

FLAW

This is your spotlight flaw

INNER STRUGGLE

STRENGTH

This is your spotlight strength

Your struggles Choose one as your flaw/ strength test for this game Standoff / Engage Unemotional / Passionate Fearful / Courageous	Test 1 (Set Up)	Overcome	Fail
	Test 2 (Point of No Return)	Overcome	Fail
	Test 3 (Crisis)	Triumph	Loss

IN - GAME CHARACTER CHANGE

One transformation during play. A relationship, an inspiration, an obsession, a sundering, a personality change, an outpouring of emotion either positive or negative. Bring your inner life into gamespace. How does the transformation change you?

SKILLS

Bushcraft (Australian).....2
Cthulhu Mythos.....0
Dapper.....5
Disguise True Feelings.....4
Dodge.....2
Education.....4
Find Another Way.....4
Fit in (Uncomfortably).....4
Gift for Words.....3
Hide.....2
History (Australian).....3
Impress.....4
Listen.....4
Pistol.....0
Pub Etiquette.....4
Ride (Horse).....3
Rifle.....0
See the Beauty/Terror.....4
Spot Hidden.....3

HEALTH

☐ Dead as a Maggot (0)
☐ Carking It (1)
☐ Crook as Rookwood (2)
☐ Completely Rooted (3)
☐ Sick as a Dog (4)
☐ A Bit Bugged (5)
☒ Fit as a Malee Bull (6)

SANITY

☐ Off to Woop Woop (0)
☐ Full Bunta (1)
☐ Mad as a Cut Snake (2)
☐ Off like a Frog in a Sock (3)
☒ Gone a Bit Troppo (4)
☐ Loose a Few 'Roos (5)
☐ The Full Bottle (6)

FEARLESS (D6 + 1) [MAX 5]

☐☐☐☐☐☐

LUCK

☒☒☒☒☐☐

QUEER

☒☐☐☐☐☐

SENSUAL

☒☐☐☐☐☐

MYSTIC

☒☒☐☐☐☐

Before I left Sydney I ...
(Researched something, purchased something, talked to someone
(Flashback) *Use Once if required.*

Game conventions

We are using a D6 stripped down and adapted Call of Cthulhu system for convention play. Die rolling will be for key challenges only. Stats are presented mainly as a character guide. Skill names will vary slightly between characters. Roll under the stat to succeed. Choose or create one key **Flaw/Strength Struggle** to guide your character through the game. **Health** is your character's hit points.

Sanity is your character's overall mental stability. **Fearless** is your character's key stat. It measures your resistance to the shock of experiencing the real. Or the unreal. You will roll or choose this stat at the start of play. It can only go down. **Luck** can be used to re-roll crucial die outcomes. **Queer** measures your ability to perceive and act against the arbitrary nature

of things; to glimpse underlying assumptions; to defy social expectation and convention. It is not necessarily sexual. **Sensual** measures your character's bodily awareness and enjoyment of sensation. **Mystic** measures your character's openness to non-physical experience.