PROTAGONISTS OF THE EAST & SOUTH

Choose a career, then answer each numbered section in order:
• Specify anything (in italics) whenever you make a selection.
• Pick whether each Relationship is of Responsibility or Sympathy.
• Add all points in Reason, Resources and Standing together to get their respective starting pools.
• Compose a greatest strength and perversity at any point.

CAREERS

LEISURE
Quality: Entertainment 2
Relationship (partner or patron) 1
Resources +2

What is your pleasure?

LETTERS
Quality: Literature 2
Reason +3

What is your specialty?

AFFAIRS
Quality: (your profession) 2
Standing (your profession) +1
Resources +1

What is your profession or business?

ARMS
Quality: Fighting 2
Standing (your cadre) +1
Reason +1

Where were you trained?

EXPLORATION
Quality: Curiosity 2
Reason +2

What have you discovered?

SERVICE
Quality: Resourceful 2
Relationship (whom in service of) 1
Standing (your community) +2

Who do you serve, and in what capacity?

FAMILY

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

2. What kind of family are you part of?
   □ A GOOD FAMILY, upstanding and well-known?
     Relationship (family member) 1
     Resources +2 • Standing (family name) +2
   □ A POOR FAMILY, with little money but some friends?
     Quality: Survivor 1 • Relationship (friend) 2
     Reason +1
   □ A PROUD FAMILY, recognizing no insult upon them?
     Quality: Pride 1 • Relationship (family member) 2
     Resources +1

3. Is your family from:
   □ A CITY? Name it.
   Quality (City) +2
   □ THE COUNTRYSIDE? Where?
   Quality: (family trait or skill) 2
   □ A CULTURAL OR RELIGIOUS COMMUNITY? Name it.
   Quality: Worldly 2
   □ PARTS UNKNOWN?
   Quality: (family peculiarity) 2
   Standing (family name) +1 • Resources +1
   □ A poor family, with little money but some friends?
   Quality: Scandalous 1
   Standing (family name) +1
   □ A proud family, recognizing no insult upon them?
   Quality: Mysterious 2
   Standing (family name) +1
   □ An odd family, known for a peculiarity?
   Quality: Survivor 1
   Standing (family name) +1
   □ An unknown family, mysterious or just new?
   Quality: Survivor 1
   Standing (family name) +1

4. What is your situation?
   □ MARRIED ...
   Quality: (family peculiarity) 2
   Relationship (spouse) 2
   ...with children?
   Relationship (child) 1
   □ UNMARRIED ...
   Quality: (family peculiarity) 2
   Unmarried 1
   ...with children?
   Quality: Scandalous 1
   Relationship (bastard) 1
   □ WIDOWHOOD ...
   Quality: Bereaved 2
   ...with children?
   Relationship (child) 1
   No children?
   Relationship (anyone) 1

5. Are you happy in this situation?
   □ YES
   Add 1 to any Quality OR Relationship
   □ NO
   Quality: Unhappy 2

6. Have you hunted a monster before?
   If not, you are still very human.
   If so, you are close to the Shroud.
   □ YES
   Empathy 1 • Lucidity 4
   And pick one Edge a supernatural gift granted by your Imp. Can you:
   □ Speak to the departed?
   Empathy 3 • Lucidity 5
   □ Mesmerize the living?
   □ See the imprint of murder?
   □ Hear the echoes of other’s thoughts?
   □ Taste the emotions of your fellows?
   □ Smell deceit, treachery and dishonesty?
   □ NO
   +1 Reason

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.
   I Admire (fellow protagonist)

8. WHAT ELSE IS IMPORTANT?
   Add 1 to a Quality or a Relationship OR Create a new Quality: (anything) 1 or a Relationship (anyone) 1
   And then
   +1 to Standing, Resources OR Reason
   And finally
   Your greatest strength starts at 3

GREATEST STRENGTH & NOTES

MARRIAGE

NAME YOUR SPOUSE AND ALL YOUR CHILDREN, IF ANY.
TAKE A RELATIONSHIP WITH EACH CHILD, IF YOU WANT TO HAVE MORE THAN ONE.

EXTRAORDINARY QUALITIES & NOTES

PERVERSY & NOTES

GREATEST STRENGTH & NOTES

FINAL TOUCHES
Choose a career, then answer each numbered section in order.
> Specify anything (in italics) whenever you make a selection.
> Pick whether each Relationship is of Responsibility or Sympathy.
> Add all points in Reason, Resources and Standing together to get their respective starting pools.
> Compose a greatest strength and perversity at any point.

**CAREERS**

**OPPORTUNITY**

Quality: Optimistic 2

Relationship (ally or sponsor) 2

Standing (your area of endeavor) +2

What are you seeking?

