IMP of the PERVERSE

PLAYTEST CHAPTER
THE MASTER OF THE YARD

WHAT THIS IS
This is a set of pre-generated protagonists already in a Web with a monster. Hopefully, you’ll be able to use this to try out the game without having to do too much prep yourself. To run the game:

- familiarize yourself with the rules of the game
- read through this material
- print out the pre-generated protagonist sheets (there are six two-sided sheets), monster sheet and Web sheet – there is also a blank protagonist sheet, the protagonist creation survey, and a map of Baltimore
- players pick a protagonist and make some final choices to customize their character
- players introduce their characters, including their Perversity and Greatest Strength
- you fill in the web with the characters chosen and add any additional connections that come up through the introduction process
- pick a kick-off event from the list (or introduce a new one)
- play the game from there
- anytime you don’t know what to do, look at the Web for a character connected to a protagonist, consider what they need from that DP, and set a scene where they try to get it

THE SITUATION
This Chapter takes place in 1834 Baltimore, Maryland. The Baltimore and Ohio Railroad, the first of the modern effort to connect the continent, is busily building new routes out of its Baltimore base of operations. The rail yards in the city are going full swing, and the company has brought an experienced railway foreman from England to oversee the timely connection to Harper’s Ferry, opening the tracks to business with the Winchester and Potomac railroad.

As the yards have become more productive, however, things have begun to happen. Disappearances. Mutilations. Men who formerly spent their wages freely are now seen only in the brief hours between shifts, covered in soot and barely keeping their eyes open.

The Dramatis Personae of this Chapter all have a connection of some kind to the B&O rail yards, people there, or the business of the railroad - and the terrible things that have begun to happen there. Accidents? No. Not this time. They can feel it.

A monster is in Baltimore.

THE MONSTER
Sheffield Ryans Benjamin is the new expansion foreman at the B&O railroad. Having burned all of his bridges in England (some literally), he is ready to extend his grasp in the new world and eager to drain all he can out of this new crop of workers.

His perversity is that he exploits the labor of others for his personal gain. He’s never done a day of hard labor in his life, but he’s mastered the arts of skimming off the top and using threats and promises to keep his victims quiet. He’s a devotee of the newfangled science of industrial production, using efficiency and productivity as weapons against those who have no recourse to resist him.

When those underneath him decide to do something about it? Well, he’s also mastered the arts of murder. They start as accidents, unfortunate falls or simple disappearances; but once his business really gets going, he’s able to cause the symptoms of industrial misfortune with a simple touch. Burns, crushed limbs, severed fingers, and all without a trace of evidence linking it to him.

He also inspires loyalty in those who report directly to him. They start out as confidants to his big plans, and end up slavishly devoted to his will, working their fingers to the literal bone to please him.
DRAMATIS PERSONAE

Six pre-generated protagonists are provided for this Chapter. Players can select any that appeal to them, and will be responsible for coming up with:

- their gender/gender presentation
- their name
- the names of their Relationships (and fill those in on the Web)
- picking another protagonist as someone they Admire (and describe why they know each other)
- whether their Relationships are responsibilities or obligations
- whether they are close to the Shroud (pick an Edge, start at 4 Lucidity & 1 Empathy) or not close to the Shroud (add 1 to Reason, start at 5 Lucidity)
- their Perversity (with a guide to making that decision)
- their Greatest Strength (with a guide to making that decision)

A guide to making these decisions, along with a rules summary, is the second/reverse page of the character sheet.

TO START

The players each pick a protagonist and make the choices to finalize their character. These pairs make good sets, if players want to start with closer relationships: Affairs and Business, Exploration and Arms, and Leisure and Letters.

Once chosen, the players introduce them and describe their perversity and greatest strengths. This is the time to ask questions and dig into perversities, in particular. Everyone should answer these questions before starting play:

- How does your perversity manifest in your everyday life?
- What does it look like when you give in to your perversity?
- How does your perversity harm you?

As the protagonists are finalized, you fill them in on the Web, and makes any notes along the arrows to fill in their relationships to each other and to the Nodes on the Web that connect them to the monster.

THE NODES

Fill in the spots on the Web with the protagonists and their Relationships. Depending on which protagonists are being played, you’ll be introducing one or more of these nodes as the connections between protagonists and the monster. These are the characters already present on the Web:

- Joseph Wood is the B&O Manager. He’s the one who hired Sheffield, and will protect him in order to keep the work proceeding at such a pace. He also employs J. Ogden Biel. He could have dealings with the protagonist of Affairs, and could possibly employ the protagonist of Service.
- J. Ogden Biel is a shipping magnate who moves material up and down the East Coast and to England. He’s the one who introduced Sheffield to Wood and got him the job. His company is involved in business with the protagonist of Affairs, whatever that is, due to their old friendship. He could also be a correspondent with Violet Prielippe.
- Elmer Hawks is the Master Mechanic at the rail yard, and oversees day-to-day operations. He’s Sheffield’s right-hand man, is taken with him, and will protect him to keep his job. He is the boss of the brother of the protagonist of Arms as well as the uncle of the protagonist of Exploration (the brother of their deceased spouse). George Keenan also works for him.
- George Keenan is a good friend of the protagonist of Leisure, a notable poet in the literary scene of Baltimore, and also works at the rail yard to make ends meet. He works under Elmer Hawks, is a lover to Violet Prielippe (whether by correspondence or in person depending on the needs of your game), and could be known by anyone else who cares about poetry or the arts.
- Violet Prielippe is on the way to or just arrived in Baltimore, off a steamer from Liverpool. She has been a correspondent of the protagonist of Letters. Depending on the other Nodes in play, she is also a correspondent with J. Ogden Biel, and she’s in Baltimore to find either George Keenan (a lover) or Sheffield himself (she suspects him of murder). Or both!
- Jay Smith is the uncle to the deceased spouse of the protagonist of Exploration and good friends with the protagonist of Service, in addition to working at the rail yard under Elmer Hawks.
KICK-OFF EVENTS
Once you’ve filled in the Web, it’s time to kick off the game. The protagonists know there’s a monster somewhere close by - their imps have become more forceful and present in response to the monster’s influence on the Shroud. In addition, something happens to or around someone they care about. Pick one of these events per protagonist, or one that ties all of them together:

- One of their Relationships disappears, and a mutual friend, family member or acquaintance asks the protagonist for help finding them. **George Keenan** is a good choice, with the hook of a scheduled poetry reading where he fails to appear.

- One of their Relationships is injured in an accident at the rail yard. They tell the protagonist about the longer hours, but find ways to make excuses and blame themselves for the accident. **George Keenan**, **Jay Smith** or the brother to the protagonist of *Arms* are all good choices.

