



# SKIDS O'TOOLE

## THE EX-CON



WILLPOWER

2



INTELLECT

3



COMBAT

3



HEALTH

8



SANITY

6



RESOURCES

6



CLUES



DOOM

**Loss of Health:** If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

**Loss of Sanity:** If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your intellect, and so on.

## ITEMS

**STARTING ITEM:** .45 AUTOMATIC – Start with 6 ammo. When a test allows you to spend a RESOURCE to add to your COMBAT, you may spend 1 ammo, instead.

**OTHER ITEMS:**

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## ABILITIES

**MAJOR ABILITY:** EX-CON – You may spend 1 RESOURCE to attempt any failed test again. Repeat the test using the same number of dice you used the first time and counting any other modifiers the same. You can only repeat each failed test once.

**OTHER ABILITIES:**

ROGUE

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## WEAKNESSES

**MAJOR WEAKNESS:** HOSPITAL DEBTS – When you spend a RESOURCE, lose one additional RESOURCE (if you have one).

**OTHER WEAKNESSES:**

CRIMINAL

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