

——
Monkeyfun Studios regrets

BEDLAM
HALL
A COLLECTION
OF
HORRIBLE
ACCOUTREMENTS

Terrible Items Intended to Slightly Lessen The Misery



BEDLAM HALL

A Reference Sheet for the Master of the House

Your Cruel Agenda

- Keep the players' characters' lives interesting.
- Play to find out what happens.
- Encourage the weird and depressing.

Your Horrible Principles

- Sprinkle strange details everywhere.
- Make the world seem surreal but consistent.
- Build a bigger world through play.
- Create interesting dilemmas, not interesting plots.
- Address yourself to the characters, not the players.
- Take actions, but misdirect.
- Make your move, but never speak its name.
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with challenging circumstances and occasional rewards.
- Be a fan of the players' characters.
- Think offscreen.
- Sometimes, reflect a question back upon the players.

Types of Physical Trauma

- 1 Trauma - Slap to the face, falling from standing on a chair
- 2 Trauma - Slap to the face with a chair, falling down a flight of stairs
- 3 Trauma - Slap to the face with a knife, falling from a rooftop
- 4+ Trauma - Slap to the face via a fired pistol, falling from a rooftop onto an angry Rottweiler

Your Unsavory Moves

- Separate them
- Put them together
- Cause Trauma
- Take away Prestige
- Remind them of their own Secret
- Hint at someone else's Secret
- Give them a difficult decision to make
- Tell them the possible consequences and ask
- Use their Secret against them
- Suggest off-screen weirdness
- Accelerate further Troubles
- Complicate their duties
- Complicate the Family
- Have the Family complicate the House
- Have the House complicate the household
- Ring the bell

The Blackwood Family

- Lord Aldicott Blackwood
- Lady Daffodil Blackwood
- Violetta Nance Blackwood (grandmother)
- Ruprick Blackwood (son)
- Bagatha Blackwood (older daughter)
- Mathilda Blackwood (younger daughter)
- Balthazar Nance (uncle)
- The Terrible Whatsit (best we don't explain)

Types of Mental Trauma

- 1 Trauma - Discovering a bloody murder weapon, echoing whispers from the unknown
- 2 Trauma - Stumbling upon a bloody murder scene, unseen menacing laughter from the walls
- 3 Trauma - Watching a horrible act of violence and murder, visitations from beyond the grave
- 4+ Trauma - Peering into cosmic horrors, Bagatha's singing recital

The Awful Rooms of the House

Upstairs

- The Menacing Main Hall
- The Drafty Drawing Room
- The Dismal Dining Room
- The Stuffly Smoking Room
- The Laborious Library
- The Putrid Parlor
- The Creepy Conservatory
- The Beastly Bathroom
- The Blase Bedroom
- The Awful Attic

Downstairs

- The Horrendous Hall
- The Boring Bedrooms
- The Appalling Pantry
- The Terrible Toilet
- The Slanted Sitting Room
- The Killing Kitchen
- The Ghastly Garage

Things to Say to Unsettle Your Players

- "We have blank character sheets, right? Just in case."
- "Are you *sure* that's what you want to do? *Okaaaaay...*"
- "Oh that's bad. Yeah, that's... that's really really bad."
- "Wait. Let me check the rules about possession."
- "I knew you were going to do that. It was inevitable."
- "You're not going to roll *those* dice, are you?"
- "No, no. That's fine. Really."
- "Let me think about how much Trauma that will cause."
- "Oh good! [laughter] I was hoping you'd do that."
- "Now I'm glad I have the stats for a Bengal tiger."
- "I don't think this is going to end well at all."
- "Aha! So you want to end the game early! Excellent!"

THE BUTLER



Confirm Suspicions

When you have reason to believe you know someone's Secret or Trouble, roll +Persuasion. On a 10+, the other person confirms the suspicion is true or false. Mark that you know one Secret/Trouble of that person if confirmed. On a 7-9, the secret is confirmed as true or false and the other person may choose one of the following:

- They develop a suspicion about one of your Secrets.
- Your prodding is uncalled for, you lose 1 Prestige.
- They cause 1 Trauma to you.
- They gain +1 forward against you.

Direct the Staff

When you want others on staff to follow your directive, Roll +Etiquette. On a 10+, They must follow your directive immediately or lose 1 Prestige. On a 7-9, they do follow your directives but get to select one of the following:

- They will automatically succeed in their next attempt to Direct the Staff to you.
- You lose 1 Prestige.
- They gain 1 Prestige.
- They gain a suspicion about one of your Secrets.

Everything in its Place

When scanning a room, roll +Etiquette. With a full success, ask three. With a partial success, ask one:

- Is something out of place in this room?
- Has something been added or removed?
- Who has been in here last?
- Has there been a Trouble in this room?
- Is there another exit in this room?
- Has someone recently left this room?

Guide Their Direction

When you discreetly attempt to guide a non-staff person's actions, roll +Persuasion. On a 10+, they follow your lead. Gain +1 Prestige. On a 7-9, they consider your suggestion but will follow it under certain conditions, as selected by the Master of the House.

