

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 wife Katie is a good woman – she makes you laugh, doesn't sneak around with other men, and takes good care of you. But sometimes she's so domineering.

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

You'd had a few beers because Katie was arguing about something or other – she even wanted to drive home, but she'd been chugging wine all day. Maybe you should have let her. 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.

It all happened so fast! You weren't sure what to do, you were in shock, and then there was Katie, screaming, "Go! Go!" You have a foggy recollection of stepping on the gas and getting out of there. Katie said the little girl was already dead (Had you seen her move in the rearview mirror?), that there was nothing you could do to help her and going to prison certainly wouldn't bring her back. She took care of everything, she always did, and most days now it just seems like some horrible dream.

Most days.

### 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.