

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

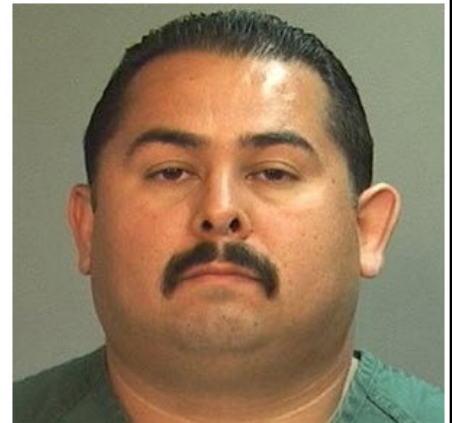
Move:	Speed:	
Dodge:	Parry:	Block:

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've been filled with rage for as long as you can remember. Sometimes you can hide it from the outside world, for months or even years, but sooner or later you lose control.

For nearly four years you were a cop. You protected the good people from the scum of the earth, even when they never thanked you, even when the filth of the city just grew worse and worse and threatened to drown you, and you never lost your cool, never lost your temper.

Until that day.

Punk kid was no older than 14. You grabbed him up for tagging a wall, probably would have just confiscated his paint and sent him on his way. But he spit on you. Spit on you! The world turned red, your baton was suddenly in your hand, and you just kept beating, and beating, until he stopped moving.

You made up some bullshit story about how he grabbed your gun, how you were defending yourself. They couldn't prove otherwise. But they never really believed you. You were kicked off the force, and have been making ends meet as a warehouse security guard ever since.

And that really pisses you off.

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.