Crinkle Castle Rulebook 4.1e

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Welcome to Crinkle Castle! If regression, diapers, diaper use, subbiness and/or domination is in your kink niche, this roleplay game is for you. It may seem overwhelming at first, but this guide and the tools provided will ensure you have a fun game experience with your friend(s). If you'd prefer a broad overview of how the game "flows," see the bottom of this rulebook. You can find the Reference Sheet for this game linked at the bottom of the Table of Contents, as well as the Calculator that can be used to help with your calculations. If you're having trouble tracking down a particular term, I highly recommend Control + F. Beware, Google Docs take a moment to 'warm up' to Control +F, and may initially not present the whole document for it.

If you wish to start "fast" into the basics to just start a game, I have a Beginner's Guide here. (under construction)

Homebrew is recommended and encouraged, for maximum fun! You can ignore or change whatever rules you like here for your own games. Seriously. Be bold, break the mold.

Preparing to Play

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First off, you must build your characters. There are 7 weapons in Crinkle Castle: the Sword & Shield, the Axe, the Bow, the Dagger, the Lance, the Staff, and the Wand. All start out as plastic, possibly turned into such by the castle's magic. Each has a special trait that makes it stand out from the others.

- Axe: the heaviest hitting but also inaccurate, unprotective, and prone to losing its damage consistency to being One-Pawed. Can use Vengeance, an attack that adds bonus damage equal to half the user's lost HP rounded down (with a damage floor for usability!).
  - If you like to make your enemies pay, try using Vengeful, a Player Perk. When you activate Vengeance after being hit, you're more likely to hit- and do more damage, too!

- BubbleGun: One might say you tend to get The Last Word with this bubblebeam-shooting revolver. Firing fast but not striking too hard, the BubbleGun gets many chances to land hits at the cost of having to take a turn to reload when the 6-round magazine is empty. BubbleGunners can activate Fan the Hammer to empty their current magazine to fire all rounds wildly all at once.
  - Adaptable to the wielder's tastes through Player Perks, this revolver can instead fire slower and more accurately at the cost of firing speed and magazine size with Heavy Rounds, or shoot special rounds that never deplete the magazine through Refreshing Rounds (but can be tampered with, oh no!).
  - Are normal Weapon Skills too slow to recharge for you? Use "Desperado," the Player Perk, to activate Fan the Hammer after landing an accurate hit to spray and pray far more often!

- Bow: accurate, consistent, and allows distance to protect from Area of Effects, but by far the most crippled when a paw becomes occupied. Can

use Sureshot, a skill which guarantees a critical hit on the next hit and lets the user follow up with an attack immediately to try and take advantage.
- ○ Want to really hit them where it counts? Use the "White Nail" Player Perk. Your critical hits will deal more damage!

- Dagger: highly accurate and mobile, but lacking the damage of other weapons. Completely immune to the effects of being One-Pawed, unlike other weapons, and performs better than its peers when regressed. Can use Flurry, a skill that makes the wielder repeat attacks multiple times in one turn but with less accuracy.
  - ○ Want to make your Flurries count? Try the Weapon Perk "Box-In Slashes." Every time you miss, your Accuracy increases, and you're guaranteed to land at least one hit so you don't look foolish.

- Lance: a skillful yet bulky weapon that provides increased critical hit odds, at the cost of also being more likely to critically fail *in combat*. Becomes less accurate when One-Pawed, but not as affected by regression like the Axe. Can use Volley, a throwing attack that deals +2 damage and protects the player from the next attack or order to hit them.
  - ○ Not good at a throwing Volley? Try Javeliner, which makes your Volleys more consistent. Or if you are already consistent, you can deal a bit more damage!

- Staff: a more supportive option of magic tool compared to the Wand, the Staff allows a player to cast any support spell as a free action (not as free spell casts!) once per turn, enabling them to cast a support spell and attack in the same turn. However, this comes at the cost of the Wand's more consistently working spells, and casting combat magic like Missile still consumes a full turn. A better weapon than the Wand, but also becomes less consistent in damage when One-Pawed.
  - ○ Afraid of magic blowing up in your face? Try the Player Perk "Balance Casting," which cancels a nasty Misfire every so often.

- Sword & Shield (represented in Character Sheet as S+S): dependable, well-rounded, but vulnerable to losing its defense due to being One-Pawed. Can perform Sentinel, an attack with bonus accuracy that cancels the enemy's next turn.
  - ○ If you don't like the balanced playstyle and want a bit more offense (and immunity to One-Pawed shenanigans), try the Blademaster

Player Perk! Get rid of that dinky shield and become one with your blade, striking harder but with less defense. You can also use Weaving Blade, where you enter a battle trance for a few turns to wreak havoc.

○ Want to be a team player? Use Player Perk "Shutdown." It improves your Sentinel effect to bolster teammates further and well... shutdown Caretakers even more!

● Wand: capable of casting special magic in combat, with each spell having its own strengths and drawbacks. Unlike other weapons, the Wand cannot use modifier attacks (Defensive and Brazen), but in return the wand can cast spells more consistently than the Staff. Like Daggers, also immune to debuffs from being One-Pawed.

○ Afraid of magic blowing up in your face? Try the Player Perk "Balance Casting," which cancels a nasty Misfire every so often.

If you wish for a character to use a "natural" weapon (ex. a cat's claws), pick the weapon that represents their behavior the best. For instance, a monk would use their fists, which would behave like a Dagger's fast blows.

Second, players must select a Resonance. Resonances determine how players regress or otherwise become corrupted over time in the Crinkle Castle. You can find the list of Resonances, as well as the various effects you will acquire with them, in the "Regression Bar" tab of the Reference Sheet. It's recommended that new players select an already existing Resonance before trying to build their own. For building your own Resonance, see "Resonances: You and Your Path."

Third, the players must allocate 12 points (15 for single player) into their 4 ReAct categories; this excludes Cuteness. A player can have no more than 6 points put into any category. For more information on how these stats work, see "The ReAct System: Roleplaying, Gamified."

Fourth, the players may (optionally) choose to take on Player Perks. Player Perks allow personalities and skill sets to shine through a character's strengths and weaknesses by providing special bonuses and penalties. Player Perks can add some complications to the game, so you may be best avoiding this for your first time. For more information on Player Perks, see "Player Input: Actions & Roleplay."

Player count changes crucial statistics, which is automatically shown by the Character Sheet. A single player will have 20 HP and Attack Roll (AR) +1, and will also be able to take two actions in one turn. Two players will have 15 HP each and no other changes. If there are 3 players, Caretakers gain Attack Roll +1 and max HP +10, and each player will have 10 HP. Please note that CC is made with two players in mind.

Lastly, the group should decide what boss stars in the castle. Each boss has a different focus of effects and kinks, so you can pick according to the group's tastes.

- Latias/Latios: a generalist that exists between the other bosses. No particular alignments to effects. Generally playful and perhaps mischievous, but definitely lighthearted.
- Mewtwo: focuses on mental regression, weaker in general but has more debilitating in-combat effects. They're dedicated and always serious.
- Lugia: bulkier than other bosses, focuses on physical regression types and especially diaper use. They'll tease you and your "handiwork" relentlessly.
- Luxray Pride Alpha: fairly strong at combat but superb at out of combat skills, focuses on mental effects and equipment, especially Shinx suits. Caring and loving, just wants to make sure you're a good kitten in his Padded Pride.
- Flora: fairy god-caretaker Kangaskhan, determined to see you regress and relax. Unflinchingly kind and loving, her temper is almost nonexistent. Focuses on psyche and body regressions. Untouchable in combat and can only be 'defeated' through roleplay.
- Gemcutter: a mysterious cloaked figure, an expert of magical gems and proprietor of your regression. A professional, dedicated to ensuring your 'true' self comes out.
- Alpha Flygon: a master Flygon with speed to match a bullet and aerial prowess to surpass Han Solo. He loves toying with his victims, using his air superiority to avoid damage and rain havoc on them. Oh, and he's mischievous to boot; you're bound to find him in a special room!
- Arch Delphox: a masterful magician, this Delphox exceeds at bogging the party down with status conditions and dealing damage to the whole party.

www.random.org is a valuable website to use if you lack- or do not want to use- dice. Some dice don't have IRL parallels so it should be helpful!

The Basics: Your First Encounter
Updated in version 4.0

Players always start with the Trait of Continent, which they do not lose until they gain their third Regression Tier (RTier). Their characters are diapered before or as gameplay begins, and each Resonance's starting Trait is applied immediately. Please note that a starting Trait does not apply an RTier Rank to its category.

Encounters, which are events that can occur while the players explore the Crinkle Castle, are what determines what happens to the players and are the main source of regression. There are also Events, which are more grand and freeform than normal Encounters.

Crinkle Castle plays very similar to Dungeons & Dragons when in combat, *though you needn't know D&D to play Crinkle Castle*. When an Encounter starts with a Caretaker- a "Caretaker" of the Crinkle Castle, if you will- everyone (including the Caretaker) rolls for Initiative. Initiative rolls have players rolling a number between 1 and 20 (dubbed d20 or "die 20"). The highest rolling player gets to go first, then the second highest goes second, and so on. If a *player* rolls a 1, they lose their first turn and take no actions, and are considered last in a turn. Caretakers are immune to this rule. If two or more characters tie, they roll again without initiative bonuses/penalties; the rolled value then determines who goes in what order among the tied.

For now, just know that the party can only fight or experience Tier 0 Caretakers, their boss, and Rooms. Encounter Tiers are explained later in "[Aftermath: Idle Rolls & Consequences](#)."

Characters have Health Points, Armor Class, Accuracy and Damage. When attacking a Caretaker, or vice versa, that player or Caretaker rolls a d20 then adds their Accuracy bonus (referred to as AR- Attack Roll- in the Reference Sheet) to that number. If that roll matches or exceeds their target's Armor Class (AC), the attack lands. Then, whoever lands the attack must roll for Damage according to the die specified. For example, if the Caretaker's Damage reads "1d4 +1", they roll once between 1 and 4, then add 1 to that total to find the Damage. However, if the Damage reads "2d3," then they roll TWICE between 1 and 3, then add the two rolls together for the Damage. Damage reduces the target's HP equal to the number generated.

If a *player* rolls a 1 before their Attack Roll bonus, the player goofs up their attack in spectacular fashion and flops onto the ground, canceling their turn and gaining Prone. Caretakers are not affected by this. If a player or Caretaker rolls a 20 before their Attack

Roll bonus, they land a critical hit and get to roll their Damage twice (including damage bonuses).

