

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

You're not sure *why* the world has always hated you – but it sure does. Maybe it's because you're only 11 years old; maybe because you're so small for your age that people think you're 8; maybe because you don't let anyone bigger or older tell you what to do. Whatever.

You found your mother dead where she hanged herself when you were seven. For three days you left her there, dangling over the table where you ate your cereal in front of the TV. Finally your father came back, beat you unconscious one last time for old time's sake, then used his revolver to paint the walls with his brains. You gathered up whatever you could carry and hit the streets.

It wasn't easy at first – lots of predators out there. But they didn't know who they were messing with. Sooner or later, you always made them pay. There was the homeless guy you pushed in front of a bus, and that guy in the van you castrated with your favorite toy, a straight razor hidden in your sleeve. Funny how they let their guard down around kids. One time Child Services actually managed to keep you in custody long enough to put you in a foster home – the rat poison tea party you threw for all your new brothers and sisters was your way of saying, "No thanks."

You fully expect to die before you're old enough to vote. But you'll go out swinging.

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 **20**, 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.