

LOCUS

Core Book Printing Pages

BLANK CARDS

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THE MFV MULLIGAN CARDS

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All page numbers should be appropriate for entry into printer dialog box.

For double-sided printing print both pages listed and do not allow printer to resize the image.

10015

CHARACTER

NAME _____

ATTITUDE _____

ATTRIBUTES


♥	HAUNT	Fraught	000000
♣		Clamorous	000000
♠		Carelessness	000000
♣	♦	Impatience	000000
		Coarctate	000000
		Ignorance	000000
		Reputation	000000
		Temper	000000

STRESS

Ungainly	Tense	Stressed
----------	-------	----------

WILLPOWER _____

DEATH'S DOOR



10015

CHARACTER

INJURIES _____

SEVERITY _____

INVENTORY

10015

CHARACTER

NAME _____

ATTITUDE _____

ATTRIBUTES


♥	HAUNT	Fraught	000000
♣		Clamorous	000000
♠		Carelessness	000000
♣	♦	Impatience	000000
		Coarctate	000000
		Ignorance	000000
		Reputation	000000
		Temper	000000

STRESS

Ungainly	Tense	Stressed
----------	-------	----------

WILLPOWER _____

DEATH'S DOOR



10015

CHARACTER

INJURIES _____

SEVERITY _____

INVENTORY

10015

CHARACTER

NAME _____

ATTITUDE _____

ATTRIBUTES


♥	HAUNT	Fraught	000000
♣		Clamorous	000000
♠		Carelessness	000000
♣	♦	Impatience	000000
		Coarctate	000000
		Ignorance	000000
		Reputation	000000
		Temper	000000

STRESS

Ungainly	Tense	Stressed
----------	-------	----------

WILLPOWER _____

DEATH'S DOOR



10015

CHARACTER

INJURIES _____

SEVERITY _____

INVENTORY

10015

CHARACTER

NAME _____

ATTITUDE _____

ATTRIBUTES


♥	HAUNT	Fraught	000000
♣		Clamorous	000000
♠		Carelessness	000000
♣	♦	Impatience	000000
		Coarctate	000000
		Ignorance	000000
		Reputation	000000
		Temper	000000

STRESS

Ungainly	Tense	Stressed
----------	-------	----------

WILLPOWER _____

DEATH'S DOOR



10015

CHARACTER

INJURIES _____

SEVERITY _____

INVENTORY

10015

CHARACTER

NAME _____

ATTITUDE _____

ATTRIBUTES

♥	HAUNT	Fraught	000000
♣		Clamorous	000000
♣		Carelessness	000000
♥	VIRTUE	Impatience	000000
♠		Coarctate	000000
♠		Ignorance	000000
♠		Reputation	000000
♠		Temper	000000

STRESS

Ungainly	Tense	Stressed
□	□	□

WILLPOWER _____

DEATH'S DOOR

☠ ☠ ☠

10015

CHARACTER

INJURIES _____

SEVERITY _____

INVENTORY _____

10015

CHARACTER

NAME _____

ATTITUDE _____

ATTRIBUTES

♥	HAUNT	Fraught	000000
♣		Clamorous	000000
♣		Carelessness	000000
♥	VIRTUE	Impatience	000000
♠		Coarctate	000000
♠		Ignorance	000000
♠		Reputation	000000
♠		Temper	000000

STRESS

Ungainly	Tense	Stressed
□	□	□

WILLPOWER _____

DEATH'S DOOR

☠ ☠ ☠

10015

CHARACTER

INJURIES _____

SEVERITY _____

INVENTORY _____

10015

CHARACTER

NAME _____

ATTITUDE _____

ATTRIBUTES

♥	HAUNT	Fraught	000000
♣		Clamorous	000000
♣		Carelessness	000000
♥	VIRTUE	Impatience	000000
♠		Coarctate	000000
♠		Ignorance	000000
♠		Reputation	000000
♠		Temper	000000

STRESS

Ungainly	Tense	Stressed
□	□	□

WILLPOWER _____

DEATH'S DOOR

☠ ☠ ☠

10015

CHARACTER

INJURIES _____

SEVERITY _____

INVENTORY _____

10015

CHARACTER

NAME _____

ATTITUDE _____

ATTRIBUTES

♥	HAUNT	Fraught	000000
♣		Clamorous	000000
♣		Carelessness	000000
♥	VIRTUE	Impatience	000000
♠		Coarctate	000000
♠		Ignorance	000000
♠		Reputation	000000
♠		Temper	000000

