

DREAD: THE FIRST BOOK OF PANDEMONIUM

NAME

DRIVE

DISCIPLINE

STRENGTH

SENSE

SOUL

COMBAT

MAGIC

ARMOR

FURY

LIFE

CASH

BACKGROUNDS

WEAPONS

TYPE	D	R	A
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

CONTACTS

GEAR

NOTES

BACKGROUND

LONGSHOT

MAGIC

TEAMMATES

--	--

--	--

--	--

--	--

INVESTIGATION

VEHICLE

TYPE	
BODY	
SWERVE	
RECOVER	
RAM	

FURY BONUSES

Shrug It Off (1)

Ignore the pain and get back a point of Life.

Kill Shot (1)

Roll an extra die for any action.

Bullseye (1)

Automatically succeed at any Attribute or Skill check. Not applicable to combat or magic.

Second Chance (2)

Roll again. Can be done as often as desired.

Cock Punch (2)

After describing a low-down dirty trick, swipe the Director's highest die and put it in your pool of dice.

Suicide Run (2)

After describing a maneuver that's pretty much guaranteed to fail, roll two dice and add them together. Compare w/Director.

Clusterfuck (2)

When fighting an opponent that's clearly got you against the wall, roll one die and compare against the Director's lowest roll.

SPELLS

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**

DURATION: **RANGE:**