[920S Name			CHARAC	TERISTICS	
Player		STR			
Occupation				Idea	
Age	Sex	CON	- APP	POW	\square
Residence _		SIZ		Move	+1
Birthplace				Rate	
E Current HP	Max HP Major Tem Wound Insar	p. Indef. Insane	Start	Max Current San	nitv 😒
	CALL of	CTH	ULH)		ity SANITY
Luck Total	Horror Rolep of H.	olaying in P. Lovecr	aft		MACIC POINTS
	INVEST	IGATOR S	Skills	7/12 //2 //2	
Accounting (05%)	🗖 Fast Talk (05%)	📘 🗖 Law (o	o 5%)		
Anthropology (01%)	🗖 fighting (Brawl) (25%)	🔄 🗖 Libra	ry Use (20%)		
Appraise (05%)		Listen	ı (20%)		
Archaeology (01%)		Locks	mith (01%)	Sleight of Hand (10%)	
Art / Craft (05%)	Firearms (Handgun) (20%)	Mech	n. Repair (10%)	🗖 Spot Hidden (25%)	
	Firearms (Rifle/Shotgun) (25%)	📄 🗖 Medi	cine (01%)	Stealth (20%)	
		📄 🗖 Natur	al World (10%)	Survival (10%)	
🗖 Charm (15%)	First Aid (30%)	🗌 🗖 Navig	pate (10%)	Swim (20%)	
🗖 Climb (20%)	History (05%)		ılt (05%)	Throw (20%)	
Credit Rating (00%)	🗖 Intimidate (15%)	🗖 Op. H	lv. Machine (01%)	🗖 Track (10%)	
Cthulhu Mythos (00%)	🗖 Jump (20%)	Persu	ade (10%)] 🗖	\square
Disguise (05%)	Language (Other) (01%)		(01%)		
Dodge (half DEX)		Psych	ology (10%)		$\square \square$
Drive Auto (20%)		Psych	canalysis (01%)		$\square \square$
🗖 Elec Repair (10%)	Language (Own) (EDU)	Ride	(05%)		
Weapon Regu Unarmed	lar Hard Extreme Damage 1d3 + dl	Range A	Attacks Ammo 1	Malf. Damage Bonus Build	
				Dodge	\vdash

Personal Description	ACKSTORY		
deology/Beliefs	Injuries & Scars		
Significant People	Phobias & Manias		
Meaningful Locations	Arcane Tomes, Spells & Artifacts		
Freasured Possessions	Encounters with Strange Entities		
GEAR & POSSESS			
GEAR & POSSESS	SIONS CASH & ASSETS Spending Level Cash Assets		
CEAR & POSSESS	Spending Level Cash		
CEAR & POSSESS	Spending Level Cash		
UICK REFERENCE RULES Skill & Characteristic Rolls	Spending Level Cash Assets FELLOW Char. Char.		