All Caretakers have special Perks that give them a distinct identity from the others. Perks don't need to be memorized, as they are only relevant according to which Caretaker the party is facing. DMs should disclose what a Perk can do when asked unless the party decides beforehand to go in blind. If a Perk gives a new attack for the Caretaker, be sure to include it in your random attack generation if that is the method you're using to control a Caretaker.

Detail on player combat options can be found in "[Player Input: Actions & Roleplay](#)," and non-combat options can be found in "[The ReAct System: Roleplaying, Gamified](#)." More information about combat can be found in "[Minor but Important Details: Combat](#)." For ways of selecting an Encounter, see "[Minor but Important Details: Semantics](#)."

If a player is reduced to 0 HP or below, they are considered knocked out, or KO'd. KO'd players cannot act or be targeted by anyone. KO'd Caretakers clear the Encounter, and inflict a Recovery Penalty on players *if at least one has Continent*, as the magic from the Caretaker is dispersed into the party. Should a Caretaker Encounter end without the entire party being KO'd, a KO'd party member will be restored *to* 5 HP and suffer the Caretaker's Recovery Penalty. Similarly, if the entire party is KO'd, the party suffers the effects of whatever the Caretaker's Party Wipe is and they are restored to full health. Special cases exist where party members can be KO'd without their HP falling near 0; in those cases, players above 5 HP receive no health.

Additionally, all players with Max Capacity or Swollen are always changed into new diapers by the Caretaker; the Caretaker will change the player into a diaper from their inventory, unless the Caretaker's Party Wipe effect states otherwise. Likewise, if the player has no diapers in their inventory, they will change the player into a random non-Trap Diaper. Caretakers may also change diapers below Max Capacity if the player requests it and the Caretaker does not specify otherwise in their Party Wipe. The penalties inflicted by the Caretaker, and their effects, are discussed in "[Regression: Points, Levels, & Diaper Use](#)."

Player count changes crucial player statistics, which is automatically shown by the Character Sheet. A single player will have 20 HP and Attack Roll (AR) +1, and will also be able to take two actions in one turn. Two players will have 15 HP each and no other changes. If there are 3 players, Caretakers gain Attack Roll +1 and max HP +10,

and each player will have 10 HP. Please note that Caretaker modifiers are not automatically applied.

Rooms are a different kind of Encounter. Rather than rolling against an enemy to defeat, the players must roll to avoid a nasty trap, solve a devious puzzle, or resist the effects of an enchanted area. These rolls are dubbed Trap Rolls. Depending on the type of Room Encounter the players have entered, the party will either roll once for everyone, once per player, or roll specific effects per player after the party's roll is made. To understand what traps require what kind of roll, see "Roll Results: Tiers & Failures." Trap Rolls are done "raw" with a d20. What you roll determines your level of failure or success; see "Roll Results: Tiers & Failures" for what numbers generate what types. The types, and their roleplay flavor, are listed below:

- Critical failure: you or your party seriously goofed up. Everything that can go wrong has gone wrong, at maximum potency.
- Heavy failure: things could have gone better. You or your party slipped up quite badly, but they salvage the situation at least a bit.
- Expected failure: you fell for the Room Encounter exactly as intended. You can't fault yourself or your team for a Room getting its value without a hitch.
- Resisted: the Room Encounter managed to do something, but you or the party did well to stave it off.
- Partial success: you or your party didn't get out unscathed but you're mostly unaffected by the Room's intentions.
- Full success: the Room was completely avoided or mitigated to the most of what's capable. Congrats!

Trap Rolls can roll in three variations: Individual, Party, and Party/Indv. Individual rolls have each player roll for the effects of the trap. Party rolls have the entire party receive the *same* effect. Party/Indv rolls have all players share the same Trap Roll tier, *but suffer different effects between each of them*.

Some Room Encounters don't have the players roll a Trap Roll. Always be sure to read a Room Encounter's effects to see what happens to the party and how. For the description of the effects of Room Encounters, see "Regression: Points, Levels, & Diaper Use." For understanding of Forced Idle Rolls (FIR), see "Forced Rolls: Idle, Use & Intensity."

After clearing a Room Encounter, the party can find a random spell scroll from the Gear tab of the Reference Sheet. A party can only hold up to two spell scrolls at a time. For more information on these scrolls and their spells, see "Magic: Ally & Enemy."

A rare, more complicated third type of Encounters are called Events. Events have more creative room for players and the DM to navigate in, and offer several suggestions based upon what the players decide to do. While the writing does provide advice, Events can be freely manipulated by DMs if they don't like what's there. This also holds true for Rooms and Caretakers, but *especially* for Events. Does the party try to sneak past the dragon, or bargain with him? What if they just try to bolt? A thrilling space of options awaits!

Aftermath: Idle Rolls & Consequences
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After an Encounter completes, the calculations for the player's regression progression begins. The effects of a Caretaker encounter are applied as they happen, so regression after a fight is only calculated for defeated players; use "Recovery Penalty" in the Reference Sheet (if a player has Continent). However, if the party is wiped to the Caretaker, follow the instructions in the "Party Wipe" tab instead for all players. For Rooms and Events, their consequences should be calculated before roleplaying them out so the players may do so. For example, if a player acquires Ghost Regression (GR): Poofy Diaper, they will have to waddle out of the room. The effects any Encounter, namely status effects, do not affect the Room's rolls; they only alter future rolls, unless specified.

The calculator linked in the Reference Sheet can do all these calculations for you, and far faster than you could, which should help speed things along!

If the party succeeds any Encounter, they will gain what is called an Encounter Tier. Encounter Tiers determine the available pool of Encounters with stronger, more potent Encounters being higher up on the list. Each Tier rewards [their Tier + 1] Encounter Tiers, and being defeated by an Encounter deducts their Tier from the party's total. Only Tiers that are equal or lower than the party's Encounter Tier may be encountered at all, and bosses ignore these Tiers; they may be encountered at any time. *Events count as Tier 1 Encounters*. A success is defined as not receiving a Party Wipe from a Caretaker, rolling Resist or higher as a party in a Room, and Events are

subjected to party discretion (avoiding status effects and large point gains is a good base benchmark!).

Progression of the Regression Bar (RB), namely Traits acquired by reaching Regression Bar thresholds, are always calculated LAST. They do not take effect until an Encounter has ended and after a natural Idle Roll (if any), but before the next Encounter begins. For more information about the Regression Bar and these Regression Tiers (RTiers), see "Regression: Points, Levels, & Diaper Use."

Every Encounter is implied to last 5 minutes (this is completely up to group discretion). Every 10 minutes, or more accurately after every second Encounter, an Idle Roll is made. An Idle Roll represents the slow, inexorable process of a player becoming accustomed to, and being corrupted by, the Crinkle Castle and whatever effects the player has on them. The first part of an Idle Roll is the Use Check (UC); Use Checks determine how much a player's bathroom functions have filled over time, albeit supernaturally so in this circumstance. Use Checks are discussed more in "Forced Rolls: Idle, Use & Intensity." The second part of an Idle Roll is its Point Idle, which is discussed three paragraphs down.

The calculation for points from Idle Roll is determined by your Idle Roll Tier (IRT), Idle Roll Penalty (IR), and diaper Use Levels. Idle Roll Tiers control the base dice and preset guaranteed gains, whilst Idle Roll Penalties control the bonus penalty you are sure to gain. If an Encounter specifies that an Idle Roll is being made at a higher Tier, only the Idle Roll is boosted; the Use Check or Point Idles included in the Idle Roll are not increased. The calculations are shown in "Roll Results: Tiers & Failures" and in the References tab of the Reference Sheet, but a calculator is provided for you to calculate for you.

Players with category-specific Traits (ex. Mental, Body, Equipment) also roll what is called a Point Idle, where the regression effects of what a player is 'suffering' slowly sinks deeper into their very being. Each point type, Mental, Body, and Equipment, has their own independent Point Idles that roll separately from one another. If a player has 2 Mental Traits but no Traits elsewhere, they will only roll a Mental Status Idle, for instance. The roll a player makes can also be seen at "Roll Results: Tiers & Failures" and in the References tab of the Reference Sheet. Point Idles cannot have a higher Tier modifier than 6.

During an Idle Roll, any Regression Tiers (RTiers) gained by passing a threshold are not calculated until the entire Idle Roll is ended, Use Check and Idle Roll both.

Certain special effects from statuses and Traits trigger during an Idle Roll; these are calculated after the Idle Roll as well. A good rule of thumb is that status gains/cures are not done until the event it came from, and a following natural Idle Roll, has finished.

Because Idle Rolls represent time passing, statuses will wear off or weaken at the very end of an Idle Roll, after Traits are gained. Likewise, players will recover 1d2 +1 HP as their stamina slowly recovers. However, players who used a Pacifier will instead gain 1d2 + 3 HP, an increase of 2 points. Any kind of counter, such as status time, Auto-Bottle drinking, natural HP recovery, and the like, will only be calculated as if 1 Idle Roll is done if multiple Idle Rolls are being rolled at the same time.

Certain Caretaker Party Wipes and Room Encounter failures have Idle Rolls as part of their consequences; these Idle Rolls reset the time for the next Idle Roll to 0. So for example if the party rolls an Idle Roll and then gets an Idle Roll from a Sleepy Room in the next Encounter, the next Idle Roll is bumped back an Encounter, so the *second* Encounter after the Sleepy Room would trigger the next normal Idle Roll, rather than the one directly after the Sleepy Room. Likewise, if there was to be a normal Idle Roll done during that Sleepy Room failure, it is ignored in favor of the Idle Rolls the Sleepy Room applies. Or to put it another way, an Idle Roll can only *naturally* occur 2 Encounters after the last Encounter to include an Idle Roll.

Statuses gained from an Encounter do not affect the calculations of the same Encounter unless it is specified otherwise. This includes increased diaper Use Levels, newfound Traits, and so on. Think of the calculations as being taken simultaneously via a "snapshot" of how the party is at that exact moment, and not what they're going to be a moment later.

All Encounters have their results available in the calculator, for simplicity's sake. Idle Rolls are also available in the calculator. All Encounters will list effects in order of statuses -> point gains -> Use Checks -> Idle Roll(s) for readability.

Forced Rolls: Idle, Use & Intensity
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For normal Idle Rolls done between Encounters, see "[Aftermath: Idle Rolls & Consequences](#)."

Forced Idle Rolls (FIR) represent the 'weight' of the effects a player is suffering from during certain events. During a Forced Idle Roll, only the Idle Roll Tier is used to calculate regression; this Idle Roll Tier follows the same rules as a normal Idle Roll.