- You lose 1 Prestige.
- They have an errand for you to perform.
- They require something special.
- They want to know one of your Secrets

EXPECTED DUTIES

Ignore The Strange

When you attempt to disregard the strange or even horrible happenings, roll +Composure. On a 10+, the events have no effect on your person and you continue forward as planned. You may ask a question about the situation as it is unfolding.

On a 7-9, you are distracted, meaning your actions are somewhat compromised and less successful.

Innuendo

When you hint or reference a confirmed Secret in gaining a social advantage over someone, roll +Secret. In a full success, they are knocked down a peg and choose two. With a partial success, choose one.

- Roll with Something Extra against them for the next Scene.
- They lose 1 Prestige.
- You cause 1 Trauma.
- You gain 1 Prestige.

Go Out On the Grounds

When you travel outside the safety of the manor, roll +Fortitude.

On a 10 up, you travel through the environment with no impediment or cost.

On a 7-9, the Master of the House chooses one.

- Your uniform is muddied, requiring a launder before being properly seen by the Family.
- You fall and trip, gaining 1 Trauma.
- You are slowed down by your careful steps, traveling at half the speed.
- Someone from the house sees you.

Serve The House

When you successfully take initiative to improve the functions of the house beyond your regular duties, roll +Fortitude.

On a 10 up, roll with Something Extra for the remainder of the Scene and gain 1 Prestige.

On a 7-9, you can either roll with Something Extra for the remainder of the Scene or gain 1 Prestige.

"Sir. Although I understand the sarcophagus comes from a rare archaeological dig, are you quite certain it should be shrieking from the inside?"

The Butler is considered the highest-ranking servant among staff, working in tandem with the Housekeeper to maintain order and control. The Butler oversees the duties of all male servants, including the kitchen staff. When there is a problem upstairs, it is the duty of the Butler to resolve it immediately and quietly and maintain the overall stability of the household.

Suggested Names: Carson, Algernon, Merriman, Stevens, Pritchard

Behavior: (Pick one) snooty, tired, humorless, secretive, steadfast, demanding

Appearance: (Pick one) ancient, broad-shouldered, pristine, voluminous, gnarled, slimy

GHASTLY ATTRIBUTES

Etiquette: 

Persuasion: 

Composure: 

Fortitude: 

Starting Attributes:

1,1,1,1 or 2,1,1,-1 or 2, 2, -1, -1 or 2, 1, 0, 0

YOUR HOPELESS PRESTIGE



(Remember: Staff begin with 1 Prestige.)

- Prestige can be added to a roll in order to improve its results. (max. 3)
- Prestige can be used to gain a Suspicion.
- Prestige can be used to plant a Suspicion.
- Accumulated Prestige can be banked at a rate of 5 Prestige to 1 Distinction

YOUR CRUEL MOVE

Choose One:

- ☐ A Turn of the Screw
- ☐ A Heightened Tension
- ☐ A Terrible Scandal
- ☐ A Physical Altercation
- ☐ An Expensive Theft
- ☐ An Uncomfortable Aperitif

Advancement

- Permanently remove an Additional Secret
- Gain an additional move from your Duties
- Gain an additional move from another Servant's Duties
- Gain an additional Cruel Move
- Raise an Attribute by 1 (Maximum of 3)

YOUR POINTLESS MOVES

You Get:

Voice of Authority - The Butler starts with an additional Prestige.

And Pick Two:

- ☐ **Stiff Upper Lip** - When attempting to Ignore the Strange, you may roll +Fortitude instead of your +Composure.
- ☐ **Family Favorite** - You practically raised one of the household, fully aware of their personal issues and love them regardless. You can ignore any Trauma from their actions.
- ☐ **Employment at Stake** - When successfully using Innuendo against another member of staff, you have the option to cause an additional Trauma.
- ☐ **It Wouldn't Be Proper** - When attempting to Guide The Direction of the Family, you may Roll +Etiquette instead of your +Persuasion.
- ☐ **Keys To The Manor** - Due to your trusted position, no room is unavailable to you in the entirety of the house. You have the ability to open any locked door and enter any room via secret entrances.

☐ **A Place For Everything** - Roll with Something Extra when verifying Everything in its Place.

YOUR ALARMING TRAUMA



TERRIBLE SECRETS AND SUSPICIONS



Your Secrets:

Other People's Secrets:

THE CHAUFFEUR



Confirm Suspicions

When you have reason to believe you know someone's Secret or Trouble, roll +Persuasion. On a 10+, the other person confirms the suspicion is true or false. Mark that you know one Secret/Trouble of that person if confirmed. On a 7-9, the secret is confirmed as true or false and the other person may choose one of the following:

- They develop a suspicion about one of your Secrets.
- Your prodding is uncalled for, you lose 1 Prestige.
- They cause 1 Trauma to you.
- They gain +1 forward against you.

Direct the Staff

When you want others on staff to follow your directive, Roll +Etiquette. On a 10+, They must follow your directive immediately or lose 1 Prestige. On a 7-9, they do follow your directives but get to select one of the following:

- They will automatically succeed in their next attempt to Direct the Staff to you.
- You lose 1 Prestige.
- They gain 1 Prestige.
- They gain a suspicion about one of your Secrets.

