

DOUBLE CROSS

RECORD SHEET

Character Name

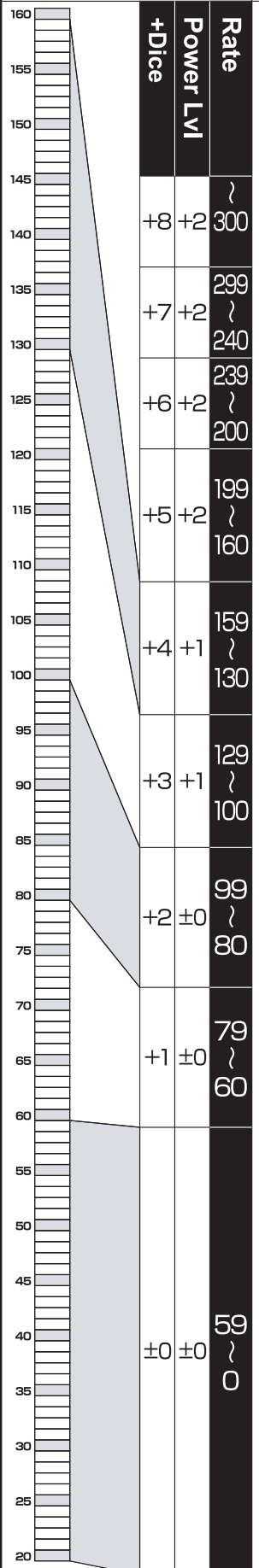
Player Name

GM

Game Date

Scenario

Encroachment Bonus



MEMOS

HP

Encroachment Rate

Loises

Relationship	Name	Emotion (Positive)	Emotion (Negative)	S-Lois	Titus	Discard
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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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	<input type="checkbox"/>
Achieved Session's Goals	___ Pt	<input type="checkbox"/>
Final Encroachment Rate	0 - 30%	2 Pt <input type="checkbox"/>
	31 - 50%	3 Pt <input type="checkbox"/>
	51 - 70%	4 Pt <input type="checkbox"/>
	71 - 99%	5 Pt <input type="checkbox"/>
	100% ~	3 Pt <input type="checkbox"/>
Backtracked with 2x (Loises) dice	3 Pt	<input type="checkbox"/>
Rolled a second time during Backtrack	0 Pt	<input type="checkbox"/>
Kept S-Lois	5 Pt	<input type="checkbox"/>
Good Role-play	1 Pt	<input type="checkbox"/>
Helped other players	1 Pt	<input type="checkbox"/>
Helped advance the game	1 Pt	<input type="checkbox"/>
Helped set up a place and time	1 Pt	<input type="checkbox"/>
Total	___ Pt	
GM's Signature		