Forced Idle Rolls follow the rule of thumb on RTier gain, and as a result can be calculated at the end of an Encounter rather than during one if the DM wishes (though please take good notes as not to forget). Forced Idle Rolls do not decrease status effect timers, nor do they count as a normal Idle Roll in any other regard aside from calculation. If an effect provides a FIR during an Idle Roll, it will be calculated at the very end after the Idle Roll is done.

Forced Idle Rolls stack differently from other roll types. Instead of rolling multiple times when they stack, *you should instead convert all following rolls into Tiers.* For instance, if you're rolling 3 FIRs, you roll 1 FIR with 2 extra tiers instead of rolling 3 FIRs. The calculator will do this for you.

Use Checks (UC) are rolls that represent the buildup of bathroom urges during the course of the game. This buildup is represented as Use Hold Points (UHP) for universal gains, and Wet Hold Points (WHP) and Mess Hold Points (MHP) for specific type gains. See "Regression: Points, Levels, & Diaper Use" for how these points affect diaper use. Use Checks calculate WHP and MHP individually, but any specified UHP gains are always applied to both WHP and MHP.

Use Checks follow the same rules as Idle Rolls, but with separate dice and guaranteed penalties for their Tiers. The terms to know are Use Check Tiers (UCT) and Use Check Penalties (shown as UC+#). Use Checks are calculated instantaneously in the moment they appear, but any effects such as RTiers or Use Levels (UL) gained are held until the event ends.

Intensity rolls determine the magnitude of regression a player receives during an intense regression event, usually from losing to a Caretaker, experiencing certain spell Misfires, or failing to avoid certain Room effects. Intensity rolls are fairly simple: a player will always gain 5 RB + 10 times the strength of the Intensity roll's Tier. Each tier is named, from Tiny to Massive, but numbers can also represent these tiers. For the scale on Intensity tiers, see "Roll Results: Tiers & Failures" or the References tab in the Reference Sheet. Intensity rolls can have their tiers boosted by Intensity bonus (IT), usually granted by special Traits. See the aforementioned locations if you need to figure out what the new effect is.

Use Checks, Forced Idle Rolls, and Intensity rolls are available in the calculator for ease of use.

Regression: Points, Levels, & Diaper Use
Updated in version 4.0

The progression of player regression is represented in 4 separate statistics: Regression Bar points (RB), Mental Points (MP), Body Points (BP), and Equipment Points (EP). Each stands for a particular kind of regression, implied by their names. RB is the overall corruption of the player.

There are particular thresholds that, when RB reaches that threshold total, the Crinkle Castle takes further hold on the player and they acquire a new Trait. These thresholds are called Regression Tiers (RTiers). Traits are permanent regression effects that have penalties of generally increasing severity as the game continues; generally the more Traits a player has, the faster they are corrupted by the boss's magics. You can see the RTier thresholds in "Regression Bar" of the Reference Sheet, and the Character Sheet automatically updates its threshold field when you pass a threshold.

Mental, Body, and Equipment Points have a static threshold of 100 points. Whenever any of these stack up to or past 100, their total is reduced by 100, and the player gains just enough RB to reach their next RTier on the spot; the resulting Trait must be from the same type as the points that caused it. Should a player have cleared out a particular type when they gain 100 points of that type, a random Trait will be generated identically to a normal RTier gain instead. However if no other Traits in that type are available but some are "locked" behind other Traits not of that type, then the forced Trait gained must be a prerequisite to unlocking one of those Traits.

For example, let's take a look at a column in a proposed Resonance, and presume the other two columns do not possess any Mental Traits (and are thus irrelevant).

Column 1
Vocab Regression
Royal Garb

Adult of Sorts
Unlucky
Babbler

Let's say Vocab Regression has already been earned in the column before now, and the player has just gained 100 Mental Points. Since Babbler must be earned last in this column by being a lighter tint, it cannot be earned by the forced Mental Trait. Therefore, any Trait that unlocks access to Babbler (Royal Garb, Adult of Sorts, and Unlucky) can be earned by the forced Mental Trait. If Vocab Regression had not been earned and was instead some other non-Mental Trait, then the Trait replacing Vocab Regression would be the one earned first through a forced Mental Trait.

These three point categories also have a contributor: RTier Rank. Each category has its own independent RTier Rank. If a player has an RTier Rank in any point category, they also roll a Point Idle during an Idle Roll. See "[Aftermath: Idle Rolls & Consequences](#)" for more information.

There is a unique category of Trait called Universal, which has no points assigned to it. Universal Traits do not contribute to type-specific RTier Ranks but do provide a boost to Idle Roll Tier like any other Trait. Generally, Universal Traits are any sort of Trait that don't fall cleanly into Mental, Body, or Equipment.

For more information on how Traits and status effects are calculated for the more unique effects and penalties, see "[The Pick 5 System: KISS It](#)."

Use Hold Points (UHP), as discussed in "[Forced Rolls: Idle, Use & Intensity](#)," represent the buildup of bathroom urges over time for wetting and messing. Use Hold Points do not represent the physical storage in a player's bladder and bowels; rather, they represent how bad their need to go is. Technically speaking, a player can use their diaper as soon as WHP (Wet Hold Points) reaches 10 or MHP (Mess Hold Points) reaches 15, as *this is the minimum amount of need to go*.

However, new characters will have much potty training built up over years of practice; as a result, they have a much higher urge tolerance. That tolerance is represented as Potty Limit, or PL. A player starts with a base of 25 PL for wetting and 30 PL for messing. However, thanks to Continence, they also gain an additional temporary 5 PL in both categories, for 30 in wet and 35 in mess total. Once WHP or MHP exceeds its related Potty Limit, a player gains a level of diaper use in that category

and instantly suffers whatever effects that use causes. Their WHP or MHP is deducted by their PL afterwards; so if a player has 25 PL in Wet, and they gain a total of 28 WHP, they'd have 3 WHP after wetting. Used diapers inflict ever-increasing penalties on the player until they get changed, which is automatically updated in the Character Sheet.

But, waiting that long to go can mean there is much more buildup. Should a player's maximum Potty Limit in Wet or Mess drop such that their WHP or MHP doubly exceeds the related max PL, the player will gain 2 levels instead of 1. So if a player had gained 30 WHP, and their Wet Potty Limit dropped to the minimum of 15, the player would wet their diaper 2 levels.

Standard diapers have a maximum fill of level 3 in both types, or level 4 in one type. This is changed across the board by certain Traits, up to a maximum of 8 levels in one type or as low as 2 levels in one type. When a diaper hits max capacity, they receive the status of Max Capacity; likewise, if a diaper is filled beyond its max capacity, the player receives Swollen. The Character Sheet will automatically notify you whenever these states are achieved. A player must change their diaper at the next opportunity available before the next Encounter, else they shall receive Caretaker's Call and will be changed into a new diaper when defeated by a Caretaker (some exceptions through Traits may apply). See the "Statuses" tab in the Reference Sheet for the particular effects Max Capacity and Swollen impart.

Players can only change into diapers in their own inventory, and cannot borrow from an ally's. DMs may justify this however they wish: maybe a curse? If a Caretaker changes a player from a Party Wipe, they will borrow from the player's inventory unless their Party Wipe effect says otherwise. Likewise, if the player has no more diapers, the Caretaker will change the player into a random non-Trap diaper. Players can freely trade or give items between Encounters, but doing so in combat will cost the giving player's turn on their turn.

A Brief Overview of the Trait Slot System
_____*Updated in Version 4.0*

Some special mutually exclusive Traits fall into an active slot system. So long as the Trait is in the active slot for a category, it gives its full effect; otherwise, it gives its background effect. This usually means special effects are dropped, or stat penalties are lessened. If a Trait has no listed background effect but has a slot, this means it has no

effect at all if it's not in an active slot. Keep this in mind when building a Resonance! Try to have no more than one Trait per special slot, unless you want to have a thematic ramp-up of some sort (like Padded Suit into Shinx Suit).

Players can choose which Trait(s) occupy a slot and which must go to background, *but may only change them when an RTier is gained or a Ghost Regression in an active slot is cured*. Should there be a Trait with two slots specified, the Trait will only be considered active if it is in both slots; otherwise, it will default to its background effect. Should a Trait not have a slot specified… then it's open, you don't need to manage it at all.

The slots are:
- Age
- Clothing
- Companion- Assistant, Big Pal, etcetera
- Diaper Type- whether Auto-Cleaning, Infinite, or none
- Form- Transformation Traits like Pooltoy or Partial TF
- Hands (rather, what occupies them)
- Legs
- Mentality- whether Enjoyer, Responsibility, or neither
- Speech
- Suit

Progression: Maintaining Flow
Updated in Version 4.0

As a rule of thumb, Encounter generation is random; however, for gameplay variety, be sure to guarantee a Caretaker after 2 consecutive Rooms, and vice versa (as always, up to party discretion). *Randomness can be entirely removed by group discretion, or by DMs seeking to fudge rolls into something more fun.* A Changing Room, Storage, or Item Room should be forcibly thrown in every so often, at the Dungeon Master's discretion; just try not to make them appear too conveniently when they're needed! A recommendation is every 8-10 Encounters for consistent inventory. Likewise, the Boss Encounter should be forced in 10 Encounters after the last instance of the Boss Encounter, or 10 Encounters after the start of the game.

A game of Crinkle Castle ends when either the entire party is fully regressed, or the party defeats the boss Caretaker. It is up to the DM for flavor on how that goes.

When the game first begins, it's recommend the players encounter a Storage Room to stock up. *Remember: there won't be any Trap Diapers or cursed items in this room.*

If a Caretaker or Room keeps appearing (beyond the effects of Stubborn), ask the party if they wish to reroll. DMs should justify the reappearances if the party does not wish to reroll.

Because having one player in the group power level to a game over and having the rest of the group try to keep up isn't fun, Bad Influence and Perfect Example kick in. A player gains a stack of Bad Influence for every RTier they are under the highest RTier player. At 3 stacks or higher, the lower RTier player(s) receive the stronger Perfect Example instead of Bad Influence stacks. These are cured after an Encounter that has the players match RTier.

The ReAct System: Roleplaying, Gamified
Updated in Version 4.0
Made with help from Sammy

The ReAct system is designed to enable players to react without violence to Caretakers, and is the most crucial system for a DM or player to understand due to how flexible it is. There are at least three different categories that demonstrate strengths and weaknesses: Adeptness, Duty, and Reason. Caretakers also have Perception, Agility, and Cuteness Resistance, while Players have Skill and Cuteness. These can all be described as follows:

● Adeptness: how physically capable someone is; their physique. A player with low Adeptness will struggle to escape from their restraints, while a Caretaker with high Adeptness can easily pin players down. While this does cover movement speed for players, it does not cover speed for Caretakers; speed falls into Agility for Caretakers. Lifting, carrying your body weight while climbing, and other feats of physical exertion fall into Adeptness.

