CTHULHU TECH

NAME / CALLSIGN

ALLEGIANCE | PROFESSION

AGE | RACE | SEX | HEIGHT | WEIGHT

PLACE OF BIRTH | VIRTUE | FLAW

DISTINGUISHING FEATURES

ATTRIBUTES/FEATS

AGI

INT

PER

PRE

STR

TEN

ORGONE

REFLEX

DRAMA PTS

TOTAL	USED	EXPERIENCE

VITALITY

FLESH

LIGHT

-1 TEST PENALTY

MODERATE

-3 TEST PENALTY, HALF MOVEMENT, MAX 2 ACTIONS, HALF ARMOR

SERIOUS

SANITY CHECK ON FIRST PT. -6 TEST PENALTY, CRAWL ONLY, MAX 1 ACTION, ARMOR DESTROYED

DEATHS DOOR

UNCONCIOUS, DYING, POSSIBLY IN COMA

MOVEMENT

MPH	Y/T	Y/T
WALK	SPRINT	CAUTIOUS

ACTIONS

ARMOR	TRAUM / PROJ
	/
	/

DAMAGE BONUS FOR PHYSICAL ATTACK

WEAPON	RNG	DMG	SHT	RNDS

SKILL	BASE	LVL
☐ APPRAISAL	PER	
☐ ARCANOTECHNICIAN	INT	
☐ ARCANOTECH ENGINEERING	INT	
☐ ARMORER	INT	
☐ ARTIST :	PER	
☐ ARTIST :	PER	
☐ ATHLETICS	SPECIAL	
☐ BUREAUCRACY	INT	
☐ BUSINESS	INT	
☐ COMMUNICATIONS	INT	
☐ COMPUTERS	INT	
☐ CRIMINAL	AGI	
☐ CULTURE	INT	
☐ DEMOLITIONS	INT	
☐ EDUCATION	INT	
☐ ENGINEERING	INT	
☐ HISTORY	INT	
☐ HOBBY :	SPECIAL	
☐ HOBBY :	SPECIAL	
☐ INTIMIDATE	PRE	
☐ LANGUAGE :	INT	
☐ LANGUAGE :	INT	
☐ LANGUAGE :	INT	
☐ LANGUAGE :	INT	
☐ LARCENY	INT	
☐ LAW ENFORCEMENT	INT	
☐ LITERACY	INT	
☐ MEDICINE	INT	
☐ MISDIRECT	PRE	
☐ MUNITIONS	INT	
☐ OBSERVATION	PER	
☐ OCCULT	INT	
☐ PERFORMANCE :	PRE	
☐ PERFORMANCE :	PRE	
☐ PERSUADE	PRE	
☐ PILOT :	AGI	
☐ PILOT :	AGI	
☐ REGIONAL KNOWLEDGE :	INT	
☐		
☐		
☐		
☐ RESEARCH	PER	
☐ SAVOIR-FAIRE	INT	
☐ SCIENCE : EARTH	INT	
☐ SCIENCE : LIFE	INT	
☐ SCIENCE : PHYSICAL	INT	
☐ SECURITY	INT	
☐ SEDUCTION	PRE	
☐ STREETWISE	INT	
☐ STEALTH	AGI	
☐ SURVEILLANCE	INT	
☐ SURVIVAL	TEN	
☐ TECHNICIAN	INT	
☐ TRIVIA :	INT	
☐ TRIVIA :	INT	

COMBAT SKILLS	BASE	LVL
☐ ARMED FIGHTING	AGI	
-		
-		
☐ DODGE	AGI	
-		
-		
☐ FIGHTING	AGI	
-		
-		
☐ MARKSMAN	PER	
-		
-		
☐ SUPPORT WEAPONS	PER	
-		
-		
☐ THROWN WEAPONS	AGI	
-		
-		

SKILL SPECIALIZATIONS	BASE	LVL

SPECIAL ABILITIES

QUALITIES	PTS

INSANITY

0 | 0 | 0 | -1 | -2 | -1 | -2 | -4 | -4 | !

DISORDERS

TAGER MANIFESTATION

ATTRIBUTES/FEATS

AGI

PER

STR

TEN

FEAR FACTOR

REFLEX

ACTIONS

MOVEMENT

MPH	Y/T	Y/T
WALK	SPRINT	CAUTIOUS

REGENERATION

ARMOR	TRAUM / PROJ
	/

VITALITY

FLESH

LIGHT

AS NORMAL

MODERATE

AS NORMAL. ARMOR AND REGEN IS CUT IN HALF.

SERIOUS

AS NORMAL. RATE OF REGENERATION IS CUT IN HALF. AND ARMOR IS NOW USELESS.

DEATHS DOOR

UNCONSCIOUS RATE OF REGENERATION IS CUT TO QUARTER. ARMOR REMAINS USELESS.

WEAPON	RNG	DMG	SHT	RNDS	SPECIAL RULES

LIMIT WEAPON	RNG	DMG	SPECIAL RULES

SPELLS BY ORDER

1ST ORDER	TYPE	EFFECT	COST	PG

2ND ORDER	TYPE	EFFECT	COST	PG

3RD ORDER	TYPE	EFFECT	COST	PG

GEAR CARRIED

GEAR OWNED

GAME NOTES