

Hurry,  Hurry.



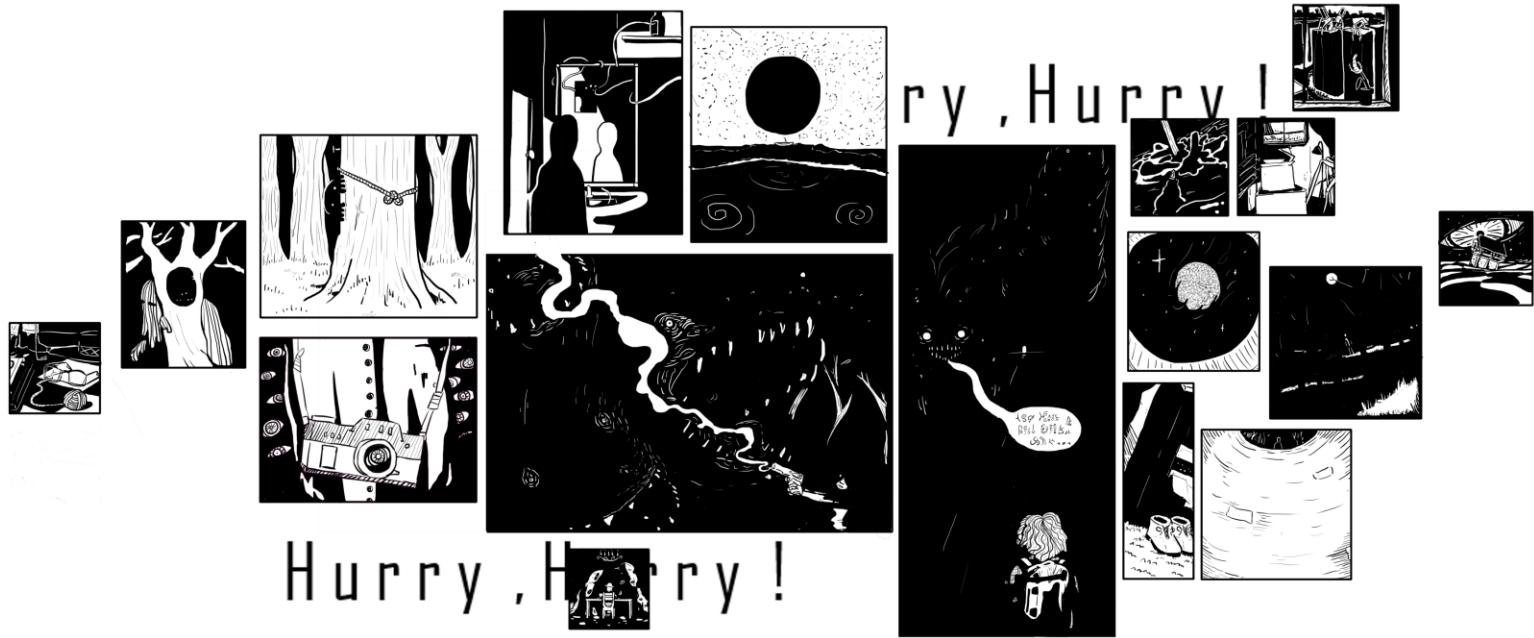
A Tabletop RPG Game of Surrealist Horror.

By Douglas Palumbo.

# Table of Contents

Forward	1
Character Sheet	2
Chapter 1: The Cast	3
Chapter 2: The Star	4-5
Chapter 3: The Cards	6
Chapter 4: Reliability	7
Chapter 5: The Pools	7
Chapter 6: The Suit	7
Chapter 7: The Tie	8-9
Chapter 8: Chapters	10
Chapter 9 : Mistakes	11-12
Chapter 10: Combat	13-15
Chapter 11: DOOM	16
Chapter 12: The Call	16-17
Epilogue: Level-Ups	18-19
Supplemental:	
Suits	20-27
GM Material	
A. Treasures	28-30
B. Companions	31
C. Spells	32-35
Penny Dreadfuls	36-38

# Hurry, Hurry



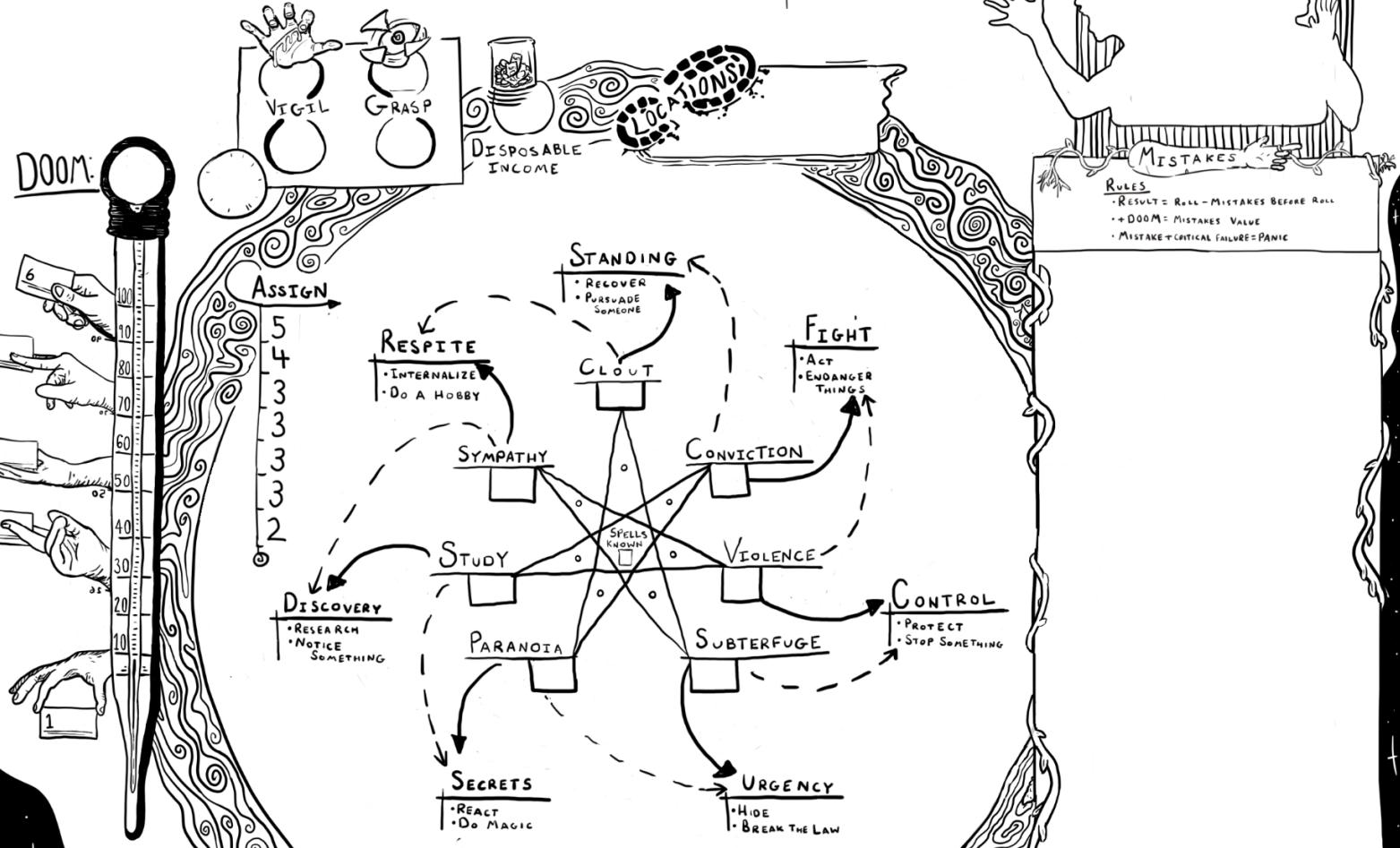
A game by Dael City Press

Welcome to *Hurry, Hurry!* a tabletop role playing game inspired by weird fiction and horror. This player zene will attempt to simultaneously help you generate a player character and learn the rules of this game. Print out a set of character sheets to get started. Below is a set of passages designed to be read out in character creation the very first time a game is played. The written text is spoken, and the *italicized text is performed* (what I like to call 'Passover Style'). This can be used, or not, but hopefully it gives you some idea of how the game is supposed to be played. Ideally get your GM to read this over to you and get your dice ready.

# HURRY, HURRY. -A TABLETOP RPG OF SURREALIST HORROR

NAME: \_\_\_\_\_

BOOKS SURVIVED:



**PLAYER'S SUIT:**

TRADES

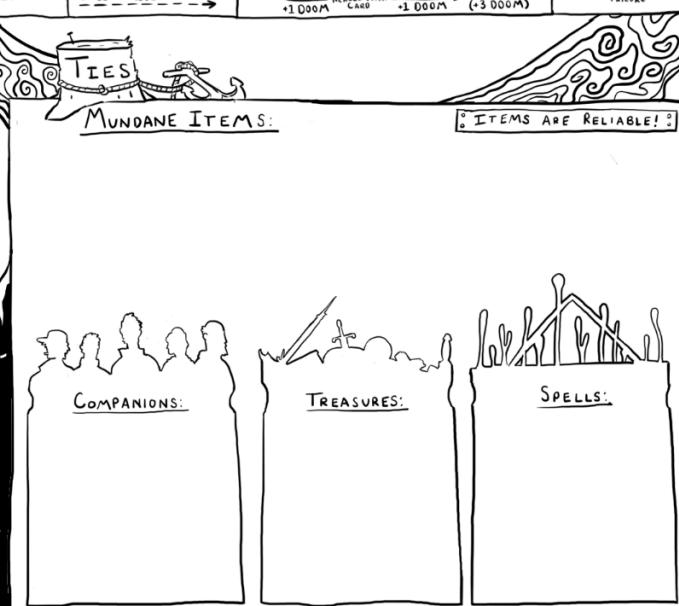
1

2

3

LEGACY

LEVEL UP AND STORY NOTES:



**RULES**

- RESULT = ROLL - MISTAKES BEFORE ROLL
- +DOOM = MISTAKES VALUE
- MISTAKE + CRITICAL FAILURE = PANIC



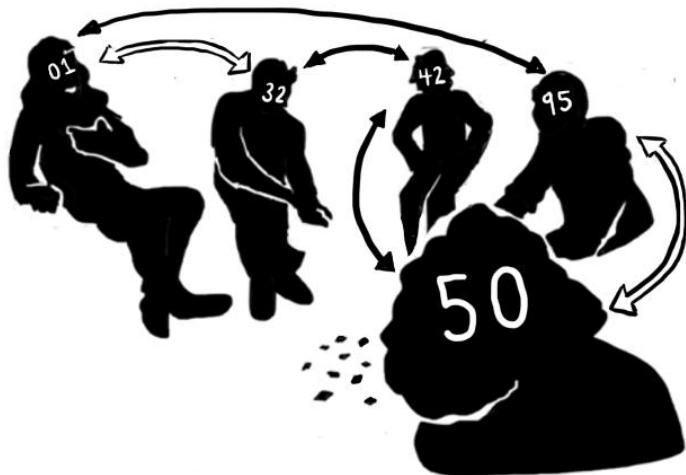
**PLAYER'S WORD:**

# Chapter 1: The Cast

We begin with the cast of a die.

Turn to the "most haunted" player first and have them roll three d10 (ten-sided dice) rerolling if they get a 10. Write each number separately under the right part of the character sheet respectively in the spots next to 'Trauma', 'Limit,' and 'Aspiration'. They may be placed in any order and can switch their places at any point before the Book (or gameplay) starts. Next choose two of the three numbers and assign them to the 1s and 10s place in the spot entitled DOOM. 10s count as 0. They may not select a pair of 9s or 10s. Go clockwise in a circle and get each player to do the same. Afterwards explain the following:

Where a more conventional board game would use a six-sided die (abbreviated to d6) or a conventional RPG like Dungeons & Dragons would use a d20, Hurry Hurry employs a d10 system.



What I had you roll is your very first Stat in Hurry, Hurry, a Stat called DOOM. DOOM signifies how close your character has come to a brush with The Evil (The Evil being a general term to refer to the weird and supernatural forces you are at odds with during play). Every time you fail a dice roll you take 1 point of DOOM. When your Doom score reaches 100, your luck has run out - a 'Calamity' occurs, and you lose access to certain abilities key to success in the game. If your Doom score is already very high, don't panic it will go down very soon.