- One of their Relationships asks a protagonist for help in a matter related to the rail yard - they’re being asked to do something they don’t want to do, or they’ve observed something they shouldn’t have seen. **J. Ogden Biel** and **Jay Smith** are good choices.

- One of their Relationships asks a protagonist for help in a matter related to another Node - they’re being harassed, hassled or victimized by that character; or they’ve noticed aberrant behavior and don’t know what to do about it (or both). **Violet Prielippe** (worried for George Keenan). **J. Ogden Biel** (worried for Joseph Wood) or **Jay Smith** (worried for Elmer Hawks) are good choices.

MANAGING THE MONSTER
Sheffield Ryans Benjamin is in charge of an important, time-pressured industrial task where he has broad leeway to hassle, manipulate and victimize those who report to him. Anything that threatens his control, his workers, or his deadline will destabilize this status quo and push him to correct the problem, at first through the Nodes directly to him and then through direct intervention.

Remember to use the Anxiety die and the resulting Escalation of the monster’s powers to reveal more and more horrible results of the monster’s unleashed perversity as the protagonists close in and disrupt its comfortable nest of horror.
THE MONSTER

ESCALATION

AREA

HORROR

EMANATION

Spend a Weirding Die to replace any black die with a red die before a player rolls when:

- The monster has a direct influence
- The first time the monster appears
- The roll concerns the monsters portfolio of horror
- The situation is particularly gruesome, grotesque or traumatizing

These are also the times that you increase Anxiety by 1, regardless if you spend a Weirding Die or not.

THE STATUS QUO

WHERE IS IT?
It runs the key rail yard for the Baltimore & Ohio Railroad main facility in Baltimore. It lives on the premises but surrounds itself with the finery of an aristocrat within it’s own domicile.

WHAT IS IT DOING?
It’s ramping up production to make the big push connecting B&O to Harpers Ferry, unlocking regional railways to the company. It is pushing all shifts harder and harder and ruling with an iron hand.

WHO HAS IT HURT?
It threw a day laborer into a coal furnace when he balked at additional work, cowing the others with fear. The workers under it are increasingly exhausted and unable to muster the energy to protest.

WHO IS PROTECTING IT?
Joseph Wood, B&O Owner/Manager - just wants results
Elmer Hawks, Master Mechanic - is being richly rewarded to keep discipline strong

WHO OR WHAT DOES IT WANT?
It wants to take over the rest of the B&O production operation and run the entire company as its own personal fiefdom - it will murder those above it if and when it feels the time is right.

It wants disposable labor that won’t be missed when they’re used up and discarded - it will send out a crew to pressgang more workers if it uses up all at hand.

PERVERSITY

Exploit the labor and loyalty of others for it’s own material gain. Privileges efficiency and productivity over wellbeing of those it’s supposed to have responsibility for. Drains everything it can without even the excuse of a noble goal.

EDITOR’S WEIRDING DICE

Is the Monster: 

Start With:

CLOSE TO THE SHROUD? 2

PAST THE SHROUD? 3

RETURNED FROM BEYOND THE SHROUD? 4

CURRENT WEIRDING DICE:

Gain 1 Weirding Die every time Anxiety goes up by 1

Spend a Weirding Die to replace any black die with a red die before a player rolls when:

- The monster has a direct influence
- The first time the monster appears
- The roll concerns the monsters portfolio of horror
- The situation is particularly gruesome, grotesque or traumatizing

These are also the times that you increase Anxiety by 1, regardless if you spend a Weirding Die or not.

ANXIETY

Anxiety starts at 1.

Each time Anxiety goes up, every player receives a Weirding Die.

Name & Description:

Sheffield Ryans Benjamin

A beefy man with tailored clothing of a British cut and slight Liverpool working class accent. His eyes never stop weighing and measuring and his touch burns.

THE MONSTER

IMP of the PERVERSE

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Sheffield Ryans Benjamin

A beefy man with tailored clothing of a British cut and slight Liverpool working class accent. His eyes never stop weighing and measuring and his touch burns.
Place the protagonists on the outer edges of the Web. Place characters that the monster is most immediately pursuing or in proximity to closest to the center. In between, place protagonist relationships, people they would know, and people the monster's inner circle are involved with. Draw connections such that the protagonists are connected to the monster through at least one other character.

**Sheffield Ryans Benjamin**
- **Spouse**
  - (Deceased)
- **Brother**
  - Works Under Elmer
  - (Lives with Brother)
- **Child**
  - (Lives with Brother)

**Spouse**

**Joseph Wood**
- **Manager for B&O**
  - Protecting Sheffield
- **Spouse**

**J. Ogden Biel**
- **Shipping Magnate**
  - (Introduced Wood & Sheffield)
- **Spouse**

**Violet Prielle**
- **Came to find Sheffield OR George Keenan**

**Jay Smith**
- **Uncle, Works Under Elmer**
  - Brother to Spouse

**Elmer Hawks**
- **Master Mechanic for B&O**
  - Protecting Sheffield
- **Spouse**
  - Lovers

**George Keenan**
- **Poet & works for Elmer**
  - Fan, or friend

**IMP of the PERVERSE**

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A Protagonist of Leisure

Name & Family:

RATIOCINATION

STANDING
Standing In
Baltimore

RESOURCES
Source of Resources

REASON
Spend points from any circle equal to the current Anxiety to get answers to questions.

ONTOSTHENESIS
Make Ontogenesis checks in these circles:

After an Exertion roll, check whichever color has more hits (your choice on ties).

LUCIDITY

Your Lucidity is your target number on Exertion rolls. Each die of this number or greater is a hit. Spend hits on success and preserving your risked traits.

If you get no hits, you can GIVE IN TO YOUR IMP: Lower your Lucidity by 1, and count hits again.

QUALITIES

Entertainment 2
Oddly Charming 2
Social Butterfly 1

RELATIONSHIPS

George Keenan, Favorite Poet 1 R/O
Spouse: You have no children, and are happy with your situation 2 R/O

EDGES

Whenever you use an Edge, add 1 red die to Exertion. (Anytime you want to use an Edge, it's an Exertion roll.)

PERVERSITY

Add 1 red die to Exertion whenever your Perversity applies.

WEIRDING DICE

When you spend a Weirding Die, speak in the voice of another's Imp to offer them power.

If they accept, give them 1 red die for their Exertion roll.

If they refuse, keep your Weirding Die, and they make a black Ontogenesis check.

Start each Chapter with 1 Weirding Die. Whenever Anxiety goes up, gain another.

