



The Prepared Investigator

An Expansion Booklet for Call of Cthulhu® Characters

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STYGIAN FOX



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Introduction

Ever struggle over the motivations for your character? Where you fit in alignment or whether those traits, passions, or character quirks fit the character you want to play? On these pages is a checklist for you to print and use at your gaming table to help you realise your most important aspects of your P.C.

Simply use the charts below to flesh out the personality of your role-playing character and give it the realistic and well-rounded edges that make it more than just a lead mini with numbers. Decide the results pre-game (after you've fully generated your character) and use them in game to guide your actions and give back story to your GM and fellow players. These results will give no benefit to dice rolls but they'll help enrich your role-playing experience, creating a character that will be remembered for years. They are suitable for any game that requires players to *role-play*, regardless of setting, and only the descriptive language should change.

While this booklet is meant for use with Chaosium's Call of Cthulhu® RPG it can also be used with any BRP setting or in fact any RPG. It has been left systemless so you can use it with any version of Call of Cthulhu® from 1-7 or RuneQuest, Superworld, or a host of other games hence the variation in language. The first section details making your character a more fully-rounded personality in their world. Motivations, morals, and desires are all covered. The second section is all about equipment. Need that flashlight in a hurry? Odd that you put it in the trunk of your car, then.

Step One: A Moral Compass

Consult the table below and place a tick or shade in one box on each line. Providing your GM allows extremes this will give you an rough indication of where your character will position himself morally on questions of character. It will also provide a handy nickname based on your character should the GM need one during the course of your adventures. These ‘Moralties’ need careful consideration as some may seem mutually exclusive. It isn’t often, for example, that a ‘Staunch Ally’ is found in the same soul as a ‘Coward’.

	Utter	Terrible	Dangerous	Fair	Gracious	Complete	
Bounder							Gentleman
Idler							Player
Miser							Spendthrift
Avenger							Absolver
Liar							Witness
Braggart							Modest Man
Base-Fellow							Sophisticate
Drunkard							Abstinent
Fool							Pragmatist
Paranoic							Staunch Ally
Coward							Hero

The chart shows the extremes of each behaviour at each end and it is up to the player to decide where his character fits on that chart. For ease, the male pro-noun will be used.

A **'Bounder'** is a man who acts without regard to the social norms of the day. This could be in the form of failing to be courteous or as severe as criminal behaviour such as theft, rape, and murder. A **'Gentleman'** would never conscience such behaviour.

An **'Idler'** is someone who, at the extreme, will avoid work and get others to work on his behalf. An **'Utter Idler'** may even risk lives to avoid work. A **'Player'** (in the sportsman sense of the word) will endeavour to fill his time with exercise and will encourage others to be vigourous in their pursuits.

A **'Miser'** is someone who will hoard their gold, treasures, or praises to the point of obsession. Maybe an overriding fear of poverty is to blame but an **'Utter Miser'** will avoid spending money, even when common sense and necessity say otherwise. A **'Spendthrift'** will consider money and such baubles as trivialities and will provide for his friends when he is able.

An **'Avenger'** is a character who will seek revenge for injustices done to him. At the extreme an **'Avenger'** will pursue his quarry without thought to safety or others (Captain Ahab's pursuit of the white whale Moby Dick springs to mind.). An **'Absolver'** is someone who is quick to forgive either through naivite, compassion, or through priorities.

A **'Liar'** is a man who conceals the truth to others, or himself, in order to further his agenda. This is not done out of some foolish attempt to embellish but through a cynical desire to manipulate others. A **'Witness'** is someone who abhors lies. A **'Complete Witness'** may find it difficult to stay quiet on a court stand even though his telling of the truth might cause his friends to swing.

A **'Braggart'** is a man who deems himself so important that others must hear of his exploits. Mostly considered a bore by those who know him, he may find that those who don't fall for his grandiose stories (be they real or imagined) may succumb to his charms. A **'Modest Man'** is someone who shuns the attention that his exploits may bring. he may be insular through personality or, in the case of those who work in secret, necessity.

A **'Base-Fellow'** is someone who revels in the lower side of life. Cheap ales, prostitutes, bawdy songs, and deviancy of many kinds. He may cheat in fights or at cards or dice. A **'Sophisticate'** is someone who enjoys the finer things in life. Good music, fine wines, and learned writings. He may or may not also be arrogant.

