

 **SANITY.** 

- ☐ Accounting (10)
- ☐ Anthropology (01)
- ☐ Archaeology (01)
- ☐ Art (05)
- ☐
- ☐
- ☐ Bargain (05)
- ☐ Biology (01)
- ☐ Chemistry (01)
- ☐ Climb (40)
- ☐ Conceal (15)
- ☐ Craft (05)
- ☐
- ☐
- ☐ Credit Rating (15)
- ☐ Cthulhu Mythos (00)
- ☐ Demolitions (01)
- ☐ Disguise (01)
- ☐ Dodge (DEX × 2)
- ☐ Fast Talk (05)
- ☐ First Aid (30)
- ☐ Foraging (01)
- ☐ Gamble (01)
- ☐ Geology (01)
- ☐ Grit (CON × 2)
- ☐ Hide (10)
- ☐ History (05)
- ☐ Homesteading (01)
- ☐ Insight (10)
- ☐ Jump (25)

STR	DEX	INT	Idea
CON	APP	POW	Luck
SIZ	SAN	EDU	Know
99-Cthulhu Mythos		Damage Bonus	

Unconscious							0
1	2	3	4	5	6	7	
8	9	10	11	12	13	14	
15	16	17	18	19	20	21	

KO		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

No.	Location	Penalty
1	_____	_____
2	_____	_____
3	_____	_____
4	DEAD	n/a

 DEX _____

+ Pistol ÷ 10 _____

+ Quick Draw ÷ 10 _____

= 1d10 + _____

 PORTRAIT.

<input type="checkbox"/> Lasso (05)	<input type="checkbox"/> Ride (05)
<input type="checkbox"/> Law (05)	<input type="checkbox"/> Scripture (10)
<input type="checkbox"/> Legends & Lore (15)	<input type="checkbox"/> Seduce (01)
<input type="checkbox"/> Library Use (25)	<input type="checkbox"/> Sixth Sense (05)
<input type="checkbox"/> Listen (25)	<input type="checkbox"/> Sneak (10)
<input type="checkbox"/> Locksmith (01)	<input type="checkbox"/> Spit (10)
Medicine (05)	<input type="checkbox"/> Spot Hidden (25)
<input type="checkbox"/> _____	<input type="checkbox"/> Swim (25)
<input type="checkbox"/> Natural History (10)	<input type="checkbox"/> Teamster (20)
<input type="checkbox"/> Navigate (10)	<input type="checkbox"/> Tether (01)
<input type="checkbox"/> Occult (10)	<input type="checkbox"/> Throw (25)
<input type="checkbox"/> Operate Hvy Machine (01)	<input type="checkbox"/> Tipple (01)
Other Languages (01)	<input type="checkbox"/> Track (10)
<input type="checkbox"/> _____	<input type="checkbox"/> Trap (01)
<input type="checkbox"/> _____	<input type="checkbox"/> _____ ()
<input type="checkbox"/> _____	<input type="checkbox"/> _____ ()
<input type="checkbox"/> _____	<input type="checkbox"/> _____ ()
Own Language (EDU x 5)	<input type="checkbox"/> _____ ()
<input type="checkbox"/> _____	<input type="checkbox"/> _____ ()
<input type="checkbox"/> Persuade (15)	<input type="checkbox"/> _____ ()
<input type="checkbox"/> Pharmacy (01)	<input type="checkbox"/> _____ ()
<input type="checkbox"/> Photography (10)	<input type="checkbox"/> _____ ()
<input type="checkbox"/> Physics (01)	<input type="checkbox"/> _____ ()
<input type="checkbox"/> Pick Pocket (05)	<input type="checkbox"/> _____ ()
Pilot (01)	<input type="checkbox"/> _____ ()
<input type="checkbox"/> _____	FIREARMS
<input type="checkbox"/> _____	<input type="checkbox"/> Black-Powder Weapons (01)
Repair (20/10)	<input type="checkbox"/> Pistol (20)
<input type="checkbox"/> _____	<input type="checkbox"/> Quick Draw (01)
<input type="checkbox"/> _____	<input type="checkbox"/> Rifle (25)
<input type="checkbox"/> _____	<input type="checkbox"/> Shotgun (30)
<input type="checkbox"/> _____	<input type="checkbox"/> Machine Gun (05)

ATTACK	Skill %	Dam.	Att.
<input type="checkbox"/> Fist (50)	_____	1D3+db	1
<input type="checkbox"/> Head Butt (10)	_____	1D4+db	1
<input type="checkbox"/> Kick (25)	_____	1D6+db	1
<input type="checkbox"/> Grapple (25)	_____	special	1
<input type="checkbox"/> Martial Arts (01)	_____	double	1
<input type="checkbox"/>	_____		

[illegible]

 **PERSONAL INFORMATION.** 

Name _____	Player Name _____
Residence _____	Episodes of Insanity _____
Personal Description _____	_____
_____	Wounds & Injuries _____
_____	_____
Family & Friends _____	_____
_____	Marks & Scars _____
_____	_____

 **BACKGROUND & HISTORY.** 

 **INCOME & SAVINGS.** 

Income _____ Cash on Hand _____

Savings _____

Personal Property _____

Real Estate _____

 **EQUIPMENT & POSSESSIONS.** 

 **MYTHOS TOMES READ.** 

 **ARTIFACTS & JUJU KNOWN.** 

 **CRITTERS ENCOUNTERED.** 