The other numbers you filled out are called your Hearts, we will get back to them later. To proceed, players should look for the two other players whose DOOM scores are numerically nearest theirs. Players with near-numbers are linked and should create characters that in some way share a common past. If the nearest numbers are both either even or odd (so either 42, 54 or 01, 35), you have shared a positive experience together (say, they are successful business partners, they frequent the same bar, or are members of the same club, or they were close childhood friends who have since grown apart). If the nearest number is mixed (one is even and the other is odd), you have endured a bad experience together (say, they were in the same bank at the time of a robbery, a mutual acquaintance recently went missing, or they are both being blackmailed by the same mysterious force).

# Chapter 2: The Star

Next, let's talk about when to roll dice.

Dice are **only** rolled when prompted by the Game Master (GM for short), and determine the success or failure of your actions based on the value of your character's stats and the skill you perform with that stat. There are seven stats:

**Violence** represents your impulsively and primal instinct.

**Conviction** represents your confidence and determination.

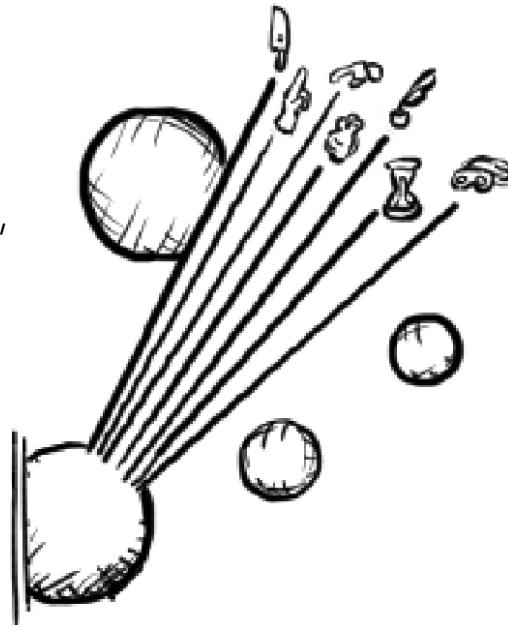
**Clout** represents your social maneuverability and self-preservation,

**Sympathy** represents your insight into yourself and others.

**Study** represents your propensity to learn.

**Paranoia** represents your caution and attunement to the weird.

**Subterfuge** represents your ability to be discrete.



Each of these stats relates to two subsequent skills either indicated by full or dashed arrow markings. Skills are:



**Control**, your ability to strongarm others and react to danger.

**Fight**, your ability to take risks and put others in harm's way.

**Standing**, your ability to find physical or social safety.

**Respite**, your ability to compose yourself and perform a valued pastime.

**Discovery**, your ability to spot hidden items and recall knowledge.

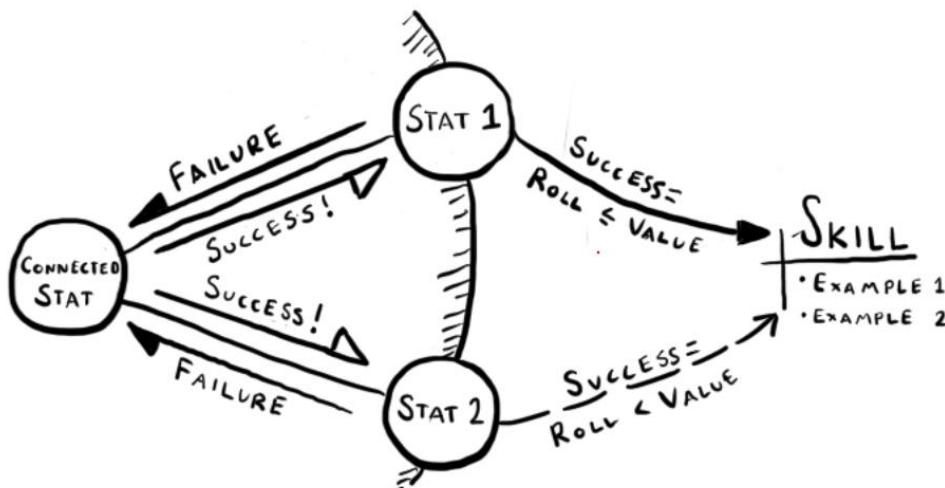
**Secrets**, your ability to comprehend the paranormal.

**Urgency**, your ability to hide and generally 'get away with it.'

## Chapter 2: The Star (Continued)

While each stat can be used to perform two skills, some stats are better than others. You could imagine that raw Violence would be an effective way to say shoot a gun at a monstrous foe (Fight), but not necessarily as effective as having the Conviction to pull the trigger. To represent this, Fight is connected to Conviction with a full arrow and to Violence with a dashed arrow.

Hurry Hurry uses a roll-under metric for success. Skills connected to stats with full arrows require a die roll equal to or below your stat value to succeed, while skills connected with dashed arrows require the number to be strictly less than your stat value. To make a Fight roll, if your value for both Stats was 5, you would need a 5, 4, 3, 2, or 1 to succeed with Conviction, but only a 4, 3, 2, or 1 to succeed with Violence.



The last twist of using stats is that, as you play Hurry Hurry, your character will evolve. Note how each stat is connected to one another through a seven-point star. If you are using Violence to Fight and succeed, your character would begin to rely on their Violence even more to solve future problems they face. In this case you would move one point from the character sheet from a connected stat on the star, here Sympathy or Study, into Violence becoming worse at sympathizing with others or studying the situation and better at reacting with impulse. Should your Violence Check fail the opposite would happen, a point would be moved from Violence into either Sympathy or Study as your failure to act violently would create a need to either reassess and study the situation or, possibly, build a desire to sympathize with the foe.

Let's assign stats now from the column provided. Generally, the higher the stat value, the better you are at the stat.

The array to assign is 5, 4, 4, 3, 3, 3, and 2.

## Chapter 3: The Cards

Going back to our "shooting a monster" example, you might notice how rolling a 5 or below is only 50% percent odds, which is... not very good. To help ensure your actions succeed, you will need to rely on a mechanic called Cards, or sometimes Story Cards.

Cards are the most important plot detail; the most trivial set dressing; the most repeated line of dialogue; the most regretful of recent decisions; the characters' most intrusive thoughts. That is to say Cards can be a lot of different things depending on the scene and game you are playing in. Cards are played by your GM throughout the game to set up a scene or emphasize a mood or point. Cards generally have a value between 1 and 6 which indicates their narrative importance and general staying power. Value 0 Cards for the purposes of play are discarded and no longer relevant to the story.

Cards are important to ensuring an action success in Hurry Hurry as they can be 'Pushed'. If a player's Stat roll initially fails, but the player can justify how a Card might give their character some advantage in performing their attempted action, they may decrease the value of that played Card by 1 and roll again (Pushing may only occur once per roll, however).



Say you had a fairly hokey GM who started your adventure with the Card...

*Write on an index card "It was a dark and stormy night. Value: 4" and place it on the table.*

The GM could write it on a card and play it on the table as seen. If you were fighting a monster and failed your Fight (Conviction) roll you could explain how your character (a grizzled former clown and combat veteran) leaps from the shadows to attack! Your odds of hitting the creature just jumped from 50% to 75% with your added narrative. The GM would then decrease the Value of the Card by 1:

*Scratch out the 4 on the card and write a 3 so it says "It was a dark and stormy night. Value: 3"*

The last thing to mention is that your initial failed roll still increases you DOOM by 1, as would your reroll should it fail. Whenever you fail a check as a player, can also play a Card that explains why your character failed. The Value of this Card is signified by the marker next to your DOOM Thermometer: 1 for 1-25, 2 for 26-49, 3 for 50-69, 4 for 70-89, and 6 for 90-100. When you do this, your Doom increases by 3 more point. So, if you had a Doom score of 64 and failed a roll you could increase it to 65 and play:

*Play the card "The night was dark, stormy, and there was clown makeup in my eye."*

# Chapter 4: Reliability

You might have been concerned while reading Chapter 2: The Star, that your Stats can shift dramatically over the course of play. Keeping your Stats balanced is very important to staying alive in Hurry Hurry. If you have to move a point out of a Stat that has a Value of 1, you do not move anything and instead take 1 point of DOOM. This causes DOOM creep that can be fairly insidious if you run out of points in a Stat.

To help slightly, you will choose 2 Stats that you are Reliable in. When you fail a Reliable Stat, you can choose not to move a point out of it. Essentially, Reliable Stats are expected to always increase over the course of play. Your character's class and your health will be based on the Reliabilities you choose. It is recommended that you choose one Stat with a high value and one Stat with a low value to best optimize your health, or Pool.



# Chapter 5: The Pools



Your overall health, or Pool, is divided generally into Vigil and Grasp. Vigil represents your physical health, but also your comfort level and tolerance to unpleasantness. Grasp could vaguely be referred to as your sanity pool but is more accurately described as your current Grasp on objective reality. One of these Pool's value is going to have a value of 10 plus your highest Reliability, while the other will have a value of 10 minus your lowest Reliability.

Your last Pool is Disposable Income which is a kind of abstracted amount of money you can potentially spend. Loosely it represents a magnitude in dollars that could be spent before consequences ensue.

# Chapter 6: The Suit

Your selected Reliabilities also determine your character's Suit. A Suit is analogous to a character class in other TTRPGs as they provide unique abilities for your character to perform. Choose two of the five Suit specific abilities and write them in the first two slots of the Trade section, then you may choose one additional ability from any Suit so long as it relates to at least one of your selected Reliabilities. Write this in the last slot labeled Extracurricular.

Suits also include a piece of flavor text describing what your most likely role in the story will be and some helpful or unhelpful starting items for you to decide on.

# Chapter 7: The Tie

Ties provide your character's inventory, divided into mundane items, Companions, Treasures, and Spells. Items are mundane things, excluding weapons, that may or may not help your character. Significantly, items used as tools are Reliable meaning if your GM thinks you are using the right item for a job and are not under pressure, you may treat a roll as if it were made in a Reliable Stat and do not need to move points out if failed.

Companions can be a boon to player characters in play and are defined as more than just non-player characters (NPCs). In fact, they must be: (1.) Willing to follow and accompany your character into danger and (2.) Aware of 'The Evil' at play. Generally, a player may possess a maximum of 2 Companions. Here is an example of what a Companion looks like:

*Play a card with the following written on it:*

"Name: John Tutorial      Type: Example

Tank: 3

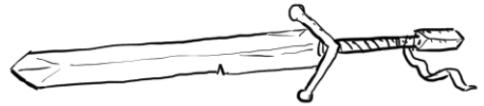


\*If a player recites a sentence from the Hurry Hurry rule book out loud, they may deal + 1 damage to their next attack" Companions most distinguishing ability is their Tank score. A point in Tank may be expended to reduce damage to Vigil or Grasp from a single source to zero. The average Companion also comes with bullet point abilities provided to their accompanying player affiliated with the Companion's 'Type' (listed in the extra materials section).

Remember, you are the heroes in this horror story not NPCs. In Hurry Hurry, if any NPCs including Companions are directly attacked by 'The Evil,' someone must immediately Call Evens or Odds (rolling a die and guessing whether it lands on an even or odd number), on a failure the NPC is killed. They may not die immediately but are 'marked for death' and will die at the earliest convenience. That said, just like a Companion can Tank a shot for their player character, players may tank shots for their Companions suffering an attack to Vigil or Grasp to keep them from harm.

Treasures are significant items found over the course of play. They are both the most general and sophisticated Tie rule-wise as they provide additional abilities and rules. Treasures traditionally come with flavor text and listed Elements relevant to casting Spells. Here is an example:

# Chapter 7: The Tie (Continued)



Play a card with the following drawn on it:

"Name: Worn Broadsword

Elements: Ancient, Chivalry.

Old and holy, this sword once passed through the hands of Roland, to enter the writhing hearts of those impure.

Check Control - Bring down the blade - Deal 1d10 Bang damage to any of a monsters Stats (Chivalry)

Each time this sword is used Call Evens or Odds, on a failure it crumbles to dust (Ancient)"

Spells are meant to be used but not understood. They, like Treasures, come with abilities, usually much more pragmatic and potent. Magic of any form is usually a captured piece of 'The Evil' not to be toyed with or maintained. Remember once again this is a horror game, their effects can sometimes be disturbing. Here is an example:

Play a card with the following drawn on it:

"Name: Walking Lights Element: Ancient



Animate 1d10 light sources to life. The light sources are not under your control but instead will flow like liquid through the air to the nearest, largest, source of unlit illumination at which point the entirety of it will 'turn on' or ignite. If no light sources are present generate a 1-foot diameter glowing orb which will do the same. Touching any of the moving light sources directly causes invisible but severe burns (dealing 1 Hiss to an associated stat or Vigil to a player).

Consequence: On a 10 or Upon Learning 3 Elements.