A **'Drunkard'** is a man who finds it hard to resist drink, drugs, and vices of all kinds (not necessarily just alcohol). Differing from the 'Base Fellow', he is more prone to being inconvenient for a party of adventurers. An **'Abstinent'** may not necessarily refrain from imbibing, but it either has little effect or fails to hook him into dastardly behaviour. **'Abstinent's'** know their limit with such vices and act accordingly.

A **'Fool'** is someone who believes the world to be something other than it is. He will open himself to ridicule or robbery and then wonder how it happened. His view is overly optimistic and sympathetic. Not a bad sentiment in small quantities but it can leave him, and his fellows, open to abuse. A **'Pragmatist'** is someone who's rarely taken in and sees the world as it is, mostly. It is difficult for the **'Pragmatist'** to think positively regarding risky ventures.

A **'Paranoic'** is someone who sees enemies everywhere and thinks all are out to deceive him. An **'Utter Paranoic'** may take this to homicidal levels. A **'Staunch Ally'** trusts in his fellows (sometimes blindly) and in their loyalty. At the extreme, a **'Staunch Ally'** will not think twice about facing death for his friends.

A **‘Coward’** is someone who steadfastly refuses to face conflict, be it physical danger or a moral one. He may wish to be more brave but is physically unable. A **‘Hero’** is someone who not only stands up for himself when required, but will also stand up for others when called.

Step Two: Your Drives

What motivates your character? What are his/her primary goals? Much of what your character does in game will be driven by your Moral Compass but what of those days before you all met to take up a life of aimless wandering and bashing of monsters/aliens/Great Cthulhu?

In a similar way to the previous table, tick or shade in a box on each line.

Conflict	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cooperation
Wealth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Modest Means
Fellowship	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Self Interest
Power	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Follower
Knowledge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ignorance
Culture	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Insular

‘Conflict’ points to a willingness to solve problems with violence or protest. This could be joining a rally to demand better wages, but at its extremes can mean a personality that seeks combat and thinks it is the only way anything is ever resolved. Someone who seeks to fight whatever the cause, a veteran warrior or soldier could be tired of conflict or actively seek to commit violent acts on others. **‘Cooperation’** points to a desire to seek a peaceful resolution to any crisis. Perhaps through dialogue or manipulation.

‘Wealth’ is exhibited by someone who seeks to get rich. The more extreme attitudes may involve crime or debasement such as theft, robbery, or prostitution. In most cases, it will be a singular desire to get rich from their adventures. **‘Modest Means’** denotes a character who has no real interest in money or wealth and chooses other ‘riches’ from life such as knowledge or companionship.

‘Fellowship’ is the desire to connect with the rest of intelligent life on a meaningful level. It can be with Elves, Humans, alien races, or just other people. The more extreme cases show empathy for intelligent artificial life forms and seek to protect innocent life at all costs. **‘Self Interest’** is highlighted by those who choose to better themselves in some way rather than assisting others. This may exhibit in behaviour that is selfish or criminal, but also in a determined focus to improve one’s self.

‘Power’, as they say, corrupts and a player that chooses this over being a **‘Follower’** enjoys the trappings that power brings be it security or the control of others. At its extreme it can be seen as megalomania but at its earliest manifestation can just be a willingness to lead where others will not, or cannot.

‘Knowledge’ is a desire to seek more information and to work towards being enlightened or to holding some advanced degree. At its most extreme it can be a desire to make sure certain knowledge, such as state secrets or the existence of the Great Old Ones, remains within the minds of a privileged few. By force if necessary. At its most benign it is the desire of aged professors to become learned in their chosen fields to the point of knowing all that is possible to know. **‘Ignorance’** is useful for some player characters who

are happy just knowing what they know and have no desire to fill their heads with what they consider ‘irrelevancies’. They are not stupid by any means, but consider the simpler things more important and will often wonder why anyone tries to define the universe when it is simply better to just lie back and bask in its majesty.

‘**Culture**’ is a discipline favoured by those who seek to know more of their own culture or other peoples. It is, to them, a natural widening of perception to the world and by examining similar strains running through the world/settings cultures, one can unlock the keys to life or shared histories and philosophies. ‘**Insular**’ is a constraint that restricts the player character to only being concerned with their own culture. At its most extreme it can manifest as xenophobia or racial superiority.

Step Three: Your Goals

What do you ultimately want to achieve for your character? Do you have defined and achievable goals or are they more likely to be vague and ever changing? This final section is defined into two areas; the first is your characters long term goal motivations, the second is short & long term goals to be achieved. Again, as with previous steps, tick or shade one entry on each line.