Everything in its Place

When scanning a room, roll +Etiquette. With a full success, ask three. With a partial success, ask one:

- Is something out of place in this room?
- Has something been added or removed?
- Who has been in here last?
- Has there been a Trouble in this room?
- Is there another exit in this room?
- Has someone recently left this room?

Guide Their Direction

When you discreetly attempt to guide a non-staff person's actions, roll +Persuasion. On a 10+, they follow your lead. Gain +1 Prestige. On a 7-9, they consider your suggestion but will follow it under certain conditions, as selected by the Master of the House.

- You lose 1 Prestige.
- They have an errand for you to perform.
- They require something special.
- They want to know one of your Secrets

EXPECTED DUTIES

Ignore The Strange

When you attempt to disregard the strange or even horrible happenings, roll +Composure. On a 10+, the events have no effect on your person and you continue forward as planned. You may ask a question about the situation as it is unfolding. On a 7-9, you are distracted, meaning your actions are somewhat compromised and less successful.

Innuendo

When you hint or reference a confirmed Secret in gaining a social advantage over someone, roll +Secret. In a full success, they are knocked down a peg and choose two. With a partial success, choose one.

- Roll with Something Extra against them for the next Scene.
- They lose 1 Prestige.
- You cause 1 Trauma.
- You gain 1 Prestige.

Go Out On the Grounds

When you travel outside the safety of the manor, roll +Fortitude.

- On a 10 up, you travel through the environment with no impediment or cost.
- On a 7-9, the Master of the House chooses one.
 - Your uniform is muddied, requiring a launder before being properly seen by the Family.
 - You fall and trip, gaining 1 Trauma.
 - You are slowed down by your careful steps, traveling at half the speed.
 - Someone from the house sees you.

Serve The House

When you successfully take initiative to improve the functions of the house beyond your regular duties, roll +Fortitude. On a 10 up, roll with Something Extra for the remainder of the Scene and gain 1 Prestige. On a 7-9, you can either roll with Something Extra for the remainder of the Scene or gain 1 Prestige.

"A drive in the country, my lady? Certainly, let me fetch your trunk. Will your husband be joining us in today's travel? Oh in the trunk? Very good, my lady."

Although the **Chauffeur** is a part of the Household staff, they frequently enjoy a greater level of freedom than the normal staff members. The Chauffeur not only has access to the garage, which is separate from the normal household but also the family car which provides a certain amount of freedom and independence from the hierarchy of the household staff. They are responsible for any vehicle's upkeep and should be ready at a moment's notice to provide transportation to any family member.

Suggested Names: *Spargo, Branson, Bitterman, Graves, Brophy*

Behavior: (Pick one) *flirtatious, gruff, salty, chipper, obnoxious, calculated*

Appearance: (Pick one) *burly, lanky, weathered, boyish, unkempt, dreamy*

GHASTLY ATTRIBUTES

Etiquette:



Persuasion:



Composure:



Fortitude:



Starting Attributes:

1,1,1,1 or 2,1,1,-1 or 2, 2, -1, -1 or 2, 1, 0, 0

YOUR HOPELESS PRESTIGE



(Remember: Staff begin with 1 Prestige.)

- Prestige can be added to a roll in order to improve its results. (max. 3)
- Prestige can be used to gain a Suspicion.
- Prestige can be used to plant a Suspicion.
- Accumulated Prestige can be banked at a rate of 5 Prestige to 1 Distinction

YOUR CRUEL MOVE

Choose One:

- ☐ A Turn of the Screw
- ☐ A Heightened Tension
- ☐ A Terrible Scandal
- ☐ A Physical Altercation
- ☐ An Expensive Theft
- ☐ An Uncomfortable Aperitif

Advancement

- Permanently remove an Additional Secret
- Gain an additional move from your Duties
- Gain an additional move from another Servant's Duties
- Gain an additional Cruel Move
- Raise an Attribute by 1 (Maximum of 3)

YOUR POINTLESS MOVES

You Get:

Access to the Bentley - The Chauffeur has both access to the garage and the family vehicles.
Better Footwear - Roll with Something Extra when traveling Outside the Grounds.

And Pick Two:

- ☐ **Loveable Scamp** - Gain a Prestige when someone incorrectly Confirms a Suspicion about you.
- ☐ **Go Into Town** - Getting outside can clear the mind. When you ask to take an afternoon off, roll +Persuasion. With a success, you can leave the grounds and remove an additional Trauma with no cost. With a partial success, the Master of the House will make a move.
- ☐ **Friends with the Locals** - People surrounding the House tend to talk, and luckily you've developed a rapport. When talking with them, roll +Etiquette. With a success, ask the Master of the House 3 questions. With a partial success, ask 1: How has a member of the Staff has been acting suspiciously lately?
What members of Staff are experiencing the most Trauma?
What suspicion have the locals been forming about the House lately?
Who recently gained a Secret?
Who recently resolved a Secret?
- ☐ **Don't Make This Physical** - When successfully Directing the Staff, you have the option of causing 1 Trauma if they choose not to follow your command. For a partial success, they have the option of causing 1 Trauma to you.
- ☐ **An Outsider's Perspective** - When you stop a moment to reflect on the situation, roll +Composure. On a full success, the Master of the House will provide a true and clear answer.
On a partial success, the Master of the House will provide a true but cryptic answer.
- ☐ **Rough and Tumble** - At the expense of a Prestige, you can cause Physical Trauma to another member of Staff. (maximum of 3)