Glowing Rain / Rupture Lightbulbs / Attract Incandescent-Man "

In the early days of science, it was once thought that "nature abhors a vacuumed" - that in the presence of nothingness the natural world would seek to fill in and generate something from empty space. In this same way in Hurry Hurry, "magic abhors understanding." Whenever a Spell is cast the caster must roll 1d10. On a 10, the GM Reveals Consequence list and describes as the weird bleeds and seeps creating dangers and horrors far more chaotic than the pure evils the characters fight. Just like casting Spells, learning new Spells can be dangerous. If a caster learns of the existence of 3 or more Elements of the same type, all spells of that Element Reveal Consequence. If you aim to play a magician, play carefully.

# Chapter 8: Chapters

You may have noticed how adventures in Hurry Hurry are referred to as Books. Just like Books, Hurry Hurry adventures are broken into Chapters. Chapters are a more novel form of break in this system compared to other TTRPGs. Mechanically Chapters are used by the GM to frame the story and sometimes to apply pressure on the players. A Chapter is played by putting a Chapter Title as a Value 0 Card on the table. For example:

*"Chapter 95: Chapters  
<All Respite Checks may be attempted twice>"*

Some chapters come with specific rules during them represented by the triangular parenthesis, but this can be rare. Additionally, Chapter numbers are ascetic and are as relevant as the Chapter Titles themselves, which is to say, only marginally. There should never be a definitive number of Chapters in a game, but most provided adventures suggest a general Chapter framing to help GMs. GMs running the game should not be afraid of adding or removing chapters based on their relevance to the story and playstyle. Chapters are by minimum a tool to help play.

That said, at the end of each Chapter every Card's value is decreased by 1, then players may choose to increase the value of any Story Card in play by 2 to a maximum of 5. Cards with a value of 0 after this are no longer considered 'in play.'

In between any Chapters, a player may take on 20 Doom to begin a special kind of Chapter called a Respite Phase. Respite Phases are a way for all player characters to heal and recover like a short rest in a more conventional TTRPG. The inciting player may set the scene either presently, so long as there is no immediate threat, or to an agreed-on point in the past. During a Respite Phase players will Check Respite. On a success, they may take 2 of the following actions. On a failure they may only take 1 action.

1. Heal  $\frac{1}{2}$  of lost Vigil
2. Heal  $\frac{1}{2}$  of lost Grasp
3. Earn 1 Disposable Income
4. Remove 5 Doom
5. Spend 2 Disposable Income to gain an approved item or possibly gain 1 random Companion (Call Evens or Odds)
6. Attempt to prevent or delay 1 scenario from happening in the interim



The last two actions require may only be taken if the play can justify how they are attempting them. The Chapter ends when all actions are taken.

# Chapter 8: Mistakes

Some die rolls can be more critical than others. That brings us to the second to last part of the character sheet to be filled out: Mistakes. Contrary to the name, Mistakes can be both good and bad in Hurry Hurry. Mistakes are the past actions, decisions, or habits your character has made that can be exploited for short term gain at long term consequence. A Mistake has two components: A description and a value.

Let's use this as an example:



*Write and place the card*

" Value: 2

Mistake: Stunts (Thrill Seeker)"

Here, your Mistake represents a character trait: you are a thrill seeker who lives for a rush of adrenaline. Let's go back to our previous roll example - rolling Fight (Conviction) to hurt a monstrous foe. Before making the roll, if you can justify how the Mistake has prepared you for the action you are taking, you may mark the Mistake and take -1 to the roll. This value can sum with as many Mistakes that you successfully mark for the roll. There are a few catches:

1. You can no longer mark Mistakes for a roll once your argument is no longer compelling to the GM
2. You can only mark a Mistake once per Chapter
3. You gain DOOM equal to value of a Mistake each time it is marked.
4. GMs can assign Mistakes and mark them if you end up in situations that they would serve you poorly in
5. Critically failing a role that proposed using a Mistake triggers your Panics if your character has them

The last point when Mistakes might show up is during Critical Successes and Failures. If a 1 or 10 is rolled on the d10, you must Call Evens or Odds. If you succeed, Call Evens or Odds on a 1, your action Critically Succeeds: All of your Mistakes become unmarked, and you can play a Card of any description without incurring DOOM. If you roll a 10 and fail, your action Critically Fails, and the GM assigns you one new Mistake and immediately marks it.

Mistakes are selected from a tool called the Panic Web found on the next page. When you have four or more Mistakes on the Habit Web, the lines on the Panic Web will connect forming symbols called Panics. Panics accumulate quickly with extra Mistakes. Panics are specific detriments that occur when you critically fail on a roll you have marked one of your Mistakes for.

# Chapter 8: Mistakes (Continued)

Players start with 3 Mistakes selected from the web with two lines connecting them. The leftmost number on circles of the Web indicates the minimum DOOM required to select Mistakes within them. The Value of Mistakes, increases by 1 for every circle they lie within. Once you select a Mistake, specify what it is by asking what kind of x does my character engage in? For example, starting Mistakes could be Patterns (Art Deco) or Patterns (Fractals), Food (Fine Dining) or Food (Sweet Tooth). For every additional Mistake you take on beyond these 3, subtract d10s DOOM indicated by the rightmost number on the circle they lie within to a minimum of 1 DOOM.



## The Spiral,

*An Unraveling*

Acute Inwards, Acute Inwards

Unit the end of the Chapter roll 1 dummy die whenever you roll - if this dummy die critically fails, you critically fail your roll instead



## The Outstretched Hand,

*A Need*

Acute Inwards, Obtuse Outwards

Lose 1 Disposable Income and gain 1 mundane item of the GM's choice



## The Summit,

*A Dream*

Obtuse Outwards, Acute Inwards

Lose 1 point from any part of your Hearts



## The Jolt,

*An Impulse*

Acute Inwards, Acute Outwards

Move 1 extra point out of the Stat you just failed



## The Ritual,

*A Prophecy*

Acute Inwards, Obtuse Outwards

Suffer +10 DOOM



## The Bow,

*A Bond*

Obtuse Inwards, Obtuse Inwards

Roll a 1 dummy die in secret and count that many players to the left - the next time that player attempts a roll tell them they automatically fail instead of you



## The Blowing Tree,

*A Balance*

Obtuse Inwards, Obtuse Outwards

Switch your Vigil and Grasp scores and decrease one by 1

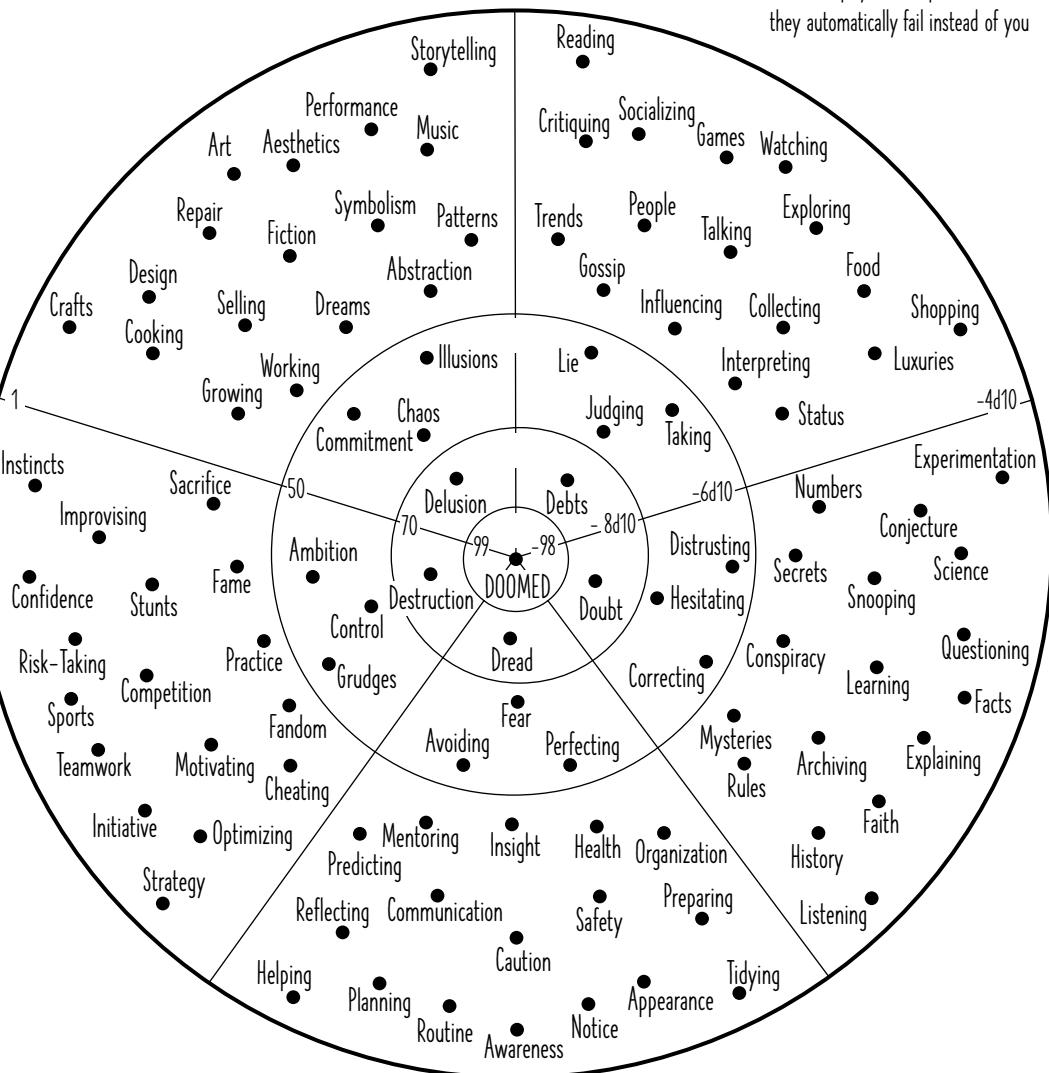


## The Ankh,

*Closure*

120 degrees, 30 degrees, perpendicular

You have found true closure, remove a line between any two Mistakes, Panic effects may likewise be removed

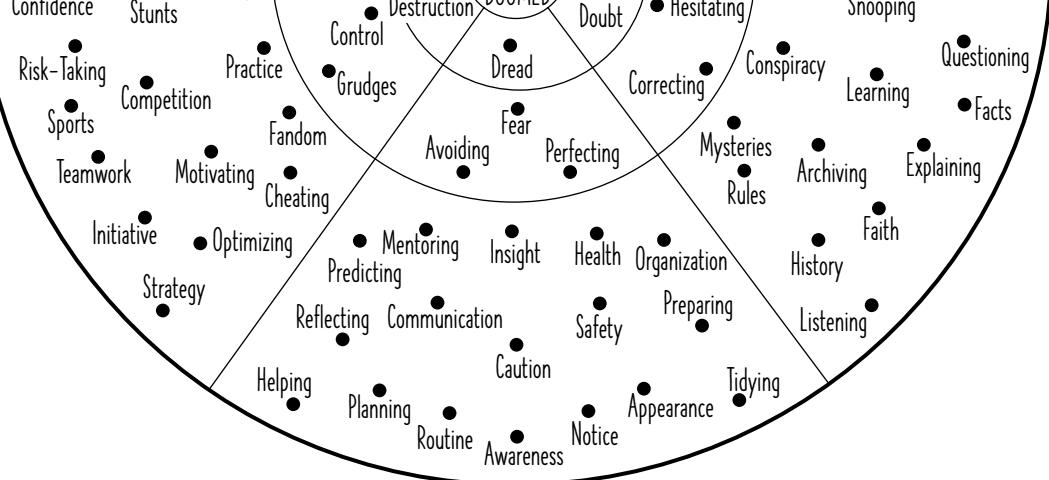


## The Crossroads,

*Healing*

Perpendicular intersecting lines

You have found healing, reduce the Value of the 4 Mistakes on this symbol by 1 to a minimum of 1



## The Terror,

*Violated Laws*

Intersecting lines

There is a cost to breaking rules, increase the Value of the 4 Mistakes on this symbol by 1

# Chapter 9: Combat

One point the use of Mistakes can be critical in is Combat. Combat occurs when an enemy poses a direct threat to you forcing you to either fight or flee. As a consequence, one of the main rules of combat is that the enemy always attacks first. Players receive a handout of the monstrous enemies they encounter. Let's introduce you to an enemy and walk you through how to fight it from there.