GREATEST STRENGTH

Risk any Qualities, Relationships or your Greatest Strength in order to add 1 black die (each) to an Exertion roll. If you do not spend a hit to preserve it, it loses 1 after the roll.

You may change a Relationship from a responsibility to an obligation or vice versa to keep it from losing 1.

I Admire:

This gives you a black die without risk, when it applies.

EMPATHY

Spend 1 to understand a monster, and ask a question about it. Then, either make a black Ontogenesis check or erase a red one.
**RATIOCINATION**

When you have a question you want answered: narrate how you go about discovering what you need to know. Then:

- If you're using people you know or institutions you're part of, spend points from Standing.
- If you're spending hard money or leveraging your wealth, spend points from Resources.
- If you're making a deductive inference or having a sudden insight, spend points from Reason.

Regardless of method, you always spend a number of points equal to the current Anxiety level, and the Editor will reveal the answer.

- If you do not wish to, or cannot, spend the points, you can make a deal with your Imp. The information is revealed through supernatural or uncanny means. Check your red Ontogenesis circle.

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**EXERTION**

When you impose your will upon the world; use an Edge; are in mortal danger; or put another in mortal danger, you make an Exertion roll. Narrate what you are doing, and create a die pool from the following:

- Take 1 black die for each Quality you Risk by using it to your advantage
- Take 1 black die if you Risk your Greatest Strength by using it
- Take 1 black die for each Relationship that you Risk by calling upon it
- Take 1 red die if your Perversity applies to what you're doing
- Take 1 red die if you are using an Edge
- You may also have red dice offered to you by other players to tempt you
- The Editor may also spend their Weirding Dice to turn your black dice red

Once you have your die pool, roll them all and compare them to your current Lucidity score. Every die that equals or exceeds your Lucidity is a hit.

After you've rolled, but before narrating the effects, you can choose to embrace the Imp. This means that your Lucidity drops by 1 immediately, and you recount hits. Narrate how your Imp emerges to take charge of the situation, and Anxiety increases by 1.

- If you have no hits, something terrible happens. Anxiety increases by 1.
- Lose 1 from everything you Risked on the roll.
- If you have hits, spend them on success, or to maintain the things you Risked on the roll. You must spend at least 1 hit on success for the Exertion to come out in your favor. Anything you Risked that you fail to maintain loses 1 from its rating. Exception: you can flip a Relationship from Responsibility to Obligation, or vice versa, instead of spending a hit on it (if it fits the narrative of the Exertion). This counts as maintaining the Relationship.
- If you have more red hits than black hits, narrate how we see a glimpse of your Imp. Mark your red Ontogenesis circle.
- If you have more black hits than red hits you maintain your composure. Mark your black Ontogenesis circle.
- On a tie, you choose.

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**EMPATHY**

When you are face-to-face with a monster or with a horror that it has visited upon the world, you can spend 1 Empathy point and narrate how something in your character connects to something about the monster. Ask the Editor a question about the monster, its nature, what it is planning or doing, a weakness it has, or how to defeat it.

The Editor will answer this with a true answer; it may be something that is just being revealed in this moment, but going forward it is a truth about the monster and the world.

The Editor may ask you to contribute additional details to this truth.

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**HELPING/HINDERING**

Help another by narrating how you Risk one Quality, Relationship or your Greatest Strength. Give them a black die. They choose whether to spend a hit on maintaining what you risked (they get a bonus black Ontogenesis check if they do). You make the same Ontogenesis check they do.

Hinder another by narrating how you do so, and take a black die out of their pool. You make a red Ontogenesis check.

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**A PROTAGONIST OF LEISURE**

You are a person of Leisure, from an Odd family, well-known in Baltimore circles.

You spend much of your time concerned with the more ephemeral things in life. The theater, literature and poetry, of course, but also spiritualism and even the occasional séance.

While you enjoy these diversions for their own sake, you’re attracted to them in large part because they describe other worlds that can only be accessed through fiction and imagination.

Or can they?

In Addition To What’s On Your Sheet:

Pick a gender/presentation.

Pick a name, including your Odd family name. Everyone in Baltimore knows there’s something a little off about you based on your family name alone - everyone in your family is Oddly Charming.

Pick a name for your spouse, and describe the nature of your relationship.

Decide whether you have gone on a hunt before or not. If you have: Lucidity 4, Empathy 1, pick an Edge. If you have not: Lucidity 5, Empathy 3.

Articulate your Greatest Strength. Suggestions: Creative Imagination; Acceptance of the Unusual

Articulate your Perversity. Suggestions: Obsessive (with what?); Avoids Responsibilities (which ones?)

Pick another protagonist that you Admire.

Decide if your Relationships are Responsibilities or Obligations.
**IMP of the PERVERSE**

**EDGES**

- Whenever you use an Edge, add 1 red die to Exertion. (Anytime you want to use an Edge, it’s an Exertion roll.)

**WEIRDING DICE**

- When you spend a Weirding Die, speak in the voice of another’s Imp to offer them power.
- If they accept, give them 1 red die for their Exertion roll.
- If they refuse, keep your Weirding Die, and they make a black Ontogenesis check.
- Start each Chapter with 1 Weirding Die. Whenever Anxiety goes up, gain another.

**PERVERSITY**

- Add 1 red die to Exertion whenever your Perversity applies.

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**A Protagonist of Letters**

**Name & Family:**

- Miss - Mrs. - Ms.
- Master - Mr.

**RATIOCINATION**

**STANDING**

- Standing In

**RESOURCES**

- Source of Resources

**REASON**

- Spend points from any circle equal to the current Anxiety to get answers to questions.

Make a deal with your Imp to get an answer without spending points (and make a red Ontogenesis check).

**LUCIDITY**

- Your Lucidity is your target number on Exertion rolls. Each die of this number or greater is a hit. Spend hits on success and preserving your risked traits.
- If you get no hits, you can GIVE IN TO YOUR IMP: Lower your Lucidity by 1, and count hits again.

**ONTOGENESIS**

- Make Ontogenesis checks in these circles.
- After an Exertion roll, check whichever color has more hits (your choice on ties).

**QUALITIES**

- Literature
- Unmarried

**RELATIONSHIPS**

- Violet Prielipp, an English Correspondent
- You are unmarried, have no children, and are happy with your situation

**GREATEST STRENGTH**

- I Admire:
  - This gives you a black die without risk, when it applies.

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**EMPATHY**

- Spend 1 to understand a monster, and ask a question about it. Then, either make a black Ontogenesis check or erase a red one.

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When you have a question you want answered: narrate how you go about discovering what you need to know. Then:

- If you're using people you know or institutions you’re part of, spend points from Standing.
- If you’re spending hard money or leveraging your wealth, spend points from Resources.
- If you’re making a deductive inference or having a sudden insight, spend points from Reason.

