

Name _____

Player _____

Occupation _____

Age _____ **Sex** _____

Residence _____

Birthplace _____

STR		DEX		INT Idea	
CON		APP		POW	
SIZ		EDU Know		Move Rate	

Major Wound

HIT POINTS

00	01	02	03	04	05	06
07	08	09	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

Temp. Insane

Indef. Insane

08	09	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

Start

Max

Insane

01 02 03 04 05 06 07

SANITY

DOWN DARKER TRAILS

LUCK

08	09	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

Out of Luck

01 02 03 04 05 06 07

MAGIC POINTS

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Language (Own) (EDU)	☐ Rope Use (05%)
☐ Animal Handling (05%)	☐ Fighting (Brawl) (25%)	☐ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☐	☐ Library Use (20%)	☐
☐ Appraise (05%)	☐	☐ Listen (20%)	☐ Sleight of Hand (10%)
☐ Archaeology (01%)	☐ Firearms (Handgun) (20%)	☐ Locksmith (01%)	☐ Spot Hidden (25%)
☐ Art / Craft (05%)	☐ Firearms (Rifle/Shotgun) (25%)	☐ Mech. Repair (10%)	☐ Stealth (20%)
☐	☐	☐ Medicine (01%)	☐ Survival (10%)
☐ Charm (15%)	☐	☐ Natural World (20%)	☐ Swim (20%)
☐ Climb (20%)	☐ First Aid (30%)	☐ Navigate (10%)	☐ Throw (20%)
☐ Credit Rating (00%)	☐ Gambling (10%)	☐ Occult (05%)	☐ Track (10%)
☐ Cthulhu Mythos (00%)	☐ History (05%)	☐ Op. Hv. Machine (01%)	☐ Trap (10%)
☐ Disguise (05%)	☐ Intimidate (15%)	☐ Persuade (10%)	☐
☐ Dodge (half DEX)	☐ Jump (20%)	☐ Pilot (01%)	☐
☐ Drive Wagon/Coach (20%)	☐ Language (Other) (01%)	☐ Psychology (10%)	☐
☐ Elec. Repair (00%)	☐	☐ Ride (15%)	☐

[illegible]

Damage Bonus

Build

Dodge

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

HISTORY

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

POSSESSIONS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

ME

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____