**LETTERS**

Quality: Literature 2

Reason +3

What is your specialty?

**AFFAIRS**

Quality: (your profession) 2

Standing (your profession) +1

Resources +1

What is your profession or business?

**ARMS**

Quality: Fighting 2

Standing (your cadre) +1

Reason +1

Where were you trained?

**SURVIVAL**

Quality: Hardy 1

Quality: Clever 1

Reason +1

What have you done to survive?

**SERVICE**

Quality: Resourceful 2

Relationship (whom in service of) 1

Standing (your community) +2

Who do you serve, and in what capacity?

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**FAMILY**

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

How are you addressed?

What kind of family are you part of?

- A GOOD FAMILY, upstanding and well-known?
  - Relationship (family member) 1
  - Resources +2 • Standing (family name) +2

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

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

Is your family from:

- BACK EAST? Where?
  - Quality: Adventurous 1
  - Resources +1 • Standing (Territory) +2

- A TERRITORY? Name it.
  - Quality: Literature 1
  - Standing (Territory) +2

What is your situation?

- MARRIED...
  - Relationship (spouse) 2
  - ...with children?
    - Relationship (child) 1

- UNMARRIED...
  - Quality: Unmarried 1
  - ...with children?
    - Relationship (bastard) 1

- WIDOWHOOD...
  - Quality: Bereaved 2
  - ...with children?
    - Relationship (child) 1

- No children?
  - Relationship (anyone) 1

Have you hunted a monster before?

If not, you are still very human.
If so, you are close to the Shroud.

- YES
  - And pick one Edge a supernatural gift granted by your Imp. Can you:
    - Speak to the departed?
      - Empathy 1
      - Lucidity 4
    - Mesmerize the living?
    - See the imprint of murder?
    - Hear the echoes of other's thoughts?
    - Taste the emotions of your fellows?
    - Smell deceit, treachery and dishonesty?

- NO
  - +1 Reason
  - Empathy 3
  - Lucidity 5

Are you happy in this situation?

- YES
  - Add 1 to any Quality or Relationship

- NO
  - Quality: Unhappy 2

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.

I Admire (fellow protagonist)

What else is important?

Add 1 to a Quality or a Relationship OR Create a new Quality: (anything) 1 OR a Relationship (anyone) 1

And then

+1 to Standing, Resources OR Reason

And finally

Your greatest strength starts at 3
**IMP of the PERVERSE**
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**EDGES**

Use an Edge to add 1 red die to an Exertion roll. Every use of an Edge requires an Exertion roll.

**RATIOCINATION**

**STANDING**

**RESOURCES**

**REASON**

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

**QUALITIES**

Entertainment

**RELATIONSHIPS**

**GREATEST STRENGTH**

Risk any Qualities, Relationships or your greatest strength 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 Responsibility to sympathy or vice versa to keep it from losing 1.

**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**

After an Exertion roll, make a check for the dice with more hits, black or red (your choice on ties).

Make Ontogenesis checks in these circles.

Add 1 red die to an Exertion roll whenever it involves your perversity, or when you call upon it for aid.
**IMP of the PERVERSE**

**LUCIDITY**

- OR -

Miss - Mrs. - Ms.

Master - Mr.

Name & Family:

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.

**STANDING RESOURCES REASON**

**RARIOICINATION**

Communities

Resource Sources

Spend points from any one pool equal to the current Anxiety to get an answer to a question or discover a clue.

**ONTOGENESIS**

After an Exertion roll, make a check for the dice with more hits, black or red (your choice on ties).

Make Ontogenesis checks in these circles.

**QUALITIES**

**EMPATHY**

- Spend 1 to understand and ask a question about a monster.
- Spend 1 to make a new Relationship at 1. When you spend Empathy, either make a black Ontogenesis check or erase a red one.

**RELATIONSHIPS**

**GREATEST STRENGTH**

**EDGES**

Use an Edge to add 1 red die to an Exertion roll. Every use of an Edge requires an Exertion roll.

**WEIRDING DICE**

- Spend a Weirding Die to offer another protagonist power by speaking in the voice of their Imp.
- 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.

**PERVERSTY**

Add 1 red die to an Exertion roll whenever it involves your perversity, or when you call upon it for aid.
**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.

1 2 3 4 5 6

**ONTOTGENESIS**

After an Exertion roll, make a check for the dice with more hits, black or red (your choice on ties). 

Make Ontogenesis checks in these circles.

**EDGES**

Use an Edge to add 1 red die to an Exertion roll. Every use of an Edge requires an Exertion roll.

**WEIRDING DICE**

Spend a Weirding Die to offer another protagonist power by speaking in the voice of their Imp. 
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 an Exertion roll whenever it involves your perversity, or when you call upon it for aid.

