

IMP of the PERVERSE

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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?

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



FAMILY

- 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

- AN **ODD 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**
- THE COUNTRYSIDE?** Where? **Quality: (family trait or skill) 2**
- A **CULTURAL OR RELIGIOUS COMMUNITY?** Name it. **Standing (community) +2**
- PARTS UNKNOWN?** **Quality: Worldly 2**

MARRIAGE

- 4 What is your situation?

- MARRIED** ———— ...with children?
Relationship (spouse) 2 **Relationship (child) 1**
- UNMARRIED** ———— ...with children?
Quality: Unmarried 1 **Quality: Scandalous 1**
Relationship (bastard) 1
- WIDOWHOOD** ———— ...with children?
Quality: Bereaved 2 **Relationship (child) 1**
 No children?
Relationship (anyone) 1

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

- 5 Are you happy in this situation?

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

THE IMP

- 6 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:
Empathy 1 **Lucidity 4**
- NO** **+1 Reason**
Empathy 3 **Lucidity 5**
- Speak to the departed?**
- 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?**

GREATEST STRENGTH & NOTES

PERVERSITY & NOTES

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.
I Admire (fellow protagonist) 5
- 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

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PROTAGONISTS OF THE WEST

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?

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



FAMILY

- 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:

BACK EAST? Where?
Quality: Adventurous 1
Resources +1

A **TERRITORY?** Name it.
Standing (Territory) +2

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

AN **INDIGENOUS FAMILY**, with roots in the West?
Quality: Confident 2
Relationship (someone who knows you well) 1
Choose Resources +1 OR Reason+1

A **CULTURAL OR RELIGIOUS COMMUNITY?** Name it.
Standing (community) +2

PARTS UNKNOWN?
Quality: Worldly 2

MARRIAGE

- 4 What is your situation?

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

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

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

No children?
Relationship (anyone) 1

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

- 5 Are you happy in this situation?

YES **NO**
Add 1 to any Quality *Quality: Unhappy 2*
OR Relationship

THE IMP

- 6 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:* **NO**
Empathy 1 *Lucidity 4* *Speak to the departed?* *+1 Reason*
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?

GREATEST STRENGTH & NOTES

PERVERSITY & NOTES

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And then
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Your greatest strength starts at 3

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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.

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.

A Protagonist of Leisure



Miss - Mrs. - Ms.

- OR -



Master - Mr.

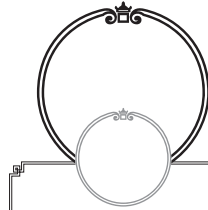
Name &
Family:

RATIOCINATION

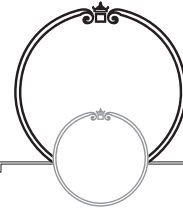
STANDING

RESOURCES

REASON



Communities



Resource Sources



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

LUCIDITY



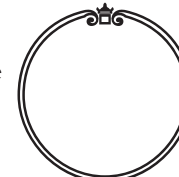
Your Lucidity is your target number on Exertion rolls.
Each die of this number or greater is a hit.
Spend hits on success and preserving your risked traits.

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

ONTOGENESIS



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.

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.



QUALITIES

Entertainment



RELATIONSHIPS

R / S

R / S

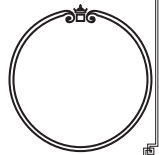
R / S

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.

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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.

A Protagonist of Letters



Miss - Mrs. - Ms.

- OR -



Master - Mr.

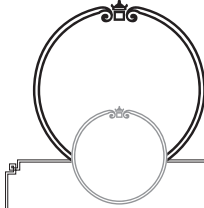
Name &
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RATIOCINATION

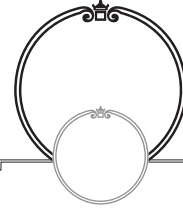
STANDING

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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.

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

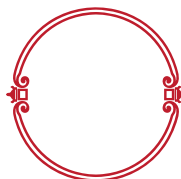
LUCIDITY



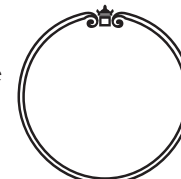
Your Lucidity is your target number on Exertion rolls.
Each die of this number or greater is a hit.
Spend hits on success and preserving your risked traits.

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

ONTOGENESIS



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.

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.



QUALITIES

Literature



RELATIONSHIPS

R / S

R / S

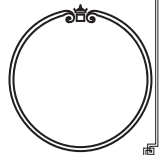
R / S

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.

