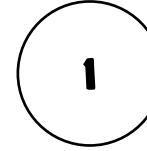
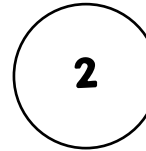
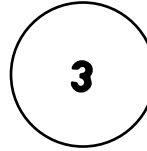


# NICE MONSTERS & SCARY SPRITES

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



**HEALTH  
DICE**

DICE +1 STEP

DICE +1 STEP  
INNER STRENGTH

**HEART**

**HEROISM**

**HOPE**

**WILD CARD**

**SPRITE:** \_\_\_\_\_

**HEART**

**HEROISM**

**HOPE**

**WILD CARD**

## DICE POOLS & THRESHOLD

EVERY DIE EQUAL TO OR GREATER THAN THRESHOLD IS EFFORT.  
ADD TOTAL EFFORT TO HIGHEST DIE FOR TOTAL RESULT.

**HEART**

**HEROISM**

**HOPE**

**WILD CARD**

**TALLYS**

## DICE RESULTS

- NATURAL 1 - GAIN INNER STRENGTH TOKEN
- FAILURE - MISS BY MORE THAN 2- LOSE HEALTH DIE
- ALMOST - MISS BY 1 OR 2 - WILD CARD TALLY
- SUCCESS - MATCH OR BEAT DIFFICULTY
- HIT - EACH INCREMENT OF 2 GREATER THAN DIFFICULTY

EACH HIT GOES AGAINST DIFFICULTY OR REGAINS HEALTH DIE.

## INNER STRENGTH TOKENS

- 1 INNER STRENGTH POINT TO EXPEND 1 WILD CARD TALLY, ADDING A DIE.
- A NUMBER OF INNER STRENGTH POINTS EQUAL TO WILD CARD THRESHOLD TO ACCESS A SPRITE'S WILD CARD ABILITY.
- A NUMBER OF POINTS EQUAL TO A THRESHOLD INCREASES A DIE TYPE BY ONE STEP.