YOUR ALARMING TRAUMA



TERRIBLE SECRETS AND SUSPICIONS



Your Secrets:

Other People's Secrets:

THE COOK



Confirm Suspicions

When you have reason to believe you know someone's Secret or Trouble, roll +Persuasion. On a 10+, the other person confirms the suspicion is true or false. Mark that you know one Secret/Trouble of that person if confirmed. On a 7-9, the secret is confirmed as true or false and the other person may choose one of the following:

- They develop a suspicion about one of your Secrets.
- Your prodding is uncalled for, you lose 1 Prestige.
- They cause 1 Trauma to you.
- They gain +1 forward against you.

Direct the Staff

When you want others on staff to follow your directive, Roll +Etiquette. On a 10+, They must follow your directive immediately or lose 1 Prestige. On a 7-9, they do follow your directives but get to select one of the following:

- They will automatically succeed in their next attempt to Direct the Staff to you.
- You lose 1 Prestige.
- They gain 1 Prestige.
- They gain a suspicion about one of your Secrets.

Everything in its Place

When scanning a room, roll +Etiquette. With a full success, ask three. With a partial success, ask one:

- Is something out of place in this room?
- Has something been added or removed?
- Who has been in here last?
- Has there been a Trouble in this room?
- Is there another exit in this room?
- Has someone recently left this room?

Guide Their Direction

When you discreetly attempt to guide a non-staff person's actions, roll +Persuasion. On a 10+, they follow your lead. Gain +1 Prestige. On a 7-9, they consider your suggestion but will follow it under certain conditions, as selected by the Master of the House.

- You lose 1 Prestige.
- They have an errand for you to perform.
- They require something special.
- They want to know one of your Secrets

EXPECTED DUTIES

Ignore The Strange

When you attempt to disregard the strange or even horrible happenings, roll +Composure. On a 10+, the events have no effect on your person and you continue forward as planned. You may ask a question about the situation as it is unfolding. On a 7-9, you are distracted, meaning your actions are somewhat compromised and less successful.

Innuendo

When you hint or reference a confirmed Secret in gaining a social advantage over someone, roll +Secret. In a full success, they are knocked down a peg and choose two. With a partial success, choose one.

- Roll with Something Extra against them for the next Scene.
- They lose 1 Prestige.
- You cause 1 Trauma.
- You gain 1 Prestige.

Go Out On the Grounds

When you travel outside the safety of the manor, roll +Fortitude.

- On a 10 up, you travel through the environment with no impediment or cost.
- On a 7-9, the Master of the House chooses one.
 - Your uniform is muddled, requiring a launder before being properly seen by the Family.
 - You fall and trip, gaining 1 Trauma.
 - You are slowed down by your careful steps, traveling at half the speed.
 - Someone from the house sees you.

Serve The House

When you successfully take initiative to improve the functions of the house beyond your regular duties, roll +Fortitude. On a 10 up, roll with Something Extra for the remainder of the Scene and gain 1 Prestige. On a 7-9, you can either roll with Something Extra for the remainder of the Scene or gain 1 Prestige.

"Fetch me the potatoes from the cellar and be quick about it. And don't turn your back on anything you see down there no matter what you think it is."

Although the Cook's authority is beneath both the Butler and Housekeeper, the Cook is the ruler of all things gastronomical when in the Kitchen. They are responsible for both the upstairs and downstairs meals, and often considered a point of attraction for visiting guests to any proper English home.

Suggested Names: *Patmore, Croft, Thackery, Sugden, Lovett*
Behavior: (Pick one) *confused, overworked, suspicious, boisterous, complaining, particular*
Appearance: (Pick one) *corpulent, ruddy, scarred, androgynous, pale, elaborate*

GHASTLY ATTRIBUTES

Etiquette:



Persuasion:



Composure:



Fortitude:



Starting Attributes:

1,1,1,1 or 2,1,1,-1 or 2, 2, -1, -1 or 2, 1, 0, 0

YOUR HOPELESS PRESTIGE



(Remember: Staff begin with 1 Prestige.)

- Prestige can be added to a roll in order to improve its results. (max. 3)
- Prestige can be used to gain a Suspicion.
- Prestige can be used to plant a Suspicion.
- Accumulated Prestige can be banked at a rate of 5 Prestige to 1 Distinction

YOUR CRUEL MOVE

Choose One:

- ☐ A Turn of the Screw
- ☐ A Heightened Tension
- ☐ A Terrible Scandal
- ☐ A Physical Altercation
- ☐ An Expensive Theft
- ☐ An Uncomfortable Aperitif

Advancement

- Permanently remove an Additional Secret
- Gain an additional move from your Duties
- Gain an additional move from another Servant's Duties
- Gain an additional Cruel Move
- Raise an Attribute by 1 (Maximum of 3)

YOUR POINTLESS MOVES

You Get:

Callouses and Burn Marks - When in the Kitchen, you can ignore one level of Trauma received.