Show the following two enemy stat blocks:



Incandescent Man (Player Handout)

Pool Health: 3

Enemy Pools:

"Is Meat": 20

"Has no Holes": [ ]

"Shines Brightly": [ ]

"Sees you": [ ]



Incandescent Man (GM Perspective)

Pool Health: 3

Enemy Pools:

"Is Meat": 20

"Has no Holes": 10

"Shines Brightly": 6

"Sees you": 10

\***Gloaming Ritual:** The Enemy Pools "Is Meat" or "Has no Holes" may not be damaged until "Shines Brightly" is reduced to [ ]

\***Shine Shine:** If a Player reaches 0 Vigil with the unstable Mistake [ ] they rise in 1d10t turns as an Incandescent Man

Moves: 1

1. **Splayed Punch:** Two Players Check Standing, on a failure [ ], otherwise lose 1 Vigil. [ ]

2. **Illuminate Self:** Every Player in the scene Checks Respite, on a failure [ ]

\***Gloaming Ritual:** The Enemy Pools "Is Meat" or "Has no Holes" may not be damaged until "Shines Brightly" is reduced to 3

\***Shine Shine:** If a Player reaches 0 Vigil with the unstable Mistake 'Light Behind your Eyes,' they rise in 1d10t turns as an Incandescent Man

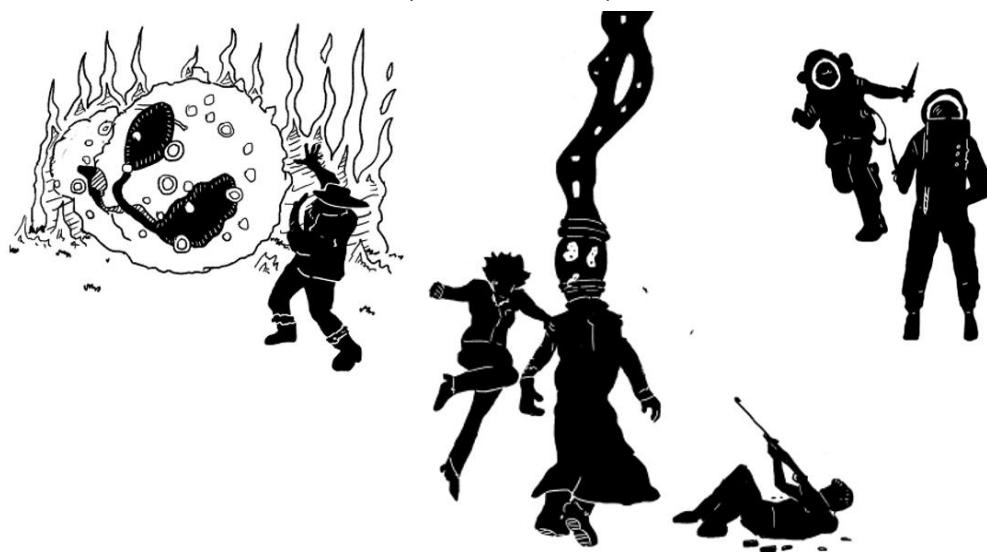
Moves: 1

1. **Splayed Punch:** Two Players Check Standing, on a failure lose 3 Vigil, otherwise lose 1 Vigil. Damage is doubled for each unstable Mistake of 'Light Behind your Eyes.'

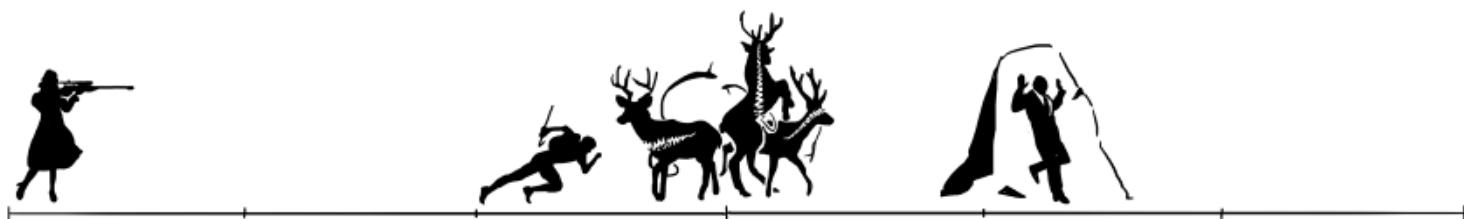
2. **Illuminate Self:** Every Player in the scene Checks Respite, on a failure Players may either lose 5 Grasp or gain the unstable Mistake 'Light Behind your Eyes. You can have multiple of this specific Mistake.'

# Chapter 9: Combat (Continued)

This stat block might be fairly intimidating. Don't worry we will break it down. One thing in particular that you may notice on the sheet is that sections of the foe are redacted. This is to represent the danger that comes with fighting in an unfamiliar encounter. Revealing the sheet, we see that the stat block is divided into Pools, or the health of the monster, at the top, passive effects in the middle, and action moves at the bottom. The top of the threat's sheet has a value called Pool Health which indicates how many Pools must be reduced to 0 before a foe is defeated. Foe Pools are like player Vigil and Grasp but consist of more nebulous phrases like "Is Meat" or "Sees You." These Pools are reduced by taking actions that would harm them. For "Is Meat" or "Has No Holes" cutting, hacking, or shooting might be enough to quickly reduce the Pool to 0, but for the "Shines Brightly" or "Sees You" Pool, players might need to be more creative. Covering the foe with a blanket or running into heavy mist might reduce these Pools. Passive abilities act as rules that make the Combat more interesting while foes get one action to preform on their turn unless otherwise specified. Foes may also move one increment unless otherwise specified on their turn.



Location is defined by the Location box on the character sheet. It describes where each character is and how close they are to the foe: Near, Medium, or Far. When characters move, they may update their Distance Increment by one interval (Near to Medium, Medium to Medium, Medium to Far, or vice versa). They may also change the description of their Location to something approved by the GM ("Behind Rock" or "On its Back"). Locations can be marked like a Mistake and unmarked whenever the Location is updated, but they likewise trigger Panics in the same way. Unless otherwise specified it is assumed foes may only attack Near targets. However, once attacked the players move with the foe, even if the attack misses.



"As Far as Humanly Possible" (Far)

"Up Close and Personal" (Near)

"Behind Rock" (Medium)

# Chapter 9: Combat

Below are the actions that may be taken during Combat. Combat ends when a number of the foe's Pools are reduced to 0 equal to the Pool Health. Should either your Vigil or Grasp hit 0, you "Go Down" and are removed from the scene. At any point you may "Get Up" by moving your points from your remaining Pool into the other but should you "Go Down" again in the same Chapter your Character dies. Combat ends in the foe's favor if all players "Go Down"

<u>Combat</u>				
Roll Actions				
Intent	Action	Typical Skill Used	Effect	
I REDUCE the threat's Pool...	Wound	Any Skill proposed by the GM	Impact	Damage
			None	+1 DOOM
			Light	10 - Roll
			Medium	2*(10 - Roll)
			Heavy	3*(10 - Roll)
I REPOSITION the battlefield and...	Dash	Fight	On Failure	On Success
			Update your Location up to one Distance Category	Update the Locations of any two targets (players, foes, etc.)
I READY my body and...	Brace	Standing	Reduce incoming Vigil damage by 1	Reduce incoming Vigil damage by half
I READ the situation and...	Comprehend	Respite	Reduce incoming Grasp damage by 1	Reduce incoming Grasp damage by half
I INVESTIGATE The Evil and...	Deduce	Discovery	Learn one detail about the foe or environment	Force 1 foe to reveal 1 moves it must take during its next turn
I PREDICT the foe and...	Reveal	Secrets	Reveal 1 written word from a redacted section from the enemy block	Reveal a redacted section from the enemy block
I AVOID the foe and...	Feign	Urgency	Suffer one immediate attack by the threat	Force the foe to use 1 chosen action moves on its sheet
I CHALLENGE the foe and...	Force	Control	Become the target of the threat's next	Change 1 move the Monster will use next turn to an enemy to another
Roll-Free Actions				
Move		Update your Location up to Distance Category		
Use Treasure		Use a specific Treasure or effect that you possess		
Use Spell		Cast a Spell you know		
Improvise		Do anything else reasonable in a TTRPG		

# Chapter 11: DOOM



Like mentioned before, DOOM will accumulate slowly (and sometimes quickly) over the course of the game. When DOOM increases by an interval of 10 (10, 20, 30, etc.), you may increase or decrease one of your Heart numbers by 1. This will be relevant for the next section. When it reaches 100 on any character sheet, stop the game. The GM describes how the players luck has run out, The Evil has caught up with the player and Calamity strikes. Your Vigil and Grasp are both reduced to 1 and you may no longer Push Cards. Should you find a way to decrease your DOOM below 100, you may reset your Pools to normal and Push Cards again.

DOOM is only rolled for once in Hurry Hurry. Should you bring a character from a previous Book to the next, they maintain their DOOM score and must reduce DOOM through the Panic Web until the Book prerequisite is met.

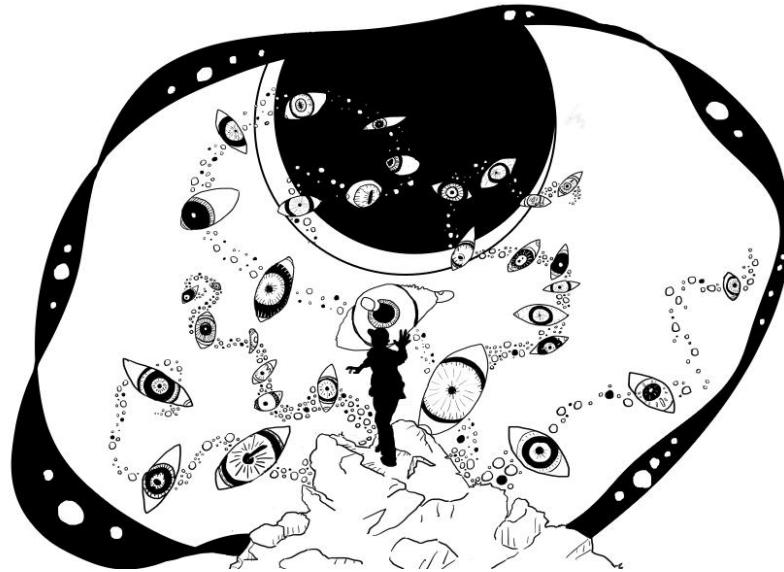
# Chapter 12: The Call

Finally, let's take one more look at where we began. The last part of our character sheet tells us who our characters are, and what motivates them to fight. These stats are called Word and Hearts and are used for a special kind of dice roll called The Call.

The Call is the most potent tools player's have in their arsenal, but it is, in all chances, the least likely action to come up in play. That is because, the Call occurs when a player attempts to push the bounds of the rules or story and see a miracle befall a character or action akin to a narrative 'Deus Ex Machina' or 'Checkoff's Gun.' Generally, the player proposes a vague description of what they would expect. For example, say Brady is the name of your character cornered by Dire Ghouls while investigating farmer Reese McLogan's barn. You might say "Wait, its already established that Reece McLogan was a bit of a pyromaniac. I know I'm cornered by Dire Ghouls here, but if I shot the ceiling to his wooden cabin with my gun, could that detonate some sort of escape route?" In this scenario while, all logic might dictate that "no, Reece McLogan would not store barrels of gunpowder in his log cabin" or "Such an explosion would certainly kill Brady and not just clear a hole," if it would be narratively fulfilling to see a miraculous, albeit dangerous, escape via pyrotechnics, the GM could propose a Call Roll.

Three things are required. First, the Character's Word phrase must be relevant to the scene at hand, we will get into what that means later. Second, player must match a Heart phrase to a Card at play and explain how that helps them achieve their miracle. Hearts are divided into Limits, Traumas, and Aspirations and comprise of phrases answering the respective prompts "What I dare not relive," "What I must never do," and "What I would give anything for." Third, there is always a cost, players lose Vigil, Grasp, or Disposable Income equal to the Heart number they are using.

## Chapter 12: The Call



In our example, Brady's Limit Nature could be "Like, Papa... I'll never miss a shot" Value 7 and his Trauma might be "I never want to be caught again" Value 5 and there might be Cards at play like "It smells like crude oil in here" Value 5 and "Your surrounded" Value 3. It is up to the player to propose and justify how those two phrases come together. You might describe how Brady takes a crack shot only guided by his nose and accidentally ignites an old tractor engine, clearing his escape.

To succeed a Call Roll, take 2d10 and roll them together as a d100. You must roll under the multiplied Value of your Heart with the Value of the Card you cited. If you can pay the cost, you may do this twice using two different Hearts and Cards and roll under their sum. So, pairing "Like Papa... I'll never miss a shot" with "It smells like cured oil in here" and "I never want to be caught again" with "Your surrounded," Brady would have to roll under  $7 \times 5 + 5 \times 3 = 50$  at the cost of 8 damage.

Knowing this, let's take some time to write down your Hearts and last your Word. Your Word is a secret phrase hidden from all other players that defines your character. Indiana Jone's Word might be "For Fortune and Glory" and James Bond's Word might be "License to Kill." In our examples let's say Brady's Word is "I am a Sole Survivor." You can only reveal your Word once per Book and must do so when the Call Roll is made. A Call Roll can only be made if it is relevant to your Word, otherwise it fails.