STRESS

Ungainly	Tense	Stressed
□	□	□

WILLPOWER _____

DEATH'S DOOR

☠ ☠ ☠

10015

CHARACTER

INJURIES _____

SEVERITY _____

INVENTORY _____

100US
5000

NAME _____ ITEM _____


SIZE _____

DAMAGE TYPE:

*Items make all connected
rolls 1 stage easier*

QUALITY ○○○

DURABILITY *Damaged*



100US
5000

NAME _____ ITEM _____


SIZE _____

DAMAGE TYPE:

*Items make all connected
rolls 1 stage easier*

QUALITY ○○○

DURABILITY *Damaged*



100US
5000

NAME _____ ITEM _____


SIZE _____

DAMAGE TYPE:

*Items make all connected
rolls 1 stage easier*

QUALITY ○○○

DURABILITY *Damaged*



100US
5000

NAME _____ ITEM _____


SIZE _____

DAMAGE TYPE:

*Items make all connected
rolls 1 stage easier*

QUALITY ○○○

DURABILITY *Damaged*



100US
5000

NAME _____ ITEM _____


SIZE _____

DAMAGE TYPE:

*Items make all connected
rolls 1 stage easier*

QUALITY ○○○

DURABILITY *Damaged*



100US
5000

NAME _____ ITEM _____


SIZE _____

DAMAGE TYPE:

*Items make all connected
rolls 1 stage easier*

QUALITY ○○○

DURABILITY *Damaged*



100US
5000

NAME _____ ITEM _____


SIZE _____

DAMAGE TYPE:

*Items make all connected
rolls 1 stage easier*

QUALITY ○○○

DURABILITY *Damaged*



100US
5000

NAME _____ ITEM _____


SIZE _____

DAMAGE TYPE:

*Items make all connected
rolls 1 stage easier*

QUALITY ○○○

DURABILITY *Damaged*



MONSTER

NAME _____

SOURCE _____

BEHAVIOUR _____


Attack


Chase

Search

Resist

Weakness _____

DEATH'S DOOR   

MONSTER




NAME _____

SOURCE _____

INFLECTION _____

DESCRIPTION _____

Descriptor / *Attribute* / *Condition* / *Difficulty*

MONSTER

NAME _____

SOURCE _____

BEHAVIOUR _____




Attack



Chase

Search

Resist

Weakness _____

DEATH'S DOOR   

MONSTER





NAME _____

SOURCE _____

INFLECTION _____

DESCRIPTION _____

Descriptor / *Attribute* / *Condition* / *Difficulty*

MONSTER

NAME _____

SOURCE _____

BEHAVIOUR _____


Attack

Chase

Search

Resist

Weakness _____

DEATH'S DOOR   

MONSTER





NAME _____

SOURCE _____

INFLECTION _____

DESCRIPTION _____

Descriptor / *Attribute* / *Condition* / *Difficulty*

MONSTER

NAME _____

SOURCE _____

BEHAVIOUR _____



Attack

Chase

Search

Resist

Weakness _____

DEATH'S DOOR   

MONSTER





NAME _____

SOURCE _____

INFLECTION _____

DESCRIPTION _____

Descriptor / *Attribute* / *Condition* / *Difficulty*

MONSTER

NAME _____

SOURCE _____

BEHAVIOUR _____

Attack

Chase

Search

Resist

Weakness _____

DEATH'S DOOR   

♥ | ♠
♣ | ♦

MONSTER

NAME _____

SOURCE _____

INFLICTION _____

DESCRIPTION _____

Descriptor / Attribute / Condition / Difficulty

♥ | ♠
♣ | ♦

MONSTER

NAME _____

SOURCE _____

BEHAVIOUR _____




Attack

Chase

Search

Resist

Weakness _____

DEATH'S DOOR   

♥ | ♠
♣ | ♦

MONSTER

NAME _____

SOURCE _____

INFLICTION _____

DESCRIPTION _____

Descriptor / Attribute / Condition / Difficulty

♥ | ♠
♣ | ♦

MONSTER

NAME _____

SOURCE _____

BEHAVIOUR _____

Attack

Chase

Search

Resist

Weakness _____

DEATH'S DOOR   

♥ | ♠
♣ | ♦

MONSTER

NAME _____

SOURCE _____

INFLICTION _____

DESCRIPTION _____

Descriptor / Attribute / Condition / Difficulty

♥ | ♠
♣ | ♦

MONSTER

NAME _____

SOURCE _____

BEHAVIOUR _____



Attack

Chase

Search

Resist

Weakness _____

DEATH'S DOOR   

♥ | ♠
♣ | ♦

MONSTER

NAME _____

SOURCE _____

INFLICTION _____

DESCRIPTION _____

Descriptor / Attribute / Condition / Difficulty

♥ | ♠
♣ | ♦

10005

NAME First Aid Kit

ITEM

SIZE



DAMAGE TYPE: Blunt

Items make all connected rolls 1 stage easier

QUALITY ●●○

DURABILITY

Damaged


☑☑☑☑☑☑☑☑☑☑

10005

NAME First Aid Kit

ITEM

SIZE



DAMAGE TYPE: Blunt

Items make all connected rolls 1 stage easier

QUALITY ●●○

DURABILITY

Damaged

☑☑☑☑☑☑☑☑☑☑

10005

NAME Long Rope

ITEM

SIZE



DAMAGE TYPE: -

Items make all connected rolls 1 stage easier

QUALITY ●●○

DURABILITY

Damaged


☑☑☑☑☑☑☑☑☑☑

10005

NAME Long Rope

ITEM

SIZE



DAMAGE TYPE: -

Items make all connected rolls 1 stage easier

QUALITY ●●○

DURABILITY

Damaged


☑☑☑☑☑☑☑☑☑☑

10005

NAME Hammer

ITEM

SIZE



DAMAGE TYPE: Blunt

Items make all connected rolls 1 stage easier

QUALITY ●●○

DURABILITY

Damaged


☑☑☑☑☑☑☑☑☑☑

10005

NAME Hammer

ITEM

SIZE



DAMAGE TYPE: Blunt

Items make all connected rolls 1 stage easier

QUALITY ●●○

DURABILITY

Damaged

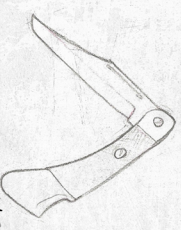