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EDGES

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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.

A Protagonist of Affairs



Miss - Mrs. - Ms.

- OR -



Master - Mr.

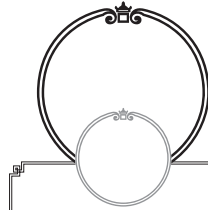
Name &
Profession:

RATIOCINATION

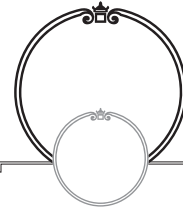
STANDING

RESOURCES

REASON



Communities



Resource Sources



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

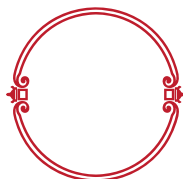
LUCIDITY



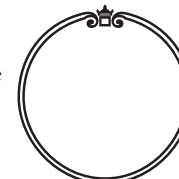
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Each die of this number or greater is a hit.
Spend hits on success and preserving your risked traits.

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.

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.



QUALITIES

RELATIONSHIPS

	R / S <input type="radio"/> <input type="radio"/>
	R / S <input type="radio"/> <input type="radio"/>
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	R / S <input type="radio"/> <input type="radio"/>

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.

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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.

A Protagonist of Arms



Miss - Mrs. - Ms.

- OR -



Master - Mr.

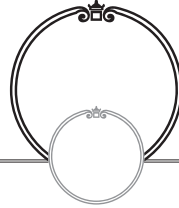
Name &
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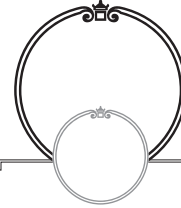
STANDING

RESOURCES

REASON



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.

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

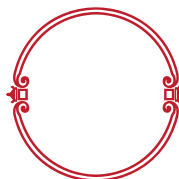
LUCIDITY



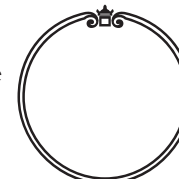
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Each die of this number or greater is a hit.
Spend hits on success and preserving your risked traits.

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.

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.



QUALITIES

Fighting



RELATIONSHIPS

R / S

R / S

R / S

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.

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Whenever Anxiety goes up, gain another.*

PERVERSITY

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A Protagonist of Exploration



Miss - Mrs. - Ms.

- OR -



Master - Mr.

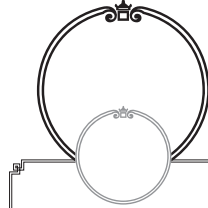
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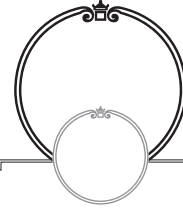
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Communities



Resource Sources



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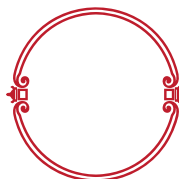
LUCIDITY



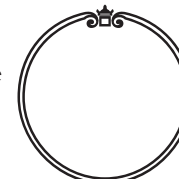
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EMPATHY

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Spend 1 to make a new Relationship at 1.
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QUALITIES

Curiosity



RELATIONSHIPS



R / S



R / S



R / S



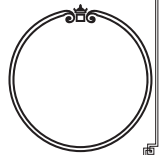
R / S



I Admire:

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*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.

A Protagonist of Service



Miss - Mrs. - Ms.

- OR -



Master - Mr.

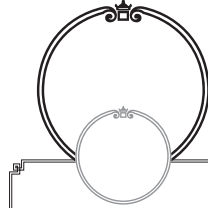
Name &
Nature of Service:

RATIOCINATION

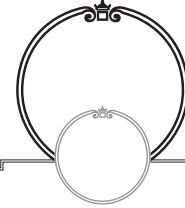
STANDING

RESOURCES

REASON



Communities



Resource Sources



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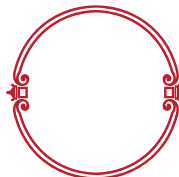
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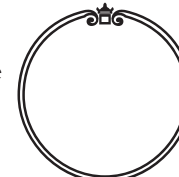
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QUALITIES

Resourceful



RELATIONSHIPS

R / S

R / S

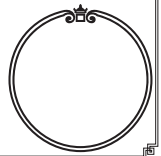
R / S

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.

IMP of the PERVERSE

ndpdesign.com/imp

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.

A Protagonist of Survival



Miss - Mrs. - Ms.

- OR -



Master - Mr.