- Agility: how fast a Caretaker can be. A Caretaker with high Agility can sprint to catch up with players, can move faster, and can maneuver themselves around better than a Caretaker with low Agility.
- Perception: how well the Caretaker perceives the world, as well as their general attentiveness in conversation. If they have high Perception, they can easily pick out a player in hide and seek, hear them crinkling about, or catch blatant contradictions spoken in conversation.
- Cuteness: how adorable a Caretaker would consider the player as well as a measure of how effective a player can make an appeal with cuteness. Players with negative Cuteness won't be able to charm their way out of an Encounter, but a very cute player can wriggle their way into a Caretaker's good graces. Cuteness Resistance, as a counter to Cuteness, is how resistant a Caretaker is to a player making an appeal to Cuteness. Cuteness Res is only used in defense, while Cuteness is only used in offense.
- Duty: how dedicated someone is. Duty is one's tenacity, tendency towards being adamant, and a measure of their willpower. A Caretaker with high Duty will be hard to convince to leave the party be, and a player with low Duty will struggle to want to leave their current predicament. Let's face it, it's probably the stat players will probably not put points into.
- Reason: how smart the individual is. It's hard to pull off a plan against a Caretaker who can figure it out, and it's hard to convince them when they can tear your weak argument apart. Also helps with logical deduction and in-ReAct spellcasting. A player with high Reason can convince a Caretaker that they have better things to do than manage the party.
- Skill: How good a player is at hands-on actions, such as sneaking, the grip of climbing, maneuvering, and sleight-of-hand. Generally any action that requires dexterity or deftness goes into Skill. A player with high Skill will be less clumsy than one with low Skill.

       Caretakers all have their own DCs, or Difficulty Checks, in each stat that represents how proficient they are. The higher the number, the better the players will have to perform in order to succeed against checks of that type. On the player's end, each player has a proficiency bonus instead of a DC for their stats, which is added to their roll against whatever the Caretaker is being checked on. For instance, a player making a stealth maneuver to hide must compare their Skill roll to the Caretaker's Perception stat. However, IF a Caretaker has a DC of "N/A," then they cannot be contested on that stat period, all attempts will fail. Whether the players know this or not is up to DM discretion. For instance, if a Luxray has a strength of Perception, it can use its x-ray vision to catch players and thus all attempts to hide fail.

Caretakers can often have several potential strengths. Green cells with two stats listed indicate a potential strength. The DM can choose which a Caretaker is stronger in, with the other strength defaulting to its lower value. In these cells they will be listed as #1/#2, where the first number is the base value and the second is the strengthened value. For instance, Kangaskahn can be strong in either Adeptness or Duty; if she's strong in Duty, then she will be average in Adeptness. This allows DM to spring surprises on players who are familiar with Crinkle Castle.

When players start their games, they get a pool of 12 points (15 if single player) to add to their ReAct stats, up to a maximum of 6 per stat. Therefore, a player can be superb in up to two proficiencies, but will likewise perform poorly with the other checks. This should help characters have more… well, characterization! However, Cuteness cannot be invested into; instead, Cuteness naturally changes as a player regresses in the game. Beware, effects can reduce your ReAct scores.

So how does a player or Caretaker win with ReAct? In order to win in ReAct, a player must succeed 3 Difficulty Checks (DCs) to escape the Caretaker's clutches (or 4 for a boss); in order to lose, a player must fail 3 Difficulty Checks. For three players, this is changed to 2 successes or 2 failures per player (3 successes for a boss). A full party must succeed against the boss to win the game, but each player can win or lose against Caretakers independent of one another.

When the Encounter begins, either the players or a Caretaker goes first depending on the context of the roleplay. If the party is being proactive, the players goes first, otherwise an active Caretaker goes first. Whoever does not go first goes second, and from there the rotation of selection is Caretaker -> players -> repeat.

When it is a player's turn, the player selects a ReAct stat to use against the Caretaker, who counters with an appropriate ReAct DC to the player's action. If the action does not directly affect the Caretaker, see the chart later in this section for how difficult a player's DC should be for their action. Players may choose to contest N/A value stats freely but learn of their inability to succeed after one failed roll, and then cannot roll against that N/A stat again (to prevent throwing). A player may change which ReAct stat they use and which ReAct DC they roll against between failures so long as the new action works within the roleplay context.

On a Caretaker's turn, the Caretaker imposes one of its ReAct DCs against the player, forcing them to counter-roll against the selected stat. A player may counter that

ReAct DC with whatever ReAct stat the player wishes, so long as the counteraction makes sense. Caretakers may choose N/A stats, which are treated as an 18 DC, but may only select them once and can only impose one failure from an N/A stat before it must be changed. Cuteness Res cannot be used to impose a roll on a player. If a Caretaker imposes a ReAct DC on a player with 12 or less in that DC (before any penalties), boost that ReAct DC's value by 3 for that turn.

If either side selects the same succeeding statistic as they did at a previous opportunity, that stat receives -3 to its value. For instance, if a player tries to sprint past the Caretaker and succeeds their Adeptness DC check, and the Caretaker tries to grapple the player to use their Adeptness DC, the player's rolls receive -3 *if they try to counter with Adeptness*. Should the player fail this DC and the Caretaker use their Adeptness DC again, it will also receive -3. This -3 stacks repeatedly on both sides, to encourage mixing up actions and to punish min-maxing.

Rolling a nat20 will increase Seesaw by 1 but also guarantees the next ReAct roll will be rolled at advantage (roll twice, take higher roll). Meanwhile, rolling a critical failure will reset Seesaw buildup and force the next roll to be rolled at disadvantage (roll twice, take the lower roll). The same effect cannot be "combo'd" together consecutively, and advantage will carry over into the next Encounter if the crit was the last successful roll.

These penalties, fail/success counts, (dis)advantage bonuses, and so on are on a per-player-interaction basis. For instance, if a player fails a Duty DC from the Caretaker, the -3 penalty on the Duty DC is not granted to other players rolling against the Caretaker's Duty DC after them. Likewise, one player succeeding with Adeptness will not give the other players a -3 Adeptness penalty.

Phew, that's a lot of confusing words isn't it? Let's use an example to make this more clear:

A single-player game has the player encountering a Kangaskhan with Adeptness as their boosted stat. The player chooses to sneak by the Kangaskhan and rolls Skill of 13, with their bonus of +3 Skill making it 16. This succeeds the Kangaskhan's Perception DC by 3 and the player gets their first success.

The Kangaskhan counters by listening for the player, forcing the player to roll against her Perception DC again. The player chooses to roll Skill again and

rolls 12+3 (-3 from repeat use of Skill) for a 12 total, failing their first check. Now the Caretaker suffers -3 to their Perception DC, making it 10 from 13.

The player chooses Skill a third time to keep hiding and rolls Skill 11+3-3 against the Kangaskhan's now-10 Perception, succeeding their second check and increasing the player's Skill penalty to -6. The Kangaskhan heard a noise, but doesn't know the player's there.

Since both sides have gone once, Caretakers always go third. The Kangaskhan changes tactics now, having suspicions about the player's presence, and moves quickly to guard the exit door to force an Agility DC. Since Kangaskhan has an Agility DC of 12 and it is her turn, this boosts her Agility DC to 15. Since the player has a -6 in Skill and doesn't want to fail a dodge, they roll Adeptness instead to sprint and beat the Caretaker to the exit. Alas the player rolls a 6 with +2 from their Adeptness stat for a total of 8. This fails against the Kangaskhan's 15 Agility DC, and the player has now failed twice. The Kangaskhan's Agility has also now received -3.

With the player now caught on their turn, they roll Adeptness to try and force themselves free of Kangaskhan's grip. The player rolls Adeptness 19+2 for 21 total, a strong success against the Kangaskhan's Adeptness stat of just 15. This is the player's third success, and they have now successfully evaded the Kangaskhan, ending the encounter.

The penalties for a player change depending on how many failures they have racked up. Refer to this handy dandy chart:

No failures	One Failure	Two Failures (1 or 2 players)	Full Failures
No penalty	Tiny IT for focus stats AND/OR 25% chance of focus status	Small IT for focus stats AND/OR 60% chance of focus status	Party Wipe effect

Everyone has very strong reign in this system. DMs and players get to push and pull against one another, vying for supremacy. You can adapt to whatever you need to

do! The DM can also come up with their own unique ways of making players roll should the situation require it. ReAct is a framework, not a rigid system.

If the players commit to an action that could fall into two stats or more simultaneously (ex. Making a logical argument that the Caretaker has better things to do, Duty + Reason), find the average of those stats both for the Caretaker's DC and the player's modifiers in the same stats, and then roll as normal. Always round down. Likewise, if a roll is a group effort, take the average of the player's modifiers for that stat. Alternatively, if an action has two distinct parts (for instance, climbing a bookcase and then parkouring over the tops of bookshelves), it is better to split the two into the player's first and second ReAct check.

One player can complete ReAct DCs that allows the whole party to escape, but this is up to player action and DM discretion. For instance, convincing the Caretaker to go away could fall into this category.

Since the player(s) must pass several DCs to succeed, you can get creative with how to apply the checks. It does not matter what checks are made, only that enough are passed to clear the Encounter. If a player is continuing an action with no variation, an easy solution is to have the player roll that same ReAct DC twice; once for its start, and another for its end.

Since not all ReActs directly affect the Caretaker, players can roll ReAct against a number of the DM's choice based upon the difficulty of the maneuver the players wish to make. For instance, climbing a slippery slope will have a high DC for Adeptness, but a bookshelf would have noticeably less DC. Below is a table a player or DM can use to get an idea for how difficult an action's DC will have.

Difficulty	Very Easy	Easy	Not Hard	Moderate	Difficult	Impossible
Value	0-5	6-10	11-13	14-16	17-19	20+

This chart can also be found in "Roll Results: Tiers & Failures."

If a player wishes to cast magic with a Wand or Staff to manipulate something, or the group agrees to cast group magic to take advantage of a particular spell, the player(s) roll to succeed or fail a DC like a normal ReAct, usually in Reason. Wand spells will only draw Perception to the player who casts when it fails with no Misfire (this is up to flavor and not mechanics, try not to tempt the DM by rolling too low!), but a group spell can still Misfire as normal.

