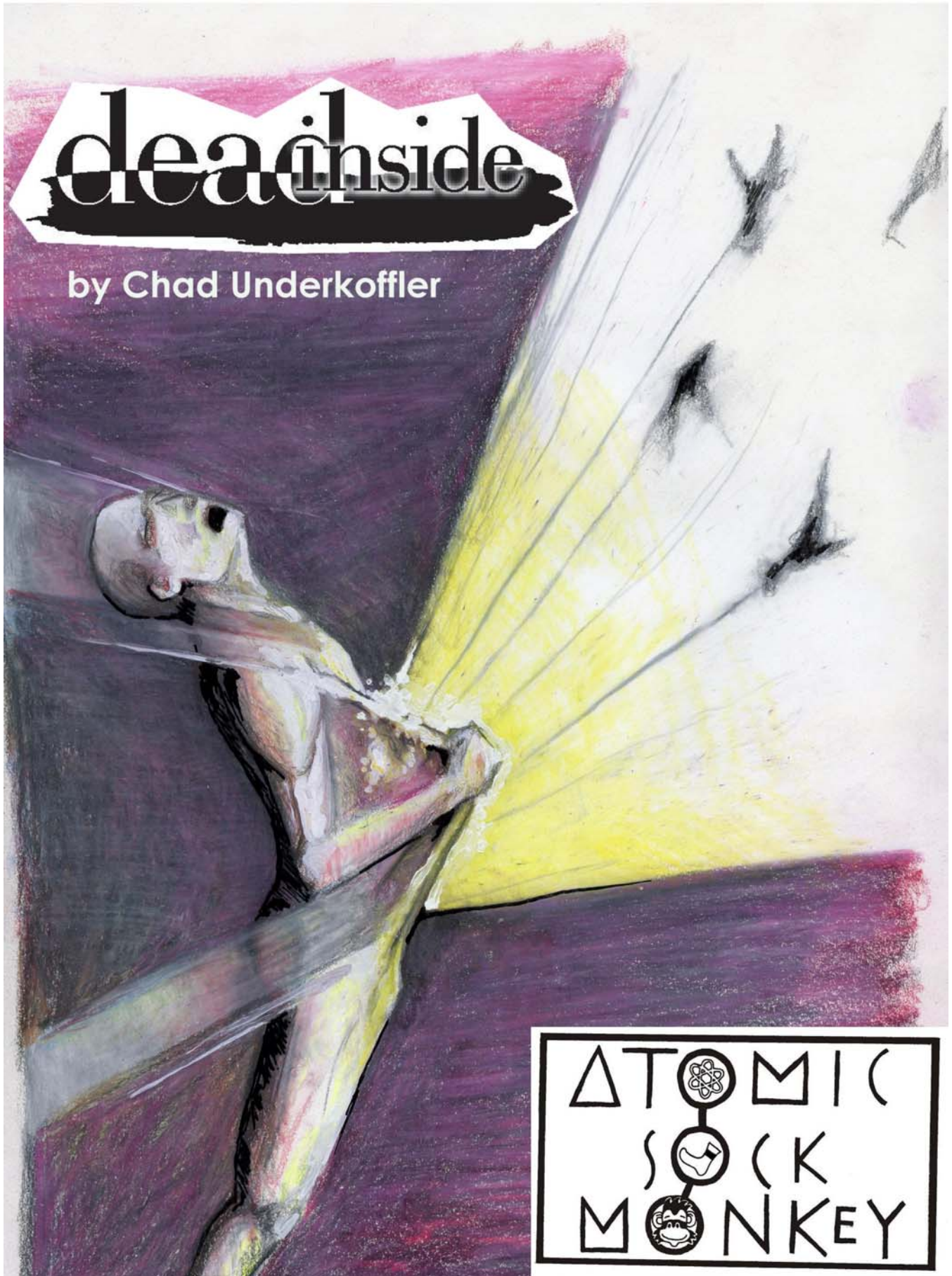


deathinside

by Chad Underkoffler



Δ T O M I C
S O C K
M O N K E Y

dead inside™

Dead Inside: The Roleplaying Game of Loss and Redemption

by *Chad Underkoffler*

Prose Descriptive Qualities (PDQ) System Design by: Chad Underkoffler

Interior Art by: Chris Cooper and Chad Underkoffler

Cover Artist: Steve Archer

Editor: Tom Schoene

Layout Consultants: Eleanor Justice & Tom Schoene

Layout: Chad Underkoffler

Playtesters & Peer Reviewers:

Bruce Baugh	Rachel Goldsmith	Jason Morningstar	Tom Schoene	David Tate
Andrew Byers	Michael Hill	Jess Nevins	Michael Sontchi	Richard Taylor
Chris Cooper	Eleanor Justice	Roy Pollock	Jared A. Sorensen	Paul Tevis
Steven Ginzburg	Ben Liblit	Matt Riggsby	William H. Stoddard	Beth Underkoffler
Matthew Gaston	Duane McInerney	Eric Rowe	Chris Tate	Jon F. Zeigler

Special thanks to Phil Reed for the phrase "dead inside":
it served as the seed for my supersaturated thoughts to crystallize around, leading to this book.

Visit the **Atomic Sock Monkey Press** website at < <http://www.atomicsockmonkey.com> > for more information on our games.

Visit **Angelfall Studios** at < <http://www.angelfallstudios.com> > to see more of Steve Archer's artwork.

The *Prose Descriptive Qualities (PDQ) System*, all *Dead Inside* text, and the *Dead Inside* cover image is ©2003 Chad Underkoffler. All Rights Reserved.

Interior Artwork is ©2003 Chris Cooper for pages (3, 4, 16, 18, 29, 31, 35, 37, 48, 50, 58, 61, 63, 70, 75, 85, 87, 93, 101, 103, and 114) and ©2003 Chad Underkoffler for all other interior artwork. All Rights Reserved.

Except for purposes of review, no portions of this work may be reproduced by any means without the permission of the relevant copyright holders. This is a work of fiction. Any similarity with actual people or events, past or present, is purely coincidental and unintentional. All mentions of copyrighted works within the text are for reference purposes only and are not a challenge of copyright or trademark.