

Name:

Description:

ST

DX

IQ

HT

HP

Will

Per

FP

Damage

Resistance

Eyes

Arms

Neck

Hands

Skull

Legs

Face

Feet

Torso

Groin

Move:

Speed:

Dodge:

Parry:

Block:

Hand Weapons/Attacks

Weapon

Skill

Damage

Reach

Parry

Ranged Weapons/Attacks

Weapon

Skill

Damage

Acc

Range

RoF

Shots

Bulk

Rcl

Possessions

Aspects

Traits

Skills

Name

Level

Name

Level



### Your Secret

Ever since you were a little girl, other people have just never seemed quite *real* to you. When a childhood neighbor fell on a broken bottle and nearly bled to death, you barely even looked up from playing with your dolls (the Daddy doll was punishing the baby dolls by locking them in a suitcase). One time in the high school bathroom a girl 2 years older than you tried to take your new backpack – you slammed her head into the sink so hard she lost seven teeth (and secretly, behind closed doors, Daddy told you "Good job" – because if you had come home without your backpack he would have been forced to punish you. He hated doing that. He truly did).

During your first college summer break, you and your 'best friend' (Why do college girls just have to have those?) went on a mountain trail hike. She lost her footing and slid over the side of a path, hundreds of feet above the jagged rocks below. She looked so silly there, dangling and screaming and crying; you almost wanted to help her up. But it was such a curious sight, you couldn't help but stand just out of reach and study her frantically trying to scramble up.

She wailed and struggled for nearly 5 full minutes, begging and pleading and finally cursing your name. But the look on her face, when she finally lost her grip and plummeted to her death, was so very – interesting.

### 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 **22**, 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.