

3 Dr. Carlton B. Goodlett Place  
 San Francisco, CA 94102  
 (415) 554-6009



## Quarterly Report

### Franchise Information

Name/Location: PARA International  
 Owner: \_\_\_\_\_  
 Description: office in the Back of Rast platsen.

Status:  New  Established  Successful  Home Office

LIBRARY CARD:  3  
 GYM MEMBERSHIP:  2  
 CORP. GOLD CARD:  2  
 THE BANK:  9

### TOTAL:

Distribute # of Franchise Dice according to Status:  
 New: 5  
 Established: 10  
 Successful: 20  
 Home Office: 20

Franchise #: \_\_\_\_\_

### Items

### Bank Roll Chart

- (Compare each die in your pool)
- 6: **Compounded Interest!!**  
Return this die and add a bonus die to the Bank.
  - 5: **Interest!**  
Return this die to the Bank.
  - 4: **Account Withdrawal.**  
No Benefit or Penalty. Lose this die.
  - 3: **Account Withdrawal.**  
No Benefit or Penalty. Lose this die.
  - 2: **Service Charge!**  
Lose this die and an additional Bank die, if possible.
  - 1: **Account Overrun!!**  
Ignore all other results and lose all Bank dice.

Current Employees			Classification		Franchise Dice
Name	Employee ID	Position	<input type="checkbox"/> N	<input type="checkbox"/> W	
<u>Aisha Ali</u>		<u>CEO/CEO</u>	<input type="checkbox"/> N	<input type="checkbox"/> W	
<u>Gert Ast</u>		<u>Sec of Research</u>	<input type="checkbox"/> N	<input type="checkbox"/> W	
<u>Kathy</u>		<u>Dir of Research</u>	<input type="checkbox"/> N	<input type="checkbox"/> W	
			<input type="checkbox"/> N	<input type="checkbox"/> W	
			<input type="checkbox"/> N	<input type="checkbox"/> W	
			<input type="checkbox"/> N	<input type="checkbox"/> W	
			<input type="checkbox"/> N	<input type="checkbox"/> W	

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# INSPECTRES

Fighting the forces of darkness so you don't have to

Stockholm

Gert Ast, retired professor

~~Katarina~~ "KT" Katarina, 2000, phone

## -- InSpectres Application

Full Name: Aisha Ali  
Aliases: "Boss"?  
Date of Birth: 04/04/80  
Next of Kin: Children

Do you believe in

UFOs? Y!  
Astral Projection? Y!  
Mental Telepathy? Y!  
ESP? Y!  
Chirvoyance? Y!  
S...graphy? Y Y Y!

Position: CEO/CFO

Description: Small, cleaning lady in her 40s, cheerful

Background: Mother of four, very hard working, visionary

Talent/Weird Abilities:

ACADEMICS:

ATHLETICS:

TECHNOLOGY:

CONTACT:

Normal Agents: Distribute 9 dice between your character's four skills. Skills can range from 1 to 4.

Weird Agents: Distribute 10 dice between your character's four skills. Skills can range from 0 to 16. Leftover dice are put in Cool.

CURRENT STRESS: ( 3 )

CURRENT COOL:

Skill Roll Chart (Find highest result)  
6: Amazing! Describe the result and gain 2 Franchise Dice.  
5: Good. Describe the result and gain 1 Franchise Die.  
4: Fair. Describe the mostly positive result of your action but you must include negative or humorous effect.  
3: Not Great. The GM decides your fate but you may be given a chance to suggest a single positive (albeit minor) effect.  
2: Bad. The GM decides your fate or you may suggest something suitably negative.  
1: Terrible! The GM gets to hose you with a truly dire situation resulting from your incompetence.

Stress Roll Chart (Find lowest result)  
6: Too Cool for School. You gain a point of Cool and suffer no real Stress.  
5: Blasé. No effects; you just don't care.  
4: Annoyed. Suffer a 1-die penalty to your next skill roll (no matter where or when you perform it).  
3: Stressed. Lose a die from an appropriate skill.  
2: Frazzled. Lose two dice from an appropriate skill (or one die from two skills).  
1: Complete and total nuclear meltdown. Lose your Cool (if you have any) and lose a number of skill dice equal to the number of Stress dice rolled.

characteristics

cleanly x

Hjalmar "The beestleman", scared, Humlegården



# INSPECTRES

Fighting the forces of darkness so you don't have to

## -- InSpectres Application

Full Name: Gert Ast

Aliases: \_\_\_\_\_

Date of Birth:     /     / 75

Next of Kin: \_\_\_\_\_

Do you believe in

UFOs?

Astral Projection?

Mental Telepathy?

ESP?

Chiromancy?

Seidography?