And Pick Two:

- ☐ **I've Brought Your Favorite** - Once per session, create something special for someone and roll +Persuasion. With a full success, choose 2. With a partial success, choose 1:
Gain a Prestige
Remove 1 level of Trauma
Add +1 forward with that person for the remainder of that day.
Immediately stop a Trouble
- ☐ **Too Busy To Care** - You have far too much work to worry about what the Family is up to. When Ignoring the Strange, roll with Something Extra while in the midst of performing your tasks.
- ☐ **Additional Help** - You have an assistant that will follow your basic commands.
- ☐ **Hidden In the Larder** - Occasionally you tuck extras in the pantry and other places, some things even the Butler is unaware of. When someone is looking for a special food or drink item, you have it available.
- ☐ **Something They Ate** - When you spike someone's food with something that won't agree with them at all, roll +Composure. With a full success, choose 2. With a partial success, choose 1.
They suffer 1 Trauma
They lose 1 Prestige.
A Trouble increases in intensity.
They are incapacitated for a period of time.
No one knows you are responsible.
- ☐ **Consider Strange Requests** - During a meal for the Family, examine what they're eating and not eating, roll +Etiquette. With a full success, choose 2. With a partial success, choose 1:
Who in the Family is closest to suffering from a Trouble?
What sort of Troubles are threatening the Family?
What is the general emotional state of the Family?
Who in the Family has fallen in love?
Who in the Family has been injured?

YOUR ALARMING TRAUMA



TERRIBLE SECRETS AND SUSPICIONS



Your Secrets:

Other People's Secrets:

THE HOUSEKEEPER



Confirm Suspicions

When you have reason to believe you know someone's Secret or Trouble, roll +Persuasion. On a 10+, the other person confirms the suspicion is true or false. Mark that you know one Secret/Trouble of that person if confirmed. On a 7-9, the secret is confirmed as true or false and the other person may choose one of the following:

- They develop a suspicion about one of your Secrets.
- Your prodding is uncalled for, you lose 1 Prestige.
- They cause 1 Trauma to you.
- They gain +1 forward against you.

Direct the Staff

When you want others on staff to follow your directive, Roll +Etiquette. On a 10+, They must follow your directive immediately or lose 1 Prestige. On a 7-9, they do follow your directives but get to select one of the following:

- They will automatically succeed in their next attempt to Direct the Staff to you.
- You lose 1 Prestige.
- They gain 1 Prestige.
- They gain a suspicion about one of your Secrets.

Everything in its Place

When scanning a room, roll +Etiquette. With a full success, ask three. With a partial success, ask one:

- Is something out of place in this room?
- Has something been added or removed?
- Who has been in here last?
- Has there been a Trouble in this room?
- Is there another exit in this room?
- Has someone recently left this room?

Guide Their Direction

When you discreetly attempt to guide a non-staff person's actions, roll +Persuasion. On a 10+, they follow your lead. Gain +1 Prestige. On a 7-9, they consider your suggestion but will follow it under certain conditions, as selected by the Master of the House.

- You lose 1 Prestige.
- They have an errand for you to perform.
- They require something special.
- They want to know one of your Secrets

EXPECTED DUTIES

Ignore The Strange

When you attempt to disregard the strange or even horrible happenings, roll +Composure. On a 10+, the events have no effect on your person and you continue forward as planned. You may ask a question about the situation as it is unfolding. On a 7-9, you are distracted, meaning your actions are somewhat compromised and less successful.

Innuendo

When you hint or reference a confirmed Secret in gaining a social advantage over someone, roll +Secret. In a full success, they are knocked down a peg and choose two. With a partial success, choose one.

- Roll with Something Extra against them for the next Scene.
- They lose 1 Prestige.
- You cause 1 Trauma.
- You gain 1 Prestige.

Go Out On the Grounds

When you travel outside the safety of the manor, roll +Fortitude.

- On a 10 up, you travel through the environment with no impediment or cost.
- On a 7-9, the Master of the House chooses one.
 - Your uniform is muddied, requiring a launder before being properly seen by the Family.
 - You fall and trip, gaining 1 Trauma.
 - You are slowed down by your careful steps, traveling at half the speed.
 - Someone from the house sees you.

Serve The House

When you successfully take initiative to improve the functions of the house beyond your regular duties, roll +Fortitude. On a 10 up, roll with Something Extra for the remainder of the Scene and gain 1 Prestige. On a 7-9, you can either roll with Something Extra for the remainder of the Scene or gain 1 Prestige.

"It's no different than breaking the neck of a chicken, young lady. You'll be doing the poor lad a favor, and we haven't got all day. The Lady Dowager has very specific requests about her afternoon tea."

The Housekeeper is considered the highest-ranking female servant among Staff, working in tandem with the Butler to maintain order and control. The Housekeeper oversees the duties of all female servants, and is consider the de facto governor of the downstairs staff when the Butler is not present (and quite often when he is). The Housekeeper is primarily responsible for maintaining the cleanliness of the house at all times.