Security	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Adventure
Riches	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rations
Family	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hermitage
Status	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unknown
Master	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Acolyte

‘**Security**’ indicates that your character seeks a quiet life. That, in time, he will retire to his cottage, apartment, Scout ship, or manor house with his spoils from adventuring and settle down. His aim for adventuring is purely to ‘feather his nest’ and give him a living during retirement. ‘**Adventure**’ indicates a character is aiming to keep going due to his need for the thrill of adventure. He expects to die in glorious combat against a titanic foe, at the extreme it can be a death wish, or an addiction to adrenalin.

‘**Riches**’ indicates this character seeks exorbitant wealth. He enjoys what it buys and the trappings of obscene amounts of gold, credits, or dollars. He ralises that in future years wealth is the only comfort and that it buys not only goods but also influence. ‘**Rations**’ is exemplified by a character who is happy with just a little gold to live on. Maybe he sees prosperity in other ways, He will not starve, but that Aerodyne ‘Scirocco’ hover car is a long way off.

‘**Family**’ is a priority for someone who seeks to increase their line by having a family, or providing well for a family he already has. He may have children that he may one day roleplay. Maybe his back story involves a family tragedy and he seeks to repair some of that hurt by having his own. ‘**Hermitage**’ is a useful goal for monks, bards, and assassins. The luxury of having no ties and moving away from ‘entanglements’ might be very attractive to those who seek to leave their homeland and seek adventure. The Hermit seeks to ultimtely rid himself of such ties, freeing him to wander the world and impart wisdom.

'Status' is desired by those who seek power, control over others, or fame and fortune. They enjoy the respect of others and think that it's the best reward in life to have inspired others. **'Unknown'** is welcomed by those to whom fame and notoriety have been less kind. Maybe your character was a criminal and has turned over a new leaf and wishes to become anonymous. Maybe he's a professional assassin who enjoys not being tracked..

'Master' is for those learned characters who seek to master a skill to its upmost. The acclaim to be known as 'the ultimate swordsman' or 'the famous adventurix' are enticing to many but its in the actual knowledge of the skill that the master derives his satisfaction. **'Acolyte'** is for those players who have no need of mastering one particular skill but think that knowing a little of many is a worthy effort.

Daily Goal	
Scenario	
Campaign	
Lifetime	
Sacrificial	

In the above entries we examine our goals and how they appear over time. The shorter the time scale, the quicker they'll change. Not only what they are, but also how important they are. The above entries are different from previous ones in that you write in your goals as opposed to just ticking or shading a box.

'Daily Goal' is the goal that most characters have. For some it can be 'go to work', 'cook everyone second breakfast', 'make homage to the Sun God', or 'remember to buy ammo'. It is really just a daily reminder for your character but may also be main mission for your character that gaming session.

'Scenario' keeps track of your mission during the game. It might be 'rescue the princess', 'blow up the pirate's asteroid base', or 'escape war torn Kalisz'. Your GM will give you an indication of what this will be during play. It is something that may be achievable in one game session or game day (especially if you're playing in a convention scenario) but is mostly achievable over a couple of game sessions.

'Campaign' is something that is achievable over many game sessions. Maybe you and your company have decided that predatory wizard and his undead minions have to go. Perhaps it's high time that galactic empire was brought down, or that the nefarious fishmen cult in that dark New England town needs rounding up... Either way, this is a grander goal than the previous one and should reflect loftier ideals. Once again, if you're playing in a campaign, your GM will indicate what this will be at some point in the first one or two sessions.

'Lifetime' is an attainment worthy of your characters entire life. By now your character should feel like a fictional character worthy of great tales so his lifetime goal is very important. You will already have an indicator of what it is from previous steps but here you can be a bit more specific. Your 'Status' from the previous table may be high but here you can write 'Become mayor of my town' or 'own my own scout courier' for example.

A *'Sacrificial'* goal is something we rarely contemplate for our characters but it can be remembered for a long time afterwards by the players as a pinnacle of enjoyment in their games. What would your character die for? We already know he'll kill for a wide variety of things but what will he sacrifice his life for? Will it be to save a friend? A companion? an innocent stranger who deserves to live? No one wants their character to die in inauspicious circumstances so now is the chance to consider how your character may die. Maybe a kindly GM will let you live a round or two longer to complete your 'sacrifice'. It shouldn't be just Spartans who have 'a Glorious Death'.