**RATIOCINATION**

STANDING

- Communities

RESOURCES

- Resource Sources

REASON

Spend points from any one pool equal to the current Anxiety to get an answer to a question or discover a clue.

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

Risk any Qualities, Relationships or your greatest strength 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 responsibility to sympathy or vice versa to keep it from losing 1.

Make Ontogenesis checks in these circles.
**IMP of the PERVERSE**
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### LUCIDITY

**OR**

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

**STANDING**

Name & Family:

**RESOURCES**

**REASON**

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.

### STANDING RESOURCES REASON

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<th>5</th>
<th>6</th>
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### ONTOGENESIS

After an Exertion roll, make a check for the dice with more hits, black or **red** (your choice on ties).

**Make Ontogenesis checks in these circles.**

### RELATIONSHIPS

**QUALITIES**

**CURiosITY**

Risk any Qualities, Relationships or your greatest strength 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 responsibility to sympathy or vice versa to keep it from losing 1.

**GREATEST STRENGTH**

**RATILOCINATION**

**CURIosITY**

Spend 1 to understand and ask a question about a monster.

When you spend Empathy, either make a black Ontogenesis check or erase a **red** one.

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

### EDGES

Use an Edge to add 1 **red die** to an Exertion roll. Every use of an Edge requires an Exertion roll.

**IMPERIAL...**

 Spend a Weirding Die to offer another protagonist power by speaking in the voice of their Imp.

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

**R / S**

**R / S**

**R / S**

**R / S**

**R / S**

**R / S**

**I Admire:**

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

### PERVERsITY

Add 1 **red die** to an Exertion roll whenever it involves your perversity, or when you call upon it for aid.
**IMP of the PERVERSE**
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**EDGES**

**WEIRDING DICE**
Spend a Weirding Die to offer another protagonist power by speaking in the voice of their Imp.
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 an Exertion roll whenever it involves your perversity, or when you call upon it for aid.

**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**

After an Exertion roll, make a check for the dice with more hits, black or red (your choice on ties).
Make Ontogenesis checks in these circles.

**RATIOCINATION**

**STANDING**

Communities

**RESOURCES**

Resource Sources

**REASON**

Spend points from any one pool equal to the current Anxiety to get an answer to a question or discover a clue.
Make a deal with your Imp to get an answer or discover a clue without spending points (and make a red Ontogenesis check).

**QUALITIES**

**EMPATHY**

Spend 1 to understand and ask a question about a monster.
Spend 1 to make a new Relationship at 1.
When you spend Empathy, either make a black Ontogenesis check or erase a red one.

**RELATIONSHIPS**

**GREATEST STRENGTH**

Risk any Qualities, Relationships or your greatest strength 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 responsibility to sympathy or vice versa to keep it from losing 1.
A Protagonist of Survival

**Lucidity**

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

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.

**Edges**

- **Hardy**
- **Clever**

Use an Edge to add 1 **red die** to an Exertion roll. Every use of an Edge requires an Exertion roll.

**Weirding Dice**

Spend a Weirding Die to offer another protagonist power by speaking in the voice of their Imp. 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.*

**Ratiocination**

**STANDING**

Communities

**RESOURCES**

Resource Sources

**Reason**

Spend points from any one pool equal to the current Anxiety to get an answer to a question or discover a clue.

**Qualities**

- **Empathy**

  Spend 1 to understand and ask a question about a monster. Spend 1 to make a new Relationship at 1. When you spend Empathy, either make a black Ontogenesis check or erase a **red** one.

**Relationships**

- **R / S**

I Admire:

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

**Greatest Strength**

Risk any Qualities, Relationships or your greatest strength 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 responsibility to **sympathy** or vice versa to keep it from losing 1.
**A Protagonist of Opportunity**

**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.

**Ontogeny**

After an Exertion roll, make a check for the dice with more hits, black or red (your choice on ties).

Make Ontogeny checks in these circles.

**Ratiocination**

STANDING

RESOURCES

REASON

**Relationships**

Risk any Qualities, Relationships or your greatest strength 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 responsibility to sympathy or vice versa to keep it from losing 1.

**Qualities**

**Empathy**

Spend 1 to understand and ask a question about a monster.

Spend 1 to make a new Relationship at 1. When you spend Empathy, either make a black Ontogeny check or erase a red one.

**Edges**

Optimistic

I Admire:

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

**Greatest Strength**

Risk any Qualities, Relationships or your greatest strength 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 responsibility to sympathy or vice versa to keep it from losing 1.
A Protagonist of:

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.

RELATIONSHIPS

Risk any Qualities, Relationships or your greatest strength 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 responsibility to sympathy or vice versa to keep it from losing 1.

EDGES

Use an Edge to add 1 red die to an Exertion roll. Every use of an Edge requires an Exertion roll.

