| | | | |
|---|---|---|---|
| NAME | | BIRTHPLACE | |
| PLAYER | | WEALTH | |
| PERSONALITY | | GENDER | |
| COVER | | AGE | |
| NATIONALITY | | BUILD | |
| PRE-WAR OCCUPATION | | MILITARY SERVICE | |

| | | | |
|---|---|---|---|
| STR | | Damage Bonus | |
| CON | | Hit Points | |
| SIZ | | | |
| INT | | Idea | |
| POW | | Luck | |
| DEX | | Move | |
| APP | | 99-Cthulhu Mythos | |
| EDU | | Knowlegde | |

**SANITY POINTS**

| | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Insane | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 |
| 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 |
| 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 |
| 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |

**HIT POINTS**

| | | | | | | |
|---|---|---|---|---|---|---|
| D | -2 | -1 | 0 | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 34 | 35 | 36 | 37 | 38 | 39 |

**MAGIC POINTS**

| | | | | | | |
|---|---|---|---|---|---|---|
| Unconscious | 0 | 1 | 2 | 3 | | |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 32 | 34 | 35 | 36 | 37 | 38 | 39 |

| SKILLS | % |
|---|---|
| ☐ Accounting (10%) | |
| ☐ Anthropology (01%) | |
| ☐ Archaeology (01%) | |
| ☐ Art (05%) | |
| ☐ Bargain (05%) | |
| ☐ Biology (05%) | |
| ☐ Chemistry (01%) | |
| ☐ Climb (40%) | |
| ☐ Conceal (15%) | |
| ☐ Command (05%) | |
| ☐ Craft (05%) | |
| ☐ Credit Rating (15%) | |
| ☐ Cryptography (00%) | |
| ☐ Cthulhu Mythos (00%) | |
| ☐ Demolitions (00%) | |
| ☐ Disguise (05%) | |
| ☐ Dodge (DEXx2%) | |
| ☐ Drive Auto (20%) | |

| | |
|---|---|
| ☐ Electrical Repair (10%) | |
| ☐ Fast Talk (05%) | |
| ☐ First Aid (30%) | |
| ☐ Geology (01%) | |
| ☐ Gunnery (00%) | |
| ☐ Hide (10%) | |
| ☐ History (20%) | |
| ☐ Jump (25%) | |
| ☐ Law (05%) | |
| ☐ Library Use (25%) | |
| ☐ Listen (25%) | |
| ☐ Locksmith (01%) | |
| ☐ Martial Arts (01%) | |
| ☐ Mech. Repair (20%) | |
| ☐ Medicine (05%) | |
| ☐ Military Science (00%) | |
| ☐ Natural History (10%) | |
| ☐ Navigate (10%) | |
| ☐ Occult (05%) | |

| | |
|---|---|
| ☐ Operate Radio (intx2%) | |
| ☐ Opr. Hvy. Mch (01%) | |
| ☐ Other Language (01%) | |
| ☐ Own Language (INTx5%) | |
| ☐ Persuade (15%) | |
| ☐ Pharmacy (01%) | |
| ☐ Photography (01%) | |
| ☐ Physics (01%) | |
| ☐ Pilot (01%) | |
| ☐ Psychoanalysis (01%) | |
| ☐ Psychology (05%) | |
| ☐ Ride (05%) | |
| ☐ Sneak (10%) | |
| ☐ Spot Hidden (25%) | |
| ☐ Survival (05%) | |
| ☐ Swim (25%) | |
| ☐ Throw (25%) | |
| ☐ Track (10%) | |
| ☐ Tradecraft (00%) | |

| COMBAT SKILLS | % | WEAPON | DAMAGE | ATTACK | SPECIAL | RANGE | HP | AMMO | SIZ |
|---|---|---|---|---|---|---|---|---|---|
| ☐ Fist (50%) | | | 1D3+DB | | | | | | |
| ☐ Grapple (25%) | | | | | | | | | |
| ☐ Head (10%) | | | 1D4+DB | | | | | | |
| ☐ Kick (25%) | | | 1D6+DB | | | | | | |
| ☐ Firearm (Handgun) (20%) | | | | | | | | | |
| ☐ Firearm (Machinegun)(15%) | | | | | | | | | |
| ☐ Firearm (Rifle) (25%) | | | | | | | | | |
| ☐ Firearm (Shotgun) (30%) | | | | | | | | | |
| ☐ Firearm (SMG) (15%) | | | | | | | | | |

POSSESSIONS

ESPIONAGE EQUIPMENT

MYTHOS ENCOUNTER

RECRUITMENT - REASON FOR JOINING

PSYCHIATRIC HISTORY

IDENTITY DETAILS

MYTHOS TOMES READ

MAGICAL ARTEFACTS / SPELLS KNOWN

INVESTIGATOR HISTORY

NOTES

THREATS

Distant threat: 0/1D4

General threat: 1/1D4+1

Immediate threat: 3/1D3+3