☑☑☑☑☑☑☑☑☑☑

10005

NAME Pocket Knife

ITEM

SIZE



DAMAGE TYPE: Piercing/Slashing

Items make all connected rolls 1 stage easier

QUALITY ●●○

DURABILITY

Damaged

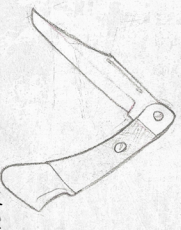
☑☑☑☑☑☑☑☑☑☑

10005

NAME Pocket Knife

ITEM

SIZE



DAMAGE TYPE: Piercing/Slashing

Items make all connected rolls 1 stage easier

QUALITY ●●○


DURABILITY

Damaged

☑☑☑☑☑☑☑☑☑☑

10015

NAME Torch ITEM SIZE



DAMAGE TYPE: Blunt

*Items make all connected
rolls 1 stage easier*


QUALITY ●●●

DURABILITY *Damaged*

☑ ☑ ☑ ☑ ☐ ☐ ☐ ☐ ☐ ☐

10015

NAME Torch ITEM SIZE



DAMAGE TYPE: Blunt

*Items make all connected
rolls 1 stage easier*

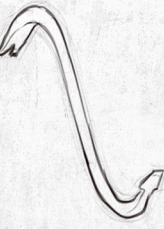
QUALITY ●●●

DURABILITY *Damaged*

☑ ☑ ☑ ☑ ☐ ☐ ☐ ☐ ☐ ☐

10015

NAME Crowbar ITEM SIZE



DAMAGE TYPE: Blunt

*Items make all connected
rolls 1 stage easier*

QUALITY ●●●

DURABILITY *Damaged*

☑ ☑ ☑ ☑ ☐ ☐ ☐ ☐ ☐ ☐

10015

NAME Gyro Compass ITEM SIZE



DAMAGE TYPE: -

*Items make all connected
rolls 1 stage easier*

QUALITY ●●●

DURABILITY *Damaged*

☑ ☑ ☑ ☑ ☑ ☑ ☑ ☑ ☑ ☑

10015

NAME Industrial Cutter ITEM SIZE



DAMAGE TYPE: Slashing

*Items make all connected
rolls 1 stage easier*

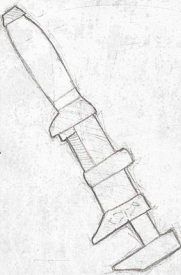
QUALITY ●○○

DURABILITY *Damaged*

☑ ☑ ☑ ☑ ☐ ☐ ☐ ☐ ☐ ☐

10015

NAME Monkey Wrench ITEM SIZE



DAMAGE TYPE: Blunt

*Items make all connected
rolls 1 stage easier*

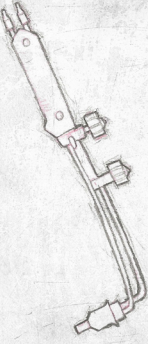
QUALITY ●●○

DURABILITY *Damaged*

☑ ☑ ☑ ☑ ☐ ☐ ☐ ☐ ☐ ☐

10015

NAME Welding Tools ITEM SIZE



DAMAGE TYPE: Burning

*Items make all connected
rolls 1 stage easier*

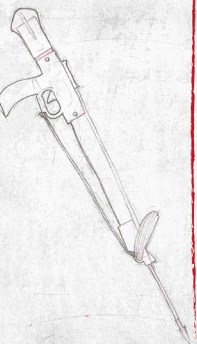
QUALITY ●○○

DURABILITY *Damaged*

☑ ☑ ☑ ☑ ☐ ☐ ☐ ☐ ☐ ☐

10015

NAME Harpoon Gun ITEM SIZE



DAMAGE TYPE: Piercing

*Items make all connected
rolls 1 stage easier*

QUALITY ●○○

DURABILITY *Damaged*

☑ ☑ ☑ ☑ ☑ ☑ ☑ ☑ ☑ ☑

MONSTER

NAME The Brachyera

SOURCE The Firestarter

BEHAVIOUR Impulsive, Greedy

Attack [2] Spitting/Burning

Chase [5] Easily Distracted

Search [2] Smelling

Resist [5] Limbs

Weakness Water

DEATH'S DOOR

MONSTER

NAME The Brachyera

SOURCE The Firestarter

INFLICTION Pounce, Clumsiness, Pinned, Hard

DESCRIPTION *Descriptor* / *Attribute* / *Condition* / *Difficulty*

MONSTER

NAME The Toll

SOURCE The Victim

BEHAVIOUR Hunting, Patient, Cooperative

Attack [3] Striking

Chase [4] Jitter

Search [1] Radar

Resist [2] Metal

Weakness Fire

DEATH'S DOOR

MONSTER

NAME The Toll

SOURCE The Victim

INFLICTION

DESCRIPTION *Descriptor* / *Attribute* / *Condition* / *Difficulty*

MONSTER

NAME The Debilitation

SOURCE The Prankster

BEHAVIOUR Drifting, Attention seeking

Attack [-]

Chase [1] Floating

Search [4] Seeing

Resist [4] Flesh

Weakness Cutting

DEATH'S DOOR

MONSTER

NAME The Debilitation

SOURCE The Prankster

INFLICTION Staring, Repulsion, Migraine, Medium

DESCRIPTION *Descriptor* / *Attribute* / *Condition* / *Difficulty*

MONSTER

NAME The Neglect

SOURCE The Aggrieved

BEHAVIOUR Aggressive, Vengeful, Trapping

Attack [2] Decaying

Chase [-]

Search [-]

