

-- InSpectres Application

Full Name: _____

Aliases: _____

Date of Birth: ____/____/____

Next of Kin: _____

Do you believe in

UFOs?

Astral Projection?

Mental Telepathy?

ESP?

Clairvoyance?

Telegraphy?

ACADEMICS:

 /

ATHLETICS:

 /

TECHNOLOGY:

 /

CONTACT:

 /

Normal Agents: Distribute 9 dice between your character's four skills. Skills can range from 1 to 4.

Weird Agents: Distribute 10 dice between your character's four skills. Skills can range from 0 to 10. Leftover dice are put in Cool.

CURRENT STRESS:

CURRENT COOL:



INSPECTRES

Fighting the forces of darkness so you don't have to...

987 W. Forrest Drive
Suite 306
Sunnyvale, CA
818-455-1234

Position:

Description:

Background:

Talent/Weird Abilities:

Skill Roll Chart (Find *highest* result)

- 6: **Amazing!** Describe the result and gain 2 Franchise Dice.
- 5: **Good.** Describe the result and gain 1 Franchise Die.
- 4: **Fair.** Describe the mostly positive result of your action but you must include negative or humorous effect.
- 3: **Not Great.** The GM decides your fate but you may be given a chance to suggest a single positive (albeit minor) effect.
- 2: **Bad.** The GM decides your fate or you may suggest something suitably negative.
- 1: **Terrible!** The GM gets to hose you with a truly dire situation resulting from your incompetence.

Stress Roll Chart (Find *lowest* result)

- 6: **Too Cool for School.** You gain a point of Cool and suffer no real Stress.
- 5: **Blasé.** No effects; you just don't care.
- 4: **Annoyed.** Suffer a 1-die penalty to your next skill roll (no matter where or when you perform it).
- 3: **Stressed.** Lose a die from an appropriate skill.
- 2: **Frazzled.** Lose two dice from an appropriate skill (or one die from two skills)
- 1: **Complete and total nuclear meltdown.** Lose your Cool (if you have any) and lose a number of skill dice equal to the number of Stress dice rolled.

characteristics

Personnel File #: _____