Regardless of method, you always spend a number of points equal to the current Anxiety level, and the Editor will reveal the answer.

- If you do not wish to, or cannot, spend the points, you can make a deal with your Imp. The information is revealed through supernatural or uncanny means. Check your red Ontogenesis circle.

**HOLDING/HINDERING**
Help another by narrating how you do so. You get a black die. They get a bonus black Ontogenesis check if they do. You make the same Ontogenesis check they do.

Hinder another by narrating how you do not. You get a red die. They choose whether to spend a hit on maintaining what you risked or doing a hit on their Ontogenesis check if they do. You make the same Ontogenesis check they do.

**EXERTION**
When you impose your will upon the world; use an Edge; are in mortal danger; or put another in mortal danger, you make an Exertion roll. Narrate what you are doing, and create a die pool from the following:

- Take 1 black die for each Quality you Risk by using it to your advantage
- Take 1 black die if you Risk your Greatest Strength by using it
- Take 1 black die for each Relationship that you Risk by calling upon it
- Take 1 red die if your Perversity applies to what you’re doing
- Take 1 red die if you are using an Edge
- You may also have red dice offered to you by other players to tempt you
- The Editor may also spend their Weirding Dice to turn your black dice red

Once you have your die pool, roll them all and compare them to your current Lucidity score. Every die that equals or exceeds your Lucidity is a hit.

After you’ve rolled, but before narrating the effects, you can choose to embrace the Imp. This means that your Lucidity drops by 1 immediately, and you recount hits. Narrate how your Imp emerges to take charge of the situation, and Anxiety increases by 1.

- If you have no hits, something terrible happens. Anxiety increases by 1. Lose 1 from everything you Risked on the roll.
- If you have hits, spend them on success, or to maintain the things you Risked on the roll. You must spend at least 1 hit on success for the Exertion to come out in your favor. Anything you Risked that you fail to maintain loses 1 from its rating. Exception: you can flip a Relationship from Responsibility to Obligation, or vice versa, instead of spending a hit on it (if it fits the narration of the Exertion). This counts as maintaining the Relationship.
- If you have more red hits than black hits, narrate how we see a glimpse of your Imp. Mark your red Ontogenesis circle.
- If you have more black hits than red hits, you maintain your composure. Mark your black Ontogenesis circle.
- On a tie, you choose.

**RATIOCINATION**
When you have a question you want answered: narrate how you go about discovering what you need to know. Then:

- You may also have red dice offered to you by other players to tempt you
- The Editor may also spend their Weirding Dice to turn your black dice red

**EMPATHY**
When you are face-to-face with a monster or with a horror that it has visited upon the world, you can spend 1 Empathy point and narrate how something in your character connects to something about the monster.

Ask the Editor a question about the monster, its nature, what it is planning or doing, a weakness it has, or how to defeat it.

The Editor will answer this with a true answer; it may be something that is just being revealed in this moment, but going forward it is a truth about the monster and the world.

The Editor may ask you to contribute additional details to this truth.

In Addition To What’s On Your Sheet:
Pick a gender/presentation.

Pick a name, including your Good family name. Anyone who's anyone in the Northeastern US knows, and generally respects, your family.

Decide whether you have gone on a hunt before or not. If you have: Lucidity 4, Empathy 1, pick an Edge. If you have not: Lucidity 5, Empathy 3.

Articulate your Greatest Strength. Suggestions: Penetrating Insight; Ambitious Thinker

Articulate your Perversity. Suggestions: Ascetic (what do you deny yourself?); Narcissistic (what do you love most about yourself?)

Pick another protagonist that you Admire.

Decide if your Relationships are Responsibilities or Obligations.

You are a person of Letters, from a Good family, well-known in the northeastern United States.

You are an author, philosopher or natural scientist. You spend much time researching or reasoning out your work, and publish your insights to edify others in your circles and area of expertise. You have correspondents and collaborators throughout the English-speaking world.

Your concentration on your work has left you without a family (though perhaps not without love). There’s something about interacting with other real people that makes you prefer the world of the page.
**IMP of the PERVERSE**

**RATIOCINATION**

**STANDING**
- Miss
- Mrs.
- Ms.
- Master
- Mr.

**ONTOGENESIS**

**QUALITIES**
- Mysterious: 2
- Bereaved: 1
- Unhappy: 2

**RELATIONSHIPS**
- J. Ogden Biel, friend from childhood: 2
- Child: 1

**PROFESSION**

FOR WEIRDING DICE
- When you spend a Weirding Die, speak in the voice of another’s Imp to offer them power.
- If they accept, give them 1 red die for their Exertion roll.
- If they refuse, keep your Weirding Die, and they make a black Ontogenesis check.
- Start each Chapter with 1 Weirding Die. Whenever Anxiety goes up, gain another.

**PERVERSION**

**GENERAL RULES**

You cannot use an Edge unless you have a red die in Exertion. You can use WEIRDING DICE anytime you want to use an Edge, even if it’s an Exertion roll.

**PERVERSITY**

**LUCIDITY**

Your Lucidity is your target number on Exertion rolls. Each die of this number or greater is a hit. Spend hits on success and preserving your risked traits. If you get no hits, you can GIVE IN TO YOUR IMP: Lower your Lucidity by 1, and count hits again.

**ONTOBESIS**

Make Ontogenisis checks in these circles. After an Exertion roll, check whichever color has more hits (your choice on ties).

**EMPATHY**

Spend 1 to understand a monster, and ask a question about it. Then, either make a black Ontogenesis check or erase a red one.

**GREATEST STRENGTH**

Risk any Qualities, Relationships or your Greatest Strength in order to add 1 black die (each) to an Exertion roll. If you do not spend a hit to preserve it, it loses 1 after the roll.

You may change a Relationship from a responsibility to an obligation or vice versa to keep it from losing 1.

**Spend points from any circle equal to the current Anxiety to get answers to questions.**

Make a deal with your Imp to get an answer without spending points (and make a red Ontogenesis check).

This gives you a black die without risk, when it applies.

Add 1 red die to Exertion whenever your Perversity applies.
RATIOCINATION
When you have a question you want answered: narrate how you go about discovering what you need to know. Then:
- If you're using people you know or institutions you're part of, spend points from Standing.
- If you're spending hard money or leveraging your wealth, spend points from Resources.
- If you're making a deductive inference or having a sudden insight, spend points from Reason.
Regardless of method, you always spend a number of points equal to the current Anxiety level, and the Editor will reveal the answer.
- If you do not wish to, or cannot, spend the points, you can make a deal with your Imp. The information is revealed through supernatural or uncanny means. Check your red Ontogenesis circle.

