

+PERIL

VERSION A

**PLAYERS ADD PERIL
SCORES TO BOTH
TYPES OF DICE
ROLLS**

PERILS (+PERIL)

Though wielding a myriad of abilities and susceptible to differing inhuman natures and temptations (*defined in the following pages*), the protagonists of these monster stories have **LIVES DEFINED BY EXPOSURE TO THREE PERILS:**

DANGER ✦ The inherent risk of one's own savage nature – or the constant threat of a fearful world making a target of you. Ongoing exposure to dangerous situations has made you hardy and wily and, in turn, dangerous yourself. *Danger covers actions involving risk, toil, aggression or stealth.*

HARDSHIP ✦ A lack of physical resources: food, shelter, or finances. Though you must scrounge for goods and sustenance others take for granted, your life of hardship has turned you resourceful and clever. *Hardship covers actions that require thoughtfulness, guile, and knowledge with, access to, or reliability of material items.*

ISOLATION ✦ Your days pass far from the humdrum lives of humanity. While that distance has developed your mental faculties and a keen awareness of the human condition, it also leaves you susceptible to your own monstrous nature and a liability navigating social settings. *Isolation covers actions connected to academic or esoteric knowledge, observation, and social deduction.*

SPEND AT LEAST 5XP of your starting XP between these three Perils. You may spend more, up to 12XP:

PERIL TIERS (COST 1XP PER POINT)

- 0 ✂ NO PERIL: Your life or upbringing was untroubled by any meaningful danger, hardship, or isolation.
- +1 ✂ MINOR OR AD HOC PERIL: But a trifling to worry about, leaving a slight but lasting lesson.
- +2 ✂ SIGNIFICANT OR REGULAR PERIL: You've learned to manage the regular troubles your life has handed you.
- +3 ✂ MAJOR OR PERSISTENT: Much of your life has been defined by the strong and ongoing presence of this Peril.
- +4 ✂ THE GREATEST PERIL: Supernatural or strange influences overwhelm this aspect of your life.

PERILS ARE A DOUBLE-EDGED SWORD: their common use is adding them to both roll-over Power Checks *and* roll-under Portent Checks. This is *not* a game for character optimization! *Spend XP on Perils that reflect how you see your character.*

PERILS & GENRE CONVENTIONS

Perils *do not* reflect the reality of the human experience. Rather, they are levers GMs and players can pull on to reinforce the game's monstrous theme and its influences. Lean into that theme, *hard*. Leave the min/maxing behind.

POWER CHECKS (+PERIL)

FOR DANGEROUS ACTS, OR WHERE AN UNCERTAIN OUTCOME IS INTERESTING, MAKE AN POWER CHECK:

D10 + *Peril* + relevant *Power* + optional: *Portent* point(s)

ROLL EQUAL TO OR OVER

A POWERS TARGET NUMBER CHOSEN BY THE GM:

Average: ≥ 6	Hard: ≥ 8	Very Hard: ≥ 10	Epic: ≥ 12
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ADD POWER: If you have a relevant Power – either on your character sheet or in the scene – add it to the roll. You can only have one Power on a roll.

ADD PORTENTS (OPTIONAL): Add points to your check's results by increasing a relevant *Portent* (without hitting its max) to add the same amount to your Power Check.

SACRIFICE A PACT: Describe destroying a *Pact*, then choose a *Portent*. Until your next XP expenditure (pg. ##), add that Portent's current score to Power Checks when relevant.

AIDING OTHERS: The character receiving help adds your relevant *Power* to their Check (instead of their own), but your character shares any risk or failure.

PORTENT CHECKS (+PERIL)

TO DELAY IMPENDING DOOM, MITIGATE DESTRUCTION,
OR AVOID CHAOS, MAKE A PORTENT CHECK:

D10 + *Peril* + relevant *Portent*

ROLL EQUAL TO OR UNDER

A PORTENTS TARGET NUMBER CHOSEN BY THE GM:

Average: ≤ 12	Hard: ≤ 10	Very Hard: ≤ 8	Epic: ≤ 6
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Failure increases that Portent by 1. If failure is from a Chymos the character is weak against, increase that Portent by 2.

Even if the combination of a high Peril and Portent means the target number cannot be rolled under, **A ROLL OF 1 ON THE DIE IS ALWAYS A SUCCESS**; a 10 is a failure. Such is the temperamental, hard-luck nature of our characters' lives.

WHEN A PORTENT REACHES ITS MAX SCORE, the danger it represents to your character and surrounding environs breaks loose. Work with the GM to resolve what happens. The rules don't assume character death, *but it can happen*.

TO RESET YOUR CHARACTER'S PORTENTS BACK TO ONE, Invoke a *Pact* when narratively appropriate (up to the GM). Describe how it grounds your character back to the rest of humanity, *then restore your Portents to one*.

