

OFFICER NAME

Surname: _____

First names: _____

Alias/Nickname (if applicable): _____



MINISTRY OF EXTRAMUNDANE AFFAIRS

PERSONNEL FILE

EXPERIENCE

Unspent XP: _____

Total XP: _____

PERSONAL DETAILS

Date of birth: _____	Distinguishing marks (if applicable): _____	PSYCHOLOGICAL ASSESSMENT Officer's defining quality: _____ Officer's defining flaw: _____
Birthplace: _____	Town of last abode: _____	
Marital status: _____	Previous occupation(s): _____	
Gender: _____ Height: _____	Build: _____	

FIELD OFFICER KIT LIST

Special Branch warrant card.
MoE identification.
Weapons permit.
Modified trench coat.
Gladstone bag for larger items.
1 Bible, Torah or Qur'an or equivalent
1 cross, Star of David, crescent or equiv.
1 revolver, Webley Parabellum.
12 rounds, ball ammunition.
6 rounds, silver ammunition.
6 rounds, iron ammunition.
1 round of gold ammunition.
1 commando dagger.
1 garrotte.
1 set of brass knuckles.
1 flask, holy water.
1 flask, consecrated oil.
1 Zippo all weather lighter.
1 pair of field glasses.
1 torch.
1 pair of handcuffs.
1 gas mask.
1 notebook, pen, pencil and chinagraph pencil & stick of chalk.
1 hip flask with strong spirits.
1 water-soluble capsule containing potassium cyanide in sealed steel pillbox.

TEAM EQUIPMENT

1 car, Austin 8. In the boot space is the following:

Fuel requisition ration coupons
Comprehensive basic toolbox
1 Crowbar.
1 bell.
11 candles, 5 white, 2 red, 2 green, 2 black.
1 crossbow.
6 quarrels solid wood no metal point.
2 stakes, hawthorn, 18 inches in length.
1 shotgun.
10 standard shells, 10 hand-loaded shells: 4 silver, 4 iron, 2 rock salt.
1 set, leg irons, 1 strait jacket.
1 leather blindfold and face mask with tongue immobiliser.
20 ft of hemp rope.
Dissection kit.
2 spades, 1 pickaxe, 1 fire axe.
1 portable typewriter.
Pack of MoEA report forms.
1 mirror.
1 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.

SPECIAL ISSUE KIT (by request)

1 .303 Lee Enfield rifle with 40 rounds and bayonet per officer.
1 Bren gun plus 70 rounds per team.
2 grenades (fragmentation) per officer.
3 sticks, composition B plus detonator per team.

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.

1 Bedford truck or Scammell Pioneer per team.
1 parachute per officer.
1 tent per team.

PERSONAL INVENTORY

FIREARMS

	ASSOCIATED SKILL	SHOTS	RANGE	CAPACITY	RELOAD	ATTRIBUTES
Revolver, Webley Parabellum	Pistols	1	Short	6	1	Reliable: won't jam when wet/muddy.
Shotgun, pump action	Shotguns	5	Short	2	1	Reliable: won't jam when wet/muddy.
Rifle, Lee Enfield	Rifles	1	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

BAYONET *skill: Rifles*

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

	RANGED	MELEE	REFLEXES	SORCERY	PHYSIQUE	KNOWLEDGE	INFLUENCE	AWARENESS	COURAGE
PERM.									
TEMP.									

SKILLS

RULES for ODDNESS

RULES for SPECIAL ABILITIES

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INJURIES

1. Roll D10 for location			2. Cross out box	3. apply effect	
Ranged	Melee	Location		1 st injury	2 nd injury
1	1	Head	<input type="checkbox"/> <input type="checkbox"/>	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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Reduce your Physique by 1, then take a Physique test. If you fail, you are incapacitated and are bleeding out.	
7	4-5	L arm	<input type="checkbox"/> <input type="checkbox"/>	Ranged and Melee stats halved.	Incapacitated & bleeding out
8	6-8	R arm	<input type="checkbox"/> <input type="checkbox"/>	Ranged and Melee stats halved.	Incapacitated & bleeding out
9	9	L leg	<input type="checkbox"/> <input type="checkbox"/>	Go prone. All movement distances halved.	Incapacitated & bleeding out
10	10	R leg	<input type="checkbox"/> <input type="checkbox"/>	Go prone. All movement distances halved.	Incapacitated & bleeding out