EXERTION
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- Take 1 black die if you Risk your Greatest Strength by using it
- Take 1 black die for each Relationship that you Risk by calling upon it
- Take 1 red die if your Perversity applies to what you're doing
- Take 1 red die if you are using an Edge
- You may also have red dice offered to you by other players to tempt you
- The Editor may also spend their Weirding Dice to turn your black dice red
Once you have your die pool, roll them all and compare them to your current Lucidity score. Every die that equals or exceeds your Lucidity is a hit.
After you've rolled, but before narrating the effects, you can choose to embrace the Imp. This means that your Lucidity drops by 1 immediately, and you recount hits. Narrate how your Imp emerges to take charge of the situation, and Anxiety increases by 1.
- If you have no hits, something terrible happens. Anxiety increases by 1. Lose 1 from everything you Risked on the roll.
- If you have hits, spend them on success, or to maintain the things you Risked on the roll. You must spend at least 1 hit on success for the Exertion to come out in your favor. Anything you Risked that you fail to maintain loses 1 from its rating. Exception: you can flip a Relationship from Responsibility to Obligation, or vice versa, instead of spending a hit on it (if it fits the narration of the Exertion). This counts as maintaining the Relationship.
- If you have more red hits than black hits, narrate how we see a glimpse of your Imp. Mark your red Ontogenesis circle.
- If you have more black hits than red hits you maintain your composure. Mark your black Ontogenesis circle.
- On a tie, you choose.

EMPATHY
When you are face-to-face with a monster or with a horror that it has visited upon the world, you can spend 1 Empathy point and narrate how something in your character connects to something about the monster. Ask the Editor a question about the monster, its nature, what it is planning or doing, a weakness it has, or how to defeat it.
The Editor will answer this with a true answer; it may be something that is just being revealed in this moment, but going forward it is a truth about the monster and the world.
The Editor may ask you to contribute additional details to this truth.

HELPING/HINDERING
Help another by narrating how you Risk one Quality, Relationship or your Greatest Strength. Give them a black die. They choose whether to spend a hit on maintaining what you risked (they get a bonus black Ontogenesis check if they do). You make the same Ontogenesis check they do.
Hinder another by narrating how you do so, and take a black die out of their pool. You make a red Ontogenesis check.

In Addition To What’s On Your Sheet:
Pick a gender/presentation.
Pick a name, including your Unknown family name. People from the southern US might know your family name, but who knows with what association.
Name your deceased spouse, and your child. Decide on the nature of your spouses death, and the age of your child.
Decide whether you have gone on a hunt before or not. If you have: Lucidity 4, Empathy 1, pick an Edge. If you have not: Lucidity 5, Empathy 3.
Articulate your Greatest Strength. Suggestions: Self-Reliant, Unyielding Determination
Articulate your Perversity. Suggestions: Paranoid (about what?); Violent (when do you lash out?)
Pick another protagonist that you Admire.
Decide if your Relationships are Responsibilities or Obligations.
**IMP of the PERVERSE**

**ONTOGENESIS**
Make Ontogenesis checks in these circles
After an Exertion roll, check whichever color has more hits (your choice on ties).

**LUCIDITY**
Your Lucidity is your target number on Exertion rolls. Each die of this number or greater is a hit. Spend hits on success and preserving your risked traits. If you get no hits, you can GIVE IN TO YOUR IMP: Lower your Lucidity by 1, and count hits again.

**RATIOCINATION**

**STANDING**

**RESOURCES**

**REASON**

**QUALITIES**
Fighting
Pride

**RELATIONSHIPS**
Brother: Works at the B&O Rail yard
Child: You are unmarried with one child, and happy with this

**GREATEST STRENGTH**
Risk any Qualities, Relationships or your Greatest Strength in order to add 1 black die (each) to an Exertion roll. If you do not spend a hit to preserve it, it loses 1 after the roll. You may change a Relationship from a responsibility to an obligation or vice versa to keep it from losing 1.

**EDGES**
Whenever you use an Edge, add 1 red die to Exertion. (Anytime you want to use an Edge, it’s an Exertion roll.)

**WEIRDING DICE**
When you spend a Weirding Die, speak in the voice of another’s Imp to offer them power.
If they accept, give them 1 red die for their Exertion roll.
If they refuse, keep your Weirding Die, and they make a black Ontogenesis check.
Start each Chapter with 1 Weirding Die. Whenever Anxiety goes up, gain another.

**EMPATHY**
Spend 1 to understand a monster, and ask a question about it. Then, either make a black Ontogenesis check or erase a red one.

**I Admire:**
This gives you a black die without risk, when it applies.

**PERVERSITY**
Add 1 red die to Exertion whenever your Perversity applies.
RATIOCINATION

When you have a question you want answered: narrate how you go about discovering what you need to know. Then:
- If you're using people you know or institutions you're part of, spend points from Standing.
- If you're spending hard money or leveraging your wealth, spend points from Resources.
- If you're making a deductive inference or having a sudden insight, spend points from Reason.

Regardless of method, you always spend a number of points equal to the current Anxiety level, and the Editor will reveal the answer.
- If you do not wish to, or cannot, spend the points, you can make a deal with your Imp. The information is revealed through supernatural or uncanny means. Check your red Ontogenesis circle.

EXERTION

When you impose your will upon the world: use an Edge; are in mortal danger; or put another in mortal danger, you make an Exertion roll. Narrate what you are doing, and create a die pool from the following:
- Take 1 black die for each Quality you Risk by using it to your advantage
- Take 1 black die if you Risk your Greatest Strength by using it
- Take 1 black die for each Relationship that you Risk by calling upon it
- Take 1 red die if your Perversity applies to what you're doing
- Take 1 red die if you are using an Edge
- You may also have red dice offered to you by other players to tempt you
- The Editor may also spend their Weirding Dice to turn your black dice red

Once you have your die pool, roll them all and compare them to your current Lucidity score. Every die that equals or exceeds your Lucidity is a hit.

After you've rolled, but before narrating the effects, you can choose to embrace the Imp. This means that your Lucidity drops by 1 immediately, and you recount hits. Narrate how your Imp emerges to take charge of the situation, and Anxiety increases by 1.
- If you have no hits, something terrible happens. Anxiety increases by 1. Lose 1 from everything you Risked on the roll.
- If you have hits, spend them on success, or to maintain the things you Risked on the roll. You must spend at least 1 hit on success for the Exertion to come out in your favor. Anything you Risked that you fail to maintain loses 1 from its rating. Exception: you can flip a Relationship from Responsibility to Obligation, or vice versa, instead of spending a hit on it (if it fits the narration of the Exertion). This counts as maintaining the Relationship.
- If you have more red hits than black hits, narrate how we see a glimpse of your Imp. Mark your red Ontogenesis circle.
- If you have more black hits than red hits you maintain your composure. Mark your black Ontogenesis circle.
- On a tie, you choose.