*GM, for this last part of writing down the Word phrase I recommend giving a time limit set to the end of a song. If you need recommendations try The Doors 'People are Strange,' R.E.M.'s 'It's the End of the World as We Know it (and I Feel Fine),' or Dicky Lee's 'Laurie.'*

Thanks for playing and game on!

# Epilogue: Level Ups

When a character survives a Book, they may choose to rotate their Reliabilities left or right. These rotations reveal what the character has achieved (good or bad) between Books and come with level up perks. The first time you pass a Stat connection you may gain the ability marked 1., the second time you pass a Stat connection choose from either ability marked 1. or 2. and so on.

Clockwise

## Sympathy to Clout

1. You have gained a platform of moderate fame; a fair booth, a news highlight, a YouTube channel (And establish one NPCs contact who is 'a fan')
2. You have received a brand deal or sponsor for your platform (The GM may provide you ways of earning Disposable Income by fulfilling the sponsor's requests)
3. Gain a 'Trust' (Somewhere with its own source Disposable Income to spend on purchasing decisions so long as their 'board of directors' approve)

## Study to Sympathy

1. You have learned a new hobby or interest (Carry over or write a new Mistake on your sheet unconnected to the Panic Web)
2. You have gained a community who share in your passion or interest (Gaining companions in Respite Phase is guaranteed so long as it is from this group)
3. Establish a 'Society' (Companions may interact and exchange train in one another's trait abilities here)

## Paranoia to Study

1. You have inherited a home base or somewhere you feel comfortable in (Players gain +2 Vigil for each Respite Phase spent here)
2. You have discovered a specialized secret room or new installation of your home base (You may Push rolls related to this specialization while in this room)
3. Choose a 'Sanctuary' you possess (The Evil cannot penetrate this location)

## Subterfuge to Paranoia

1. You and one other of your choice know the truth behind a conspiracy (Whenever you reveal something significant about it, unmark a Mistakes)
2. You have dug deeper, connecting this conspiracy to any other conspiracy or mystery at play (Whenever evidence of this conspiracy is destroyed gain +1 Grasp)
3. Learn the name behind a 'Conspiracy' at play (If called they will answer)

## Violence to Subterfuge

1. You an adversary that is plotting against you (Learn about one of their moves every time you take a Respite Phase)
2. Learn about your adversary's network and resources (Gain illicit access to one of their contacts or sites)
3. Incite a 'Catastrophe' in an institution of your choice (It will stagger them)

## Conviction to Violence

1. Establish an enemy you have been hunting (+1 damage to all enemies of this type)
2. Those you are hunting now know to run (Lesser servants of a type you are hunting start with one of their reduced Pools reduced by 1/2)
3. Become 'Known' like a warning bell to the Evil you hunt (They will hesitate before confronting you)

## Clout to Conviction

1. Describe a special event you have been training for (Start the next Book with one Value 6 Card relating to this special event)
2. Describe why the stakes are even higher for you to succeed at this next special event (Do not reduce the value at the end of Chapters of Cards relating to this special event)
3. Become 'Skilled' in a specific avenue (No one, no human being, is better than you at this one very specific thing)

# Epilogue: Level Ups

Counterclockwise

## Clout to Sympathy

1. You fall from fame due to a scandal, but have kept some friends you made along the way (+ 1 carry over of a Companion)
2. Describe why you are now infamous in the world of your peers; this misunderstanding strengthens the resolve of those who remain (Your starting Companions gain +1 Tank)
3. You are who you surround yourself with; those who follow closest will never leave you (You have no limit on the number of Companions you may take)

## Sympathy to Study

1. Lose a valued pass time; You need to devote yourself fully to understanding this bizarre world (Gain + 2 Maximum Grasp)
2. You have isolated yourself in your studies, it's probably for the best (Gain 1 Grasp for each 10 DOOM you suffer)
3. You know limits of human comprehension; You just have to do the proof (On the Respite phase you may Heal your Grasp to full instead of half)

## Study to Paranoia

1. Lose something that once brought you comfort, you hope 'they' will appreciate the sacrifice (Gain + 1 GM assigned Spell)
2. You have done something you know to be wrong, 'its' gift is yours now (Take one effect off of a Treasure and write it directly on your character sheet)
3. You have changed... perceptibly... imperceptibly?... Permanently; The odd bleeds through your very heart (When you see a Spell cast, you may force it to Reveal Consequence by checking Secrets)

## Paranoia to Subterfuge

1. Describe a person or group you no longer trust; Now even your plans seem to have plans (Gain 1 Disposable Income)
2. You have lost access to a valued space; You now plan to keep what is precious on you (Gain your Extracurricular and Legacy Suits starting items)
3. You never make Mistakes, only plans within plans within plans (Redraw the lines on your Panic Web)

## Subterfuge to Violence

*Describe how your training regiment keeps you sharp.*

1. Describe who is hunting you; The chase is refreshing (+ 2 Maximum Vigil)
2. Describe how your worst impulses got the better of you, it must have been quite exciting (Every time you reduce a Pool to 0 gain 1 Vigil)
3. You have become a being of killer instinct (Increase the Impacts of damage by 1 category)

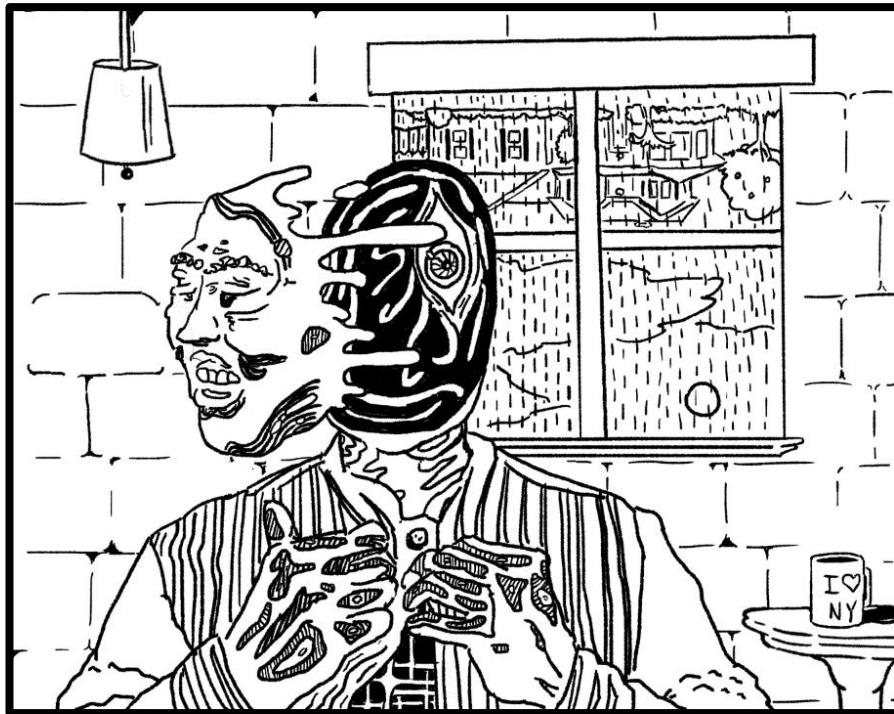
## Violence to Conviction

1. Describe how you have fallen into old habits, at least you don't seem to need new tricks (Choose 1 Mistake, when you mark it subtract an additional -1)
2. You just are making a big gamble and something you love is on the table, but your luck has not failed you yet (In Combat, when you Call Evens or Odds roll one additional die and take the better)
3. You fight The Good fight (Gain 3 Combat actions instead of 2)

## Conviction to Clout

1. Describe an important milestone you missed; You were busy collecting trophies of strange things and better days (+1 carry over of a Treasure)
2. Describe a routine you once had, it now feels like a past life (+ 1 Legacy Suit ability)
3. You have lived your life well; You now guide others to follow the better path (You may donate any 1 ability on your character sheet to any other Player for 1 Chapter)

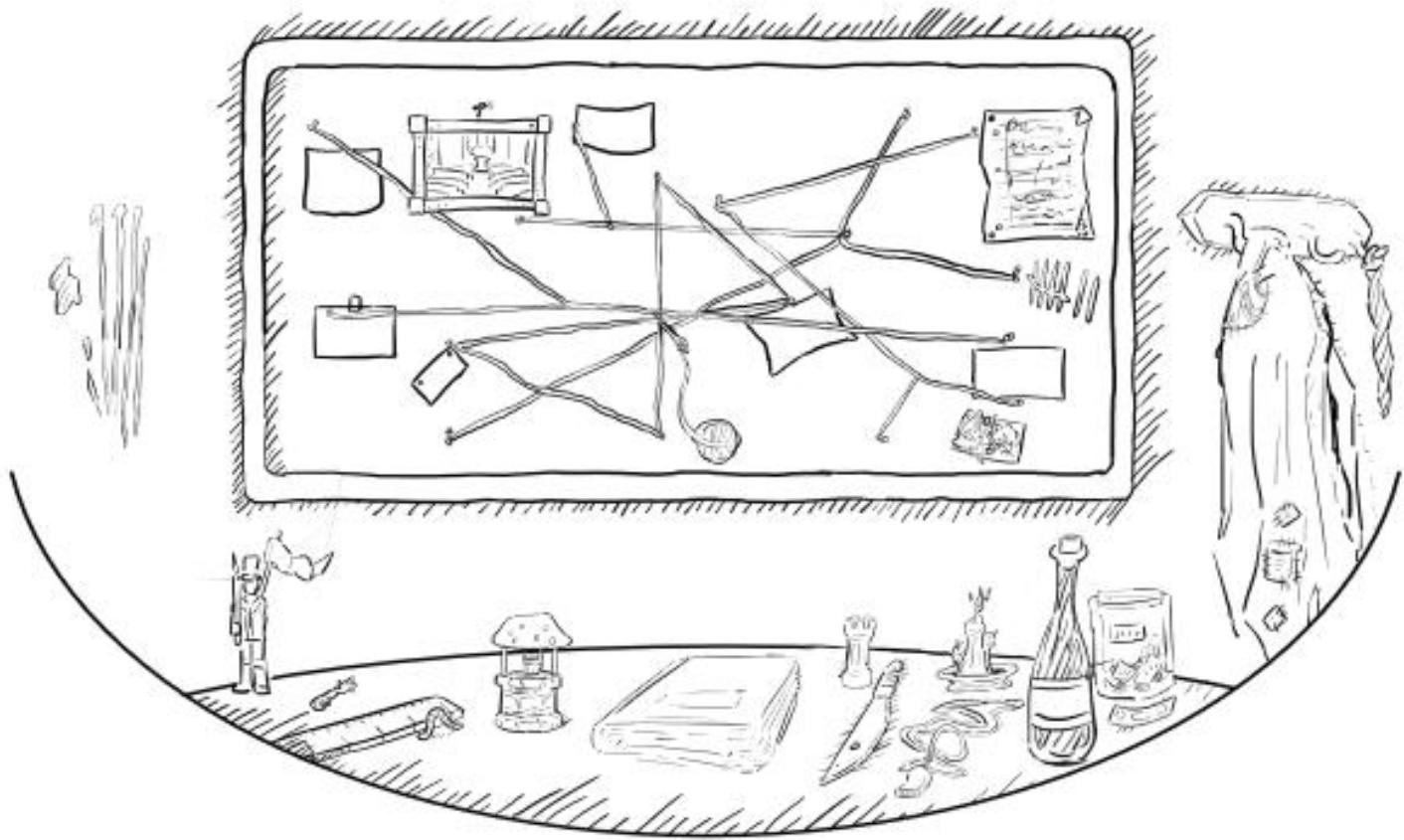
# Hurry Hurry Supplementals:



## Table of Contents

- |    |                 |       |
|----|-----------------|-------|
| 1. | Suits           | 21-28 |
| 2. | Level up Perks  | 27-30 |
| 3. | GM Material     |       |
|    | A. Treasures    | 31-33 |
|    | B. Companions   | 34    |
|    | C. Spells       | 35-38 |
| 4. | Penny Dreadfuls | 39-41 |

# Suits 1



## The Arm

... to move mountains and topple walls

Violence, Conviction,  
Disposable Income: 2

*,,, determination, and two weapons of choice.*

- 1: You can break any object. Check Violence (Raw Stat) to do it. If you fail, you know what it will take to break it.
- 2: You may always deal +4 damage to Pools in combat.
- 3: When you use Fight or Control to Reduce one monsters Pool, you may deal half damage to another monster provided their Pool is the same.
- 4: Once per Chapter, so long as your Vigil is below 7, you may roll 1d10 and add it to the amount of Vigil you have. This number cannot surpass your initial Vigil score.
- 5: When your Vigil or Grasp is Reduced to 0, take 3 more additional actions before you 'go' down.