Embellishments

Chances are that when your character dies nearby friends will loot the body but it's important to have those other items that you own listed in a will so that not only can your friends gain a memento or useful piece of equipment to remember you by, but if you leave something important to a relative, you can then play that relative in the next session. If Bana's brother Bili inherits the jewel of Demnor then his company will have to include Bili in their quest to relieve it off its curse, let him take it away and curse his home village, or deny to Bili it ever existed. Of course, having a will stops a sector duke, prince, or sheriff having a claim on your goods (should he hear about your demise). The last thing you need when a friend has fallen for the local duke to turn up with armed guards to claim that jewel you need to de-curse. If his household dies your fellows may be blamed...

The last two pages in this document are there for you to round out your legacy. May you die well.

I, (Character's Name) of (Region, Town, or Area) in (Date Written)
of sound mind and body do hereby relinquish my goods upon my death to the following parties.

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

(PC's Name)

(list here the Goods, & Property
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(PC's Name)

(list here the Goods, & Property
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(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

Your Character Concept



STYGIAN FOX

Moral Compass

	Utter	Terrible	Dangerous	Fair	Gracious	Complete	
Bounder							Gentleman
Idler							Player
Miser							Spendthrift
Avenger							Absolver
Liar							Witness
Braggart							Modest Man
Base-Fellow							Sophisticate
Drunkard							Abstinent
Fool							Pragmatist
Paranoic							Staunch Ally
Coward							Hero

Drives

Conflict							Cooperation
Wealth							Modest Means
Fellowship							Self Interest
Power							Follower
Knowledge							Ignorance
Culture							Insular

Goals

Security							Adventure
Riches							Rations
Family							Hermitage
Status							Unknown
Master							Acolyte

Goals

Daily Goal

Scenario

Campaign

Lifetime

Sacrificial

Last Will

I, _____ of _____
in _____ of sound mind and body do hereby relinquish my goods upon
my death to the following parties.

Goals

Security	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Adventure
Riches	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Rations
Family	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Hermitage
Status	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Unknown
Master	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Acolyte

Goals

Daily Goal

Scenario

Campaign

Lifetime

Sacrificial

Last Will

I, _____ of _____
in _____ of sound mind and body do hereby relinquish my goods upon
my death to the following parties.

Kit & Equipment Checklist

In the heat of battle it's handy to know where your vital kit is, where that C4 was hidden, or how easy it is to draw that longsword. This handy reference tool and its pages will detail where your much needed items are. Primarily focused around games that don't detail the small items, it is also useful so you can keep track of weight, encumbrance, and any ammunition.

The second in a series of character aids aimed at rounding out the information for your PC, the end pages to this document will suit a variety of games and as such will use vague terms as 'ammunition' rather than 'arrows', 'M14 clip', or 'Remaining laser charge'. Similarly, while '*On Person*' is reasonably obvious, '*Vehicle*' could relate to your characters horse and saddlebags, trunk or boot of his car, or hold of his Scout Ship. '*At Home*' is a similar catch-all term to mean castle, condo, galleon, or star liner state room.

CAVEAT: All the pockets, hold alls, and other items are at the whim of TWO defining forces in your role-playing session. The first is Common Sense. No amount of pleading that something is on your sheet will make it legit if it won't fit. A 12lb Victorian artillery piece is not going to fit in the pocket of your fatigues no matter how much you want it too. The second is Rule Zero. Rule Zero simply states that whatever the GM says, goes. If he doesn't think your '44 Magnum can fit in that back pocket of your jeans then it can't. The GM is the arbiter of your game world and can determine what is feasible and what is not. Don't worry though, just show him your sheet and if it's reasonable (and he's a good GM) he'll work with you.

Step One: At Hand

The heat of battle is a time when you really need to know what you can reach out and grab at a moment's notice. Maybe you're ambushed by a band of Orcs in The Direwood or sitting down to eat at a mall food court when Dr Sinestro shows up. Rather than having to explain where something is, an item that is '*At Hand*' is something that takes no time to ready and is available to use instantly. It's ok to leave any of the following boxes empty if you want your hands free for any purpose, but remember they are there so you don't have to decide on the spot.

At Rest	Left Hand <div></div>	Right Hand <div></div>
Adventuring	Left Hand <div></div>	Right Hand <div></div>
In Combat	Left Hand <div></div>	Right Hand <div></div>

‘At Rest’ means the kind of item your player-characters would carry in their hands if they were in a market or a quayside. A time when they are (apparently) under no threat whatsoever. Many players will simply leave these boxes empty. They are included for those players who like to present an affectation such as flipping a coin, bouncing a small ball, drinking a 32oz Coke, or twirling a set of keys.

