



MY STORY

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKSTORY

Personal Description _____	Traits _____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
Significant People _____	Phobias & Manias _____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

WEALTH

Spending Level _____
Cash _____
Assets _____

FELLOW HEROES



Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

- Half SAN loss (SAN loss x 2 Luck)
- Adjust Skill roll (1 Luck per skill point)
- Avoid malfunction/melee fumble (10 Luck)
- Stay conscious (1 Luck, double per round after)
- Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

- Natural Healing: +2 HP per day
- First Aid: +1D4 HP
- Medicine: +1D4 HP



A large rectangular area with a decorative, scalloped border. The interior is divided into two vertical columns by a central vertical line. Each column contains 25 horizontal lines, providing a template for writing or drawing.