



























## ROLLS BRIEFLY EXPLAINED

COLOR	NAME	IF IT DOMINATES...
	DISCIPLINE DIE	Remove a response checkmark or decrease exhaustion by one
	MADNESS DIE	Put a checkmark in the fight or flight columns
	EXHAUSTION DIE	Increase exhaustion dice by one
	PAIN DIE (DM ONLY)	Pay a coin into the despair cup





			<u>SUCCESSFUL ROLLS</u> Each counts as one success
			<u>FAILING ROLLS</u> These rolls don't give successes
			The pool with the most sixes <u>DOMINATES</u> ; break ties with the next highest number










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
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








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## OTHER VALUABLE INFORMATION

- Any time you roll, you may add one to six dice of temporary madness to your roll.
- Once per roll, you may increase your exhaustion die by one.
- To make minor use of an exhaustion talent, you must have one or more exhaustion die. On this roll, if you roll less overall successes than there are exhaustion die, treat the number of successes as equal to the number of exhaustion die.
- To make major use of an exhaustion talent, you must increase your exhaustion die by one. On this roll, after calculating successes, count your exhaustion die and add that number to your overall successes.
- Before using a madness talent, tell the DM; they will determine the minimum number of temporary madness dice you must add to your roll. (Stronger uses of power mean more dice)
- If your exhaustion die would be increased to 7, you crash. If you crash, you fall asleep and cannot act for at least 24 in-game hours.
- If you have checked all of your fight or flight responses and must check another, you snap. When you snap, one of your discipline die is permanently replaced by a madness die.
- When all of your discipline die become madness die, you immediately become a Nightmare and join the DM.
- The DM may spend one coin of despair (gained when pain dominates) to add or remove a 6 in any dice pool during a roll. This also moves the coin into the hope cup.
- All players can spend hope coins at any point before or after rolling. One coin can remove one exhaustion or one fight/flight checkmark from any player, while 5 coins minus your current discipline can change a permanent madness die back to a discipline die.

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