

RÉPUBLIQUE FRANÇAISE



PASSEPORT

N° 53

Nom :

Prénoms :

■ ■ ■ Ce passeport contient 32 pages ■ ■ ■
— non compris la couverture — ■ ■ ■



SIGNATURE_____

NAME _____

AGE _____ SEX _____ HEIGHT _____ WEIGHT _____

SKIN _____ HAIR COLOR _____ HAIR TEXTURE _____

EYE COLOR _____ NOSE SHAPE _____

JAW/CHIN SHAPE/WEIGHT _____

OCCUPATION _____

DAY OF BIRTH _____

BIRTHPLACE _____

CURRENT RESIDENCE _____

SANITY POINTS

INCIDENTS OF SAN LOSS W/OUT INSANITY
VIOLENCE



HELPLESSNESS



>5 SAN LOST IN 1 ROLL,
TEMP INSANITY
SAN AT BREAKING PT
ACQUIRE DISORDER
AND RESET BRK PT

	INSANE									01	02	03	04	05	06	07	08									
09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	
87	88	89	90	91	92	93	94	95	96	97	98	99														

MAX
RECOVERY

BREAKING POINT _____

QUICK REFERENCE RULES

TEST OUTCOMES: ROLL D100. IF UNDER=SUCCESS
IF DIGITS OF DICE MATCH ALSO(OR ROLL 01)=CRITICAL
ROLL OVER TEST=FAILURE
IF DIGITS OF DICE MATCH ALSO (OR ROLL 00)=FUMBLE

OPPOSED TESTS: BOTH SIDES ROLL AND COMPARE
RESULTS CRITICAL BEATS SUCCESS BEATS ANY
FAILURE. IF BOTH PARTIES SUCCEED OR CRIT,
WHOEVER ROLLED HIGHER WINS.

COMBAT OPTIONS: AIM, ATTACK, CALLED SHOT,
DISARM, DODGE, ESCAPE PIN, FIGHT BACK, MOVE,
PIN, WAIT.

RESISTING INSANITY: PROJECT SAN LOSS ONTO
BOND, USE BOND TO REPRESS
TEMP INSANITY/EPISODE OF DISORDER

SKILLS

<input type="checkbox"/> ADMINISTRATION [10%]	_____	<input type="checkbox"/> DRIVE [20%]	_____
<input type="checkbox"/> ALERTNESS [20%]	_____	<input type="checkbox"/> FIREARMS [20%]	_____
<input type="checkbox"/> ANTHROPOLOGY [0%]	_____	<input type="checkbox"/> FIRST AID [10%]	_____
<input type="checkbox"/> APPRAISE [10%]	_____	FOREIGN LANGUAGE	_____
<input type="checkbox"/> ARCHEOLOGY [0%]	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> ART _____ [0%]	_____	<input type="checkbox"/> HARANGUE [10%]	_____
<input type="checkbox"/> ART _____ [0%]	_____	<input type="checkbox"/> HVY MACHINEERY [10%]	_____
<input type="checkbox"/> ATHLETICS [30%]	_____	<input type="checkbox"/> HISTORY [10%]	_____
<input type="checkbox"/> CHARM [20%]	_____	<input type="checkbox"/> INSIGHT [10%]	_____
<input type="checkbox"/> CRAFT _____ [0%]	_____	<input type="checkbox"/> LAW _____ [0%]	_____
<input type="checkbox"/> CRAFT _____ [0%]	_____	<input type="checkbox"/> MEDICINE [0%]	_____
<input type="checkbox"/> DISGUISE [10%]	_____	<input type="checkbox"/> MELEE WEAPONS [30%]	_____
<input type="checkbox"/> DODGE [30%]	_____	<input type="checkbox"/> MILITARY TRAINING [0%]	_____
		<input type="checkbox"/> NATURAL WORLD [10%]	_____

SKILLS

<input type="checkbox"/> NAVIGATE [10%]	_____	<input type="checkbox"/> SEARCH [20%]	_____
<input type="checkbox"/> OCCULT [10%]	_____	<input type="checkbox"/> SOCIAL ETHIQUETTE [10%]	_____
<input type="checkbox"/> PERSUADE [20%]	_____	<input type="checkbox"/> STEALTH [10%]	_____
<input type="checkbox"/> PILOT _____ [0%]	_____	<input type="checkbox"/> STREETWISE _____ [0%]	_____
<input type="checkbox"/> PILOT _____ [0%]	_____	<input type="checkbox"/> STREETWISE _____ [0%]	_____
<input type="checkbox"/> PSYCHOANALYZE [10%]	_____	<input type="checkbox"/> SURGERY [0%] *	_____
REGIONAL LORE	_____	<input type="checkbox"/> SURVIVAL _____ [10%]	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> SWIM [20%]	_____
<input type="checkbox"/> RESEARCH [10%]	_____	<input type="checkbox"/> TRACK [10%]	_____
<input type="checkbox"/> RIDE [10%]	_____	<input type="checkbox"/> UNARMED COMBAT [20%]	_____
SCIENCE [0%]	_____	<input type="checkbox"/> UNNATURAL [0%]	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> USE GADGETS [0%]	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____

PERMANENT RESOURCES:

RESOURCE CHECKS 1 2 3

{BLACK OUT UNAVAILABLE BOXES}

MAX 6

AT HAND

MAX 6

STOWED

UNLIMITED

IN STORAGE

GEAR AND POSSESSIONS

GEAR AND POSSESSIONS

NOTES

NOTES

NOTES

SPELLS AND RITUALS

INDIVIDUAL BOND

SCORE

COMMUNITY BOND

SCORE

MYTHOS ENTITIES ENCOUNTERED

MYTHOS TOMES READ

MOTIVATION/MENTAL DISORDER

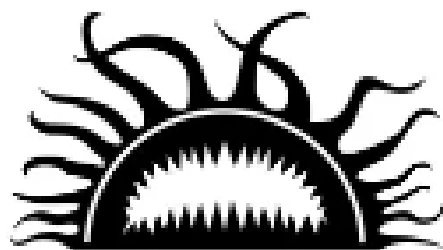
TRAITS:

INJURIES:

SCARS:

PERSONAL BACKGROUND

C.E.



Sh0990Th.NET