## The Cork

... to welcome in and to celebrate

Violence, Clout,  
Disposable Income: 4

*,,, common decency, and friends in high places.*

- 1: So long as you spend time with another player during a Respite Phase, they gain an additional Respite Action
- 2: You may spend 1 Disposable Income to stabilize all of your or another's Mistakes
- 3: Start every Book with access to 2 Companions
- 4: When you end an encounter on bad terms with someone, play a Value 4 Card
- 5: If your Disposable income is ever 2 or below, you may take 5 Grasp damage to gain 4 Disposable Income

# Suits 2

## The Dollar

... to spend, shimmer, and be spent

Clout, Conviction,  
Disposable Income: 5  
*..., a routine, and a salary.*

- 1: When any other player spends Disposable Income, you may choose to Check Standing, on a success gain the Disposable Income spent.
- 2: Play a Card by spending 1 Disposable Income.
- 3: You take 1 less Grasp damage if you can justify to your GM why this Grasp suffered is actually part of the monotony of your everyday work routine.
- 4: You may instantaneously spend 1 Disposable Income to succeed a check.
- 5: At the beginning of every Chapter, make a bet on what will happen in the next chapter. The DM will allow you to bet the following money. 1 Disposable Income = A Safe Prediction, 2 Disposable Income = 2 A Believable Deduction, 3 Disposable Income = A Wild Suggestion. If you are correct, you earn double the Disposable Income back. This bet is kept secret between this player and the GM.

## The Rook

... to stand, when nothing else will

Violence, Sympathy,  
Disposable Income: 2  
*..., a weapon of choice, and an unbroken promise.*

- 1: When you knowingly move towards danger play suffer 3 DOOM and play a Card.
- 2: Every time you move a stat point, Call Evens or Odds. On a success, do not move the point.
- 3: You may set all incoming damage you would take to 0, every time you do this, remove one point from one of your Reliable Stats entirely out of the Stat Wheel. This lasts until the end of the Book.
- 4: When you take a point of Vigil damage from an attack or environment effect, roll 1d10. If that number is above your current Vigil, you may take one immediate action.
- 5: Before receiving damage, you may choose to take 3 points of Vigil damage. If you do this, all damage and effects that would affect you fail to do so.

## The Shoulder

... to lean on, when all else has gone

Conviction, Sympathy,  
Disposable Income: 1  
*..., a beverage of choice, and a smirk.*

- 1: If another player uses your highest stat when you are in the same scene as them, you may play a Card.
- 2: Anytime a Player is told to gain a Mistake and mark it, you may mark it on your sheet instead.
- 3: You may call safety, when you do so the GM rolls a blind d10 roll. No immediate harm may come to anyone, friends or foes, for this blind roll's number of turns (Or for 10 seconds x roll for out of combat uses). You may not use this ability again until you succeed a Call Evens or Odds at the end of a chapter.
- 4: You may use your Mistakes to reduce other player's Rolls. If the Roll Critically Fails, you Panic instead.
- 5: At the beginning of a chapter, you may play a Value 4 Card that describes a player character you met, you may only play one card per player character.

# Suits 3

## The Alms

... to bear the last, the first, and all inbetween

Clout, Sympathy,

Disposable Income: 3

*..., respect, and something very important to say.*

- 1: When you take the READY/Dodge action in Combat you may share the effect with another player in the same scene.
- 2: You may use an action after you take Vigil damage to heal another's Vigil by half of the damage you have received.
- 3: You are always able to find someone. Check, Respite or gain the mared Mistake 'Awkward Reunion.'
- 4: Choose two bullet points instead of one when you take a mundane Companion.
- 5: You know when players are in danger, even if they are in different scenes as you.

## The Flag

... to see the fight ended, won or lost

Violence, Study,

Disposable Income: 2

*..., a common weapon of choice, and something worth dying for.*

- 1: Once per Book, at the beginning of a Chapter, you may choose the exact scenario the players now find themselves in. The GM may require a Vigil, Grasp, or Disposable Income cost for this scenario to occur.
- 2: Always hit your first attack in Combat rerolling the die until you succeed.
- 3: When you are damaged by a foe, learn something that would deal medium to heavy damage to them in return
- 4: When you Reveal in Combat you also Predict and vice versa
- 5: You are always near a weapon dealing Medium or greater Impact, Check Control as a free action to find it

## The Velum

... to see that the ink is not lifted from its page

Conviction, Study,

Disposable Income: 2

*..., chalk, or pens, or paper, and an unshakable worldview.*

- 1: As an action you may discard a Card, explaining away how your character finds it to be a trivial observation. After this, you may divide its Value amount of Grasp between any number of players. Players that heal from 0 Vigil or Grasp do not take penalties as through the 'Get Up' action.
- 2: If a Value of one of your Stats is 1, you may substitute your Conviction Value for it instead
- 3: When rolling dice, you may round the die how you see fit. Ignore where the book says round up or down, you choose.
- 4: At the beginning of the Book, write down three questions. Whenever one of your questions is answered, you may play a Value 5 Card that answers the question and replace it with a new related question.
- 5: You may set Grasp damage you would take equal to 0 by marking any Mistake. This may only be done once per Mistake per Book.

# Suits 4

## The Collar

... to tie all things between plan and consequence

Clout, Study,

Disposable Income: 3

*..., many rumors, and somewhere to tell them.*

- 1: You may use an action to reorder, add, and subtract, one word on a Card at play. When you do this take 1 Grasp damage per word added or subtracted. If the Card's writing completely contradicts what was written prior to your edits reduce your Grasp by half.
- 2: At any point, you may use an action to play a Value 4 Card. When you do this gain a marked Mistake with a description that is the same as the Card.
- 3: During combat and intensive scenes, player and monster actions happen in the order you dictate. All events must still happen.
- 4: Whenever you succeed a Check Discovery to reveal a mundane clue gain 1 Grasp.
- 5: Whenever you take an Interlude Option, you may learn one relevant piece of gossip and gain 1 Vigil.

## The Candle

... to light the dark, in all ways

Sympathy, Study,

Disposable Income: 2

*..., a responsibility, and something proving that you're actually helping.*

- 1: Once per Chapter you may use an action to Decrease 10 DOOM on any player. When you do this, take 4 Grasp damage.
- 2: Heal 2 Grasp to your initial value at the beginning of each Chapter.
- 3: You may use an action to convert any amount of Vigil to twice its value as Grasp. If you do this, you cannot heal your Vigil until the end of the Chapter.
- 4: Once per chapter, you may set one willing player's Grasp score equal to yours.
- 5: The damage you deal is always equal to the difference between your Vigil and Grasp Pools.

## The Scrape

... to forget the bleeding, but never the fight

Violence, Paranoia,

Disposable Income: 1

*..., a grudge and a death wish.*

- 1: Every chapter your reliabilities rotate one in a direction you choose. If you rotate through every Stat in this way, heal Vigil or Grasp to full.
- 2: So long as someone has not seen you before, or is not actively looking for you, they will not be able to accurately identify you.
- 3: Whenever you mark a Mistake heal your Grasp by the number of previously marked Mistakes you have.
- 4: If over half of your Mistakes are marked, deal double damage.
- 5: Whenever you mark a Mistakes heal your Vigil by the number of previously marked Mistakes you have.

# Suits 5

## The Tally

... to count the corpses and check the locks

Conviction, Paranoia,  
Disposable Income: 2

*..., preserved foods, or blurry photographs, or a calendar, and possibly a safe room.*

- 1: You always know the particular reason that the GM named the Chapter title.
- 2: You may sense any unnatural presence in the scene. If there is none you still receive false, presences. You may spend 1 Grasp to be sure if this presence is real.
- 3: You may suffer 5 DOOM to reroll any other players die, explain how you subtly helped them prepare for this moment.
- 4: You may always move one point into Paranoia and heal 1 Grasp.
- 5: You may suffer 5 DOOM to take another action in Combat. Your turn ends if you fail a roll.

## The Autumn

... to see the winter's face before it comes to dine

Clout, Paranoia,  
Disposable Income: 2

*..., an unwise obligation, and an uncanny friend.*

- 1: At the beginning of the game, write down 4 Cards and show them to the GM. With approval, shuffle them and have the GM pick 3. The GM must play these cards as if they were Value 6 Scene Cards during the game.
- 2: If you can perceive something strange, Check Standing. On a success you may name it. Learn a name it goes by, something about its true name, or something it desires. On a failure the source of the strange thing is aware of you.
- 3: Anyone affiliated with the supernatural treats you as one of their own until given a reason to suspect your allegiances.
- 4: When a Companion is killed or player 'Goes Down' due to your actions or advice, play a Card and heal either your Vigil or Grasp to full.
- 5: Start with the Treasures Grandfather's Cork and Grandmother's Red String.

## The Parish

... to commit unwitting blasphemy

Sympathy, Paranoia,  
Disposable Income: 2

*..., an unwavering faith, and a sinking feeling.*

- 1: Whenever anyone takes damage, you may instead distribute it onto a Card, subtracting the damage from the Value of the Card to a minimum of Value 1.
- 2: You may use an action to reduce your Grasp by 1 and play any discarded Card at Value 2.
- 3: At the end of a Chapter, you may subtract the Value of any number of Cards and add it to another Card's Value to a maximum of Value 6.
- 4: So long as you are involved, Players always take their minimum Heart in damage from a Call.
- 5: Once per chapter you may discard a number of Cards of your choice and deal damage to a creature equal to their Values' sum.

# Suits 6

## The Whistle

... to warn the sleeping, that the hounds are here

Study, Paranoia,  
Disposable Income: 2  
*..., The Sense, and possibly regret.*

- 1: You may treat any phrases on your character sheet either already written or written with instruction, as a Value 5 Card that can be pushed once per Book.
- 2: Gain a random Spell.
- 3: If you witness an effect created by a spell or ritual that is possible for a human to learn, you may attempt to replicate its effects. Check Discovery, on a failure Reveal Consequence.
- 4: Whenever you enter combat, you may immediately cast a spell without using an action.
- 5: If you encounter a spellcaster, you know it. Additionally, if you desire you may Check Secrets and learn casters choice of 1 the spells they know.

## The Well

... to go deeper, deeper and deeper still

Conviction, Subterfuge,  
Disposable Income: 2  
*..., tools for breaking and entering, and lots of evidence.*

- 1: When you lie and get away with it, play a Value 3 Card.
- 2: You may spend 1 Grasp to force someone to answer a question.
- 3: Whenever you move into immediate and knowing peril you may ask the GM one question relating to the situation you find yourself in.
- 4: Every time you fail a roll the GM provides you with an answer to the question "What should I have done instead?"
- 5: Instead of making an attack roll you may move one point into Conviction and declare something you believe to be true about the thing you are fighting. If the GM agrees that this statement is true, and relevant to the attack you are making, you immediately hits dealing 4 damage. If this statement is not only true but revealing of the fabric of a larger part of the story, the GM may treat your attack as a Critical.

## The Jacket

... to swear all is well, no matter the truth

Clout, Subterfuge,  
Disposable Income: 3  
*..., a jacket, and the right tools for job.*

- 1: In any scene, you cannot be attacked first.
- 2: At any point you may spend one Disposable Income to set the number on a damage die to a number of your choice.
- 3: At the beginning of the book, talk to the GM and establish a 'job' for you to do, Gain a companion, a standard item, and a weapon related to the 'job.' At the end of every chapter the GM blindly checks your Clout (Raw) for the companion, and Subterfuge (Raw) for the item and weapon. On a success keep the items. On a failure the companion defects or the item, or weapon is defective.
- 4: You always know the quickest way out of any situation.
- 5: If your Vigil is reduced to half of what its value was the beginning of the chapter you stay at this half value for Vigil and may immediately hide. Check Urgency on successive turns to stay hidden. So long as you are hidden in this way the everyone presumes that you are dead.

# Suits 7

## The Pocket

... to pocket the unloved and share its beauty

Sympathy, Subterfuge,  
Disposable Income: 2

*..., a lot of something, and not enough.*

- 1: Your Disposable income may be spent below 0, (but you become indebted) If your Disposable Income is below zero, when you take damage you also take Grasp damage equal to this value to the damage you take.
- 2: You may spend 1 Disposable Income to attempt a Respite roll. On a success, you have a convenient item on hand. If it is too rare or bulky for you to carry on you, you know exactly where to find one.
- 3: Whenever you meet a new character, you could immediately Check Respite. On a success you gain -1 to all actions made to influence them. On a failure, for the rest of the Chapter, you take +1 to all actions so long as they can perceive you doing it.
- 4: You may use Sympathy instead of Study to identify any item using Secrets. If you succeed you also learn the last person who owned this item and generally how many times it crossed hands before someone 'owned' it.
- 5: When anyone spends Disposable Income, you gain the benefits of their purchase as well.

