

HARLEM UNBOUND



NAME	PLAYER	OCCUPATION	
SOCIAL CLASS	BIRTHPLACE	AGE	GENDER

CHARACTERISTICS

STR	DEX	POW	CON	MOVE RATE
APP	EDU	SIZ	INT IDEA	RACIAL TENSION

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Hypnosis (01%)	<input type="checkbox"/> Read Lips (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Ride (05%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Science (01%)*
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Language (Other)(01%)*	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art & Craft (05%)*	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Artillery (01%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Survival (10%)*
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> Lore (Harlem) (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Demolitions (01%)	<input type="checkbox"/> Mechanical Repair (10%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>
<input type="checkbox"/> Diving (01%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>
<input type="checkbox"/> Electrical Repair (10%)	<input type="checkbox"/> Operate Heavy Machinery (01%)	<input type="checkbox"/>
<input type="checkbox"/> Fighting (varies)*	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Firearms(varies)*	<input type="checkbox"/> Pilot (01%)*	<input type="checkbox"/>
<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> History (05%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>

WEAPONS

WEAPON	REGULAR	HARD	EXTREME	DAMAGE	RANGE	ATTACKS	AMMO	MALF.
Unarmed				1d3+db	—	1		

COMBAT

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAMAGE BONUS	BUILD	DODGE

*Skill specialization

HIT POINTS

DYING			MAJOR WOUND			MAX		
UNCONSCIOUS								
00	01	02	03	04	05	06	07	08
07	08	09	10	11	12	13	14	15
14	15	16	17	18	19	20		

MAGIC POINTS

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

SANITY

START	MAX	INSANE	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
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		

LUCK

OUT OF LUCK								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	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	

