

DOUBLE CROSS

For Original Renegade

RECORD SHEET

Character Name

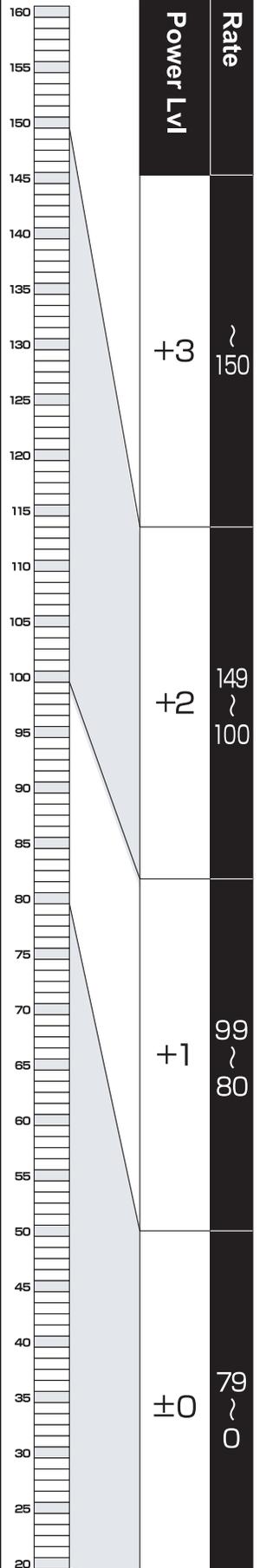
Player Name

GM

Game Date

Scenario

Encroachment Bonus



MEMOS

HP

Encroachment Rate

Loises

Relationship	Name	Emotion (Positive)	Emotion (Negative)	S-Lois	Titus	Discard
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Titus Discard Bonuses

Discard a Titus for one of the following in-battle bonuses

+10 Dice Bonus for one Check

Timing: Declare before rolling.

Effect: +10 dice bonus for any check.

+1D Bonus to one Check's Score

Timing: Declare after rolling.

Effect: +1D score bonus for any check. During Opposed checks, a Titus may be used even after the opposing side has rolled.

-1 Critical Value for a Check

Timing: Declare before rolling.

Effect: -1 Critical Value bonus for any check. Min. value 2.

Recover from Incapacitation

Timing: Right after becoming Incapacitated

Effect: Recover from Incapacitation with ([Body]+10) HP.

Remove Disadvantageous Effects

Timing: Anytime.

Effect: Remove all disadvantageous effects (i.e. Bad Statuses and dice penalties). The GM decides how many effects may be removed. Incapacitation and Death cannot be removed.

Experience Points

- Played to The End 1 Pt
- Achieved Session's Goals ___ Pt
- Final Encroachment Rate 0 - 30% 2 Pt
- 31 - 50% 3 Pt
- 51 - 70% 4 Pt
- 71 - 99% 5 Pt
- 100% ~ 3 Pt
- Backtracked with 2x (Loises) dice 3 Pt
- Rolled a second time during Backtrack 0 Pt
- Kept S-Lois 5 Pt
- Good Role-play 1 Pt
- Helped other players 1 Pt
- Helped advance the game 1 Pt
- Helped set up a place and time 1 Pt
- Total ___ Pt
- GM's Signature _____