## The Knife

... to cut all that displease it

Violence, Subterfuge,  
Disposable Income: 3

*..., a shady past, and an illicit weapon of choice.*

- 1: You always know the best way to scare someone.
- 2: You may spend 1 Disposable Income at the start of a Chapter, to make evidence of a past mistake "disappear"
- 3: You may do any ability using the Violence (Raw Stat), if you do this treat Violence as if was the least effective stat for this ability.
- 4: When another player other than you Panics heal 3 Vigil, if two players other than you Panic heal your Vigil to full
- 5: For every Player with DOOM above 80 take -1 to your next roll

## The Needle

... to lead all of the strings to a single point

Study, Subterfuge,  
Disposable Income: 2

*..., Venetian blinds and a view at the bigger picture.*

- 1: Write on your character sheet the words "Who?", "What?", "When?", and "Where?". During a book you may write down one answer per chapter under each question. Once all the questions have been answered you may ask the GM "How do these relate?". They may respond by providing you the "Why" or "Why Not" allowing you to ask again the next chapter.
- 2: You always know if someone is lying.
- 3: The GM gives you the writing of each person's Word. Before the end of the book, you may try to deduce from the list the written word of a player. On a failure, you may not try again for that person for the rest of the Book. On a success, one player may perform The Call roll free of cost.
- 4: Once per Chapter you can tell the GM that you preserve the scene. You remember the exact details of this scene you're in from your perspective.
- 5: When you take the Predict action in Combat you predict one of each foe action

# Suits 8

## The Inch

... to know ones place under giants, yet measure their hours

Paranoia, Subterfuge,

Disposable Income: 2

*.., nothing and patience.*

- 1: Before a Chapter begins you may Call Evens or Odds as many times as you like. Write down your number of successes and lose one Vigil on a failure. for the next chapter, you may spend one of your successes to steal something from or plant something on someone with no suspicion.
- 2: You always know the safest place to rest or hide in any scenario or the most likely consequence of resting or hiding in an unsafe place.
- 3: So long as you do not take both the Rest Vigil and Rest Grasp actions on a Respite Phase, you may take two more additional respite actions.
- 4: If you attack an unsuspecting target with Subterfuge, deal 15 damage.
- 5: Check Secrets, on a success you are aware of anyone entering or exiting the threshold of current or adjacent rooms to you. If you are outside, you have no such benefit but are aware of whether or not you are being watched.

# GM Material: Treasures

Name: Your Finger

Element: Fractals

*A finger. Your finger. Sent from the future in a tidy red box. Hold onto it for safe keeping - it is one of yours after all.*

Roll a d10. Mark the number on the treasure section of your sheet.

This number rolled is the amount of time - in hours you have to pass the finger on to someone else before your fate is sealed.

So long as you possess this finger you may always push the phrase "I am destined to lose a finger of my choice" as if it was a Card

If you lose ten fingers in this way, mark on the Mistakes portion of your character sheet "Becomes Worm."

Name: The Lobe Needle

Element: Fashion

*A needle once used lovingly to make scrubs for a local hospital. If only they noticed out of what.*

If a player's Vigil is below 5 you may heal this player for 1 point of Vigil. If a player is healed multiple times this way in a single book roll 1d10. On a 10, the player takes 5 points of vigil damage instead.

During a respite phase a player may use a study roll to learn to perform the "Lobotomy Ritual" with the Lobe Needle.

GM Only: Lobotomy Ritual

Name: Spy Glass

Element: Knowing

*A glass shard taken from the second story window of a McMansion, where a Peeping Tom saw too much. It fits snugly into your hand.*

This treasure is a weapon that's deals one point of damage upon attack. Every time this treasure attacks a separate d10 is rolled for the following effect:

The wielder of this treasure chooses six "lucky numbers." If the d10 lands on any one of these numbers, the wielder may choose to double the damage dealt and roll the d10 again.

For any lucky number rolled, the wielder must choose one of their five senses: Taste, Touch, Smell, Hearing, or Sight. The wielder now perceives both their own experience in this sense and the future experiences of their target.

If the wielder shares all five senses with a single target, mark on the Mistakes section of their character sheet "Psychic Death."

Name: Sonhein Beans Element: Irresistible

*America's favorite snack. If only the mascot was quite so disconcerting.*

A can of Sonhein Beans may be given to any NPC who will be immediately compelled to perform a "favor in kind" to the can's former owner.

# GM Material: Treasures Continued

Name: Coffin Needles

Element: Safety

*Dull iron needles used for burying the dead, though admittedly, more practically used by the living.*

You gain 2d10 of these treasures.

Dropping 2 Coffin Needles on any pain of glass will create crack patterns pointing to the nearest eldritch behavior.

Instead of dealing damage with an attack, the player may instead choose to "bury a Coffin Needle" into an eldritch creature. Doing this will prevent it from moving for one turn and cause one target each combat round to take -1 to either an attack roll or a forced defense roll.

During a respite phase a player may use a study roll to learn to perform the "Harvest Coffin Needle" recipe.

GM Only: Harvest Coffin Needle

The player learns how to produce 1d10 Coffin Needles during a respite phase by following the set of instructions.

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]

Name: Walden, The Second Draft

Element: Loneliness

*An original copy of Henry David Thoreau's Walden. Strange flowers and leaves are pressed into every page after page 73.*

The player who holds this treasure may make a discovery roll to read the book. So long as the book is being read they may choose any number of willing creatures in sight. These creatures traverse with the reader into a melancholy quiet forest and remain there until the player finishes reading the book. The player reads the entire book after about 3 hours and 16 minutes to read.

Name: Grandfather's Cork

Element: Iron

*It smells of deep memories, wine and old, old cigars.*

Start with a Call 5s amount of these. One may stare into the wood, or place the cool item on a panicked forehead, its users contemplating the weaving holes, odor, and softwood. Immediately, without action, either target receiving the effect, or the person applying it may, Check Secrets, or Check Respite, respectively. On a Success the target heals 2 Grasp. This 2 Grasp is lost if the applier touches Steel or Rust in the next hour after healing.

The player may use a Respite Action to Check Clout and attempt to dig up Grandfather's Log. On a success, the player learns "Grandmothers Crafting" and may

GM Only: Grandfather's Log



# GM Material: Treasures Continued

Name: Grandmother's Red String

String Element: Copper

*She always said to keep it close. For string, son, binds and it will keep us all together.*

Start with a Call 5s amount of these. One may be tied around any wound, grievous or simple, in a peaceful knot. Immediately, without action, either the target receiving the effect, or the person applying it may Check Respite, or Secrets, respectively. On a success, the target heals 2 Vigil. This 2 Vigil is lost if the target crosses running water within the next day.

Spirits or ethereal monsters may not willingly pass red string without reducing their health by 10.

GM Only: Grandmother's Crafting

If the player has not learned Grandfather's Log, they must accomplish that first.



Name: Conspiracy Web (True)

Element: 

*What a fool I was. It was right under my nose... here. Waiting To Be Found.*

GM Only:



# GM Material: Companions

\* Indicate choose one

Name: \_\_\_\_\_ Type: Thug  
Tank: 4

\*Everytime any Thug takes one point of Tank their player may make take an immediate action

\*When a player makes an attack action, they deal 1 additional point of damage for each companion they have so long as this Thug remains as one of their companions

\*If the player possesses multiple Thugs at a time, neither die if they hit zero tank, instead each remains unconscious and dies only if all other Thugs under a PC hit zero. Monsters may still kill Thugs by attacking them directly.

Name: \_\_\_\_\_ Type: Psychopath  
Tank: 3

\*The player may spend one tank on a psychopath once a book to forcibly add another NPC to the party if the GM finds it reasonable

\*The player may spend one tank on a psychopath a turn to set a weapon related die roll to a number of their choice. (For example, dealing maximum damage).

Name: \_\_\_\_\_ Type: Reliable  
Tank: 3

\*Once per Book a subterfuge roll you make succeeds

\*If this companion takes tank call Events or Odds. On a success they take no tank instead.

Name: \_\_\_\_\_ Type: Date  
Tank: 2

\*The player at any point in the game may heal two Vigil or two Grasp so long as this Companion remains on them. Only one player may heal this way per Chapter. If this companion is targeted by a monster the player may spend one point of Grasp or Vigil to save them.

Name: \_\_\_\_\_ Type: Friend  
Tank: 2

\*Once per Chapter you may reroll an Evens or Odds roll

\*Once per book choose a chapter. This companion cannot die in this Chapter.

Name: \_\_\_\_\_ Type: Sacrifice  
Tank: 3

\*When this companion dies take -1 in an ability of your choice for the rest of the Book.

\*Every time this companion takes a point of Tank you may roll Study. On a success cause one spell Consequence of your choice to occur to them. On a failure the GM chooses one Spell Consequence to occur to them.

Name: \_\_\_\_\_ Type: Child  
Tank: 2

Every time the Child takes a point of Tank take one point of Grasp.

Monsters may not target 'good' children directly.

\*Should you fail a roll you make Call Evens or odds on a success the child succeeds at the attempt for you, this ability works once per chapter.

Name: \_\_\_\_\_ Type: Cultist  
Tank: 2

\*When this Companion dies gain a Spell of the GM's choice.

\*When casting a Spell, you may delay consequence until the next time you cast the spell or until this Companion dies whichever occurs first.

# GM Material: Spells

Name: Fix Bones

Element: Corpse

Choose two segmented pieces of bones on a target body. These two bones become permanently locked in place and cannot be broken in the fixed place by any means.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Bone Whisper / Bone Transfer / Clatter Wake

Name: Expunge Remorse

Element: Mercy

This spell must target oneself. Choose a traumatic event in the past 7 weeks. Remove this episode from your memory leaving a blurry recollection of what happened. When this occurs remove as much Sympathy as you desire. For each 1 Sympathy removed and gain 4 Grasp. If your Sympathy falls below 1 while this spell is cast, reveal consequences.

Consequence: On a 10, Lowering Sympathy below 1, or Upon Mentioning 3 Elements.

Apathy Addict / Brain Golem / Repeat Mistakes

Name: Spare True Grieving

Element: Mercy

Choose a corpse you can touch. On casting this Spell, you minorly alter the memories people once shared with this person in life in such a way that this body would no longer be recognizable by the people the dead once knew. If this Spell has already been cast on a corpse in this way, reveal consequences.

Consequence: On a 10, or Upon Mentioning 3 Elements.

False Resurrect / Attract Interloper / Delete Memory

Name: Blemish Self

Element: Beauty

Choose a feature on yourself or an ally. For the next 3 hours, or until you decide to end the spell, a feature on the target's body becomes so distracting it becomes the most importance piece of them. Anyone interacting with a person with this spell cast on them will interact with them normally. However, upon recalling the interaction, all perceive them will realize that they cannot recall the person they interacted with, only their distinguishing feature.

Consequence: On a 10, or Upon Mentioning 3 Elements.

Self Invisibility / Spot Spread / Instill Envy

Name: Hollow Skin

Element: Corpse

Choose a spot on the target's body. Roll a d10. On a 3, 5, or 7, roll again and add it to the roll. The target of this spell loses a sphere with a diameter of this number in inches of muscle, bone, and marrow from the targeted region on its body. If the entire body is hollowed out in this way, the caster may control the body as if they were controlling a puppet. An exoskeleton will reflect this spell back at the caster.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Noticed by the Anti-Man / Meat Pour / Epidermal Weaving

Name: Wound Envy

Element: Beauty

Cast this spell on either a recent wound, or more permanent scar you have and then select a target. The target is compelled by a jealousy for the wound and will injure itself in such a way to imitate the mutilation.

Consequence: On a 10, or Upon Mentioning 3 Elements.

Dismiss Peril / Worsen Damage / Reciprocal Cast

# GM Material: Spells Continued

Name: Multiply Blood

Element: Sharing

Cast this on the blood one can see. For every ounce of blood shed by the target, wound, or opening instead produces a galleon of blood. The target cannot feel the extra pain but does experience a longing to return the blood to its body of origin.

Consequence: On a 10, or Upon Mentioning 3 Elements.

Cost: Door Wound / True Thirst / Red Watering

Name: Multiply Emotion

Element: Sharing

At the beginning of each chapter roll 4d10. This is the possible radius in yards of the spell. Choose an emotion the caster is currently and genuinely experiencing. When cast, all individuals within this radius, excluding 3 people that the caster may decide on, feel the strongest sense of this emotion. If this spell overlaps with itself, Manifest Subconscious.

