

LITTLE DEVILS

You are the naughty children of an estranged billionaire, living in a fabulous mansion and bored out of your minds. So bored, in fact, that you made a deal with a Devil in order to gain the power to torment your nanny and sow chaos. And all you had to give up in return was your humanity!

PLAYING THE GAME

Whenever your character tries to do something challenging, roll **3D6**. After you roll, you may re-roll 1 die for each **Devilish Power** or **Devilish Feature** that helps you accomplish your task. *Then*, every other player that is helping or interfering with you can choose a die and re-roll it. Determine the final result from the table below.

NO DICE HIGHER THAN 4	You fail, and things get more complicated.
HIGHEST DIE IS A 5	You succeed, but things get more complicated.
HIGHEST DIE IS A 6	You succeed.
TWO 6'S	You succeed, and you gain a new Devilish Feature .
THREE 6'S	You accidentally summon the Devil itself.

DEVILISH POWERS

Choose a table, then roll. If you roll a power you already have it becomes stronger.

1. Invisibility
2. Telekinesis
3. Summon Incompetent Imps
4. Polymorphing Touch
5. Animate Objects
6. Play Fiddle Well
1. People Believe Anything You Say
2. Levitate People
3. Summon Swarms of Bugs
4. Control Weather
5. Spread Diseases
6. Bestow Curses

DEVILISH GOALS

Every time you advance your Devilish Goal, gain a new **Devilish Power**. You can advance your goal up to 3 times. A fourth time, however, might be pushing the devil a bit too far...

1. It's time for you to take charge around here with your newfound powers. Advance this goal when you gain respect and power within the mansion.
2. You don't care who wins, so long as the real winner in the mansion is chaos. Advance this goal when you help the house descend further into chaos.
3. Nothing's more fun to you than scaring someone with a good prank. Advance this goal when you terrify someone within the mansion.
4. You must prove that you are the smartest, strongest, and most beautiful of the siblings. Advance this goal when you cause your siblings embarrassment.
5. What's the point of these devilish powers if you can't have a little fun? Advance this goal when you entertain your siblings.
6. You secretly made a deal with an Angel behind your siblings' backs, but you can't let them know. You gain Angelic features instead of devilish ones when you roll two 6s. Advance this goal when you prevent your siblings from doing evil.

CREATING A LITTLE DEVIL

- Roll (or choose) a **Devilish Power**.
- Roll (or choose) a **Devilish Goal**.
- Roll (or choose) how your nanny describes you.
- Choose your age, from 5 to 18.
- Finally, choose a pompous name.

DEVILISH FEATURES

If you roll the same feature twice, it becomes more pronounced.

1. Devilish Horns
2. Devilish Forked Tail
3. Devilish Red Skin
4. Devilish Sharp Teeth
5. Devilish Hooves
6. Devilish Bat Wings

MANSION STAFF

1. Ophelia
The Nanny
2. Anton
The Chef
3. Clyde
The Butler
4. Mia
The Gardener
5. Victor
The Guard
6. Daisy
The Corgi

HOW THE NANNY DESCRIBES YOU

You are...

1. Absent-Minded
2. Wild
3. Shy
4. A Worry-Wort
5. Bossy
6. A Liar

...and...

1. Heartless
2. Devious
3. Idiotic
4. Hideous
5. Puny
6. Impulsive

...but also...

1. Meticulous
2. A Team Player
3. A Pacifist
4. A Savant
5. Adorable
6. Beautiful