Resist [4] Material

Weakness Chemical, Sorrow

DEATH'S DOOR

MONSTER

NAME The Neglect

SOURCE The Aggrieved

INFLICTION Suffocation, Frailty, Breathless, Hard

DESCRIPTION *Descriptor* / *Attribute* / *Condition* / *Difficulty*

MONSTER

NAME The Piscator

SOURCE Captain Taylor

BEHAVIOUR Tattling, Slow but Aggressive

Attack 3 Whipping

Chase 5 Snambling

Search 4 Looking

Resist 3 Hunkering

Weakness Piercing

DEATH'S DOOR

MONSTER

NAME The Piscator

SOURCE Captain Taylor

INFLICTION

DESCRIPTION

MONSTER

NAME The Piscator

SOURCE Captain Taylor

BEHAVIOUR Tattling, Slow but Aggressive

Attack 3 Whipping

Chase 5 Snambling

Search 4 Looking

Resist 3 Hunkering

Weakness Piercing

DEATH'S DOOR

MONSTER

NAME The Piscator

SOURCE Captain Taylor

INFLICTION

DESCRIPTION

MONSTER

NAME The Scylla

SOURCE The MFV Willigan

BEHAVIOUR Listening, Patient

Attack 1 Rusty Metal

Chase 3 Teleportation

Search 5 Hearing

Resist 2 Evasion

Weakness Blunt Trauma

DEATH'S DOOR

MONSTER

NAME The Scylla

SOURCE The MFV Willigan

INFLICTION Carelessness, Ensnared

DESCRIPTION

MONSTER

NAME The Piscator

SOURCE Captain Taylor

BEHAVIOUR Tattling, Slow but Aggressive

Attack 3 Whipping

Chase 5 Snambling

Search 4 Looking

Resist 3 Hunkering

Weakness Piercing

DEATH'S DOOR

MONSTER

NAME The Piscator

SOURCE Captain Taylor

INFLICTION

DESCRIPTION

MONSTER

NAME The Brachycera

SOURCE The Firestarter

BEHAVIOUR Impulsive, Greedy

Attack 2 Spitting/Burning

Chase 5 Easily Distracted

Search 2 Smelling

Resist 5 Limbs

Weakness Water

DEATH'S DOOR

MONSTER

NAME The Neglect

SOURCE The Aggrieved

BEHAVIOUR Aggressive, Vengeful, Trapping

Attack 2 Decaying

Chase -

Search -

Resist 4 Material

Weakness Chemical, Source

DEATH'S DOOR

MONSTER

NAME The Piscator

SOURCE Captain Taylor

BEHAVIOUR Patrolling, Slow but Aggressive

Attack 3 Whipping

Chase 5 Shambling

Search 4 Looking

Resist 3 Hunkering

Weakness Piercing

DEATH'S DOOR

MONSTER

NAME The Debilitation

SOURCE The Prankster

BEHAVIOUR Drifting, Attention seeking

Attack -

Chase 1 Floating

Search 4 Seeing

Resist 4 Flesh

Weakness Cutting

DEATH'S DOOR

MONSTER

NAME The Toll

SOURCE The Victim

BEHAVIOUR Hunting, Patient, Cooperative

Attack 3 Striking

Chase 4 Jitter

Search 1 Radar

Resist 2 Metal

Weakness Fire

DEATH'S DOOR

MONSTER

NAME The Scylla

SOURCE The MFV Milligan

BEHAVIOUR Listening, Patient

Attack 1 Rusty Metal

Chase 3 Teleportation

Search 5 Hearing

Resist 2 Evasion

Weakness Blunt Trauma

DEATH'S DOOR

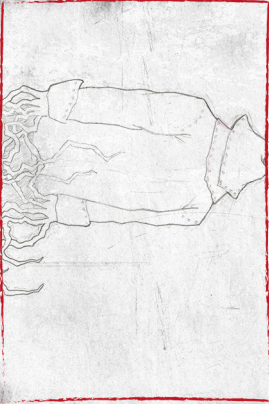
MONSTER

NAME The Piscator

SOURCE Captain Taylor

INFLECTION ♠♥
♣♦

DESCRIPTION Suffocation, Frailty, Breathless, Hard
Description Attribute Condition Difficulty



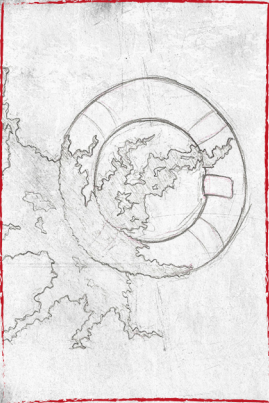
MONSTER

NAME The Neqlect

SOURCE The Aggrieved

INFLECTION ♠♥
♣♦

DESCRIPTION Suffocation, Frailty, Breathless, Hard
Description Attribute Condition Difficulty




MONSTER

NAME The Brachycera

SOURCE The FireStarter

INFLECTION ♠♥
♣♦

DESCRIPTION Pound, Clumsiness, Pinned, Hard
Description Attribute Condition Difficulty