ACADEMICS:

/

ATHLETICS:

/

TECHNOLOGY:

/

CONTACT:

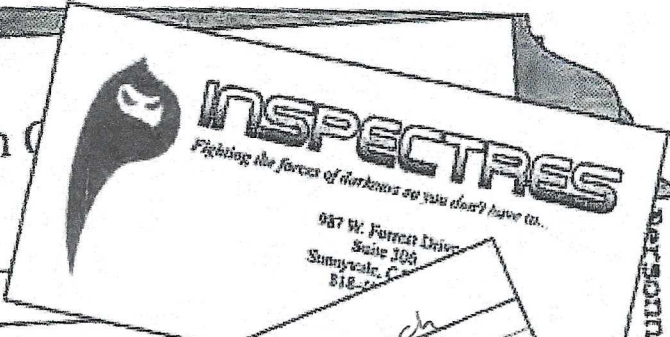
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Normal Agents: Distribute 9 dice between your character's four skills. Skills can range from 1 to 4.

Wild Agents: Distribute 10 dice between your character's four skills. Skills can range from 0 to 10. L leftover dice are put in Cool.

CURRENT STRESS:

CURRENT COOL:



Personnel File # \_\_\_\_\_

Position: Secretary of Research

Description: \_\_\_\_\_

Background: Anthropology Professor

Talent/Weird Abilities: Can Juggle

**Skill Roll Chart (Find highest result)**

6: Amazing! Describe the result and gain 2 Franchise Dice

5: Good. Describe the result and gain 1 Franchise Die.

4: Fair. Describe the mostly positive result of your action but you must include negative or humorous effect.

3: Not Great. The GM decides your fate but you may be given a chance to suggest a single positive (albeit minor) effect.

2: Bad. The GM decides your fate or you may suggest something subtly negative.

1: Terrible! The GM gets to hose you with a truly dire situation resulting from your incompetence.

**Stress Roll Chart (Find lowest result)**

6: Too Cool for School. You gain a point of Cool and suffer no real Stress.

5: Bland. No effects; you just don't care.

4: Annoyed. Suffer a 1-die penalty to your next skill roll (no matter where or when you perform it).

3: Stressed. Lose a die from an appropriate skill.

2: Frazzled. Lose two dice from an appropriate skill (or one die from two skills)

1: Complete and total nuclear meltdown. Lose your Cool (if you have any) and lose a number of skill dice equal to the number of Stress dice rolled.

there  
ing you

characteristics

Hjalmar  
Humlegården



# INSPECTRES

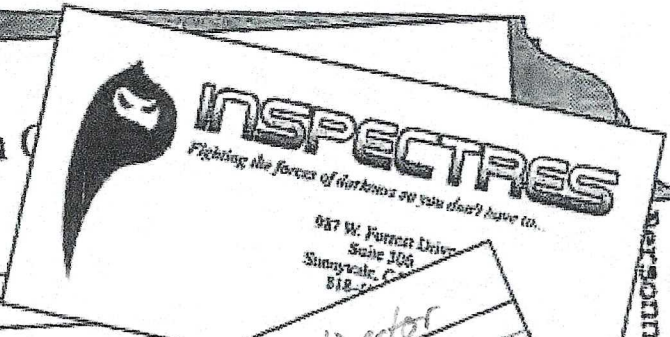
Fighting the forces of darkness so you don't have to

## -- InSpectres Application

Full Name: Kathy  
Aliases: \_\_\_\_\_  
Date of Birth: 2000 / 06 / 13  
Next of Kin: older brother

Do you believe in

- UFOs?
- Astral Projection?
- Mental Telepathy?
- ESP?
- Chirvoyance?
- Graphy?



Position: research director  
Description: short black hair, medium high  
Background: bookworm Librarian's assistant born in at Radcliffe  
Talent/Weird Abilities: \_\_\_\_\_

Personnel File # \_\_\_\_\_

**ACADEMICS:**  3 /  2  
**ATHLETICS:**  3 /  2  
**TECHNOLOGY:**  1 /  0  
**CONTACT:**  2 /  2

Normal Agents: Distribute 9 dice between your character's four skills. Skills can range from 1 to 4.  
Weird Agents: Distribute 10 dice between your character's four skills. Skills can range from 0 to 10. Leftover dice are put in Cool.

**CURRENT STRESS:**   
**CURRENT COOL:**

**Skill Roll Chart (Find highest result)**  
6: Amazing! Describe the result and gain 2 Franchise Dice.  
5: Good. Describe the result and gain 1 Franchise Die.  
4: Fair. Describe the mostly positive result of your action but you must include negative or humorous effect.  
3: Not Great. The GM decides your fate but you may be given a chance to suggest a single positive (albeit minor) effect.  
2: Bad. The GM decides your fate or you may suggest something suitably negative.  
1: Terrible! The GM gets to hose you with a truly dire situation resulting from your incompetence.

**Stress Roll Chart (Find lowest result)**  
4: Too Cool for School. You gain a point of Cool and suffer no real Stress.  
5: Blasé. No effects; you just don't care.  
4: Annoyed. Suffer a 1-die penalty to your next skill roll (no matter where or when you perform it).  
3: Stressed. Lose a die from an appropriate skill.  
2: Frazzled. Lose two dice from an appropriate skill (or one die from two skills).  
1: Complete and total nuclear meltdown. Lose your Cool (if you have any) and lose a number of skill dice equal to the number of Stress dice rolled.

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characteristics