Need some examples? Here are some notable applications:

- A player wants to avoid the Caretaker by navigating over the library. They climb a bookcase with Adeptness, and leap across the bookshelves with Skill.
- A player wants to hide from a Caretaker until they go away. They roll 2 Skill checks to avoid being seen or heard.
- The party wants to use one player as a distraction while the other two slip past. The baiting player rolls Adeptness to avoid being grabbed, whilst the other two players roll two Skill checks for stealth with a bonus given by the DM since the Caretaker isn't paying Perception. The baiting player rolls a second Adeptness check to sprint to the next room with the other players who are already there.
- A high Reason player contests a Caretaker verbally and insists they have better things to do. The party rolls Reason against the Caretaker's Reason to help the player convince the Caretaker, and then the party rolls Reason against the Caretaker's Duty to successfully appeal to the Caretaker's Duty.
- A player uses their Adeptness and Skill to intimidate a Caretaker on their low Duty stat into going away.
- The group comes up with a plan to pin the Caretaker with a trap, and roll Reason twice (once for the trap creation, once against the Caretaker's Reason) to successfully trap the Caretaker.
- A highly regressed player rolls their Cuteness against a Caretaker's Cuteness Res in order to convince them that the party has already 'lost' the game and to leave them alone. A succeeding Cuteness or Reason to Duty DC convinces the Caretaker.

Player Input: Actions & Roleplay
Updated in Version 4.0

Players have an inventory storage of 2 items and 2 diapers, mutually exclusive to one another. The diaper a player wears does NOT count towards this inventory.

Players can search a room that isn't empty to find consumables and possibly an item. The entire party can find 1d2 consumables without much effort- DM's choice of food or drink- and are consumed when found if a particular player chooses. See "Dice Rolls" in the Reference Sheet for the health recovered, and the associated Use Hold Point penalty. The party can roll a 1d20 once for each player to find an item, with up to 2 items found amongst the party per room. If the player rolls at or above 14 (which is

shorthanded to DC 14), then they find an item randomly generated from the list; alternatively, the DM can force an item that fits the room if they wish.

For more information on DCs, cursed items, and Trap Diapers that can all be found in gameplay, see "Minor but Important Details: Semantics."

Player Perks work on a balancing point system. Each positive and negative Perk has a point value attached to it; a player must have a balance of zero perk points in order to be allowed. Players are allowed up to 5 positive perk points in total or 3 total positive and/or neutral Perk choices, whichever comes first. Negative Perks have no limit to their choice count but you cannot go below 0 on the total points or else your character is not allowed. If you want a character to have a positive or negative perk point total, discuss with your DM.

Spells cast from the player or party can be done at any time, as long as they're applicable; for example, Shelter cannot be cast during an Encounter, and Missile cannot be cast without a Caretaker target. A player recovers their spell after the 2nd Idle Roll, counting from the Encounter when the spell is cast. If a Potent Misfire occurs, the timer is instead reduced to the next Idle Roll. For more information on spells, see "Magic: Ally & Enemy" for details, and "Roll Results: Tiers & Failures" for the roll effects.

In combat, players have several separate options when it's their turn. They can attack normally, defensively, or brazenly, or alternatively cast a spell. A normal attack is an unmodified attack roll. A defensive attack sacrifices Attack Roll (AR) into your Armor Class (AC); the modifier of this attack is a 1d3 AR. A brazen attack sacrifices 1d3 AC for an equal amount of AR. These effects linger until the beginning of the player's next turn. For how spells work, see "Magic: Ally & Enemy" below.

Weapon Skills can be used once per two Idle Rolls, and provide some kind of unique effect depending on the weapon. Skill use must be declared before doing an attack roll, and consumes their 'use charge' whether or not it hits. The list of weapons in "Preparing to Play" details what each weapon's Skill is, and the References tab in the Reference Sheet also lists their effects.

Gameplay-affecting actions from players outside of combat can be done before or after an Encounter starts. *Players cannot 'throw' a Caretaker Encounter or Trap Encounter to force a better or worse result, and must roleplay within the rolls generated.* However, the party can collectively decide to forfeit to a Caretaker, *before* combat starts. Forfeits to Caretakers reduce the numerical point penalties received by half, and there

is a 50% chance that a player will resist a particular status effect from being inflicted provided the one status is usually guaranteed without conditionals (this is per status, not per Party Wipe). In plain English, if a status is usually guaranteed, it now has 50% odds. For example, Flygon's 25% chance of Auto-Bottle is completely ignored by the benefits of Forfeit because it only has a chance to occur and isn't guaranteed, and Lucario inflicting a random GR if you have Skewed Aura is still guaranteed. However, effects that inflict statuses *after* the Encounter, such as Luxray's or Ampharos' Obedience, cannot be resisted.

Forfeits do not decrease Idle Rolls or their effects, nor do they prevent temporarily lowered Potty Limit, instant Use Level gains, or Use Check rolls. Any kind of bomb roll, like Primarina's Party Wipe, considers status effects from bombs to be a chance and as such players are not protected by the 50% status rule for them. Once combat begins, the forfeit option is void. *Flavor is highly encouraged and implementation of this forfeit rule is entirely up to the DM's discretion.*

Diaper changes can only be done between Encounters, after the Idle Roll step (or after an Encounter's effects if no Idle Roll). Diapers can be changed freely in these times, and unused diapers can be kept in the player's inventory; used diapers are thrown away when replaced. Players can change themselves as well as each other unless some effect says otherwise; DMs and their party can discuss whether they want to be able to do changes in Mittens, Suits, and the like. Players cannot give changes if Stupefied or Empty-Headed, but they can change when given orders to do so while Brainwashed (i.e. in a single player game, they cannot change themselves on their own). A Caretaker post-Party Wipe can change a diaper on a player, obeying all other rules about diaper changes. Some Caretakers have requirements or specific prints they will only change players into, which they will always have on-hand without needing a player's diaper.

A player can wear additional layers of diaper at any time they can change diapers, but they (or someone else) must be able to change diapers and it cannot exceed the maximum capacity possible (two 7s or one 8). A player can also request another layer(s) from a Caretaker. When a player layers their diapers they gain GR: Poofy Diaper (or GR: Extra Poof if stacking) per layer until changed and they replace the lower layer(s) with the top one's effect. For instance, if a player is wearing Plain and adds a top layer of Flower, their diaper print is treated as Flower. Normal players can wear 2 layers, Poofy Diaper players can wear 1 extra layer, and Extra Poof Players cannot layer at all. In effect, laying is self-inflicting Poofy Diaper and/or Extra Poof. *The maximum layering rules are ignored for Layer Magnet.*

Layering over a Trap Diaper has the top layer alter into the Trap Diaper; there is no escaping their effects!

As a player, it is important to understand the DM does not control everything. Players should put in whatever work they can to help the DM if they so wish; the level of help will always be on a per-group basis. However, roleplaying should be fleshed out as much as possible. *For group enjoyment, players should be players of the DM's game and not recipients of the DM's plans unless the group was specifically formed with this in mind.*

Magic: Ally & Enemy

Updated in Version 4.0

After any Room Encounter, the party can find a random spell scroll from the list in the Gear tab of the Reference Sheet. A **party** can only carry up to *two* spell scrolls at a time, and may discard a scroll for a new one. The party may find and carry duplicate spell scrolls if found.

When casting a scroll spell, a particular player of the party takes on the roll of spellcaster, then that player rolls a 1d20. If the player rolls too low, they will generate a Misfire along with their normal spell effect, which is randomly rolled from the list of Misfires. If the 1d20 rolls especially low, they will generate a Potent Misfire instead of the spell effects; likewise, rolling an especially high number will create a Potent Effect spell. See "Roll Results: Tiers & Failures" for fail/success rolls on spells and Misfire effects, respectively. Both Potent Misfires and Effects will still consume the spell scroll.

Weapon spells behave somewhat differently from scroll spells, but they do function similarly. Weapon spells can be cast infinitely, but each successful cast reduces the next weapon spell roll by 2 (dubbed the Weapon Spell Modifier) until the Encounter ends or a weapon spell Misfires from that player. Weapon spells also come with a secondary cost to give their spells a bit more weight. Wands may cast spells without worrying about their weapon spells missing, but Staves must fret about missing their spells. Both are still affected by, and lose their spell effects to, Misfires.

Caretaker spellcasting is generated the same way a player is, but they only cast spells from the Normal Misfire category as well as from the Caretaker-exclusive list

(randomly generated). If the Misfire specifies a spellcaster, it will always be the lowest RB player that was hit by the spell; for ties, roll to decide. Caretaker spells will only affect the Caretaker if specified.

For the list of available spells of all types, see "Gear" in the Reference Sheet. For how magic is rolled, see "Roll Results: Tiers & Failures."

Statuses: The Meat & Potatoes
Updated in Version 4.0
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Statuses and Traits can have some odd effects that create large changes in gameplay. This section will discuss them.

Ghost Regressions inflict a Trait early for a player, or otherwise give a Trait a player wouldn't have for a while. They are so named because the effect is temporary, like the apparition of a ghost. If a player receives a Ghost Regression on a Trait they have already, they receive 20 RB instead (Ghost Regression Traits will refresh their timer back to 3 IR when repeating). Likewise, if GR Traits clash (i.e. mutually exclusive), then the *old* Ghost Regression is converted to 20 RB. Ghost Regressions are statuses and not actual Traits.

If a player gains enough Regression Bar to gain an RTier, and they have Ghost Regression Trait(s) that also exist in their Resonance, the player will instantly gain that Trait and will not roll for random Trait generation. If the Trait has a prerequisite in the Resonance, they will gain the prerequisite instead and lose the GR Trait regardless of its timer. If there are multiple GR Traits in a player's Resonance, roll for which is gained permanently (or have the player decide). When a Trait is gained by being forced by a GR, that GR Trait is instantly cured with no additional penalty to the player.

Statuses do not count down their timers until the Encounter ends. So, if an Encounter inflicts a status and an Idle Roll as well, that Idle Roll does not reduce any of the statuses gained. However, if an Idle Roll comes *after* an Encounter as a normal Idle Roll, it will reduce the counter for ALL statuses.

Caretakers can, once per turn, give the whole party orders rather than attack if any player suffers Obedience, Submissive, Hypnotized, or Brainwashed, though you can also make a case for Cede to Authority. The list of concrete orders can be found on

the "Caretaker Perks" tab of the Reference Sheet, but the DM can create custom orders as they see fit. *No order can outright incapacitate a player unless the entire party has Brainwashed and/or Submissive*. Each status has their own way it treats orders; be sure to read their descriptions for specifically how to treat an order. Turns lost to other effects, such as Slow or Prone, cannot be replaced with an order's action and likewise cannot be given orders on those turns.