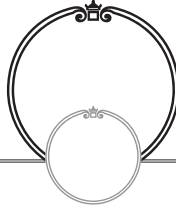
Name &
Family:

RATIOCINATION

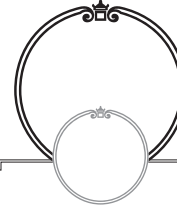
STANDING

RESOURCES

REASON



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.

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

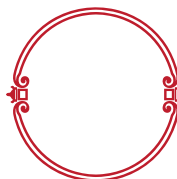
LUCIDITY



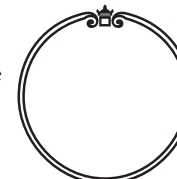
Your Lucidity is your target number on Exertion rolls.
Each die of this number or greater is a hit.
Spend hits on success and preserving your risked traits.

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

ONTOGENESIS



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.

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.



QUALITIES

Hardy



Clever



RELATIONSHIPS

R / S

R / S

R / S

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.

IMP of the PERVERSE

ndpdesign.com/imp

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

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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.

A Protagonist of Opportunity



Miss - Mrs. - Ms.

- OR -



Master - Mr.

Name & Family:

RATIOCINATION

STANDING

RESOURCES

REASON



Communities



Resource Sources



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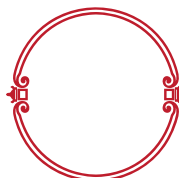
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EMPATHY

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.



QUALITIES

Optimistic



RELATIONSHIPS

		R / S
		R / S
		R / S
		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.

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IMP of the PERVERSE

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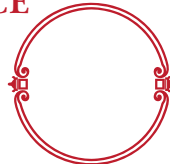
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Whenever Anxiety goes up, gain another.



PERVERSITY

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A Protagonist of:

Name, Family & Other Notes:



Miss - Mrs. - Ms.

- OR -



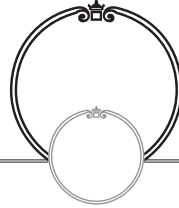
Master - Mr.

RATIOCINATION

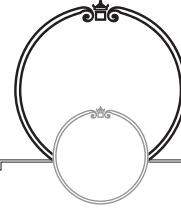
STANDING

RESOURCES

REASON



Communities



Resource Sources



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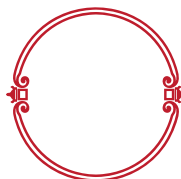
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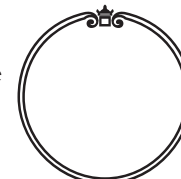
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QUALITIES

RELATIONSHIPS

R / S

R / S

R / S

R / S

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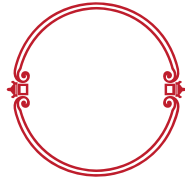
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IMP of the PERVERSE

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EDGES

WEIRDING DICE



PERVERSITY

A Protagonist of:

Name, Family &
Other Notes:



Miss - Mrs. - Ms.

- OR -



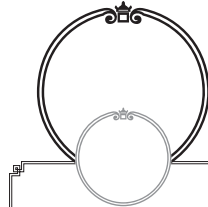
Master - Mr.

RATIOCINATION

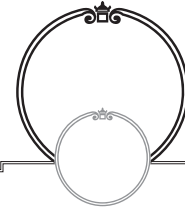
STANDING

RESOURCES

REASON



Communities



Resource Sources



LUCIDITY



ONTOGENESIS



EMPATHY



QUALITIES

RELATIONSHIPS

R / S

R / S

R / S

R / S

I Admire:

GREATEST STRENGTH

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.

ONTOGENESIS

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.

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.*
- ‡ 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 Weirding 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**.

- ‡ 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.

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.**

- ‡ **If you have more red hits than black hits, narrate how we see a glimpse of your Imp. Make a red Ontogenesis check.**

- ‡ If you have more **black** hits than red hits you maintain your composure. Make a black Ontogenesis check.
- ‡ On a tie, you choose: a red or a black check.

After you've rolled, but before narrating the effects, you can choose to embrace the Imp. 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.

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.

