### 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%)
- Gunery (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%)
- Optr. 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
- Fist (50%)
- Grapple (25%)
- Head (10%)
- Kick (25%)
- Firearm (Handgun) (20%)
- Firearm (Machinegun) (15%)
- Firearm (Rifle) (25%)
- Firearm (Shotgun) (30%)
- Firearm (SMG) (15%)

### 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

### 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 33 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 33 34 35 36 37 38 39
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<tr>
<th>POSSESSIONS</th>
<th>ESPIONAGE EQUIPMENT</th>
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<tr>
<th>MYTHOS ENCOUNTER</th>
<th>RECRUITMENT - REASON FOR JOINING</th>
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<th>PSYCHIATRIC HISTORY</th>
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<tr>
<th>MYTHOS TOMES READ</th>
<th>MAGICAL ARTEFACTS / SPELLS KNOWN</th>
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<th>THREATS</th>
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<tr>
<td>Distant threat: 0/1D4</td>
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<tr>
<td>General threat: 1/1D4+1</td>
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<tr>
<td>Immediate threat: 3/1D3+3</td>
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