‘Adventuring’ means the kind of items you would hold when things are a little tense. Maybe you are heading down the steps in an old mansion in search of a cult, or you are heading into a dungeon with a fearsome reputation, or stepping into a bar on a dry planet in a port known for being a hive of scum and villainy. This can be a weapon in your main hand, and a light source such as a torch or flashlight, or a motion tracker in your off-hand.

‘In Combat’ details the items you carry when in a full on fight. Unless you’re a magic user, superpowered hero, or a telepath, these are likely to be a weapon. Its possible of course to have both boxes filled in with the same weapon if it’s a long arm like a pike or plasma rifle. Otherwise, it could be a combination of sword or axe and shield, 9mm auto and LED flashlight, crucifix and vial of holy water, or a long sword and an off-hand dagger.

Step Two: On Person

These are those vital items that aren’t in your hands initially but can be transfered there in a short time period (a few seconds, a round, a turn, or whatever your game uses as a short measure of time). They need not be weapons but could be a notebook, a police badge, a wallet, or a coin purse. Common sense is needed here to properly place items in their proper recpticle. Keep in mind the bulk of an object. Each pocket may be able to carry a small number of items (such as a wallet and mobile phone).

Jacket or Cloak	Upper Left Side	Upper Right Side
Jacket or Cloak	Lower Left Side	Lower Right Side
Trews or Trousers	Front Left Pocket	Front Right Pocket
Trews or Trousers	Rear Left Pocket	Rear Right Pocket
In Boots	Left Side	Right Side
Other Pockets		

Most of the entries in this step are quite obvious. A '**Jacket or Cloak**' is usually able to hold more items than, say, a pair of trousers. One of these 'pockets' in the jacket may not be a pocket at all but a gun holster, or maybe it's a secret pocket designed to hold valuables not readily found.

The pockets of a pair of '**Trousers or Trews**' (they're medieval equivalent) tend to hold small items such as a pocket watch, keys, small change, or a wallet and I.D. but they can also hold caltrops or a switchblade. Bear in mind that most medieval trews and their equivalent didn't have pockets but it's possible your GM may allow them, or substitute them for a bag like a money belt or a Kilt's Sporran.

The items usually kept '**In Boots**' are things that normal society would frown upon if seen in clear view. They may be drugs, stiletto blades, a small back-up body pistol, or smuggled nano tech. Besides the illicit reasons for carrying things in your boots the usual item is still money when the wearer is entering a shady part of town.

'**Other Pockets**' is for those unusual hidey-holes that people create in order to smuggle or as part of their inventive nature. It could be under their hood or helm, keeping a gun in their belt, or something flat in the lining of their jacket.

Step Three: Hand Luggage

Some things are just too bulky or awkward to carry on your person. Wearing 10 shirts is a dumb way to carry shirts. For items like these you need pouches, hold-alls, and suitcases. Don't forget, you will need a way of transporting these bags.

Handbag or
Satchel

Quiver or Back
Scabbard

Kit Bag or Large
Sack

Suitcase or Chest

Weapon Crate or
Armoire

Entries in this section depend on how you carry those larger items or those multiple items when your character is travelling a long distance. For many, a satchel or kit bag is sufficient but others may require more portage, especially if they are on a long quest, trans-European 1920's train holiday, or are moving home.

'Handbag or Satchel' is for those small items that can't be carried on your person or a clumsy and bulky enough that carrying them by hand becomes awkward. Maps, journals, lunch, laptop, a blown glass vial to catch souls, or a spare set of underwear when things get hairy.

'Quiver or Back Scabbard' is for those items carried in a bag or pouch directly on the top of your back. Arrows, crossbow bolts, or an RPG is a good fit for here and the ammunition chart later on can help keep track of the number of these you have left. In terms of actual weaponry then swords, a crossbow, a bow, an assault rifle, or long rifle such as Barrett 82A1, Type 81 Storm Gun, or a Squad Support Plasma Gun would fit here. Weapons here, unlike depicted in the movies, take a moment to prepare. Any firearm you can easily grab off your back and fire immediately has a risk of going off while you scramble through hedgerows.

'Kitbag or Large Sack' is for those items that you don't need right away. A clean shirt or three, soap, tooth-brush, phone charger, tinder box, zero-G meds, mechanics tools, ABC suit, or a tent and bed roll.