PERIL AS TN

VERSION B

PLAYERS ROLL
AGAINST PERIL
SCORES AS TARGET
NUMBERS

PERILS (PERIL AS TN)

Though wielding a myriad of abilities and susceptible to differing inhuman natures and temptations (*defined in the following pages*), the protagonists of these monster stories have **LIVES DEFINED BY EXPOSURE TO THREE PERILS:**

DANGER ✦ The inherent risk of one's own savage nature – or the constant threat of a fearful world making a target of you. Ongoing exposure to dangerous situations has made you hardy and wily and, in turn, dangerous yourself. *Danger covers actions involving risk, toil, aggression or stealth.*

HARDSHIP ✦ A lack of physical resources: food, shelter, or finances. Though you must scrounge for goods and sustenance others take for granted, your life of hardship has turned you resourceful and clever. *Hardship covers actions that require thoughtfulness, guile, and knowledge with, access to, or reliability of material items.*

ISOLATION ✦ Your days pass far from the humdrum lives of humanity. While that distance has developed your mental faculties and a keen awareness of the human condition, it also leaves you susceptible to your own monstrous nature and a liability navigating social settings. *Isolation covers actions connected to academic or esoteric knowledge, observation, and social deduction.*

SPEND AT LEAST 5XP of your starting XP between these three Perils. You may spend more, up to 12XP:

PERIL TARGET NUMBERS

10 (1XP) ⚡ MINOR OR AD HOC PERIL: A life or upbringing untroubled by danger, hardship, or isolation.

8 (2XP) ⚡ SIGNIFICANT OR REGULAR PERIL: You've learned to manage the regular troubles life hands you.

6 (3XP) ⚡ MAJOR OR PERSISTENT: Much of your life is defined by the strong and ongoing presence of this Peril.

4 (4XP) ⚡ THE GREATEST PERIL: Supernatural or strange influences overwhelm this aspect of your life.

PERILS ARE A DOUBLE-EDGED SWORD: their most common use is as THE TARGET NUMBER FOR BOTH ROLL-OVER POWER CHECKS AND ROLL-UNDER PORTENT CHECKS. This is *not* a game for character optimization! *Spend XP on Perils that reflect how you see your character.*

PERILS & GENRE CONVENTIONS

Perils *do not* reflect the reality of the human experience. Rather, they are levers GMs and players can pull on to reinforce the game's monstrous theme and its influences. Lean into that theme, *hard*. Leave the min/maxing behind.

POWER CHECKS (PERIL AS TN)

FOR DANGEROUS ACTS, OR WHERE AN UNCERTAIN OUTCOME IS INTERESTING, MAKE AN POWER CHECK:

D10 + relevant *Power* + optional: *Portent* point(s)

ROLL EQUAL TO OR OVER YOUR PERIL:
DANGER, HARDSHIP, OR ISOLATION (PER THE GM)

ADD POWER: If you have a relevant Power – either on your character sheet or in the scene – add it to the roll. You can only have one Power on a roll.

ADD PORTENTS (OPTIONAL): Add points to your check's results by increasing a relevant *Portent* (without hitting its max) to add the same amount to your Power Check.

SACRIFICE A PACT: Describe destroying a *Pact*, then choose a *Portent*. Until your next XP expenditure (pg. ##), add that Portent's current score to Power Checks when relevant.

AIDING OTHERS: The character receiving helps add your relevant *Power* to their Check (instead of their own), but your character shares any risk or failure.

PORTENT CHECKS (PERIL AS TN)

TO DELAY IMPENDING DOOM, MITIGATE DESTRUCTION,
OR AVOID CHAOS, MAKE A PORTENT CHECK:

$D10 + \text{relevant } \textit{Portent} \leq \text{GM-chosen } \textit{Peril}$

ROLL EQUAL TO OR UNDER YOUR PERIL:
DANGER, HARDSHIP, OR ISOLATION (PER THE GM)

*Failure increases that **Portent** by 1. If failure is from a **Chymos**
the character is weak against, increase that **Portent** by 2.*

Even if a Portent is higher than the Peril score, **A ROLL OF 1 ON THE DIE IS ALWAYS A SUCCESS**; a 10 is a failure. Such is the temperamental, hard-luck nature of our characters' lives.

WHEN A PORTENT REACHES ITS MAX SCORE, the danger it represents to your character and surrounding environs breaks loose. Work with the GM to resolve what happens. The rules don't assume character death, *but it can happen*.

TO RESET YOUR CHARACTER'S PORTENTS BACK TO ONE, Invoke a **Pact** when narratively appropriate (up to the GM). Describe how it grounds your character back to the rest of humanity, *then restore your **Portents** to one*