Suggested Names: *Buck, Hughes, Kenton, Mapes, Reynolds*
Behavior: (Pick one) *nagging, exasperated, aloof, sanguine, determined, frivolous*
Appearance: (Pick one) *ashen, matronly, shrewish, fragile, rosy, shriveled*

GHASTLY ATTRIBUTES

Etiquette:



Persuasion:



Composure:



Fortitude:



Starting Attributes:

1,1,1,1 or 2,1,1,-1 or 2, 2, -1, -1 or 2, 1, 0, 0

YOUR HOPELESS PRESTIGE



(Remember: Staff begin with 1 Prestige.)

- Prestige can be added to a roll in order to improve its results. (max. 3)
- Prestige can be used to gain a Suspicion.
- Prestige can be used to plant a Suspicion.
- Accumulated Prestige can be banked at a rate of 5 Prestige to 1 Distinction

YOUR CRUEL MOVE

Choose One:

- ☐ A Turn of the Screw
- ☐ A Heightened Tension
- ☐ A Terrible Scandal
- ☐ A Physical Altercation
- ☐ An Expensive Theft
- ☐ An Uncomfortable Aperitif

Advancement

- Permanently remove an Additional Secret
- Gain an additional move from your Duties
- Gain an additional move from another Servant's Duties
- Gain an additional Cruel Move
- Raise an Attribute by 1 (Maximum of 3)

YOUR POINTLESS MOVES

You Get:

Stern Taskmistress - The Housekeeper rolls with Something Extra when Directing the Staff.

And Pick Two:

- ☐ **Cooler Head in the Room** - Your presence demands respect. You may use your +Composure in the place of +Persuasion.
- ☐ **Keeping Them In Their Place** - When successfully dropping Innuendo, you may also add "They stop what they're doing and get back to work" as an option.
- ☐ **Not In the Ballroom!** - When a family member is having a Trouble, roll +Etiquette. With a full success, the family member will temporarily regain of their faculties and cease having their Trouble. With a partial success, the family member will leave the room, still in the throes of their Trouble, but at least not harming anyone within the household.
- Inappropriate But Necessary** - At the expense of losing a Prestige, lose 1 Trauma (max. 3).
- ☐ **An Experienced Ear** - When speaking with staff, Roll +Persuasion. With a full success, you can determine if what they're telling is the truth and if not, what is the falsehood. With a partial success, you know something sounds strange but you can't figure out what it is.
- ☐ **Didn't Always Work in Service** - Pick a hidden skill. When you solve a problem in the household involving that skill, gain an additional Prestige.

YOUR ALARMING TRAUMA



TERRIBLE SECRETS AND SUSPICIONS



Your Secrets:

Other People's Secrets:

THE MAID



Confirm Suspicions

When you have reason to believe you know someone's Secret or Trouble, roll +Persuasion. On a 10+, the other person confirms the suspicion is true or false. Mark that you know one Secret/Trouble of that person if confirmed. On a 7-9, the secret is confirmed as true or false and the other person may choose one of the following:

- They develop a suspicion about one of your Secrets.
- Your prodding is uncalled for, you lose 1 Prestige.
- They cause 1 Trauma to you.
- They gain +1 forward against you.

Direct the Staff

When you want others on staff to follow your directive, Roll +Etiquette. On a 10+, They must follow your directive immediately or lose 1 Prestige. On a 7-9, they do follow your directives but get to select one of the following:

- They will automatically succeed in their next attempt to Direct the Staff to you.
- You lose 1 Prestige.
- They gain 1 Prestige.
- They gain a suspicion about one of your Secrets.

Everything in its Place

When scanning a room, roll +Etiquette. With a full success, ask three. With a partial success, ask one:

- Is something out of place in this room?
- Has something been added or removed?
- Who has been in here last?
- Has there been a Trouble in this room?
- Is there another exit in this room?
- Has someone recently left this room?

Guide Their Direction

When you discreetly attempt to guide a non-staff person's actions, roll +Persuasion. On a 10+, they follow your lead. Gain +1 Prestige. On a 7-9, they consider your suggestion but will follow it under certain conditions, as selected by the Master of the House.

- You lose 1 Prestige.
- They have an errand for you to perform.
- They require something special.
- They want to know one of your Secrets

EXPECTED DUTIES

Ignore The Strange

When you attempt to disregard the strange or even horrible happenings, roll +Composure. On a 10+, the events have no effect on your person and you continue forward as planned. You may ask a question about the situation as it is unfolding.

On a 7-9, you are distracted, meaning your actions are somewhat compromised and less successful.

Innuendo

When you hint or reference a confirmed Secret in gaining a social advantage over someone, roll +Secret. In a full success, they are knocked down a peg and choose two. With a partial success, choose one.

- Roll with Something Extra against them for the next Scene.
- They lose 1 Prestige.
- You cause 1 Trauma.
- You gain 1 Prestige.

Go Out On the Grounds

When you travel outside the safety of the manor, roll +Fortitude.

On a 10 up, you travel through the environment with no impediment or cost.

On a 7-9, the Master of the House chooses one.

- Your uniform is muddied, requiring a launder before being properly seen by the Family.
- You fall and trip, gaining 1 Trauma.
- You are slowed down by your careful steps, traveling at half the speed.
- Someone from the house sees you.