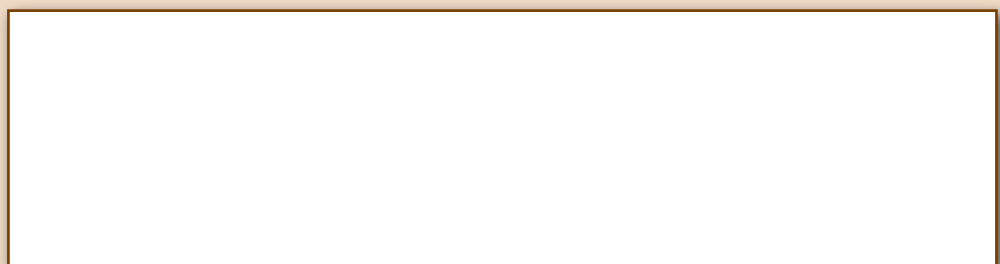
'Suitcase or Chest' is for items that either require more packing, more protection, or more security. In such holdables you can place small or folded weaponry, jewels and coin, scrolls, a fragile vase, documents, or a larger number of mundane objects.

'Weapon Crate or Armoire' is a much larger item and usually takes two people (or perhaps one very agreeable Troll) to carry. While these objects are specifically designed for carrying weapons (and a few of them at that) they can be utilised for carrying almost anything at a push, up to the size of a body (or at least an undissected one).

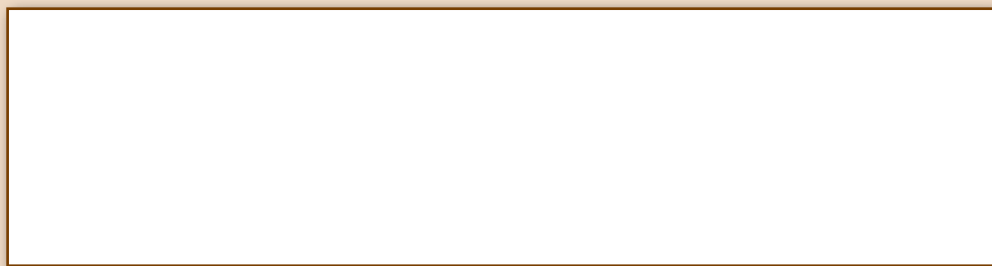
Step Four: Luggage Space Within Transports

These modes of transport more properly carry small holdables within bigger ones akin to Russian dolls (with the exception of Saddlebags). It's easy to see why weapons crates fit on trucks and suitcases can fit in the trunk of a car. While it is quite possible to carry these items on your own or with another it should be obvious that you can't fight while doing so and going for any sort of distance will cause pain, discomfort and maybe physical damage. Obviously, not all of these will be applicable to your character or setting.

Companion or
Servant



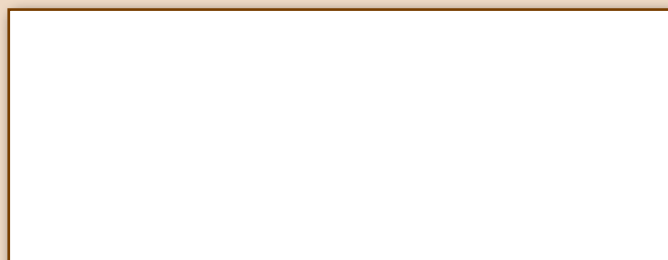
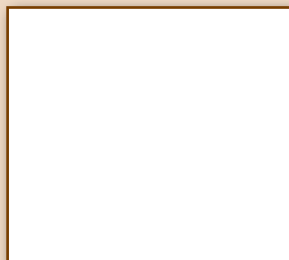
Pack or Riding
Animal



Small Personal
Vehicle

Cabin or Fore Space

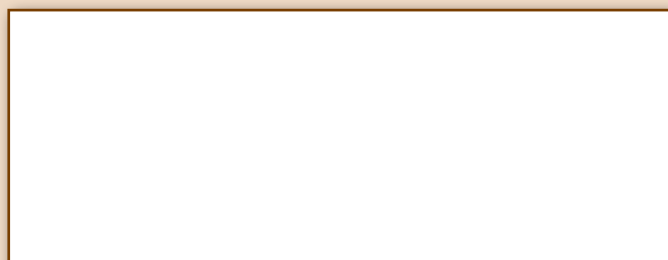
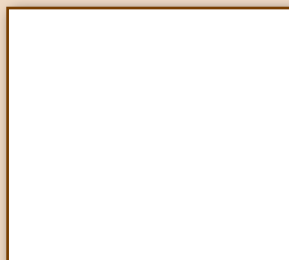
Rear Cargo or Trunk