EMPATHY

When you are face-to-face with a monster or with a horror that it has visited upon the world, you can spend 1 Empathy point and narrate how something in your character connects to something about the monster. Ask the Editor a question about the monster, its nature, what it is planning or doing, a weakness it has, or how to defeat it.

The Editor will answer this with a true answer; it may be something that is just being revealed in this moment, but going forward it is a truth about the monster and the world.

The Editor may ask you to contribute additional details to this truth.

HELPING/HINDERING

Help another by narrating how you Risk one Quality, Relationship or your Greatest Strength. Give them a black die. They choose whether to spend a hit on maintaining what you risked (they get a bonus black Ontogenesis check if they do). You make the same Ontogenesis check they do.

Hinder another by narrating how you do so, and take a black die out of their pool. You make a red Ontogenesis check.

In Addition To What’s On Your Sheet:

Pick a gender/presentation.

Pick a name, including your Proud family name. Since your family is from so far away, nobody knows or cares about it, but nobody can take it away from you either.

Name your brother and decide on the nature of your relationship with him. Name your child and decide on their age.

Decide whether you have gone on a hunt before or not. If you have: Lucidity 4, Empathy 1, pick an Edge. If you have not: Lucidity 5, Empathy 3.

Articulate your Greatest Strength. Suggestions: Inspiring Leader, Strong of Will

Articulate your Perversity. Suggestions: Flees Intimacy (what are you afraid of?); Sadistic (what's your favorite way of causing pain?)

Pick another protagonist that you Admire.

Decide if your Relationships are Responsibilities or Obligations.
A Protagonist of Exploration

RATIOCINATION

STANDING
5
Standing In
Baltimore

RESOURCES
2
Source of Resources

REASON
2

Spend points from any circle equal to the current Anxiety to get answers to questions.

Make a deal with your Imp to get an answer without spending points (and make a red Ontogenesis check).

Name & Family:

RAT
5
2
O
2

LUCIDITY

1 2 3 4 5 6

Your Lucidity is your target number on Exertion rolls. Each die of this number or greater is a hit. Spend hits on success and preserving your risked traits.

If you get no hits, you can GIVE IN TO YOUR IMP: Lower your Lucidity by 1, and count hits again.

ONTOGENESIS

Make Ontogenesis checks in these circles

After an Exertion roll, check whichever color has more hits (your choice on ties).

QUALITIES

Curiosity
2

Unhappy
2

RELATIONSHIPS

Spouse’s Uncle - Jay Smith
Works at B&O rail yard

Spend 1 to understand a monster, and ask a question about it. Then, either make a black Ontogenesis check or erase a red one.

EMPATHY

Risk any Qualities, Relationships or your Greatest Strength in order to add 1 black die (each) to an Exertion roll. If you do not spend a hit to preserve it, it loses 1 after the roll.

You may change a Relationship from a responsibility to an obligation or vice versa to keep it from losing 1.

GREATEST STRENGTH

EDGES

WEIRDING DICE

When you spend a Weirding Die, speak in the voice of another’s Imp to offer them power.

If they accept, give them 1 red die for their Exertion roll.

If they refuse, keep your Weirding Die, and they make a black Ontogenesis check.

Start each Chapter with 1 Weirding Die. Whenever Anxiety goes up, gain another.

I Admire:

This gives you a black die without risk, when it applies.

PERVERSITY

Add 1 red die to Exertion whenever your Perversity applies.
A PROTAGONIST OF EXPLORATION

You are a person of Exploration, drawn to find new and wondrous things in the world. You come from a Good family in Baltimore, which gives you a home base from which to wander. Unfortunately, you returned from your latest excursion to discover that you’ve lost the one you loved.

You’ve learned of some mysterious circumstances to their death - their Uncle is suspicious of the doctor’s account. Perhaps your next journey will be one of discovery and healing, rather than exoticism and adventure? Or you might find out something you wish you hadn’t.

In Addition To What’s On Your Sheet:

Pick a gender/presentation.

Pick a name, including your Good family name. Anyone who’s anyone in Baltimore knows, and generally respects, your family.

Name your deceased spouse.

Decide whether you have gone on a hunt before or not. If you have: Lucidity 4, Empathy 1, pick an Edge. If you have not: Lucidity 5, Empathy 3.

Articulate your Greatest Strength.

Suggestions: Independent Streak, Adventurous Spirit

Articulate your Perversity.

Suggestions: Masochistic (how do you seek pain?); Selfish (what can you not bear to share?)

Pick another protagonist that you Admire.

Decide if your Relationships are Responsibilities or Obligations.

---

RATIOCINATION

When you have a question you want answered: narrate how you go about discovering what you need to know. Then:

• If you’re using people you know or institutions you’re part of, spend points from Standing.
• If you’re spending hard money or leveraging your wealth, spend points from Resources.
• If you’re making a deductive inference or having a sudden insight, spend points from Reason.

Regardless of method, you always spend a number of points equal to the current Anxiety level, and the Editor will reveal the answer.

• If you do not wish to, or cannot, spend the points, you can make a deal with your Imp. The information is revealed through supernatural or uncanny means. Check your red Ontogenesis circle.

EXERTION

When you impose your will upon the world; use an Edge; are in mortal danger; or put another in mortal danger, you make an Exertion roll. Narrate what you are doing, and create a die pool from the following:

• Take 1 black die for each Quality you Risk by using it to your advantage
• Take 1 black die if you Risk your Greatest Strength by using it
• Take 1 black die for each Relationship that you Risk by calling upon it
• Take 1 red die if your Perversity applies to what you’re doing
• Take 1 red die if you are using an Edge
  • You may also have red dice offered to you by other players to tempt you
  • The Editor may also spend their Weirding Dice to turn your black dice red

Once you have your die pool, roll them all and compare them to your current Lucidity score. Every die that equals or exceeds your Lucidity is a hit.

After you’ve rolled, but before narrating the effects, you can choose to embrace the Imp. This means that your Lucidity drops by 1 immediately, and you recount hits. Narrate how your Imp emerges to take charge of the situation, and Anxiety increases by 1.

• If you have no hits, something terrible happens. Anxiety increases by 1. Lose 1 from everything you Risked on the roll.