Some in-combat statuses (Prone, Stumble, Disarmed, Restrained, and KO) can be confusing due to how they operate. Let's cover each in more detail:
- Prone: the player is knocked down and has to struggle to get back up, and can have a Caretaker perform a Finisher on them; they lose their next turn to get up. See "Rolls In Action" below for how inflicting Prone is rolled. Heavy Blow Caretakers can also inflict Prone, as well as critical failures on the player's end. *A Prone player does not lose their Prone status until the start of their turn after they lose their turn, and as a result can be on the receiving end of a Finisher even after their lost turn.* Prone players also cannot be missed by Caretaker attacks.
- Stumble: a player pratfalls onto their butt and hastily gets back up. The player does not lose their turn, nor does the Caretaker get an opportunity to use a Finisher. This is, in effect, an event and not a status.
- Disarmed: the player's weapon falls to the side, leaving them with only their fists. The player can use their next turn to pick up their weapons. If they attack that same turn, they suffer AC/AR -3 until the start of their next turn.
- Restrained: a player is either coiled up by the Caretaker, placed in their web, or otherwise rendered out of action by being bound. A player can struggle to break free on their turn by rolling Adeptness or Skill against the Caretaker's Adeptness DC. An ally can use their turn to break the player free by rolling their Adeptness with a +2 bonus against the Caretaker's Adeptness DC.
- KO/Incapacitated: the player is too exhausted to continue, or otherwise compromised. When the entire party is KO'd/incapacitated, they lose to the Caretaker and receive the Party Wipe's effects. This is usually when a player's HP is reduced to 0; exceptions will specify themselves, such as the Caretaker Perk called Playtime.

Rolling In Action: Hypnosis, Finishers & More
_____*Updated in Version 4.0*

There are many rolls that are event-sensitive which give context to the actions that happen when fighting a Caretaker, navigating a Room, or interacting with the world between Encounters. These are discussed here in the following order: Prone, Finisher, Food, Hypnosis, Pacifiers, and Removal Checks.

Prone and Finisher rolls are closely tied together in combat, but we will start with Prone. When a Caretaker rolls for Prone, they are moving to knock the player down and leave them… well, prone. The Prone roll compares the Caretaker's 1d20 roll to the target player's AC, and gains +1 to hit per every 6 HP the Caretaker has, as well as +1 per level of diaper use on the target (both bonuses are individually capped at 5). It is otherwise rolled identically to a normal attack, discluding the accuracy bonus (AR) a Caretaker normally gains. A Caretaker with Heavy Blows will automatically roll for Prone when they hit a player above half the maximum possible damage. For example, if the Caretaker rolls 4 damage total, and the maximum damage total is 7, then they will roll to inflict Prone as well as dealing that damage.

Next is a Caretaker's Finisher; this is a flat, guaranteed damage type, and is not technically a roll. When a player is Prone, they lose their next turn to get up, and can always be hit by Caretakers. The player does not lose Prone until the start of the turn after the turn they lost their footing. A Caretaker can perform a Finisher on any Prone player that would be defeated by the damage dealt; else, they cannot perform a Finisher on that player.

Against *one or two players*, the Finisher performs a flat 5 damage, but this damage is increased by factors similar to rolling for Prone. For every 6 HP the Caretaker has, the Caretaker deals 1 extra damage with their Finisher (this value is always rounded down); additionally, if the Caretaker's diaper is used in one category (wet OR mess, not both) they deal 3 more damage, but if their diaper is used in both categories (wet AND mess) they deal 5 more damage instead of 3.

Against *three players*, Finishers deal 3 damage, and instead every 10 HP adds 1 point of damage (unlike the other version, this *is* rounded up). Used Finishers deal 2 more damage per use type, for 2 extra if wet OR mess and 4 if BOTH wet and mess.

In standard play, only Caretakers with Used Finisher can have used diapers, but the DM may change this on discretion.

For every negative point of HP a player gains from a Finisher, they gain double that quantity in RB and whatever focus stat the Caretaker has. If the Caretaker has a

status focus, then they have a 50% chance of inflicting their status condition. If the damage leaves the player with exactly 0 HP, then no additional effect occurs (aside from player embarrassment, perhaps). Caretakers with KO Combo have a 50% chance of initiating their Finisher instantly when they knock a player down, but only if the Finisher will KO. KO Combo can trigger from Heavy Blow granting a Prone status, but a player would have to be especially un(lucky) to have all the rolls add up to KOing them instantly from a normal attack.

Finishers are normally performed by having the Caretaker squash their diapered butt on the player's face; should this not appeal to the group Caretaker-specific Finishers could be roleplayed instead, such as Primarina planting a special KO bomb to knock out the player or Miltank forcing the player to drink a bottle of milk that 'zonks' them out. This is up to the DM's artistic expression.

Playtime Caretakers (i.e. Mew) can still perform Finishers, with the overflow effect occurring as normal; however, the targeted player is instead left with 1 HP and incapcatitated per Playtime's rules.

Food consuming rolls are quite simple; when a player consumes food or drink, they roll to regain health and increase their Use Hold Points according to the type. See the bottom of the "References" tab in the Reference Sheet for the health and UHP rolls made.

Hypnosis Checks (HCs) are rolled whenever a player's mind is being tampered with. A hypnotic attempt fails if the source rolls 15 or below; if the caster rolled somewhere between 6 and 15, they gain +2 on their next attempt. This bonus stacks continuously until a roll succeeds by rolling a number of at least 16 with bonuses or when an Encounter ends, in which the bonus will reset to 0. Players may have Traits or statuses that give a penalty to HCs, which is a bonus for the caster that does not reset. Another way to refer to Hypnosis Checks is a DC 16 - (player's HC penalty) for the caster to succeed on inflicting Hypnosis to a player. A player does not fail or succeed a Hypnosis Check; rather, the caster is considered to succeed or fail at their attempt. Terminology will reflect this. A player gains a stack of Hypnotized when the source succeeds their HC roll, and three stacks of Hypnotized will be replaced with Brainwashed.

Pacifier Checks (PCs) are rolled once per Idle Roll, if a player chose to keep their Pacifier in use at some point between the last Idle Roll and this one (removing a Pacifier right before the Encounter that ends in an Idle Roll will not save you from rolling a

Pacifier Check!). Some other effects, such as wearing a Pacifier diaper, will also force a Pacifier Check; these rolls will stack and force multiple rolls in the same Idle Roll. A player succeeds a Pacifier Check if they roll 1d20 and get 11-20; they fail if they get 1-10. If a player fails a Pacifier Check, they gain a Pacifier Level. If the player gains 3 Pacifier Levels, they are inflicted with Pacified. A player can lose these Pacifier Levels by gaining Pacified from a separate source, or by going an Idle Roll without using a Pacifier which will drop 1 Pacifier Level.

Players can choose to use or not use a pacifier just before the next Encounter begins, but cannot change that state at any other time. Pacifiers are easy to come by, and can be found whenever a player looks for one. Equipping a Pacifier is a free action, but to remove a Pacifier the player must roll a Removal Check; the roll's DC is 3 + (statuses or Traits that boost this DC). This Removal Check (RC) can only be done once per Encounter. Only Thumb Sucklers will suckle their thumb instead of a pacifier.

Minor but Important Details: Combat
_____*Updated in Version 4.0*

Critical hits (rolling a natural 20) roll an additional hit of damage (ex. 1d5 +1 damage would roll 1d5 + 1 twice on landing a critical). Every critical hit increases a player's critical failure range by 1, dubbed the "Seesaw" effect. Rolling a Potent Effect, a 20 on a ReAct roll, or a 20 on a Trap Roll also can increase your Seesaw by 1. By default, critical failure is at 1, but it becomes "1 and up to 2" with Seesaw. This also applies to spellcasting, and is decided by who the spellcaster is. The critical failure range can be increased by up to 4 times (including from statuses/Traits), where it then caps at +4 (for a max critical failure range of 1 to 5). When a critical failure is rolled by that player, their accrued Seesaw from critical successes is reduced to 0. *Weapon spells do not reset Seesaw on a low roll.* Trap Rolls for a group have their critical failure determined by the largest Seesaw bonus of the party; if the party fails the group Trap Roll, *all* critical failure boosts reset.

Players cannot deal neutral or negative damage. In a case where a player will be dealing 0 damage or less, they will instead deal 1 damage. Attacks will always deal at least 1 damage unless specifically stated not to by another effect.

HP does not represent health in the traditional D&D sense; rather, it shows the stamina of the players. No one dies in the Crinkle Castle, they only pass out from

exhaustion. Or in a Caretaker's case, the magic holding them together fails, making them poof into their components (usually baby powder and/or diapers). Alternatively, if the Caretakers are not magical constructs in your game, they will be teleported away to recover from their exhaustion. This bit is up to DM's discretion.

Effects from per-action statuses/Traits in combat (such as Mittens) always roll after the attack, unless said effect is a turn loss, in which case it is rolled *first* (exception: Caretakers with Perk effects). Players receive statuses in combat instantly, unless it's a Ghost Regression, which waits until the end of the Encounter.

Players can attack with their fists when disarmed for 1d2 damage on hit. Fists have +0 AC, +0 AR, and ignore damage bonuses/penalties.

When a Caretaker reaches half health, they should be signaled as Powdered by the DM. Powdered means the Caretaker has less than half their HP remaining.

Caretakers with Aerial Ace can still be targeted by magic spells. Whether they can be attacked by Bows is up to the DM's discretion, though a penalty to accuracy should be added given the speed and erratic movement.

Players and Caretakers cannot lose their turns consecutively, ever. Even if this is not specified, it is always true.

AoE effects will target the entire party except under special conditions. When this happens, the Caretaker will always target the group with the most players, else will pick at random. The special conditions that remove a player from an AoE group are:
- A restrained player
- Players wielding the Bow
- An incapacitated player is never targeted by a Caretaker

Minor but Important Details: Semantics
Updated in Version 4.0

A diaper *change* resets the Use Levels (UL) of a player to 0. A diaper *alteration* only changes the effects a diaper gives and the design of the print, so ULs do not change.

Difficulty Class, or DC, indicates the level of difficulty an action requires to succeed in whatever action a character is doing. The player must roll equal to or higher than the number next to the DC, else they fail at the task. For example, freeing oneself from a bouncy chair in the Bouncy Room requires a DC of 14.

Bad Influence/Perfect Example does not take effect until the next instance a player receives points; so if a player inflicts Bad Influence on allies when it is gained in a group event, it is not calculated in that party-wide event and won't be until the next Encounter.