Large Personal
Vehicle

Cabin or Fore Space

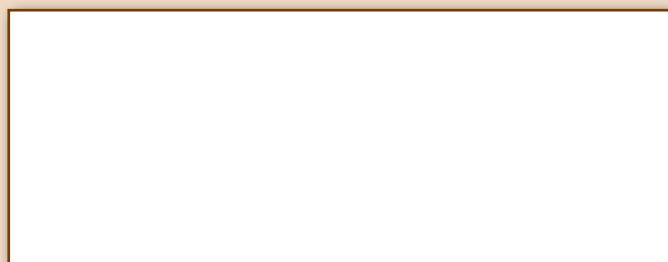
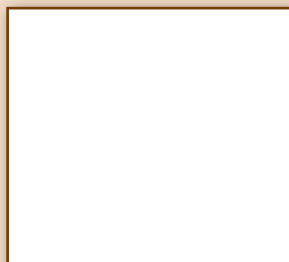
Rear Cargo or Trunk



Large Craft

Cabin or Bridge

Cargo Bay



It is quite feasible that all your previous items, including yourself, can fit into the spaces held by transports and vehicles.

‘Companion’ means your faithful dog with small pouches strapped to him for carrying war time messages or a small amount of tools. It could also be your manservant, a programmed robot or android, or another NPC companion. Regardless of what your companion is, they’ll have a few items that you can easily get hold of when needed.

‘Pack or riding Animal’ signifies horses, mules, tauntauns, tamed t-rex, or any other animal utilised for carrying large bags of cargo. The containers will usually be saddlebags or lashed to the animal. Your GM can advise on what items are allowed and common sense is the phrase to live by. Try and transport a 12lb cannon by mules and you’ll discover how stubborn mules can be.

‘Small Personal Vehicle’ means everything from motor/hover bike, grav harness, car, wooden cart, or small boat. Some of these, like the bikes for example, will hold items in lots of small compartments and some will have a seperate area such as a trunk to hold luggage.

'Large Personal Vehicle' means vehicles like trucks, a 50ft boat, or a starship shuttle. It's a step up from a small car or cart and while it may only see a slight increase in size in comparison, it's usually a vast increase in carrying capacity. At the lower end this vehicle might be an Allied truck or tank on the Normandy front and at the other end could be a small starfaring vessel fulfilling scout duties in the depths of space. They can be used for transporting people, or for trading goods over long distances.

'Large Craft' are of a different order entirely. If your character is lucky enough to own a sea going millionaires yacht, a cargo starship, a hovercraft, or a small warship then this is where you list it's contents. Chances are you'll have a personal cabin to stow your gear but this entry is for listing things that the vessel can carry, such as personnel, or those interesting anti-shipping missiles you just happen to 'acquire'.

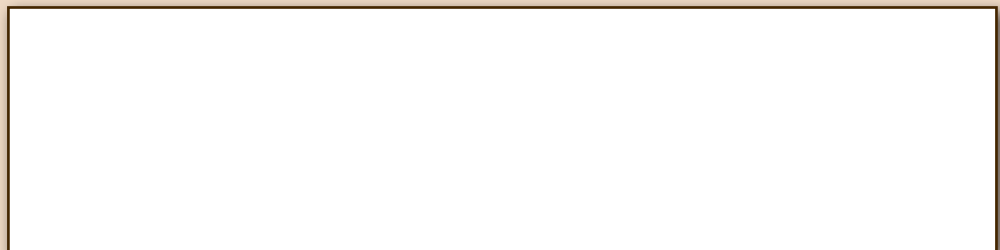
Step Five: Home & Hearth

These places are where you normally keep yourself. While cabins and large craft (such as canal boats) are treated in the previous step and are technically your home, this entry is more for your regular bricks and mortar dwelling. Depending on the era it can be a hovel, a cave, an apartment overlooking Hong Kong, and office, or a cabin on a starbase. Your home that doesn't move is the best way to look at it. At this step it's less about filling everything in and more about just listing what is most important to you.

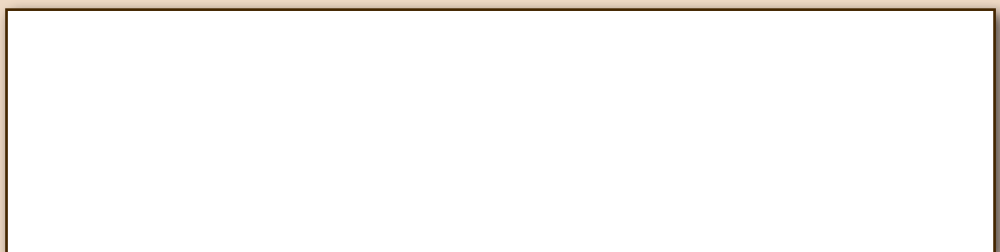
Home



Workplace or
Office



Hideout or
Retreat



'Home' is the place where you feel safest. That could be your keep, your con-apt, or your country mansion. It is a place where the vast majority of the things you own will be stored. It will probably have many rooms and places that things can be hidden or stored. Good GMs know that this is where you'll keep your valuables and where they are safe. It's rare for GMs to place such items in harms way. After all, if your home is no longer safe, why have one at all? The very best of adventurers have a refuge where they can feel safe and gather themselves in readiness for the next storm. This box has been compartmentalised into rooms but need not be used in such a way.

