

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

For the most part your husband Sam is a good man – he makes you laugh, has always been loyal, and truly seems to love you. But sometimes he can be so damned indecisive!

Like that day last year, driving home from the Petersons' all-day barbecue.

The two of you had been arguing, so he was drunk. Again. You offered to drive because you'd only had a few glasses of wine, but he insisted. Neither of you even saw that little girl in the road, just heard the grinding of twisted metal from her tricycle dragging underneath the car.

Sam froze, of course. Typical. Just sat there with that pathetic look on his face, his eyes searching yours for what to do next. Well, there was no way the child had survived an impact like that – why have your lives ruined if she was already dead? You managed to get Sam to step on the gas, then took care of everything: washing the car, checking it for evidence, having it repaired.

In some perverse way the accident, sharing a secret, has actually brought you two closer. Thankfully Sam never reads the newspaper, so he didn't see the article about the poor little girl in the yellow dress left to die on the side of the road.

### 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.