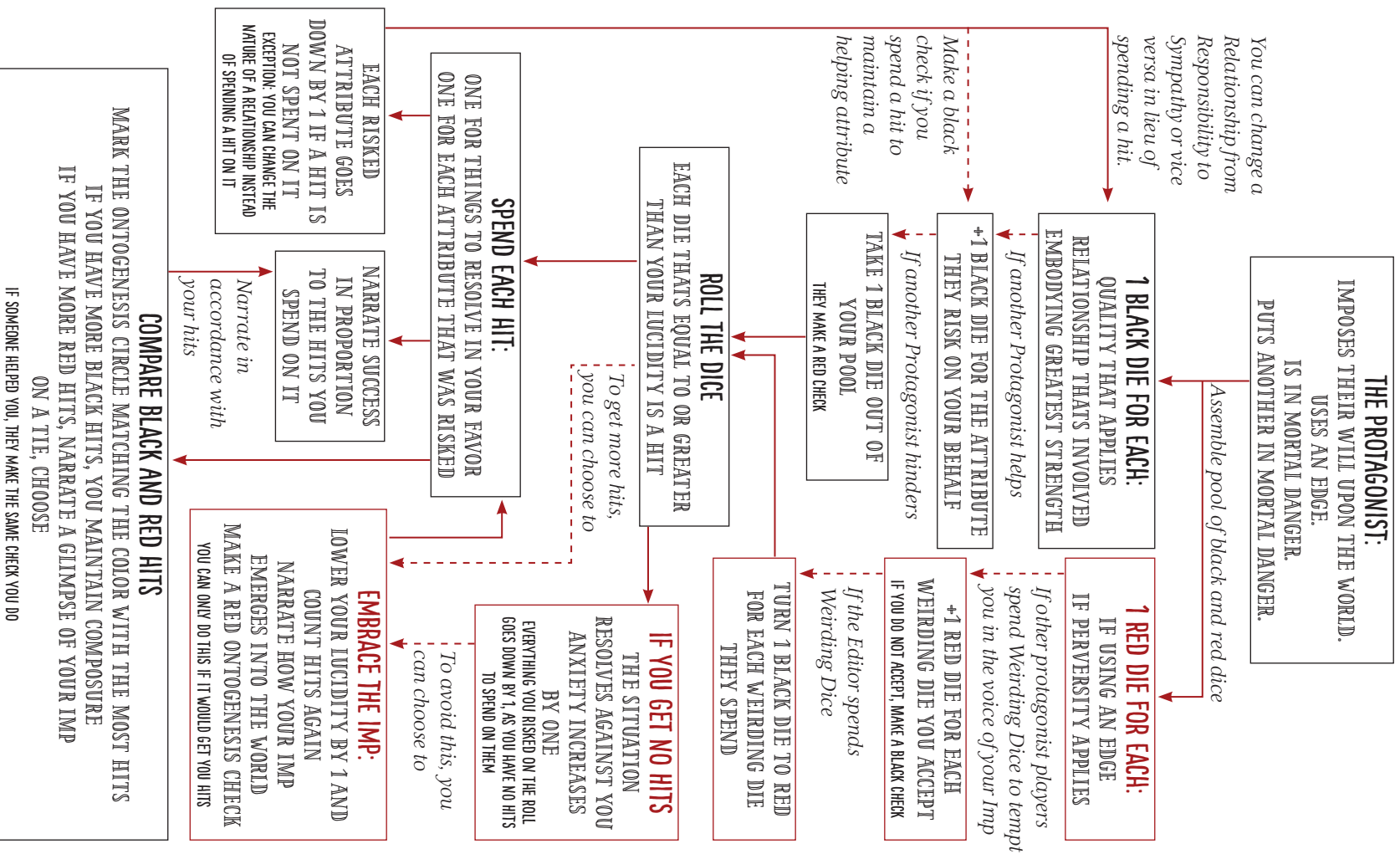
Hinder another by narrating how you do so, and take a black die out of their pool. You make a red Ontogenesis check.

IMP of the PERVERSE

ndpdesign.com/imp

PLAY REFERENCE

Exertion Rolls At a Glance



IMP of the PERVERSE

ndpdesign.com/imp

PERVERSY

WEIRDING DICE

CURRENT WEIRDING DICE:



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

STARTING WEIRDING DICE

Is the monster:

*Still living,
but close to
the Shroud?*

*Past the
Shroud?*

*Returned
from beyond
the Shroud?*

2

3

4

ANXIETY

Anxiety starts at 1.



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

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 MONSTER



Name & Description

ESCALATION

AREA

1

2

3

HORROR

1

2

3

EMANATION

1

2

3

THE STATUS QUO

WHERE IS IT?

WHAT IS IT DOING?

WHO HAS IT HURT?

WHO IS PROTECTING IT?

WHO OR WHAT DOES IT WANT?

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.