RATIOCINATION

STANDING

RESOURCES

REASON

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

COMMUNITIES

RESOURCE SOURCES

SPEND points from any one pool equal to the current Anxiety to get an answer to a question or discover a clue.

I Admire:

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

GREATEST STRENGTH

ONTOGENESIS

After an Exertion roll, make a check for the dice with more hits, black or red (your choice on ties).

Make Ontogenesis checks in these circles.

WEIRDING DICE

Spend a Weirding Die to offer another protagonist power by speaking in the voice of their Imp.

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 an Exertion roll whenever it involves your perversity, or when you call upon it for aid.
**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 protagonist connects to something about the monster.

Ask the Editor a question about the monster, its nature, its activities, a weakness it has, or how to defeat it. The answer is a truth about the monster that will aid you in your efforts. The Editor may ask you for more details about your connection, or to contribute your own ideas to this truth.

Spend 1 Empathy to make a new Relationship at 1, reflecting a growing bond with another.

---

**ONTGENESIS**

After the Chapter concludes, make an Ontogenesis roll. Total the checks in both of your circles, and roll that amount of black and red dice, respectively. Sum each total and compare them.

- If black is higher, gain 1 Lucidity.
- If red is higher, lose 1 Lucidity.

If you do not reach 1 or 6 Lucidity, your protagonist remains in the game.

**Spend your black checks for the following:**

- 1 for a new Relationship at 1.
- 1 to add 1 to any existing Quality, Relationship or your greatest strength.
- 1 to bring a single Ratiocination pool (Standing, Resources or Reason), or Empathy back to its starting level.
- 2 for a new Quality at 1.
- 2 to add 1 point to the starting level of a single Ratiocination pool.
- 3 to add 1 to your starting level of Empathy.

**Spend your red checks for the following:**

- 1 to create a fact about the Shroud.
- 1+ current number of Edges to gain a new Edge, either from the survey or generating a unique one.
- 3 to get a black check, and you start the next Chapter with no Weirding Dice.

---

**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.

Spend a number of points equal to the current Anxiety level out of a single pool. The Editor then reveals the answer or introduces the clue you are looking for.

- 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. Make a red Ontogenesis check.

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**EXERTION & LUCIDITY**

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; if you take a die for the Relationship you admire, this is not at risk.

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.

- 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 things 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 sympathy, or vice versa, instead of spending a hit on it. This counts as maintaining the Relationship.
- If red is higher, lose 1 Lucidity.
- If black is higher, gain 1 Lucidity.
- 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. Make a red Ontogenesis check.

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**HELPING/HINDERING**

Help another by narrating how you risk one Quality, Relationship or your greatest strength on their behalf. 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 as a result of their roll, red or black.

Hinder another by narrating how you do so, and take a black die out of their pool. You make a red Ontogenesis check.
If someone else is taking the turn, you may replace the most hit you do if you have fewer Red Hits than your Imp.

If you have more Red Hits than your Imp, mark the number of Circles matching the color with the most hits.

If you have more Black Hits than your Imp, you maintain your Imp's.

Harness the Oppositions Circle matching the color with the most hits.

Compare Black and Red Hits.

If you get no hits, you lose.

To avoid this, you can choose to:

- Spend one hit down by 1 AP. This is not spent on hit.
- Spend one hit to the Hits You Narraite in proportion to the attribute goes.
- Spend one hit to resolve in your armor.
- Spend each hit:
  - One for each attribute that was risked.
  - One for each thing to resolve in your armor.

Roll the die:

- Each die that resolves to or greater.
- Each die that resolves.

Take 1 Black Die out if your pool.

If another Protagonist spends a hit to tempt:

- +1 Black Die for the attribute.
- +1 Red Die for each.

Circumventing Grandfather Strength

Qualify This: 4 AP

If another Protagonist helps:

- 1 Red Die for each.
- 1 Black Die for each.

If another Protagonist hinders:

- -1 Red Die for each.
- -1 Black Die for each.

Assemble pool of Black and red die:

Exertion Rolls At a Glance

- 1 Red Die for each put.
- 1 Black Die for each.
- 1 Red Die for each put.
- 1 Black Die for each.
Spend a Weirding Die to replace any black die with a red die before a player rolls when:
- The monster has direct influence on the situation
- The first time the monster appears in full view
- The roll concerns the monster's portfolio of horror
- The situation is particularly horrible, grotesque or traumatizing

Increase Anxiety by 1 when:
- The protagonists first see the monster or its horror
- The first time they take action against the monster
- Each time the Imp is embraced in an Exertion roll
- Each time an Exertion roll fails, when it has no hits
THE WEB

Place the protagonists on the outer edges of the Web. Place characters that the monster is most interested in or attracted 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.