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