• If you have hits, spend them on success, or to maintain the things you Risked on the roll. You must spend at least 1 hit on success for the Exertion to come out in your favor. Anything you Risked that you fail to maintain loses 1 from its rating. Exception: you can flip a Relationship from Responsibility to Obligation, or vice versa, instead of spending a hit on it (if it fits the narration of the Exertion). This counts as maintaining the Relationship.

• If you have more red hits than black hits, narrate how we see a glimpse of your Imp. Mark your red Ontogenesis circle.

• If you have more black hits than red hits you maintain your composure. Mark your black Ontogenesis circle.

• On a tie, you choose.

EMPATHY

When you are face-to-face with a monster or with a horror that it has visited upon the world, you can spend 1 Empathy point and narrate how something in your character connects to something about the monster. Ask the Editor a question about the monster, its nature, what it is planning or doing, a weakness it has, or how to defeat it.

The Editor will answer this with a true answer; it may be something that is just being revealed in this moment, but going forward it is a truth about the monster and the world.

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HELPING/HINDERING

Help another by narrating how you Risk one Quality, Relationship or your Greatest Strength. Give them a black die. They choose whether to spend a hit on maintaining what you risked (they get a bonus black Ontogenesis check if they do). You make the same Ontogenesis check they do.

Hinder another by narrating how you do so, and take a black die out of their pool. You make a red Ontogenesis check.

In Addition To What’s On Your Sheet:

Pick a gender/presentation.

Pick a name, including your Good family name. Anyone who’s anyone in Baltimore knows, and generally respects, your family.

Name your deceased spouse.

Decide whether you have gone on a hunt before or not. If you have: Lucidity 4, Empathy 1, pick an Edge. If you have not: Lucidity 5, Empathy 3.

Articulate your Greatest Strength. Suggestions: Independent Streak, Adventurous Spirit

Articulate your Perversity. Suggestions: Masochistic (how do you seek pain?); Selfish (what can you not bear to share?)

Pick another protagonist that you Admire.

Decide if your Relationships are Responsibilities or Obligations.
IMP of the PERVERSE

A Protagonist of Service

- OR -

Miss - Mrs. - Ms.
Master - Mr.

Name & Family:
Nature of Service:

STANDING RESOURCES REASON

RATIOCINATION

Make a deal with your Imp to get an answer without spending points (and make a red Ontogenesis check).

ONTOGENESIS

Your Lucidity is your target number on Exertion rolls. Each die of this number or greater is a hit. Spend hits on success and preserving your risked traits.

If you get no hits, you can GIVE IN TO YOUR IMP:
Lower your Lucidity by 1, and count hits again.

Add 1 red die to Exertion whenever your Perversity applies.

Perversity

Weirding Dice

When you spend a Weirding Die, speak in the voice of another’s Imp to offer them power.
If they accept, give them 1 red die for their Exertion roll.
If they refuse, keep your Weirding Die, and they make a black Ontogenesis check.

Start each Chapter with 1 Weirding Die. Whenever Anxiety goes up, gain another.

EDGES

R / O
R / O
R / O
R / O
R / O

Community of Service:
Cultural Group:

Resourceful 2
Survivor 2

RELATIONSHIPS

Who you’re in service of
Jay Smith
A friend, currently works at B&O rail yard
Spouse:
You are married with no children, and happy with this

I Admire:
This gives you a black die without risk, when it applies.

Qualities

GREATEST STRENGTH

Risk any Qualities, Relationships or your Greatest Strength in order to add 1 black die (each) to an Exertion roll. If you do not spend a hit to preserve it, it loses 1 after the roll.
You may change a Relationship from a responsibility to an obligation or vice versa to keep it from losing 1.

Spend points from any circle equal to the current Anxiety to get answers to questions.

Make Ontogenesis checks in these circles
After an Exertion roll, check whichever color has more hits (your choice on ties).
**RATIOCINATION**

When you have a question you want answered: narrate how you go about discovering what you need to know. Then:
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**EXERTION**

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- You may also have red dice offered to you by other players to tempt you
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Once you have your die pool, roll them all and compare them to your current Lucidity score. Every die that equals or exceeds your Lucidity is a hit.

After you’ve rolled, but before narrating the effects, you can choose to embrace the Imp. This means that your Lucidity drops by 1 immediately, and you recount hits. Narrate how your Imp emerges to take charge of the situation, and Anxiety increases by 1.

- If you have no hits, something terrible happens. Anxiety increases by 1. Lose 1 from everything you Risked on the roll.
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- If you have more red hits than black hits, narrate how we see a glimpse of your Imp. Mark your red Ontogenesis circle.
- If you have more black hits than red hits you maintain your composure. Mark your black Ontogenesis circle.
- On a tie, you choose.

**EMPATHY**

When you are face-to-face with a monster or with a horror that it has visited upon the world, you can spend 1 Empathy point and narrate how something in your character connects to something about the monster. Ask the Editor a question about the monster, its nature, what it is planning to do, a weakness it has, or how to defeat it. The Editor will answer this with a true answer; it may be something that is just being revealed in this moment, but going forward it is a truth about the monster and the world. The Editor may ask you to contribute additional details to this truth.

**HELPING/HINDERING**

Help another by narrating how you Risk one Quality, Relationship or your Greatest Strength. Give them a black die. They choose whether to spend a hit on maintaining what you risked (they get a bonus black Ontogenesis check if they do). You make the same Ontogenesis check they do.

Hinder another by narrating how you do so, and take a black die out of their pool. You make a red Ontogenesis check.

---

**A PROTAGONIST OF SERVICE**

You are a person of Service, in the employ of someone who needs your help. You come from a Poor family in Baltimore, with few prospects but a strong community. You are happily married but have yet to enjoy the blessings of children, which is a bit of an oddity in your circles.

Your work keeps you busy, but you can tell when something is going wrong, and something in your city is certainly wrong. Good thing you are in a position to do something about it... if you can find the time.

**In Addition To What’s On Your Sheet:**

Pick a gender/presentation.

Pick a name. It’s a common one in Baltimore. Also decide on the precise nature of what you do, who your employer is, and what ethnic or cultural group you’re a part of. Strangers don’t know your name, but they’ll help out people from their community when they can.

Name your spouse.

Decide whether you have gone on a hunt before or not. If you have: Lucidity 4, Empathy 1, pick an Edge. If you have not: Lucidity 5, Empathy 3.

Articulate your Greatest Strength. **Suggestions:** Loyalty, Organizing Others

Articulate your Perversity. **Suggestions:** Compulsion (what must you do no matter what?); Cruelty (who do you wield your petty power over?)

Pick another protagonist that you Admire.

