Modern Name.		Chara	cteristics	
Player		STR DEX		
Occupation			Idea	
Age	Sex	CON APF	P POW H	
Residence		SIZ EDL	Move Rate	
Birthplace			Note (
E Current HP	Major Temp. Insane	Indef. Start	Current Sanity \$	
SINIOD LIP		MAN SON HE		
上	CALL of	THULH		
Lucia Total	A STATE OF THE STA	A MELTINE		
E Luck Total		aying in the World	S Current MP &	
	OI H.P	P. Lovecraft	Current MP NACIC POINTS	
Skills				
Accounting (05%)	Elec Repair [10%]	Language (Own) (EDU)	Science (01%)	
Anthropology (01%)	Electronics (01%)			
Appraise (05%)	Fast Talk (05%)	Library Use (20%)		
Archaeology (01%)	Fighting	Listen (25%)	Sleight of Hand [10%]	
Art / Craft (05%)	(Brawl) (25%)	Locksmith (01%)	Spot Hidden (25%)	
		Mech. Repair (10%)	Stealth [20%]	
	Firearms [Handgun] [20%]	Medicine (01%)	Survival (10%)	
Charm [15%]	Firearms	Natural World (10%)	Swim (20%)	
Climb (20%)	(Rifle/Shotgun) (25%)	Navigate [10%]	Throw (20%)	
Computer Use (05%)	☐ First Aid (30%)	Occult (05%)	☐ Track (10%)	
Credit Rating (00%)	☐ History (05%)	Op. Hv. Machine (01%)		
Cthulhu Mythos (00%)	Intimidate (15%)	Persuade (10%)		
Disguise (05%)	☐ Jump (20%)	Pilot (01%)		
Dodge (half DEX)	Language (Other) (01%)	Psychology (10%)		
☐ Drive Auto (20%)]	Psychoanalysis (01%)	\mathbb{B}	
	Weapon	S - LILL	Combat	
Weapon Regular Unarmed	Hard Extreme Damage	Range Attacks Ammo	Malf.	
OND MED	100 + 00		Damage Bonus	
			Build	
			Dodge Dodge	



Personal Description	Traits
ldeology/Beliefs	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes, Spells & Artifacts
Treasured Possessions	Encounters with Strange Entities
	_
Gear & Possessio	Cash & Assets Spending Level Cash Assets
Gear & Possessio	Spending LevelCash
	Spending Level Cash Assets
Duick Reference Rules Skill & Characteristic Rolls Evels of Success: Fumble Fail Regular Hard Extreme Critical	Spending Level Cash Assets Fellow Investigators Char. Player Char.
Quick Reference Rules Skill & Characteristic Rolls evels of Success: Fumble Fail Regular Hard Extreme Critical	Fellow Investigator Char. Player Player