
















NAME _____
LOOKS _____

MORALE     
HEALTH     
XP     

SKILLS

NAT. MOD.


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

NAT. MOD.

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

NAT. MOD.

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

CASE       

IDENTITY       

CLUES

CLUES

HUNCHES

HUNCHES

FLAGS

TOKENS   

PLAYER

PLAYER

PLAYER

THOUGHTS

EFFECTS

GEAR & DRUGS

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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.