MONSTER

NAME The Scylla

SOURCE The MFV Milligan

INFLECTION ♠♥
♣♦

DESCRIPTION Nets, Carelessness, Ensnared, Hard
Description Attribute Condition Difficulty




MONSTER

NAME The Toll

SOURCE The Victim

INFLECTION ♠♥
♣♦

DESCRIPTION Suffocation, Frailty, Breathless, Hard
Description Attribute Condition Difficulty



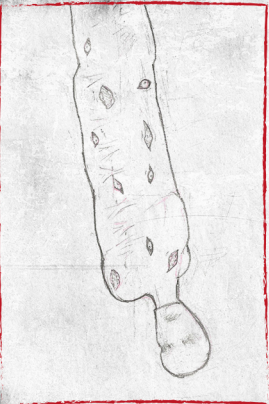
MONSTER

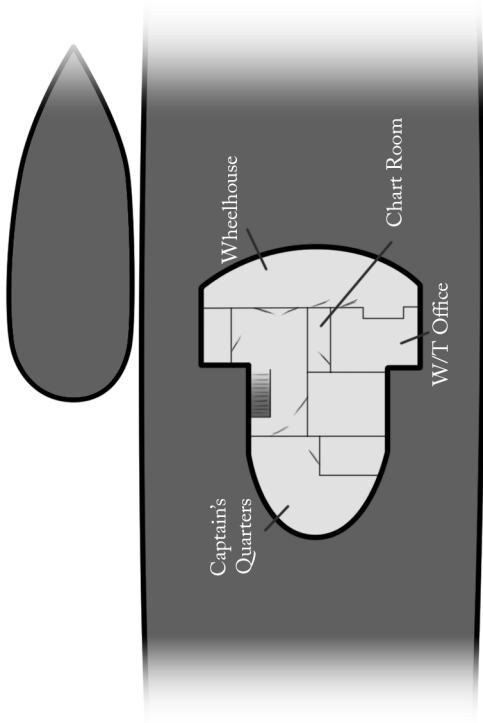
NAME The Debilitation

SOURCE The Prankster

INFLECTION ♠♥
♣♦

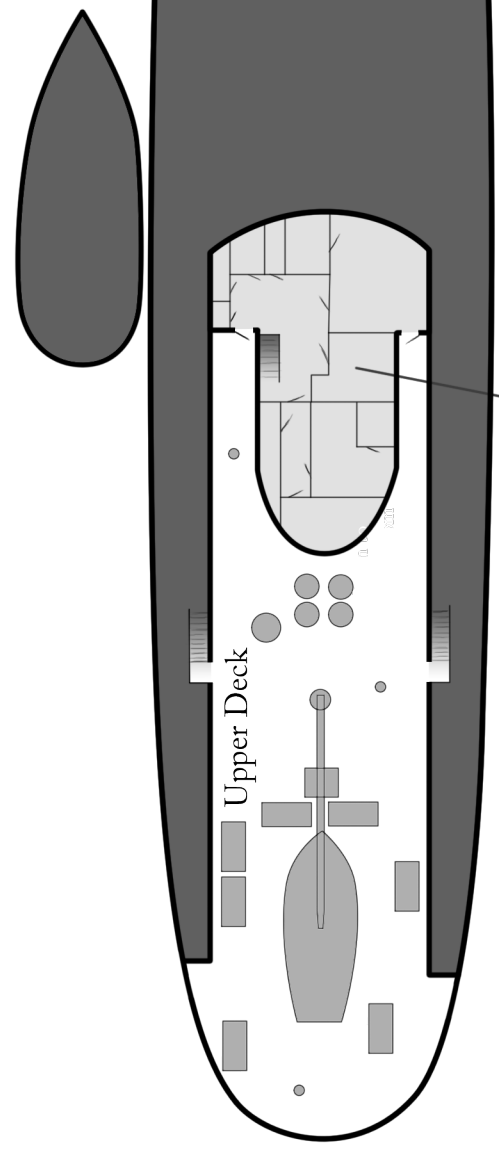
DESCRIPTION Startling, Repulsion, Misyraine, Medium
Description Attribute Condition Difficulty





Bridge Tower (upper)

- External Area
- Internal Area
- Solid objects
- Drop to lower level



Bridge Tower (lower)

- External Area
- Internal Area
- Solid objects
- Drop to lower level

Forecastle Deck

