

My Life With Master: Formulae

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 $SELF-LOATHING > LOVE + REASON$, 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 $SELF-LOATHING > LOVE + REASON$, 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 succeeds and gains a point of SELF-LOATHING

- If $SELF-LOATHING > LOVE + REASON$, 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