

# CHARACTERISTICS

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Age \_\_\_\_\_ Sex \_\_\_\_\_  
 Archetype \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

**STR**   **DEX**   **INT**    
 Idea    
**CON**   **APP**   **POW**    
**SIZ**   **EDU**   **Move**   
 Know   **Rate**

<b>Dying</b>	<b>Max HP</b>	<b>Temp. Insane</b>	<b>Indef. Insane</b>	<b>Start</b>	<b>Max</b>	Insane	01	02	03	04	05	06	07	
<b>HIT POINTS</b>	00	01	02	03	04	05	06	07	08	09	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												

# DOWN DARKER TRAILS

<b>LUCK</b>	08	09	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

# INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="text"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="text"/>	<input type="checkbox"/> Language (Own) (EDU)	<input type="text"/>	<input type="checkbox"/> Rope Use (05%)	<input type="text"/>
<input type="checkbox"/> Animal Handling (05%)	<input type="text"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="text"/>	<input type="checkbox"/> Law (05%)	<input type="text"/>	<input type="checkbox"/> Science (01%)	<input type="text"/>
<input type="checkbox"/> Anthropology (01%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Library Use (20%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
<input type="checkbox"/> Appraise (05%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Listen (20%)	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>
<input type="checkbox"/> Archaeology (01%)	<input type="text"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="text"/>	<input type="checkbox"/> Locksmith (01%)	<input type="text"/>	<input type="checkbox"/> Spot Hidden (25%)	<input type="text"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="text"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Stealth (20%)	<input type="text"/>
<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Medicine (01%)	<input type="text"/>	<input type="checkbox"/> Survival (10%)	<input type="text"/>
<input type="checkbox"/> Charm (15%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Natural World (20%)	<input type="text"/>	<input type="checkbox"/> Swim (20%)	<input type="text"/>
<input type="checkbox"/> Climb (20%)	<input type="text"/>	<input type="checkbox"/> First Aid (30%)	<input type="text"/>	<input type="checkbox"/> Navigate (10%)	<input type="text"/>	<input type="checkbox"/> Throw (20%)	<input type="text"/>
<b>Credit Rating (00%)</b>	<input type="text"/>	<input type="checkbox"/> Gambling (10%)	<input type="text"/>	<input type="checkbox"/> Occult (05%)	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>
<b>Cthulhu Mythos (00%)</b>	<input type="text"/>	<input type="checkbox"/> History (05%)	<input type="text"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="text"/>	<input type="checkbox"/> Trap (10%)	<input type="text"/>
<input type="checkbox"/> Disguise (05%)	<input type="text"/>	<input type="checkbox"/> Intimidate (15%)	<input type="text"/>	<input type="checkbox"/> Persuade (10%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="text"/>	<input type="checkbox"/> Jump (20%)	<input type="text"/>	<input type="checkbox"/> Pilot (01%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="text"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="text"/>	<input type="checkbox"/> Psychology (10%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>
<input type="checkbox"/> Elec. Repair (00%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>	<input type="checkbox"/> Ride (15%)	<input type="text"/>	<input type="checkbox"/> _____	<input type="text"/>

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
_____								
_____								
_____								
_____								

# COMBAT

**Damage Bonus**

**Build**

**Dodge**