Serve The House

When you successfully take initiative to improve the functions of the house beyond your regular duties, roll +Fortitude.

On a 10 up, roll with Something Extra for the remainder of the Scene and gain 1 Prestige.

On a 7-9, you can either roll with Something Extra for the remainder of the Scene or gain 1 Prestige.

"Yes, my lady. I understand there should be no trace of the Duke's body in the bedroom. Allow me to fetch a damp cloth."

The Lady's Maid is tasked with maintaining the personal bedrooms of the family, usually assigned to a single member such as the Lady of the House or perhaps the oldest daughter. In addition to assisting in dressing and preparing the family member in appearance, the Maid often develops a close bond with their assigned family member, providing advice, assisting in discreet matters or simply acting as a confidential ear to hear them speak.

Suggested Names: *O'Brien, Danker, Pettigrew, Moffat, Williams*

Behavior: (Pick one) *skittish, amorous, naive, manipulative, gossipy, jaded*

Appearance: (Pick one) *slight, ravishing, dour, plain, exotic, frumpy*

GHASTLY ATTRIBUTES

Etiquette:



Persuasion:



Composure:



Fortitude:



Starting Attributes:

1,1,1,1 or 2,1,1,-1 or 2, 2, -1, -1 or 2, 1, 0, 0

YOUR HOPELESS PRESTIGE



(Remember: Staff begin with 1 Prestige.)

- Prestige can be added to a roll in order to improve its results. (max. 3)
- Prestige can be used to gain a Suspicion.
- Prestige can be used to plant a Suspicion.
- Accumulated Prestige can be banked at a rate of 5 Prestige to 1 Distinction

YOUR CRUEL MOVE

Choose One:

- ☐ A Turn of the Screw
- ☐ A Heightened Tension
- ☐ A Terrible Scandal
- ☐ A Physical Altercation
- ☐ An Expensive Theft
- ☐ An Uncomfortable Aperitif

Advancement

- Permanently remove an Additional Secret
- Gain an additional move from your Duties
- Gain an additional move from another Servant's Duties
- Gain an additional Cruel Move
- Raise an Attribute by 1 (Maximum of 3)

YOUR POINTLESS MOVES

You Get:

Trusted Confidante - When people share their Trauma with you, roll +Persuasion. On a full success, 1 Trauma is lost, and you gain +1 Prestige. On a partial success, 1 Trauma is lost.

And Pick Two:

☐ **Cover Their Tracks** - After a Family Member has experienced a Trouble, roll +Composure.

On a 10, the incident is totally ignored and or forgotten in the household. Gain a Prestige.

On a 7-9, you are considered the guilty party, but roll with Something Extra over the family member for the remainder of the session.

☐ **Invasion of Privacy** - When searching through one of the family members or servant's rooms, roll +Fortitude.

With a success, you can gain suspicion of a potential Secret or Trouble. (This Secret will still need to be confirmed).

With a partial success, you can gain suspicion, but leave telltale evidence someone has been searching the room.

☐ **Can You Lend Us a Hand** - When Serving the House, ask someone to help you and roll +Persuasion. With a full success, they help you and you may choose 2. With a partial success, they help you and choose 1.

The work gets done in half the time or effort. Roll with Something Extra to complete the work.

The work lowers a Trouble.

You both get a Prestige for the effort.

You gain an extra Prestige if successful.

☐ **Helpless Victim** - When you are about to receive Trauma or lose Prestige, start crying uncontrollably and roll +Persuasion.

With a full success, it is redirected to another member of staff.

With a partial success, it is negated.

☐ **Part of the Furniture** - When entering a room either upstairs or downstairs, Roll + Etiquette.

On a 10, no one even notices your presence.

On a 7-9, you are seen but unacknowledged.

☐ **Dark Foreboding** - When you fail to Ignore The Strange, you may use "We're All Going To Die" as a Secret the next time you drop Innuendo.

YOUR ALARMING TRAUMA



TERRIBLE SECRETS AND SUSPICIONS



Your Secrets:

Other People's Secrets:

THE VALET



Confirm Suspicions

When you have reason to believe you know someone's Secret or Trouble, roll +Persuasion. On a 10+, the other person confirms the suspicion is true or false. Mark that you know one Secret/Trouble of that person if confirmed. On a 7-9, the secret is confirmed as true or false and the other person may choose one of the following:

- They develop a suspicion about one of your Secrets.
- Your prodding is uncalled for, you lose 1 Prestige.
- They cause 1 Trauma to you.
- They gain +1 forward against you.

Direct the Staff

When you want others on staff to follow your directive, Roll +Etiquette. On a 10+, They must follow your directive immediately or lose 1 Prestige. On a 7-9, they do follow your directives but get to select one of the following:

- They will automatically succeed in their next attempt to Direct the Staff to you.
- You lose 1 Prestige.
- They gain 1 Prestige.
- They gain a suspicion about one of your Secrets.

Everything in its Place

When scanning a room, roll +Etiquette. With a full success, ask three. With a partial success, ask one:

- Is something out of place in this room?
- Has something been added or removed?
- Who has been in here last?
- Has there been a Trouble in this room?
- Is there another exit in this room?
- Has someone recently left this room?

