

Name GREGORY SNICKERS Occupation CRIMINAL  
 Nationality Canadian Sex Male Age 14

# ACHTUNG! Cthulhu

## Characteristics

Str 13 Int 18  
 Con 14 Pow 12  
 Siz 15 Edu 8  
 Dex 11 Idea 90  
 App 12 Luck 60%  
 San 60 Know 40  
 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

- Accounting (10%)
- Aeronautical Systems (01%)
- Anthropology (01%)
- Archaeology (01%)
- Art (05%):
- \_\_\_\_\_
- \_\_\_\_\_
- Astronomy (01%)
- Bargain (05%)
- Biology (01%)
- Chemistry (01%)
- Climb (40%) 90%
- Combat Engineer (15%)
- Command (05%)
- Comptography (01%)
- Conceal (15%)
- Craft (05%):
- \_\_\_\_\_
- \_\_\_\_\_
- Credit Rating (15%)
- Cryptography (01%)
- Cthulhu Mythos (00%)
- Damage Control (15%)
- Disguise (01%)
- Diving (01%)
- Dodge (DEX x2%)
- Drive (20%):
- \_\_\_\_\_
- \_\_\_\_\_
- Drive Tracked (10%)
- Electrical Repair (10%)

- Espionage (01%)
- Fast Talk (05%)
- Fieldcraft (05%)
- First Aid (30%)
- Folklore (05%)
- Forensics (05%)
- Forgery (01%)
- Geology (01%)
- Hide (10%)
- History (20%)
- Hypnosis (05%) 80%
- Institutional Lore (01%)
- Jump (25%)
- Jury Rig (25%)
- Law (05%) 15%
- Library Use (25%)
- Listen (25%)
- Locksmith (01%)
- Martial Arts (01%) 11%
- Mechanical Repair (20%) 31%
- Medicine (05%)
- Meteorology (10%)
- Military Doctrine (05%)
- Natural History (10%)
- Navigate (10%) 40%
- Occult (05%)
- Operate Heavy Machine (01%)
- Other Language (01%):
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

- Own Language (EDU x5%):
- \_\_\_\_\_
- Parachute (01%)
- Perform (05%) 60%
- Persuade (15%)
- Pharmacy (01%)
- Photo-Interpretation (01%)
- Photography (10%)
- Physics (01%)
- Pilot (01%):
- \_\_\_\_\_
- \_\_\_\_\_
- Psychoanalysis (01%)
- Psychology (05%)
- Radio Operator (01%)
- Radio Operator. Sonar (01%)
- Ride (05%)
- Ride Motorcycle (15%)
- Rope Use (10%)
- Sabotage (05%)
- Scrounge (10%)
- Ski (05%)
- Sneak (10%)
- Spot Hidden (25%) 39%
- Spotter (05%):
- \_\_\_\_\_
- \_\_\_\_\_
- Surgery (01%)
- Survival (01%)
- Swim (25%)
- Tactics (01%)

- Telephony (01%)
- Theology (05%)
- Throw (25%)
- Track (10%)
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## Combat Skills

- Artillery (01%):
- \_\_\_\_\_
- \_\_\_\_\_
- Close Combat (25%)
- Demolitions (01%)
- Handgun (20%) 95%
- Heavy Weapons (15%):
- \_\_\_\_\_
- \_\_\_\_\_
- Machine Gun (15%)
- Melee Weapons (Various):
- \_\_\_\_\_
- \_\_\_\_\_
- Rifle (25%)
- 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%)		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 checked="" type="checkbox"/> HANDGUN		<u>1d10</u>		<u>2 round</u>			<input type="checkbox"/>		<u>1d10</u>	<u>95</u>	<u>15y</u>	<u>2</u>	<u>14</u>	<u>8</u>
<input type="checkbox"/> _____							<input type="checkbox"/>							
<input type="checkbox"/> _____							<input type="checkbox"/>							

*bringing Nicholas Smarties*

Table 8, 6

## CANADA

## GREGORY SNICKERS

STR	13	124 damage bonus	
CON	14	15 HP	
SIZ	15	60 sanity	
DEX	11	60% Luck	CRIMINAL
APP	12	40 know	
INT	18	14 years old	
POW	12	Magic points: 8	
EDU	8	180 percentage points 180 personal interests	

## Pyromaniac.

Was on a school trip and ate a sweet a strange man gave him. This began a series of visions, including one Gregory is convinced showed his death: him as an old man, on fire in the middle of a fancy party. When he awoke, Gregory was in the middle of a battlefield, completely naked. After this, he spent his time tricking people into giving him their food and belongings.

Bargain	<del>70</del> 60
Disguise	<del>10</del>
Fast talk	
Hand gun	<del>60</del> 70
Locksmith	10
Sneak	
Spot hidden	10
Hypnosis	<del>55</del> 40 70
Climb	<del>60</del> 50
Performance	50
Navigate	30
Martial arts	30
Hypnosis	5
Hand gun	5