MY LIFE WITH MASTER PLAYER SHEET

FEAR [ ]   REASON [ ]

SELF-LOATHING [ ]

WEARINESS [ ]

More than Human

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Less than Human

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Connection	Love
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_____	_____
_____	_____
_____	_____

When the Master issues a Command

Master (FEAR plus SELF-LOATHING) vs minion (LOVE minus WEARINESS)
Master wins: minion follows command until one roll completed
minion wins: resists command
  • If LOVE > FEAR + WEARINESS, the endgame is triggered

Making Overtures to Connections

minion (REASON minus SELF-LOATHING) vs connection (FEAR minus REASON)
minion wins: gain a point of LOVE
connection wins: minion gains a point of LOVE and a point of SELF-LOATHING

Violence against NPC opponents

minion (FEAR plus SELF-LOATHING) vs opponent (REASON plus WEARINESS)
minion wins: success, gain a point of SELF-LOATHING
  • If SELF-LOATHING > LOVE plus REASON, trigger "The Horror Revealed" instead
opponent wins: failure, minion gains a point of WEARINESS
  • if WEARINESS > REASON, the minion is captured

Villainy against NPC opponents

minion (FEAR plus SELF-LOATHING) vs opponent (REASON)
minion wins: success, gain a point of SELF-LOATHING
  • If SELF-LOATHING > LOVE plus REASON, trigger "The Horror Revealed" instead
opponent wins: failure

Violence or Villainy against a PC minion

minion (FEAR plus SELF-LOATHING) vs minion (FEAR plus SELF-LOATHING)
winning minion succeds and gains a point of SELF-LOATHING
  • If SELF-LOATHING > LOVE plus REASON, trigger "The Horror Revealed" instead
losing minion gains a point of WEARINESS if Violence, or simply fails otherwise

Providing Aid

Add (LOVE minus WEARINESS) to another minion's roll
Any results apply to the aiding minion as well