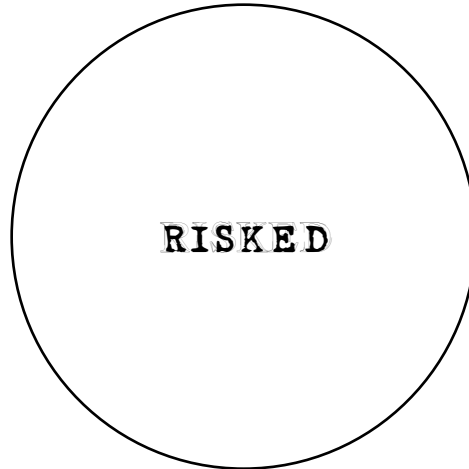
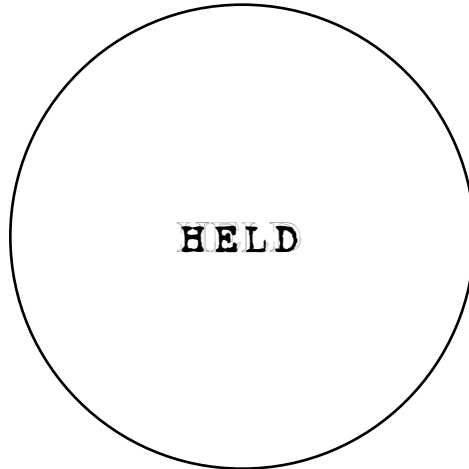


Little Fears

NIGHTMARE EDITION



Risking

Believe in Yourself

By risking one token, you gain an extra die for your action.

Believe in Another

Place one token in front of yourself and then take a six-sided die and place it in front of another player. The person rolls that die along with the others he or she is rolling for that action.

Believing in Stuff

You risk a number of tokens equal to its Rank of the Stuff Quality you wish to use.

Success & Failure

If the roll was successful:

Return the risked token to your stack for use again later in the session.

...with Passing Grades:

Return the risked token to your stack and then get another token from the game moderator. You only get one token period, not one per Passing Grade.

If the roll failed:

You lose the token.

...with Failing Grades:

If you were not using Stuff, you lose the original token and another token as well.

If you were using Stuff, you lose the original token and can lower the rank of the Stuff by one. Or you can simply lose the second token, it's your choice.

Spending

Believe in Something New

By spending one token, you can give the new thing a Stuff Quality. You can spend up to three tokens to give an item three Stuff Qualities but no more than that.

If you succeed with Passing Grades, it becomes part of your Stuff. If the action fails, you lose the token but there is no other effect.

Perform a Ritual

Perform the ritual first. If a roll is needed, resolve the roll first. If the action fails, there's no need to keep going.

If the ritual failed, there's no foul. The person messed up and he can try it again.

If the ritual was successful, you get to give it Stuff Qualities. You have to spend one Belief token per Stuff Quality.

The ritual lasts however long makes sense.

Give a Monster a Weakness

By spending two tokens of Belief, you can give a susceptibility, allergy, aversion, or some other limitation to a Monster. This is called a Weakness.

Destroy a Monster

To destroy a Monster, spend one token to reduce its Stuff by one point. Once Stuff is gone, Terror gets reduced.

This can only be done after a successful attack against the Monster.