Surname:	
First names:	
Alias/Nickname (if applicable):	

OFFICER NAME



Unspent XP:	
Total XP:	

EXPERIENCE

PERSONAL DETAILS

Date of birth:	Distinguishing marks (if applicab	ole):P	SYCHOLOGICAL ASSESSMENT
Birthplace:			Officer's defining quality:
Marital status:	Town of last abode:		
Gender: Height:	Previous occupation(s):		Officer's defining flaw:
Build:	0.13,37		
FIELD OFFICER KIT LIST	TEAM EQUIPMENT	SPECIAL ISSUE KIT (by request)	PERSONAL INVENTORY
Special Branch warrant card.	I car. Austin 8. In the boot space is the	1 .303 Lee Enfield rifle with 40 rounds and	

MoE identification.

Weapons permit.

Modified trench coat.

Gladstone bag for larger items.

I Bible, Torah or Qur'an or equivalent

I cross, Star of David, crescent or equiv.

I revolver, Webley Parabellum.

12 rounds, ball ammunition.

6 rounds, silver ammunition.

6 rounds, iron ammunition.

I round of gold ammunition.

I commando dagger.

I garrotte.

I set of brass knuckles.

I flask, holy water. I flask, consecrated oil.

I Zippo all weather lighter.

I pair of field glasses.

I torch.

I pair of handcuffs.

I gas mask.

I notebook, pen, pencil and chinagraph pencil

& stick of chalk.

I hip flask with strong spirits.

I water-soluble capsule containing potassium cyanide in sealed steel pillbox.

following:

Fuel requisition ration coupons

Comprehensive basic toolbox

I Crowbar.

I bell.

II candles, 5 white, 2 red, 2 green, 2 black.

I crossbow.

6 quarrels solid wood no metal point.

2 stakes, hawthorn, 18 inches in length.

I shotgun.

10 standard shells, 10 hand-loaded shells: 4

silver, 4 iron, 2 rock salt.

I set, leg irons, I strait jacket.

I leather blindfold and face mask with tongue

immobiliser. 20 ft of hemp rope.

Dissection kit.

2 spades, I pickaxe, I fire axe.

I portable typewriter.

Pack of MoEA report forms. I mirror.

I ampule (10cc) sodium pentathol

First aid kit.

Camera, 10 flashbulbs, 3 rolls of film.

Compass

Complete folio of the Ordnance Survey of

Great Britain.

Breaking and entering kit: glasscutter;

lockpicks; boltcutters; penetrating oil and files.

bayonet per officer.

I Bren gun plus 70 rounds per team.

2 grenades (fragmentation) per officer.

3 sticks, composition B plus detonator per

Uniforms of equivalent rate or rank for Army,

Royal Navy, Royal Air Force. Battle dress uniforms and ghillie suits.

Military Intelligence Identification papers.

Ouija board, tarot deck, and/or runes.

I Bedford truck or Scammell Pioneer per team.

I parachute per officer.

I tent per team.

FIREARMS

	ASSOCIATED SKILL	SHOTS	RANGE	CAPACITY	RELOAD	ATTRIBUTES
Revolver, Webley Parabellum	Pistols		Short	6	I	Reliable: won't jam when wet/muddy.
Shotgun, pump action	Shotguns	5	Short	2	I	Reliable: won't jam when wet/muddy.
Rifle, Lee Enfield	Rifles		Medium	10	1	
Light Machine Gun, Bren Gun	Machine Guns	3	Medium	30	2	Recoil: fire prone unless you're Physique + Strength Training is over 6.

HAND-TO-HAND WEAPONRY

When attached to the end of a rifle this weapon has Reach, meaning that it provides a +2 bonus to your Melee Stat, and a -2 penalty to the Melee Stat of anyone fighting you, unless their weapon also has Reach. Furthermore this weapon is Lethal, meaning that anyone hit by it automatically fails their Physique test to avoid injury.

BRASS KNUCKLES skill: unarmed

Anyone taking the test to resist injury when hit by this weapon suffers a -1 penalty to their Physique.

CLUBS skill: clubs

Anyone taking the test to resist injury when hit by this weapon suffers a -3 penalty to their Physique.

KNIVES skill: knives

This weapon is Lethal, meaning that anyone hit by it automatically fails their Physique test to avoid injury.

BASIC STATS

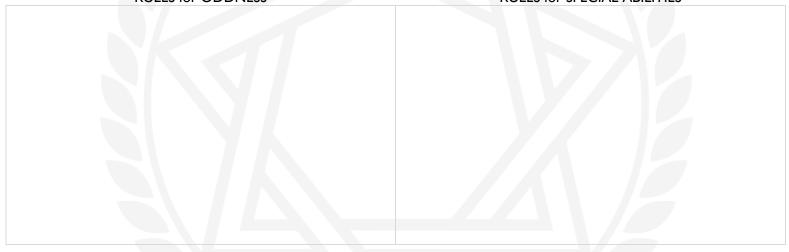
DASIC STATS									
	RANGED	MELEE	REFLEXES	SORCERY	PHYSIQUE	KNOWLEDGE	INFLUENCE	AWARENESS	COURAGE
ZEKIY.									
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SKILLS

SICILLO							
		40					

RULES for ODDNESS

RULES for SPECIAL ABILITIES



INJURIES

I. Rol	IDI0 for	location	2. Cross out box	3. apply effect		
Ranged	Melee	Location		I st injury	2 nd injury	
- 1	I	Head		Go prone. Miss next turn. Pass an immediate Physique test or fall unconscious. Ranged, Melee, Reflexes, Sorcery & Awareness stats halved.	Unconscious. Pass Physique test to avoid death.	
2-6	2-3	Body		Reduce your Physique by I, then take a Physique test. If you fail, you are incapacitated and are bleeding out.		
7	4-5	L arm		Ranged and Melee stats halved.	Incapacitated & bleeding out	
8	6-8	R arm		Ranged and Melee stats halved.	Incapacitated & bleeding out	
9	9	L leg		Go prone. All movement distances halved.	Incapacitated & bleeding out	
10	10	R leg		Go prone. All movement distances halved.	Incapacitated & bleeding out	