Consequence: Contagious Sympathy / Dismiss Peril / Manifest Subconscious

Name: Phantom Cat

Element: Biology

Choose a feline the target can see. This spell works through cameras, televisions, and photographs. Roll a d10 and reroll 5s, and 7s. The target of this spell size is multiplied by this amount. Moreso, the target becomes more incorporeal in relation to its size. This spell lasts d10 hours. If the target is not a feline the spell fails and the caster loses 3 grasp.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Found by the Phantom Hounds / Ectoplasm Leak / Cast Vanish Pet

Name: Know Gore

Element: Biology

Choose a living or dead creature. If the creature is dead identify what part of its anatomy exactly you are looking at. If the creature is living the GM then secretly tells you which specifically are the two anatomical parts most likely for the creature to fail or break.

Consequence: On a 9 or 10 or Upon Mentioning 3 Elements.

Found by the Animate Puddle/ Link Pain / Cast Hollow Skin

Name: Vanish Pet

Element: Hoarding

Choose a normal pet in range. It disappears from existence, never to be seen again. You gain -1 to a stat of your choice until the end of the Book.

Consequence: On an 8, 9, or 10 or Upon Mentioning 3 Elements.

Animal Fear / Duplicate Living (Element: Sharing) / Produce Awareness

Name: Pocketsore

Element: Hoarding

Pick an item. It is yours. If someone takes this item from you roll a d10. This is the amount of time in hours this item will damage them in this order. A sore, several cuts, or numerous bruises. Severe abdominal pain, a bad gash, the flu. Broken bones, high grade fever, physical burns. Heart failure, tumor, hemorrhages. When the target is dead there is a high chance you will bump into the item again. In this case the item will lose the effects of the spell. In the cast you do not find it the injuries will accumulate over 1d10 weeks, then years, and be transferred to the next of kin.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Obsess Relic / Become Lead / Link Senses

# GM Material: Spells Continued

Name: Call Surgeon

Element: Biology

You summon the disbarred surgeon Dr. Phillip Waldren. Born in Indiana in 1968. He will one day die at the age of 51 in 2019 in Talsin, Maryland. You may barter with him and exchange 2 Vigil item, fully repair one permanent physical would, a broken leg, a pipe in the brain, or two fingers fused together or take on these features in exchange for 6 Vigil, you may not do both If Phillip Waldren is ever summoned in two places at once, reveal consequences.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Permanent In-Patient / cast Wound Envy (target the next wound you see)/ Link Senses

Name: Steal Organs

Element: Health

Touch an unconscious or dead target and select an organ they no longer require to function. This organ is transported to the location of the equivalent organ inside your own body. Your original organ dehydrates shrinking to make room for the new tissue to occupy.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Over-Bloat / Messy Transportation / Petrify Meat

Name: Cannibalize Shadow

Element: Hungry

You can instruct your shadow to bite and chew pieces off of other shadows. If a single piece is torn off of a living creature they will feel an immediate sense of dread. Upon eating half of their shadow, they will catch a ever within the next half day, add the Mistake "Stuffed" Value 2 to your sheet and mark it. Upon eating an entire shadow increase its value to 3 and Reveal Consequences. The shadow must physically be in a position to bite another living things shadow in order to eat part of it. If your shadow bites an inanimate item, it merely feels like biting stone.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Lose Tethering / Generate Husks / Enter Flat Place

Name: Explode Teeth

Element: Evocation

Detonate one or multiple teeth into a vicious barrage of shrapnel. These teeth cannot be attached to anyone's mouth other than oneself, however also lost teeth and tooth filament are fair game.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Chain Combustion / Expunge Projectile / Cast Fix Bones

Name: Conserve Face

Element: Museums

Store the face of a recently killed creature, no more than 3 hours dead, abstractly on the design of a pattern. It may be hidden in an abstract painting, composed in the notes of a journal, weaved from a styled wallpaper, held in a particularly noticeable power socket, or some other feature. Once a day a player aware of the face may ask it a single question it may have known in life. The face is not compelled to answer truthfully, or helpfully, but does not share any hatred it had being alive. The player speaking must attempt a Discovery Roll to receive an answer. On a failure the face gains a feature of the failed players face - either eye, ear, nose, or mouth. If the face gains all the features of one player, reveal the consequence.

Consequence: On a 10 or Upon Mentioning 3 Elements.

Portrait Man / Plaster Sight / Art Trap

# GM Material: Spells Continued

Name: Phantom Pain

Element: Insight

Cast this Spell on a target. They experience the next most likely painful sensation that they would experience in life. This spell deals no physical damage, however the target may choose to mark off 3 grasp, 1 tank, or 6 Pool, depending on the target, to know the exact origin of the pain that they experience. If used on an unwilling target, the caster checks Secrets, on a success the target loses one action for one round. On a failure the target steals information, memories, and strategies that only the caster knows by the GMs decision.

Consequence: On a 10, or Upon Mentioning 3 Elements.

Dismiss Peril / Kaleidoscoping Realities / Cast the 'Other' Phantom Pain

Name: Phantom Pain Element: Sight

This spell conjures a phantom-like creature somewhere in your vision. The wraith is almost invisible but can be seen by observing where rain does not fall, where grass quakes, and where water condenses on iron. The caster may also detect the creature's presence based on the amount of dread they feel. The phantom cannot be killed but is unsummoned if someone is able to see its entirety by, for example, shining an incredibly bright light directly at it, taking a photograph of all of it, or catching it in a reflection. It does not have loyalty to anyone and may not even notice certain creatures in the world. It will seek out and kill humans. Should the phantom touch a part of the human body, that part of the body will simply disappear forever. The phantom can only cross thresholds and use pathways that were open at the exact moment it was summoned and can move through any doors or items moved after it was summoned. If the phantom attempts to cross between two trees, or posts planted when it was summoned call evens or odds, on a success the phantom acts as if the stakes were the edges of a wall. The phantom is uncreated once light from the sun, if it was summoned by night, or the moon, if it was summoned by day, hits it directly.

Consequence: On a 10, or Upon Mentioning 3 Elements.

Cast the 'Other' Phantom Pain / Invert Summon / Become Phantom

Name: Trap Element: Traps

Lay a string, wire, or other line on a threshold. Lose half of your current Grasp. The thing that breaks this line is caught inside a tessellation of this space for all eternity. It may only free itself if the line is broken by the caster themselves, or they succeed in a possible circumstance of escape set by the caster on creation. This circumstance can be obscure; however, the trap itself will provide hints to a person stuck within its lines and it can be expected that an unintended trap will be escaped in 1d10 days in the real world and 1d10 months from the view of the person caught.

Consequence: On a 10, or Upon Mentioning 3 Elements.

Second Trap / Wrong Location / Duplicate Material

Name: Decimate Self Element: Destruction

One tenth of you is destroyed. Cross out one tenth of the area of your character sheet (about 8 square inches). Someone who has cast this spell before may have more control over the spell and thereby need to destroy slightly less than one tenth of their own being. The destroyed piece of oneself then collapses violently into a probability jet, not unlike one observed shooting from a black hole. This jet moves in a line and deals 5d100 damage to any creature and item in its path. It does not, to our understanding, end.

Consequence: On a 10, or Upon Mentioning 3 Elements.

Double Jet / Schwarzschild Spasm / Millenimate Self

# Penny Dreadfuls: Starting Books



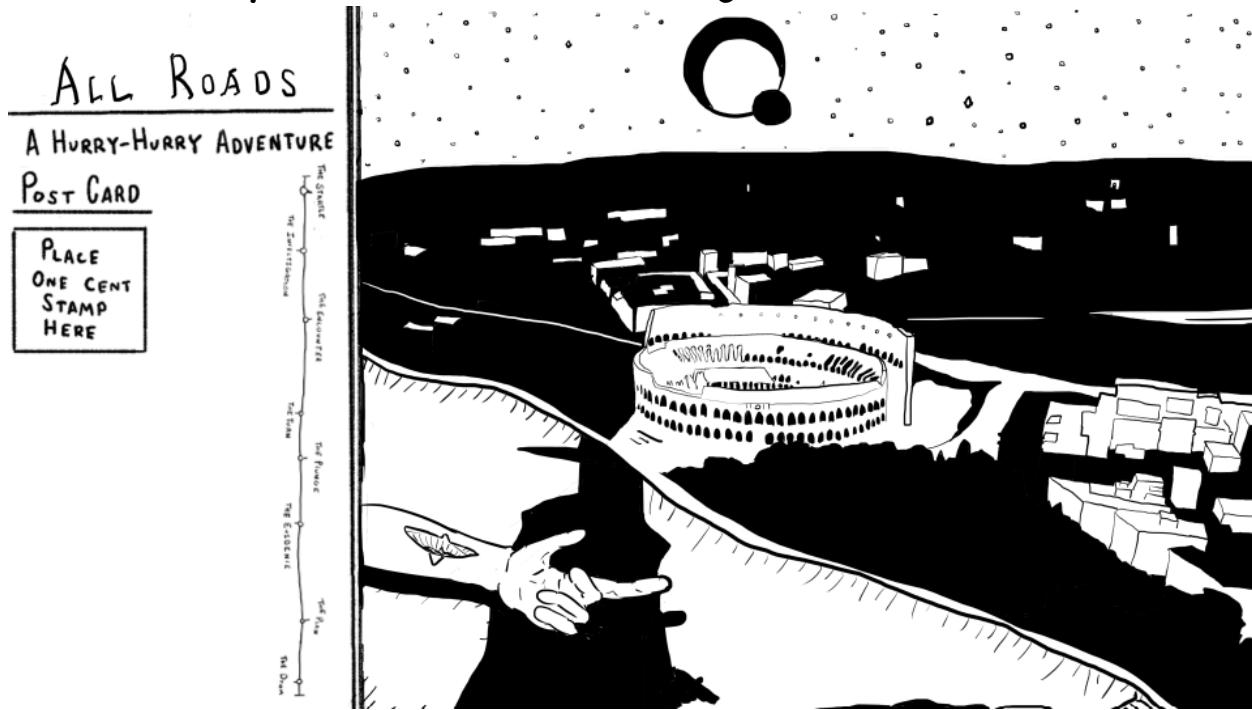
## Pit Stop

(Starting DOOM 60)

- *A Strange Inpatient*
- *Visceral Nightmares*
- *A Spot In The Woods*

The EMTs working the late shifts always seem to get the worst calls. For Belmont State Hospital it's no different, but they seem to have run into a problem that medicine alone can't seem to solve. According to one of your friends working there, his name is Patrick Tellany, a local gas station owner who contacted emergency services six times in the past two weeks. The first diagnosis was a gallstone, then retinal keratosis, then carbon monoxide poisoning, and so on. Every time he's checked into the hospital it seems to be a different problem. Stranger still, his old issues seem to fade away. Members of the night staff have reached out to you, not just worried about the old man's lurching medical bills, but out of fear for Patrick's safety, not to mention their own. It's a small favor, but they've asked you to shadow him for a few nights, just to see if he is

# Penny Dreadfuls: Starting Books Continued



## All Roads

(Starting DOOM 60)

- *A Dark Cult*

- *A Vacation Gone Wrong*

- *A Hideous Pact*

Pen it down. Nothing could go wrong on a rural ski retreat into the mountains of Italy. Nevermind, a few missing persons reports and strange animal attacks. The venue's all set, and only a short bus ride away from Rome. Ah, what serene secrets that marble capital must hold! You simply must visit the temples there. Yes, yes, visit the Colosseum and Pantheon of course, but also keep an eye out for the churches of the Eternal City. Lest you forget, its walls have served host to the Roman deities, the burgeoning of Christianity, and chthonic faiths too. I'll bet you yet some ancient shrine can still be found there, torn apart, brick by brick, and layered in its graven walls, just waiting to be unearthed. Oh, and Italian cuisine is to die for!

# Penny Dreadfuls: Starting Books Continued



## Three Star

(Starting DOOM 50)

- *A Heist Gone Wrong*
- *A Haunted Mansion*
- *A Mysterious Patron*

In 2012, Business Insider named 1095 Larker Boulevard one of the ugliest McMansions ever constructed. Now, almost 10 years later, you have found yourself tied up in an intricate conspiracy within the house's walls. A man named Tim Barker, has contacted you with suspicions that the home is in fact being used as a criminal safe house with smuggled contraband tucked just within its suburban facade. Its current owner Laurence Wade, Esquire, a rather famous state prosecutor, has just left town with his family to accept a rather prestigious award at a national legal conference. With the tight window between opportunity and detection supposedly narrowing, you prepare for the one proper recourse: a heist. Non-detection, burglary, and dramatic contingency are at the front of your forte and this break in will be nothing if not smooth. But as for the break out... If only you knew what you were stealing. Oh, Lord if only you knew what you were stealing.