

Name Jane Doe
Anné Laurentine
 Nationality French

Occupation _____
 Sex F Age 22



Characteristics

Str 13 Int 15
 Con 12 Pow 13
 Siz 15 Edu 16
 Dex 18 Idea 75
 App 8 Luck 65
 San 65 Know 80
 Damage Bonus (db) 1d4

Hit Points

-2 (Dead)	-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							

Magic Points

0 (Unconscious)	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	

Sanity

(99-Cthulhu Mythos _____)	0 (Insane)	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																			

Investigator Skills

- | | | | |
|---|---|--|--|
| <input type="checkbox"/> Accounting (10%) | <input type="checkbox"/> Espionage (01%) <u>36</u> | Own Language (EDU x5%): | <input type="checkbox"/> Telephony (01%) |
| <input type="checkbox"/> Aeronautical Systems (01%) | <input type="checkbox"/> Fast Talk (05%) <u>25</u> | <input checked="" type="checkbox"/> <u>gelman</u> <u>82</u> | <input type="checkbox"/> Theology (05%) |
| <input type="checkbox"/> Anthropology (01%) | <input checked="" type="checkbox"/> Fieldcraft (05%) <u>99</u> | <input type="checkbox"/> Parachute (01%) | <input type="checkbox"/> Throw (25%) |
| <input type="checkbox"/> Archaeology (01%) | <input type="checkbox"/> First Aid (30%) | <input type="checkbox"/> Perform (05%) | <input type="checkbox"/> Track (10%) |
| Art (05%): | <input type="checkbox"/> Folklore (05%) | <input type="checkbox"/> Persuade (15%) | _____ |
| _____ | <input type="checkbox"/> Forensics (05%) | <input type="checkbox"/> Pharmacy (01%) | _____ |
| _____ | <input type="checkbox"/> Forgery (01%) | <input type="checkbox"/> Photo-Interpretation (01%) | _____ |
| <input type="checkbox"/> Astronomy (01%) | <input type="checkbox"/> Geology (01%) | <input type="checkbox"/> Photography (10%) | _____ |
| <input type="checkbox"/> Bargain (05%) <u>35</u> | <input type="checkbox"/> Hide (10%) | <input type="checkbox"/> Physics (01%) | |
| <input type="checkbox"/> Biology (01%) | <input type="checkbox"/> History (20%) | Pilot (01%): | |
| <input type="checkbox"/> Chemistry (01%) | <input type="checkbox"/> Hypnosis (05%) | <input type="checkbox"/> _____ | |
| <input type="checkbox"/> Climb (40%) <u>42</u> | <input type="checkbox"/> Institutional Lore (01%) | <input type="checkbox"/> Psychoanalysis (01%) | |
| <input type="checkbox"/> Combat Engineer (15%) | <input type="checkbox"/> Jump (25%) | <input type="checkbox"/> Psychology (05%) <u>6</u> | |
| <input type="checkbox"/> Command (05%) | <input type="checkbox"/> Jury Rig (25%) | <input type="checkbox"/> Radio Operator (01%) | |
| <input type="checkbox"/> Comptography (01%) | <input type="checkbox"/> Law (05%) | <input type="checkbox"/> Radio Operator, Sonar (01%) | |
| <input type="checkbox"/> Conceal (15%) | <input type="checkbox"/> Library Use (25%) | <input type="checkbox"/> Ride (05%) | |
| Craft (05%): | <input checked="" type="checkbox"/> Listen (25%) <u>27+4 = 31</u> | <input type="checkbox"/> Ride Motorcycle (15%) | |
| _____ | <input type="checkbox"/> Locksmith (01%) | <input type="checkbox"/> Rope Use (10%) | |
| _____ | <input type="checkbox"/> Martial Arts (01%) | <input type="checkbox"/> Sabotage (05%) <u>35</u> | |
| <input type="checkbox"/> Credit Rating (15%) | <input type="checkbox"/> Mechanical Repair (20%) | <input type="checkbox"/> Scrounge (10%) | |
| <input type="checkbox"/> Cryptography (01%) | <input type="checkbox"/> Medicine (05%) | <input type="checkbox"/> Ski (05%) | |
| Cthulhu Mythos (00%) | <input type="checkbox"/> Meteorology (10%) | <input type="checkbox"/> Sneak (10%) | |
| <input type="checkbox"/> Damage Control (15%) | <input type="checkbox"/> Military Doctrine (05%) <u>11</u> | <input checked="" type="checkbox"/> Spot Hidden (25%) <u>70+5 = 75</u> | |
| <input type="checkbox"/> Disguise (01%) <u>31</u> | <input type="checkbox"/> Natural History (10%) | Spotter (05%): | |
| <input type="checkbox"/> Diving (01%) | <input type="checkbox"/> Navigate (10%) | <input type="checkbox"/> _____ | |
| <input type="checkbox"/> Dodge (DEX x2%) | <input type="checkbox"/> Occult (05%) | <input type="checkbox"/> _____ | |
| Drive (20%): | <input type="checkbox"/> Operate Heavy Machine (01%) | <input type="checkbox"/> Surgery (01%) | |
| _____ | Other Language (01%): | <input type="checkbox"/> Survival (01%) | |
| _____ | _____ | <input type="checkbox"/> Swim (25%) | |
| <input type="checkbox"/> Drive Tracked (10%) | _____ | <input type="checkbox"/> Tactics (01%) <u>7</u> | |
| <input type="checkbox"/> Electrical Repair (10%) | _____ | | |

Combat Skills

- Artillery (01%):
- _____
 - _____
 - Close Combat (25%)
 - Demolitions (01%)
 - Handgun (20%) 60 65
 - Heavy Weapons (15%):
 - _____
 - _____
 - Machine Gun (15%)
 - Melee Weapons (Various):
 - _____
 - _____
 - Rifle (25%) 78+3 = 81
 - Rifle Grenade (15%)
 - Shotgun (30%)
 - Submachine Gun (15%)
 - Torpedo (01%)

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist (50%) <u>60</u>		1D3+db	1	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/> Grapple (25%) <u>35</u>		special	2	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/> Head (10%)		1D4+db	0	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/> Kick (25%)		1D6+db	0	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/>							<input type="checkbox"/>							
<input type="checkbox"/>							<input type="checkbox"/>							

16 x 20 = skill point
 14 x 6 = any skill
 id 75

age: 22

+ 1d4 dam bonus hit point: 14 San: 45 65 know 80
 luck 45 65

Str 13
 Con 12
 Siz 15
 Dex 18
 app 8
 int 15
 Pow 13
 Edu 16
 Mag 13

Prof Skill points: $320 - 70 = 250 - 70 = 180 = 130 - 60 - 50$
 $- 60 = 1030 - 15 - 15 = 0$

Anthology Fast talk
 Bargain 30 / Handgun 40 /
 Conceal 50 Hide 50
 Cryptology other lang 20 /
 Disguise - 30 / Spot hidden 45 /
 Espionage 35 / (personal interest)

int x 10 = $150 - 50 = 100 - 40 - 10 = 50 - 30 = 20$
 S2 points - 20 = $32 - 15 = 17$

rifle 50

Fist 10
 Grapple 30
 Kick
 Sneak 20
 Sabotage 30

Sniper rifle 4 - Blood n guts
 Climb 2 / Spot hid 5 + 30
 Fieldcraft 6 + 88 tactics 6 Hard eye
 Listen 2
 Military Proc 6
 Psychology 1