Guide Their Direction

When you discreetly attempt to guide a non-staff person's actions, roll +Persuasion. On a 10+, they follow your lead. Gain +1 Prestige. On a 7-9, they consider your suggestion but will follow it under certain conditions, as selected by the Master of the House.

- You lose 1 Prestige.
- They have an errand for you to perform.
- They require something special.
- They want to know one of your Secrets

EXPECTED DUTIES

Ignore The Strange

When you attempt to disregard the strange or even horrible happenings, roll +Composure. On a 10+, the events have no effect on your person and you continue forward as planned. You may ask a question about the situation as it is unfolding. On a 7-9, you are distracted, meaning your actions are somewhat compromised and less successful.

Innuendo

When you hint or reference a confirmed Secret in gaining a social advantage over someone, roll +Secret. In a full success, they are knocked down a peg and choose two. With a partial success, choose one.

- Roll with Something Extra against them for the next Scene.
- They lose 1 Prestige.
- You cause 1 Trauma.
- You gain 1 Prestige.

Go Out On the Grounds

When you travel outside the safety of the manor, roll +Fortitude.

- On a 10 up, you travel through the environment with no impediment or cost.
- On a 7-9, the Master of the House chooses one.
 - Your uniform is muddled, requiring a launder before being properly seen by the Family.
 - You fall and trip, gaining 1 Trauma.
 - You are slowed down by your careful steps, traveling at half the speed.
 - Someone from the house sees you.

Serve The House

When you successfully take initiative to improve the functions of the house beyond your regular duties, roll +Fortitude. On a 10 up, roll with Something Extra for the remainder of the Scene and gain 1 Prestige. On a 7-9, you can either roll with Something Extra for the remainder of the Scene or gain 1 Prestige.

"If I may suggest, my Lord, one should always consider wearing more comfortable trousers if there is an expectation there may be late-night digging required to retrieve certain items."

The Valet is different than a Butler, in that they are tasked with the personal care and maintenance of a member of the family (usually male). They are tasked with assembling the correct accoutrement with the entire wardrobe so the gentleman always looks properly attired at all times. In addition to maintain the cleanliness and presentability of the Master's wardrobe, they are considered personally responsible for the Master's accessories including cufflinks, pocket watches and other finery.

Suggested Names: *Jeeves, Bates, Hobson, Jennings, Molesley*

Behavior: (Pick one) *conniving, loyal, prim and proper, obnoxious, mysterious, sullen*

Appearance: (Pick one) *dashing, spartan, flamboyant, manicured, disheveled, fraying*

GHASTLY ATTRIBUTES

Etiquette: 

Persuasion: 

Composure: 

Fortitude: 

Starting Attributes:

1,1,1,1 or 2,1,1,-1 or 2, 2, -1, -1 or 2, 1, 0, 0

YOUR HOPELESS PRESTIGE



(Remember: Staff begin with 1 Prestige.)

- Prestige can be added to a roll in order to improve its results. (max. 3)
- Prestige can be used to gain a Suspicion.
- Prestige can be used to plant a Suspicion.
- Accumulated Prestige can be banked at a rate of 5 Prestige to 1 Distinction

YOUR CRUEL MOVE

Choose One:

- ☐ A Turn of the Screw
- ☐ A Heightened Tension
- ☐ A Terrible Scandal
- ☐ A Physical Altercation
- ☐ An Expensive Theft
- ☐ An Uncomfortable Aperitif

Advancement

- Permanently remove an Additional Secret
- Gain an additional move from your Duties
- Gain an additional move from another Servant's Duties
- Gain an additional Cruel Move
- Raise an Attribute by 1 (Maximum of 3)

YOUR POINTLESS MOVES

You Get:

In Their Best Interests - You serve very closely with one of the Family. Roll with Something Extra when you attempt to Guide Their Direction.

And Pick Two:

☐ **A Gentleman's Gentleman** - Upon viewing a person in the household, either Family or Staff, roll +Etiquette. With a full success, ask 3 questions. With a partial success, ask 1. What have they been doing in the past hour? What are they planning to do in the next hour? Have they suffered any recent Trauma? When was the last time they experienced a Trouble? When was the last time they were exposed to a Trouble?

Where have they recently been?
What is their current emotional state?

☐ **Behind the Scene Assistance** - Gain a Prestige when you successfully protect someone's Secret from being revealed.

☐ **Seen Bloody Worse** - Once per session when receiving Trauma, roll +Fortitude. With a success, you may ignore the Trauma. With a partial success, you may ignore the effects.

☐ **If I May Suggest** - When you make a suggestion for a course of action and others follow your plan, they roll with Something Extra when implementing.

☐ **Proper Accountrement** - When you take the time to properly dress either yourself or another member of Staff for the outside elements before going Outside the Grounds, you may include "Destroys the Outer Garments" as an option for a partial success.

☐ **Master of Understatement** - When attempting to dropping Innuendo, you may roll +Composure.

YOUR ALARMING TRAUMA



TERRIBLE SECRETS AND SUSPICIONS



Your Secrets:

Other People's Secrets: