

HOW TO PLAY

ROLLING THE DICE

When a character tries something risky, the referee chooses the challenge's **stat** and **difficulty**: **easy** 🎲, **average** 🎲, or **hard** 🎲.

The player then rolls 1, 2, or 3 six-sided dice. They start with 1 die just for attempting the challenge, but get 1 more die if the challenge matches their character's **stat**, and 1 more if the challenge is something their character would be good at because of their **role**.

The player overcomes the challenge if they get at least 1 success, meaning 1 die matches or beats the difficulty. Getting more than 1 success is called an **exceptional success** and means the referee grants an extra benefit. If all the dice in the roll show 🎲, this is called a **critical failure** and the referee introduces a new complication.

If everyone is comfortable with the idea, players can narrate the outcome of their own challenges, especially an exceptional success or critical failure.

EFFORT TOKENS

Some challenges require multiple successes over multiple rolls to overcome: chase scenes, winning a battle of the bands, and even combat. The referee sets out **effort** tokens to track the overall progress. Each success removes 1 token. When all effort tokens are gone, the challenge is fully overcome.

Example: The heroes crash a cultist's fancy party to find their hidden library. The referee decides it'll take 4 effort tokens to get through undetected. Whether they hide (**Agile** 🎲), schmooze with guests (**Crafty** 🎲), or climb the ivy walls (**Brawny** 🎲), each success brings them closer to finding the library before they're exposed.

HANDLING COMBAT

Enemies typically share a pool of effort tokens, 1-3 per player. As effort tokens are removed, so are the enemies. Dodging an enemy's attack does not remove effort tokens. Everyone—heroes and enemies alike—act in the order that makes the most sense to the referee.

Here are some examples of challenges during combat:

Agile: Shooting a cultist with a flare gun, fleeing from battle, or dodging a hail of spiders.

Brawny: Punching a sea monster, intimidating a cultist so they run away, or blocking a punch.

Crafty: Taunting an enemy, using magical relics, or mentally resisting eldritch powers.



CHARACTER ADVANCEMENT

Characters get 1 **experience point (XP)** each session.



Players can spend **1 XP** to add a new **perk** or **quirk** of their choice. This represents an ability, item, or trait gained during the story.















Players can spend **3 XP** to increase either their **luck** or **grit** by 1 token, up to a maximum of 6 tokens each.

LUCK TOKENS





Luck represents good fortune, awareness, and seizing an opportunity. Each player starts with 3 luck tokens.

Spend 1 luck to:





- ▶ **Make a challenge easier.** Narrate how your perk helps with a challenge, and then reduce the challenge's difficulty by 1:  →  or  →  or  → . You can do this either *before* or *after* a roll.
- ▶ **Help another hero.** Narrate how your perk lets you help an ally with a challenge, then reduce the challenge's difficulty by 1:  →  or  →  or  → . You can do this either *before* or *after* a roll. Multiple heroes can help, each reducing the difficulty by 1.
- ▶ **Overcome a challenge.** Narrate how you overcome a challenge using your perk. You can do this *instead* of a roll, and as long as the challenge doesn't require more than 1 effort token to overcome.
- ▶ **Influence the story or discover a clue** (at the referee's discretion). Narrate how your perk helps you. You can do this at any point in the game.

Recover 1 luck when you:

- ▶ **Move in slow motion.**

Narrate how the slumbering gods' eldritch influence slows everything down around you. You look fabulous and gain more focus, but it increases the difficulty of your challenge by 1:  →  or  → . You must do this *before* you roll. If you still overcome the challenge at the higher difficulty, you may choose to recover 1 **grit** instead of 1 **luck**.

- ▶ **Let your quirk cause a problem.**

Narrate how your quirk hinders you, and increase the difficulty of the challenge by 1:  →  or  → . You must do this *before* you roll. If you still overcome the challenge at the higher difficulty, you may choose to recover 1 **grit** instead of 1 **luck**.



GRIT TOKENS

Grit represents health, resolve, and the ability to stay relevant in a scene. Each player starts with 3 grit tokens.

Spend 1 grit when you:

- **Fail a challenge that would leave you wounded, emotionally shaken, or otherwise nudge you out of the action.** Being shot costs grit, but so can being heckled at a comedy club, or stumbling during a foot race.

Failing always makes the situation worse, but it doesn't necessarily remove grit tokens. You often lose grit for failing to avoid *misfortune*, rather than failing to achieve success.

If you run out of grit, you're removed from the scene in whatever way makes the most sense: scared off, knocked out, trapped, presumed dead, or something else. But unless you decide to retire your character permanently, they'll return in a later scene at full grit.

More ways to restore grit

Referees can restore grit as they see fit. Restoring full grit at the start of a new session is a good rule of thumb. If the opportunity presents itself, players can also have a **dramatic interlude**, roleplaying a scene between their heroes. Those involved restore their full grit by offering up personal details or asking each other questions. It's the perfect time to thank a friend for saving your life or to make a shocking confession (*"I'm thinking of quitting... to get my law degree!"*).

Alternate modes for handling grit

The referee can change how often grit is restored to create different tones for their game. The following modes are both great for one-shots, but have very different results!

Casual Mode: Heroes automatically restore full grit after every scene.

Horror Mode: Heroes only restore 1 grit from dramatic interludes. If they run out of grit in a deadly situation, they die!

MAGIC & POWERS

Magic items, powers, and supernatural roles are treated as any other perk or role. A **Weirdo** who gets their hands on the **Book of the Dead** could use that perk to lower the **Crafty** challenge required to help banish Yog-Sothoth. A custom **Slayer** role might add a die when they fight certain kinds of supernatural creatures.