

# My Life with Master reference sheet

## The Master & Others

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When the Master issues a command, you may resist. If you resist the Master's command, roll LOVE MINUS WEARINESS versus the Master's FEAR PLUS SELF-LOATHING.

- If the Master wins, you must follow the command until at least one roll is completed towards it.
- If you win, you resist the command and may do as you like.
- If you choose not to resist, you must follow the command until at least one roll is completed towards it.

If you successfully resist a command while your LOVE IS GREATER THAN FEAR + WEARINESS, the endgame is triggered.

When you make an overture to a connection, roll REASON MINUS SELF-LOATHING versus the connection's FEAR MINUS REASON.

- If you win, the overture succeeds. Gain a point of LOVE.
- If the connection wins, the overture fails. Gain a point of LOVE and a point of SELF-LOATHING.

When you provide aid to another minion, add LOVE MINUS WEARINESS to that minion's roll.

- Any results that apply to that minion's roll will affect you as well.

## Dice Pools

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If a dice pool would ever be less than one, roll just one die.

## Violence & Villainy

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When you commit violence against NPC opponents, roll FEAR PLUS SELF-LOATHING versus your opponent's REASON PLUS WEARINESS.

- If you win, you prevail. Gain a point of SELF-LOATHING.
- If your opponent wins, you fail. Gain a point of WEARINESS.
- If SELF-LOATHING would ever be greater than LOVE PLUS REASON, trigger "The Horror Revealed" instead of gaining SELF-LOATHING.
- If WEARINESS EXCEEDS REASON, you are captured.

When you commit villainy against NPC opponents, roll FEAR PLUS SELF-LOATHING versus your opponent's REASON PLUS WEARINESS.

- If you win, you prevail. Gain a point of SELF-LOATHING.
- If your opponent wins, you fail.
- If SELF-LOATHING would ever be greater than LOVE PLUS REASON, trigger "The Horror Revealed" instead of gaining SELF-LOATHING.

When you commit violence or villainy against another PC minion, roll FEAR PLUS SELF-LOATHING versus your opponent's FEAR PLUS SELF-LOATHING.

- The winning side prevails and gains a point of SELF-LOATHING.
- The losing side fails and gains a point of WEARINESS if this was an act of violence.

## Innocents

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- When a scene includes an Innocent, increase REASON by one for each Innocent.
- When an Innocent is killed, increase FEAR by one.

## The Bonus Die

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- When you act with intimacy, add the burgundy d4 to your roll.
- When you act with desperation, add the orange d6 to your roll.
- When you act with sincerity, add the white d8 to your roll.

Only one bonus die may be in play per roll. The Master can never be sincere.

## The Horror Revealed

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When you trigger "The Horror Revealed," you miss your next scene. Instead, narrate a scene of horror among NPCs. It may not include the Master or other PC minions. No NPC carrying LOVE can be killed.

## Endgame

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Once the endgame has been triggered, all minions act without the benefit of FEAR.

When you attempt to kill the Master in the endgame, roll LOVE MINUS WEARINESS versus the Master's FEAR PLUS SELF-LOATHING.

- If the Master wins, the endgame continues. Gain a point of WEARINESS.
- If you win, you kill the Master. Proceed to epilogues.