Items that are cursed, or diapers that are Trap Diapers, appear to be another kind of item or diaper (respectively) to the players but not the DM. When the item is used or diaper is changed into, they reveal their true forms and take effect. There is no discernable way to identify a cursed item or Trap Diaper until its effects are being applied.

Trap Diapers always inflict Diaper Lock when equipped as they reveal themselves, as to prevent avoiding their powerful effects.

Any section of the Idle Roll is considered to be done simultaneously with the other players (i.e. players lose statuses all at the same time, roll effects at the same time, etcetera). This is mainly taken into account for stat management, such as gaining or losing the effects of Bad Influence.

Encounters can be generated in one of three ways, according to what the group decides: roll 1d2 for type then roll for total Encounter options, combine both categories and roll for all the Encounter options, or the DM hand-picks each Encounter. Remember that it's best not to have more than two Rooms or Caretakers in a row.

When a Bomb is said to hit a player without a specific indication of what its roll is, the dice roll is always presumed to be 10. For instance, knocking a potion over in the Trap Artist Potions Room will cause a Silly Bomb to go off with a 10 on its roll.

If a player with Auto-Bottle is inflicted with Auto-Bottle again, they instead combine the two WHP totals. For instance, if a player has 4 Auto-Bottle WHP and gains an Auto-Bottle with 11 WHP, their bottle fills to 15 WHP.

A player may only use one item in any kind of item obtainment room (ex. Storage Room). For instance, a player can only consume one Lum Berry to cure a single status;

any further must be carried out of the room in their inventory for them to be used. This is to prevent "cure stops" where a party completely shuts down all negative effects on themselves before they continue.

Pool Prep is treated like an obtainment room. Changeless still affects switching into Swim diapers, and Swim diaper(s) can be stockpiled into storage for future changes like any other diaper.

If a player is uncomfortable with receiving a specific effect (status or Trait), the DM can reroll the effect if it's random or sacrifice the effect for a 20 RB boost to the player. This does not apply to effects from the player's Resonance.

Events are not rigid. If the DM wants to generate results another way, or the players think beyond the box of what the Event guidelines are, the DM may freely do whatever they feel is appropriate to accommodate the players.

First Time DM's Tips
_____ _Updated in version 4.0_

I see said the blind man. It's easy to be overwhelmed when you first DM Crinkle Castle, and that's okay. Take it slow, be methodical, and don't rush. Speed comes with practice, trying to go fast without familiarity of the game will result in more time lost from faceplanting. This section is dedicated to various tips, recommendations, and ideas to help your first Dungeon Master experience go faster. And even if you're not a first time DM, there's still advice that could prove helpful.

For first time DMs, it's highly recommended to play with as few players as possible; 1 is best, 2 is good, 3 is overwhelming. The lower your player count, the more you can focus on the aspects of DMing. 2 players is good because you can get familiar with the party-wide effects of Crinkle Castle, but 1 is best for familiarizing yourself with just the basics.

Control + F (or Command + F) is your friend. With it, you can find what you need instantaneously on any resource available to you.

Don't be afraid to reference the Flow sections below to get a feel for the order of play. This Rulebook is a resource, not a memory challenge. When in doubt, write it down on IRL paper for a cheat sheet for easier access.

When calculating events like Idle Rolls, Party Wipes, and Room effects, remember the magical order of points -> new status effects. Points will always be calculated before new effects take place, and should be ignored until the end of the calculation. Just because the Calculator lists Party Wipes in statuses -> points -> Idle Rolls -> Use Checks order does not mean the players are under these effects in that order.

Give players a notification in advance of what effects they are under in roleplay. They don't need to know about every point of UHP and RB, but new statuses and diaper use should be telegraphed so the players can roleplay the results naturally. Remember, roleplaying is facilitated by the numbers, that's why it comes second.

Don't be afraid to homebrew. Do things off the cuff, adapt to what your players are doing or trying to do. This can be hard for a new DM, so don't be afraid to poll your players to size up an idea you have in mind. If you do break from the norm, be sure to make this exceptionally clear so more experienced players are not confused why things aren't like how they remember. Some of the most fun is when you add your own personality to the game!

Your call is (usually) the final call. With the ReAct system, be willing to work with your group and even change numbers to surprise them. The system is dynamic, so you can do whatever you want with it- and avoid whatever you don't want, too.

Want to mix up an Encounter or flavor text but lack the ideas for it? Check out the Variances tab! It has all sorts of creator and player submitted ideas to add that spice to your games.

This section is a result of user feedback! Please let me know of anything I should add with the Feedback Form, which is linked on the Reference Sheet's Changelog tab at the bottom.

Roll Results: Tiers & Failures
Updated in version 4.0
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Everything in this section can also be found at the bottom of the References tab on the Reference Sheet.

Idle Rolls, Forced Idle Rolls, and Use Checks all have Tiers that determine the potency of their effect. The higher the Tier, generally the larger the penalties they player will be likely to receive due to larger scaling die. The Tiers are listed below for each type:

Roll Type	Tier -1	Tier 0	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5+
(Forced) Idles	1d4+0	1d6	1d7+2	1d11+2	1d14+3	1d16+4	1d(20 + 2* [Tier # - 4]) + 4
Use Check	½ of Tier 0	1d3+3	1d5+3	1d7+3	1d8+4	1d10+4	1d(12 + 2* [Tier # - 4]) + 4
Point Idle	N/A	0 (None)	1d6 + 4	1d8 + 4	1d10 + 5	1d12 + 5	1d(15 + 3* [Tier # - 4]) + 5

Trap Rolls have thresholds that determine how badly the party fails to escape, or how well they succeed in avoiding the effects, found by rolling a 1d20. These thresholds are discussed in flavor text in "The Basics: Your First Encounter." The following below determines a roll's success or failure category:

Critical Failure	Heavy Failure	Expected Failure	Resist	Partial Success	Full Success
1 + Seesaw	(not crit fail) to 5	6 to 10	11 to 15	16 to 19	20

Additionally, Trap Rolls have different applications to the players in the party according to what Roll Type is assigned to it. These are:
- Individual- Each player rolls for themselves, and can have separate tiers rolled compared to the rest of the party.
- Party- The entire party rolls the 1d20 together, and suffer the same exact effects in the same exact tier except for points (points are rolled per player). As an

example: the party rolls an Expected Failure in the Music Room, and all suffer -7 PL until exiting and a Normal Intensity Roll. However, each player gains a different amount of points from the Intensity Roll.
- Party/Ind- Stands for Party/Individual. The party suffers the same trap tier together, but each player gets their own unique statuses and points from the trap. For example: a party encountering the Odd Mirror might roll an Expected Failure together, but will each suffer their own unique random Ghost Regressions.

Party rolls and Party/Ind rolls are always computed by the worst player in each particular modifier. For instance, if one player wears a Weapons diaper, the entire party rolls the Trap Roll without a Partial Success category. Or, if one player in the party has 1 Seesaw and another has 3, then the group Trap Roll has a Seesaw of 3.

Trap Artist rooms can have any of the following changes to combat:
- Action- Players or Caretakers in combat can take unique actions in the room.
- On Round- When the current round begins on the highest Initiative character again, before anyone acts, the room's effects come into play.
- On Turn- When a player's turn begins, before they take any action, they suffer the trap's effect(s).
- Penalty- Players suffer the effects of the room perpetually until they leave.

Magical casting, both with normal spells and with a weapon, has its own range of possible results based upon one's roll of a 1d20. For every successful Missile or Fireball spell cast, the group's spell roll are reduced by 2 for the Encounter. This stacks indefinitely. So if three Fireballs are cast successfully, the next player to cast a spell will have a -6 modifier on their spell roll. Yikes!

The thresholds are the following:

Potent Misfire	Misfire + Effect	Normal Effect	Potent Effect + Seesaw Bonus
1 to (1 + Seesaw) [Up to 5 with Seesaw]	(not Potent Misfire) to 5	6 to 15	16 to 20

Weapon spells lose the ability to trigger Potent Misfires/Effects and gain the ability to miss (for Staves, not for Wands). As a result, their thresholds are:

Misfire	Miss (for Staves)	Spell is Cast
1-5	6-10	11-20

Every time a weapon spell doesn't Misfire, the player's following weapon spells in the Encounter are reduced by 2. This effect stacks until the Encounter ends or a weapon spell Misfires, in which case it resets.

Intensity Tiers have terms applied to their scaling effect, with each Tier being 10 points stronger than the last. Every Tier is based upon name:

Tiny (0)	Small (1)	Normal (2)	Large (3)	Huge (4)	Giant (5+)
5	15	25	35	45	55 + (5 * additional Tiers)

ReAct DCs that aren't against Caretakers and are more about maneuver execution are rated according to DM discretion. To get an idea of how the numbers refer to difficulty, see this chart:

Difficulty	Very Easy	Easy	Not Hard	Moderate	Difficult	Impossible
DC	0-5	6-10	11-13	14-16	17-19	20+

Flow: Combat

Combat should go like this:
1. Roll initiative for all participants
2. Each participant goes in order of initiative; ignore nat 1 participants on turn 1
   a. Action determined (turn loss like Slow takes place here)
   b. Roll for action's success or failure
   c. Calculate effects from that action
   d. Generate any per-action effects
3. Calculate any per-turn effects

4. Repeat from step 2 until either side is defeated

Flow: Normal Idle Rolls

Here is the order for what you do during an Idle Roll:
1. Roll Use Check, change Use Levels (UL) accordingly
2. Calculated number of Forced Idle Rolls (FIR) from Use Level gains
3. Roll the Idle Roll
4. Roll any Point Idles, if player(s) have Point Levels
5. HP recovery
6. Roll any FIRs induced by statuses when doing an Idle Roll
7. Calculate RTier gains
8. Resolve status timers
9. Pacifier Check(s) if applicable
10. Repeat from step 1 until out of players

Flow: Encounter to Encounter

Here's how the flow should be from Encounter to Encounter:
1. Roll Encounter type, then Encounter, according to the available pool from Encounter Tiers
2. Roll in advance for once-per-Encounter effects like Babbling, but save RTiers for the end of the Encounter
3. Pre-Encounter roleplay
4. Roll initiative for party and Caretaker, OR roll Trap Roll(s) according to instruction
5. Engage combat or ReAct, OR roleplay Trap room's effects
6. Calculate results of Encounter's effects, and add or subtract from Encounter Tier according to success or failure
7. Resolve RTier gains (if applicable, for roleplay)
8. Players may take actions like search or remove, or consume food, but not diaper changes or pacifier use states
9. Make Idle Roll (if on time for one), resolve statuses and gains from both the Encounter and the Idle Roll (if applicable)
10. Players may take any action they wish that doesn't conflict with their status, including diaper changes and changing pacifier use state

11. Repeat from step 1

Encounter Tiers are rewarded as [Tier +1], and subtracted by the Tier of the encounter. For instance, winning against a Tier 0 Caretaker rewards 1 Encounter Tier, and losing to a Tier 1 Caretaker removes 1 Encounter Tier. Bosses ignore Encounter Tiers and can be rolled any time.

