

QUICK NAMES

FANTASY

Ganulon, Shabbgath'Ur, Zalbon, Vulfrik, Xythur, Ceatricus, Strog, Babaud, Nygenore, Phlegeth, Lamagg, Za, Hagalaz, Heya

FIRST

M: Noah, Samuel, Jace, Mateo, Roman, Declan, Miles, Everett
E: Hannah, Trinity, Kinsey, Emilia, Sadie, Violet, Piper, Talia

LAST

Hesse, Hancock, Topp, Fennell, Rainwater, Brindley, Voros, Avsenik, Ortega y Alvarez, Henderson, Wade, Nakajima, Lissack

FIRST/LAST COMBO

M: Christophe Coentrão, Hendrik Massey, Bill Mochizuki
E: Lisa Pereira, Aria Gardner, Alma Eldebrink, Marina Green
Uni: Breaker Pak, Ling Kuang, Suchitra Da Silva, Sharp Andy Hu

TODAY'S GAME

REMINDERS

BEFORE STARTING: FIGHT OR FLIGHT BOXES

Only 3 per character; have to pick between them

MINOR EXHAUSTION USES

Need 1+ exhaustion, # of die = minimum automatic successes

MAJOR EXHAUSTION USES

Increase dice by one, # of die = added as automatic successes

WHEN THE "FIGHT" RESPONSE IS CHECKED

Must react to success or failure with anger or aggression

WHEN THE "FLIGHT" RESPONSE IS CHECKED

Must react to success or failure with consuming fear

GROUPS OF ENEMIES

Use single highest pain rating, +1 for additional foes, +2 if whole group has same pain rating

GROUPS OF PLAYERS ROLLING TOGETHER

Dominance only calculated by main protagonist roll and pain, only discipline dice for supporting players and all dice for main protagonist, all rolling players share effect of dominating pool

WHEN PLAYERS FAIL THEIR ROLLS

Increase exhaustion by one or check off fight/flight at GM's discretion

HOPE COINS

Spend 1 = remove one exhaustion or fight/flight;
Spend 5 minus # of discipline = remove a permanent madness

DESPAIR COINS

Spend 1 = add or remove a 6 in any existing dice pool, move coin to hope cup

FAST ENCOUNTERS

QUICK NPC CHARACTERISTICS

1. PERSONALITY: Spiteful, Interrupts people
SECRET: Doesn't want anyone to know they have a chronic illness
GOAL: Cure the illness
MADNESS (IF NEEDED): Hypochondriac

2. PERSONALITY: Kind, Quiet
SECRET: Character is possessed by a ghost, body's host dead
GOAL: Purify their soul through good deeds
MADNESS (IF NEEDED): Intuitive Thought (Hears Secrets)

3. PERSONALITY: Nervous, Hateful
SECRET: Responsible for a murder of a family member
GOAL: Bring the family member back from the dead
MADNESS (IF NEEDED): Idle Hands are the Devil's Playthings (Hands are autonomous but can accomplish expert feats)

4. PERSONALITY: Childish, Squints a Lot
SECRET: Cursed and monitored by a nightmare
GOAL: To go back to the slumbering city and never return
MADNESS (IF NEEDED): Talk to Inanimate Objects

5. PERSONALITY: Cheap, Extremely Boring
SECRET: Bankrupt
GOAL: Get wealth by any means possible
MADNESS (IF NEEDED): Normality (Shuts off other madness talents)

6. PERSONALITY: Decisive, Miserable
SECRET: Fears animals
GOAL: Character would do anything to earn their uncle's approval
MADNESS (IF NEEDED): Say "Yes" (Character can make people say yes to them and mean it)

7. PERSONALITY: Halting speech, Pleasant
SECRET: Suffered a traumatic event at any early age, was unable to talk for many years
GOAL: Become famous
MADNESS (IF NEEDED): Gravity Control

8. PERSONALITY: Vengeful, Whispery, Dishonest
SECRET: Has bodies in their basement
GOAL: Steal something spectacular
MADNESS (IF NEEDED): Ribcage Mouth (Eats Meat)

Other traits: Demanding, Rude, Responsible, Weak, Wise, Attentive, Anxious, Bossy, Fortunate, Gentle, Daring, Amoral, Dull

Speech patterns: Chatty, Stutters, Completely Silent, Small Vocabulary, Uses Lots of Metaphors/Vague, Has a catchphrase, Husky