

Name:

Description:

| | | | |
|----|----------------------|------|----------------------|
| ST | <input type="text"/> | HP | <input type="text"/> |
| DX | <input type="text"/> | Will | <input type="text"/> |
| IQ | <input type="text"/> | Per | <input type="text"/> |
| HT | <input type="text"/> | FP | <input type="text"/> |

| | |
|---------------|-------------------|
| Damage | Resistance |
| Eyes | Arms |
| Neck | Hands |
| Skull | Legs |
| Face | Feet |
| Torso | Groin |

| | |
|--------------|--------------|
| Aspects | Traits |
| | |

| | | |
|--------|--------|--------|
| Move: | Speed: | |
| Dodge: | Parry: | Block: |

| Hand Weapons/Attacks | | | | |
|----------------------|-------|--------|-------|-------|
| Weapon | Skill | Damage | Reach | Parry |
| | | | | |

| Skills | | | |
|--------------|-------|------|-------|
| Name | Level | Name | Level |
| | | | |

| Ranged Weapons/Attacks | | | | | | | | |
|------------------------|-------|--------|-----|-------|-----|-------|------|-----|
| Weapon | Skill | Damage | Acc | Range | RoF | Shots | Bulk | Rcl |
| | | | | | | | | |

| Possessions |
|--------------|
| |



Your Secret

He raised you since you were 7 years old, since the day your parents were killed by a drunk driver. Your grandfather was always kind to you. To others – to those who worked for him, or to those whose companies he bought and sold like baseball cards – he was ruthless, dominating. But he always treated you like a princess.

Then the sickness came. Tests, doctors, consultations, treatments. Weeks turned into months, months into years, and the old man just kept hanging on. His inheritance, the wealth and prosperity you had been promised, dwindled a little more every day. Why wouldn't he just die?

The old woman who ran that tiny magic shop was reluctant to sell you such "dangerous magic." She said you had a black aura, warned that you were on a path to damnation. But the green of your money, enough for her to retire and move away, overcame her reservations.

You completed the spell, exactly as she instructed, and the next morning your grandfather was dead and all of his wealth was yours. Maybe it was a coincidence.

Maybe it wasn't.

Fate Points

Fate Points (FP) are represented by red tokens – you begin the game with **3**, but may earn more as the game unfolds. In a nutshell, your Fate Points are a measure of how much you can influence the events of the story favorably for your character. Specifically, you can spend Fate Points as follows:

- **1 FP:** to add a **minor** detail to the story *that makes sense* (you are carrying a needed item, you remembered to do something earlier, the room has a phone in it, etc.)
- **1 FP:** to completely reroll one of *your* dice rolls
- **1 FP:** to add +1 to your effective skill
- **1 FP:** to invoke an Aspect and add +2 to your effective skill
- **2 FP:** to reduce the Hit Points of a single loss to 1 (or to 0 if only 1 would have been lost)
- **2 FP:** to reduce the Sanity Points of a single loss to 1 (or to 0 if only 1 would have been lost)

Sanity Points

Sanity Points (SP) are represented by white tokens – you begin the game with **25**, and will not recover them once they are gone. Your Sanity Points are a measure of your character's overall mental health and grasp of reality. The effect of low Sanity is as follows:

- **15 SP or less:** You are beginning to show signs of severe mental fatigue, and suffer a -1 penalty to all further Fright Checks.
- **10 SP or less:** You are starting to lose your hold on reality. Suffer a -2 penalty to all further Fright Checks.
- **0 SP:** Once your character runs out of Sanity Points he is completely insane – the GM will use him as an NPC for the rest of the game.