

JAMAIS VU — A ROLEPLAYING GAME ABOUT FAILING MISERABLY

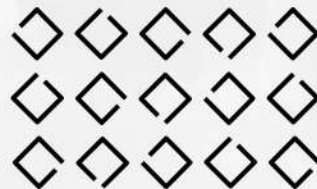
NAME

LOOKS

MORALE

HEALTH

XP



SKILLS

NAT. MOD

NAT.	MOD.
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NAT. MOD

—	—	CONCEPTUALIZATION
—	—	LOGIC
—	—	AUTHORITY
—	—	INLAND EMPIRE
—	—	ELECTROCHEMISTRY
—	—	PAIN THRESHOLD
—	—	COMPOSURE
—	—	PERCEPTION

- — DRAMA
- — RHETORIC
- — EMPATHY
- — SUGGESTION
- — ENDURANCE
- — PHYSICAL INSTRUMENT
- — HAND/EYE COORDINATION
- — REACTION SPEED

— — ENCYCLOPEDIA
— — VISUAL CALCULUS
— — ESPRIT DE CORPS
— — VOLITION
— — HALF LIGHT
— — SHIVERS
— — INTERFACING
— — SAVOIR FAIRE

CASE



IDENTITY



CLUES

HUNCHES

HUNCHES

FLAGS

TOKENS



PLAYER

PLAYER

PLAYER

THOUGHTS

EFFECTS

GEAR & DRUGS

	USING		USING		USING
_____	◇	_____	◇	_____	◇
_____	◇	_____	◇	_____	◇
_____	◇	_____	◇	_____	◇
_____	◇	_____	◇	_____	◇

TAGS

END OF SCENE

- RECAP YOUR NEW CLUES
- TRY TO FORM HUNCHES
- EARN XP
- CREATE / INTERNALIZE THOUGHTS

EARNING XP

- 1 XP - FAILING A SKILL CHECK
- 1-3 XP - EXPRESS YOUR CHARACTER
- 2 XP - USE A NEGATIVE TAG IN A CHECK
- 2 XP - FORM A HUNCH

CHARACTER CREATION

- ASSIGN THE FOLLOWING POINTS TO DIFFERENT SKILLS: 7, 6, 5, 4, 3, 2, AND 1. LEAVE THE REMAINING SKILLS AT 0.
- CHOOSE 3 PIECES OF GEAR OR DRUGS.

CHARACTER ADVANCEMENT

- SPEND 5 XP IN ORDER TO INTERNALIZE A THOUGHT, OR SPEND 3 XP IN ORDER TO INCREASE A SKILL BY 1.