

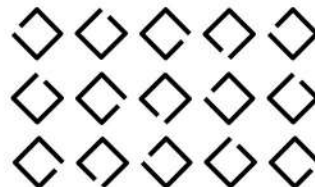
NAME _____

LOOKS _____

MORALE

HEALTH

XP



SKILLS

NAT. MOD.

NAT.	MOD.
------	------

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

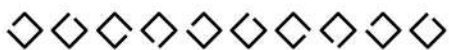
— — HALF LIGHT

SHIVERS

INTERFACING

____ SAVOIR FAIRE

CASE



IDENTITY



HUNCHES

HUNCHES

FLAGS

PLAYER

PLAYER

TOKENS



PLAYER

THOUGHTS

EFFECTS

GEAR & DRUGS

	USING		USING		USING
<hr/>	◇	<hr/>	◇	<hr/>	◇
<hr/>	◇	<hr/>	◇	<hr/>	◇
<hr/>	◇	<hr/>	◇	<hr/>	◇
<hr/>	◇	<hr/>	◇	<hr/>	◇

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.