Decide if your Relationships are Responsibilities or Obligations.
**PROTAGONIST CREATION SURVEY**

First, pick your career. Then, answer each numbered section in order. Transcribe all Qualities and Relationships to your protagonist sheet. Decide whether Relationships are responsibilities or obligations. Add all Reason, Resources and Standing points together to get their starting levels. Think of a Greatest Strength and Perversity at any point.

### CAREERS

<table>
<thead>
<tr>
<th>Leisure</th>
<th>Letters</th>
<th>Affairs</th>
<th>Arms</th>
<th>Exploration</th>
<th>Service</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quality: Entertainment (2)</td>
<td>Quality: Literature (2)</td>
<td>Quality: (your profession) (2)</td>
<td>Quality: Fighting (2)</td>
<td>Quality: Curiosity (2)</td>
<td>Quality: Resourceful (2)</td>
</tr>
<tr>
<td>Reason +1</td>
<td>Reason +3</td>
<td>Standing (your profession) +1</td>
<td>Standing (your cadre) +1</td>
<td>Reason +2</td>
<td>Relationship (whom in service of) (1)</td>
</tr>
<tr>
<td>Resources +2</td>
<td>Resources +1</td>
<td>Resources +1</td>
<td>Resources +1</td>
<td>Resources +1</td>
<td>Standing (your community) +2</td>
</tr>
</tbody>
</table>

**What is your pleasure?**

**What is your specialty?**

**What is your profession or business?**

**Where were you trained?**

**What have you discovered?**

**Who do you serve, and in what capacity?**

---

### FAMILY

1. Are you a man or a woman (or which do you pass as)?

<table>
<thead>
<tr>
<th>FAMILY</th>
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</thead>
<tbody>
<tr>
<td>1</td>
</tr>
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</table>

2. What kind of family are you part of?

- **A GOOD FAMILY**, upstanding and well-known?
  - Resources +2
  - Standing (family name) +2

- **A POOR FAMILY**, with little money but some friends?
  - Quality: Survivor (1) • Relationship (your choice) (2)
  - Reason +1

- **A PROUD FAMILY**, recognizing no insult upon them?
  - Quality: Pride (1) • Relationship (your choice) (2)
  - Resources +1

- **AN ORDINARY FAMILY**, known for a peculiarity?
  - Quality: (family peculiarity) (2)
  - Standing (family name) +1 • Resources +1

- **AN UNKNOWN FAMILY**, mysterious or just new?
  - Quality: Mysterious (2)
  - Choose Resources +2 OR Reason +2

3. Is your family from:

- **A CITY**? Name it.
  - Standing (City) +2

- **A REGION**? Name it.
  - Standing (Region) +2

- **A CULTURAL OR ETHNIC GROUP**? Name it.
  - Standing (Group) +2

- **PARTS UNKNOWN**?
  - Quality: Worldly (2)

4. What is your situation?

- **MARRIED** • Relationship (Spouse) 2 • with children? • Relationship (Child) 1

- **UNMARRIED** • Quality: Unmarried (1) • with children? • Quality: Scandalous (1) • Relationship (Bastard) 1

- **WIDOWHOOD** • Quality: Bereaved (2) • with children? • Relationship (Child) 1

5. Are you happy in this situation?

- **YES** • Add 1 to any Quality OR Relationship
- **NO** • Quality: Unhappy (2)

---

### MARRIAGE

**Name your spouse and all your children, if any.**
Take a Relationship with each child, if you want to have more than one.

---

### THE IMP

6. Have you hunted a monster before?

- **YES** • Speak to the departed?
  - Empathy 1
  - Lucidity 4

- **NO** • See the imprint of murder?
  - Empathy 3
  - Lucidity 5

And pick one **Edge** a supernatural gift granted by your Imp. Can you:

- Speak to the departed?
- Mesmerize the living?
- See the imprint of murder?
- Hear the echoes of others thoughts?
- Taste the emotions of your fellows?
- Smell deceit, treachery and dishonesty?

---

### GREATEST STRENGTH & NOTES

<table>
<thead>
<tr>
<th>GREATEST STRENGTH &amp; NOTES</th>
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<tbody>
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### PERVERSITY & NOTES

<table>
<thead>
<tr>
<th>GREATEST STRENGTH &amp; NOTES</th>
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</thead>
<tbody>
<tr>
<td>2</td>
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</tbody>
</table>

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### FINAL TOUCHES

7. **WHO DO YOU ADMIRE?** Pick one of the other protagonists and describe why you hold them in special regard. They are not obligated to admire you in return. **Admiration** (Fellow Protagonist)

8. **WHAT ELSE IS IMPORTANT?**

- Add 1 to a Quality or a Relationship OR Create a new Quality (1) or a Relationship (1)
- And then
  - +1 to Standing, Resources OR Reason
  - Add +1 Resources OR Reason OR Reason
  - Your Greatest Strength starts at 3
**IMP of the PERVERSE**
ndpdesign.com/imp

**EDGES**

Whenever you use an Edge, add 1 red die to Exertion. (Anytime you want to use an Edge, it’s an Exertion roll.)

**WEIRDING DICE**

When you spend a Weirding Die, speak in the voice of another’s Imp to offer them power.

If they accept, give them 1 red die for their Exertion roll.

If they refuse, keep your Weirding Die, and they make a black Ontogenesis check.

Start each Chapter with 1 Weirding Die. Whenever Anxiety goes up, gain another.

**PERVERSITY**

Add 1 red die to Exertion whenever your Perversity applies.

**RATIOCINATION**

Name & Family:

Other Notes:

Spend points from any circle equal to the current Anxiety to get answers to questions.

**STANDING**

Standing In Source of Resources

**RESOURCES**

**REASON**

Spend points from any circle equal to the current Anxiety to get answers to questions.

**ONTOGENESIS**

Make Ontogenesis checks in these circles.

After an Exertion roll, check whichever color has more hits (your choice on ties).

Risk any Qualities, Relationships, or your Greatest Strength in order to add 1 black die (each) to an Exertion roll. If you do not spend a hit to preserve it, it loses 1 after the roll.

You may change a Relationship from a responsibility to an obligation or vice versa to keep it from losing 1.

**QUALITIES**

**RELATIONSHIPS**

**GREATEST STRENGTH**

This gives you a black die without risk, when it applies.

**LUCIDITY**

Your Lucidity is your target number on Exertion rolls. Each die of this number or greater is a hit.

Spend hits on success and preserving your risked traits.

If you get no hits, you can GIVE IN TO YOUR IMP:
Lower your Lucidity by 1, and count hits again.

**EMPATHY**

Spend 1 to understand a monster, and ask a question about it. Then, either make a black Ontogenesis check or erase a red one.

**I Admire:**

This gives you a black die without risk, when it applies.