'Workplace or Office' is the place you spend your working day. It is a place that is still moderately safe from intrusion. Police HQs are not stormed five times a week and any castle or outpost that faces weekly onslaught will either have been destroyed or will have become your home. Guards that patrol a fort under constant attack from Orcs will not be allowed to go adventuring. This place will contain your immediate belongings and will enable you to do your daily work. For an interstellar bounty hunter that might be a small base in an asteroid that has cells, comms, weapons locker, and a ship bay. For a mage that could be his spell room, for a pharmacist that could be his lab, and for a bard that could be the nearest tavern.

'Hideout or Retreat' is a place that is not common knowledge to many of your character's acquaintances. It could be a place to bolt to if the Militia come a-calling, an FBI safe house, or a local cave once blessed by the fertility goddess. It can hold less than the other two places as it is often seen as utilitarian but it could equally be a basement game room at your office, a city centre apartment for when you work late, or your own room overlooking the waterfall at the *'The Last Homely House West of the Mountains'*

Rounding off the sections is an ammunition counter. The boxes are deliberately left empty as there is a variety of ammo that can fill this space and compartmentalising or illustrating them would be futile. They are to be filled in with the full ammo initially and scored down when it's used.

Not all of the following sections will apply to your character but remember, you need to be properly equipped when you step out onto the road to adventure..





STYGIAN FOX

The Ultimate Equipment Sheet

Jacket or Cloak

Upper Right Side

Jacket or Cloak

Upper Left Side

Jacket or Cloak

Lower Right Side

Jacket or Cloak

Lower Left Side

Right Hand

Left Hand

Trews or Trousers

Front Right Pocket

Trews or Trousers

Front Left Pocket

Trews or Trousers

Rear Right Pocket

Trews or Trousers

Rear Left Pocket

Right Side

Left Side

In Boots

Other Pockets

Handbag or Satchel

Quiver or Back Scabbard

Kit Bag or Large Sack

Suitcase or Chest

Weapon Crate or Armoire

Companion

Pack or Riding Animal

Small Personal Vehicle

Cabin or Fore Space

Rear Cargo or Trunk

Large Personal Vehicle

Cabin or Fore Space

Rear Cargo or Trunk

Large Craft

Cabin or Bridge

Cargo Bay


Home

Workplace or Office

Hideout or Retreat


Primary Small Weapon

(Knives, hatchets, short swords, tasers, throwing stars, etc)

Name 	Type	Skill	Damage	Ammo
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Primary Long Arm

(Swords, Dane axes, rifles, pole arms, Bows, staffs, RPGs etc)

Name 	Type	Skill	Damage	Ammo
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Secondary Weapon

(of any type)

Name 	Type	Skill	Damage	Ammo
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The Ultimate Equipment Sheet

Jacket or Cloak
Upper Right Side

Jacket or Cloak
Lower Right Side

Right Hand

Trews or Trousers
Front Right Pocket

Trews or Trousers
Rear Right Pocket

Jacket or Cloak
Upper Left Side

Jacket or Cloak
Lower Left Side

Left Hand

Trews or Trousers
Front Left Pocket

Trews or Trousers
Rear Left Pocket

Right Side

Left Side

In Boots

Other Pockets

Handbag or Satchel

Quiver or Back Scabbard

Kit Bag or Large Sack

Suitcase or Chest

Weapon Crate or Armoire

Companion

Pack or Riding Animal

Small Personal Vehicle

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Rear Cargo or Trunk

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Cabin or Fore Space

Rear Cargo or Trunk

Large Craft

Cabin or Bridge


Cargo Bay

Home

Hideout or Retreat


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(Swords, Dane axes, rifles, pole arms, Bows, staffs, RPGs etc)

Name 	Type	Skill	Damage	Ammo
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Secondary Weapon

(of any type)

Name 	Type	Skill	Damage	Ammo
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suitable for everyone
games with themes the whole family can be comfortable playing



STYGIAN FOX