The Helpful Calculator!

The calculator is a helpful way to speed up gameplay and the many, many numerical calculations! To use the calculator, visit the link and click "Download." You can then download the program and run it automatically, although any kind of protection software will flag the executable as dangerous. I promise it's not laced with any kind of malware. You can find the link at the bottom of the Resources tab in the Reference Sheet.

This calculator is DOS-esque; please read the prompts. Clicking will not operate the system, it will only operate through text. The calculator updates far less frequently than the Google pages, so please understand the calculator may be outdated at times. Everyone will be notified in the Discord server when the calculator updates.

Using the Character Sheet

The character sheet seems daunting at first, but it's rather simple in execution. This section of the Rulebook is dedicated to breaking down the use of the character sheet for a new player.

Starting off, you may notice that certain text is **bold** when it's not a name. These bold texts *SHOULD NOT BE EDITED UNDER ANY CIRCUMSTANCE*. They represent algorithms written into Excel that will update automatically based upon the information you've put in. For example, inputting 1 into the "Permanent" slot of Armor Class will automatically bump up the "Max" slot of AC by 1. Temporary modifiers for combat stats are things like status conditions, which will wear off in a short period of time. Otherwise, the stat modifier should go in the Permanent section. The red box, for the action

modifiers of brazen and defensive, should be left 0 for normal attacks, positive values for brazen, and negative values for defensive.

When inputting a character's weapon, it is crucial to maintain the same writing convention as the weapons are displayed elsewhere; the algorithms are case-sensitive. Sword and Shield is shortened to S+S for space, not using S+S will result in an error. *Do not input the state of the weapon in its respective space.* The state of the weapon, whether it be Normal, Foam, or Rattle, should be denoted in the "W. Type" category.

Inputting numbers should be incremented as statuses or Traits are added, and decremented as statuses or Traits are removed or made inactive. This makes it easier to manage the volume of effects in the late game.

Resonances: You and Your Path
Updated in Version 4.0
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Resonance creation is quite easy once you get the hang of its building blocks! On the Reference Sheet's Regression Bar, you will see some examples of how you can build your Resonance. You will see that a Resonance's Trait list is made out of 7 key building blocks for the cells: your standard color, its darker variant, its lighter variant, yellow, a black *outline*, 3 black *variants*, and a starting Trait. These all indicate how the order of Traits work *in a column*.

- The standard color of your choice can be earned in any order within the column. It's really best not to use yellow though, as that may cause some confusion with a modifier below.
- The darker variant indicates that the darkened Traits must be earned *in order from top to bottom* (for instance, Diaper Trained is replaced by Diaper Lover, so you'd darken both Diaper Trained and Diaper Lover together for a sort of progression). The darker variant otherwise occupies the same priority as the standard color, and the entire segment should be counted as a single Trait for RNG calculations.
- Traits in a black box outline must be earned *before all the other standard and darker color Traits in a column*, but can be earned any order within the outline. Outlined Traits can also be made the darker variant to indicate a specified order.

- Lighter variant Traits must be earned *last in their column, after all other Traits within the column are gained*. They can be earned in any order within the lighter variant.
- Yellow Traits follow the rules of both the lighter and darker variants, which is to say *they must be earned after all other Traits in the column are obtained AND they must be earned in the order given from top to bottom*.

At the bottom of your Resonance is a black variant of Traits and a starting Trait. The starting Trait is inflicted the moment the game starts, and can be as mundane as Drooling or as potent as Crawler. Please note that starting Traits don't add to RTier Ranks. The black variant houses are what is called Staggered Regressions. Unlike the ones in the main Resonance, these must be earned at specific times along with another Trait. The left will be earned first in early midgame, the middle will be earned in late midgame, and the right will be earned late game. These Traits are best reserved as Traits you want at specific times during your playthrough.

Although this document will refer to all slots as Traits, you can also have a Status effect be permanently applied instead, following the same rules as a normal status otherwise. These will be treated as Universal Traits. Starting Traits may have multiple stacks of a Status if they like!

Bare in mind that some Traits occupy mutually exclusive slots and will compete with one another. For more information on this, see "[A Brief Overview of the Trait Slot System](.)."

With all this mind, how does one build a Resonance?
1. Look over the list of Traits and pick out 19 you want the most. The amount can be from any category. You may also pick Status(es) that can be earned permanently!
2. Make sure you are aware of mutually exclusive Traits that could compete for a slot when picking your selection. Keep some competing Traits if you wish to create a sense of progression with them and are okay with one "falling away."
3. Consider which Trait you'd enjoy starting with the most, and put it into the starting Trait. You can have a starting Trait be several stacks of a specific Status if you like!
4. Pick 3 Traits you want to gain at very specific points of your path and place them in the black variant.
5. Organize the remaining 15 Traits into 3 sets of 5 based upon whatever you wish. It could be theme, category, or anything that works for you.

6. Have Trait(s) you want to earn early on? Put them into a black outline box at the top of their column.
7. Have Traits that should follow a train of thought, like one Trait that upgrades into another stronger Trait? Put them into a darker variant together in order of obtainment from top to bottom.
8. Have Traits you want to earn last in a column, likely nearer the end of the game? Put them in a lighter variant.
9. Want to earn the Trait in a random order with other Traits but after the early Traits and before the late game Traits? Keep them in the standard color.
10. Assess the completed Resonance. Are you comfortable with the order of Traits? Would you prefer if you had that one Trait a bit sooner? Does an upgraded Trait have a chance to take place before its lesser Trait? Reorganize and repeat steps as necessary until your Resonance is polished to a suitable shine.
11. ???
12. Profit

If the question is "is this a good Resonance," the only answer is "it's great as long as you enjoy it and it makes sense!" You can even include permanent status effects if you like, though the game certainly wasn't made with them in mind like that.

Let's look at an example and see the order of Traits in action:

Littlun		
Column 1	**Column 2**	**Column 3**
Drooling	Butterpaws	Baby Bib
Baby Logic	Thumb Suckler	Baby Clothes
Diaper Trained	Clumsy	Assistant
Babbler	Crawler	Permabottle
Infantile	Motorless	Lazy
Comfortable	*Normalization*	*Depowered*
Starts with Vocab Regression.		

When the game first begins, the player immediately gains Vocab Regression as their starting Trait. On their first Regresion Tier, the following Traits are available:
- Column 1: Drooling (all others below are protected by the box forcing Drooling first)
- Column 2: Butterpaws, Thumb Suckler, Clumsy (the yellow Traits are unavailable until these three are gained)
- Column 3: Baby Bib, Assistant (Baby Clothes is protected by Baby Bib, and the lighter tints are protected by all Traits above them)

Let's say the player gains Drooling first. Now Baby Logic, Diaper Trained, and Babbler can all be obtained in Column 1 from the second Regression Tier and onwards. Should the player gain Butterpaws, Thumb Suckler, and Clumsy, the only Trait that can be earned in Column 2 becomes Crawler; Motorless is locked behind obtaining Crawler first, as yellow forces a top-to-bottom order. However, if a player gains Baby Bib, Baby Clothes, and Assistant, they unlock the light tint and can earn Permabottle and Lazy in any order.

Appendix
_____*Updated in version 3.0*

Term	Discussed In	Description
RB (Regression Bar)	The Basics Aftermath Forced Rolls Regression	Determines the progression of a player's regression; the more points, the more the castle has sunk its teeth into a player
RTier (Regression Tier)	Aftermath Regression Statuses	Thresholds that determine when a Trait is gained in one's Resonance
Trait	Aftermath Regression The Pick 5 System Statuses	Permanent status effects that give flavor to a player's regression
GR (Ghost Regression)	Statuses	Temporary Traits treated as a status effect
MP (Mental Points) BP (Body Points)	Regression	Shows the focus of the castle's effects, causing specific kinds of

EP (Equipment Points)		regression if too many are gained
IR (Idle Roll, usually denoted as raw "Roll # IR" in sheet)	Aftermath Roll Results Flow: Idle Rolls	Done every other Encounter to represent time passing and the effects of the castle taking further hold on the party
IR (Idle Roll Penalty)	Aftermath Roll Results	A guaranteed boost to the RB value an Idle Roll generates
IRT (Idle Roll Tier)	Aftermath Forced Rolls Roll Results	Increases the maximum possible RB rolled from an Idle Roll
FIR (Forced Idle Roll)	Forced Rolls Regression Roll Results	Represents the "sensation" of regression that specific special events can trigger (ex. diaper use)
RTier Rank Point Idles	Aftermath Regression Roll Results	Shows how much a player is regressing in a specific point category, scaled just like various Tiers, every Idle Roll
UC (Use Check)	Aftermath Forced Rolls Roll Results	Stands for events that increase the buildup of one's bathroom needs
UHP (Use Hold Points) WHP (Wet Hold Points) MHP (Mess Hold Points)	Forced Rolls Regression Rolling In Action	The points that represent one's buildup of bathroom urges, in two separate categories
PL (Potty Limit)	Regression Rolling In Action	Stands for the limit of how much UHP a player can hold before they must use their diaper

UL (Use Level) WUL (Wet Use Level) MUL (Mess Use Level)	Regression Details: Semantics	Represents how used a player's diaper is. Gaining a UL (except first WUL) elicits a FIR as well
IT (Intensity)	Forced Rolls Roll Results	Presents the boosted regression associated to losing to a Caretaker, rolling poorly in some Rooms, or Misfiring
Finisher	Rolling In Action	A player that is Prone can be hit with a Finisher for a punishing KO
HC (Hypnosis Check)	Rolling In Action	Demonstrates the success or failure of a source trying to hypnotize a player
PC (Pacifier Check)	Rolling In Action	These rolls represent a player letting their guard down as they suckle a pacifier or wear a Pacifier diaper
Player Perk	Player Input	Bonuses and penalties players may choose for their characters before a game begins
Prone	Statuses Rolling In Action	Player loses their next turn, cannot be missed, and can be hit with a Finisher until the end of the turn after they get up
Seesaw	Details: Combat	By rolling crits or having certain effects active, a player becomes more likely to critically fail on any roll, dubbed "Seesaw"