoid standing up for yourself or your friends at an important time
- 🔌 Show passivity, hopelessness, or indifference in the face of a threat to yourself or others
- 🔌 Give up when a task proves difficult
- 🔌 Point out problems in other people's ideas; offer no solutions
- 🔌 Sacrifice yourself needlessly

EXTERNAL FOCUS

- 🔌 Project your feelings onto other people
- 🔌 Ignore your own shortcomings
- 🔌 Be vindictive and mean-spirited to a clearly unwarranted degree
- 🔌 Insist that any problem is someone else's fault when it is clearly yours
- 🔌 Insist that any problem is someone else's fault when it is clearly an external force
- 🔌 Assume that others are acting with malicious intent