Name	Bir	thplace	Pronoun	1	
Occupation	Res	sidence	Age		
STR Half Fifth	SIZ	Benefitth Fifth Hit Poir	ts		
CON Half Fifth	POW	Half Fifth Magic F	Points	ent	
DEX Reg Half Fifth	APP		Starting Current	T SCAL	<u>L-0{2</u>
STR Reg Half Fifth DEX Reg Half Fifth DEX Reg Half Fifth INT DEA	EDU BEDU		Starting Current	insane 40th Ammil	ILH US
				1981 - 1	2021
Max Sanity () Ten	porary Insanity	y 🗆 Indefinite Insanity 🗆] Major Wound		Dying 🗆
Accounting (05%)	Reg Half Fifth	Firearms	Reg Half Fifth	Persuade (10%)	Reg Half Fifth
Anthropology (01%)		$ \bigcirc \Box $ (Rifle/Shotgun) (25%)		(01%)	
Appraise (05%)		☐ Firearms ☐ ☐ First Aid (30%)		Pilot Psychoanalysis (01%)	
Archaeology (01%)		History (05%)		Psychology (10%)	
(05%)		Intimidate (15%)		Ride (05%)	
		☐ Jump (20%)		(01%)	
Charm (15%)		$\Box = \frac{1}{Language (Other)} (01\%)$			
Climb (20%)]	
Credit Rating (00%)] 🗆		Sleight of Hand (10%)	
Cthulhu Mythos (00%		$\Box _{Language (Own)} (EDU)$		Spot Hidden (25%)	
Disguise (05%)		☐ Law (05%)		Stealth (20%)	
Dodge (half DEX)		Library Use (20%)		(10%)	
Drive Auto (20%)		☐ Listen (20%)		Swim (20%)	
Elec. Repair (10%)		\Box Locksmith (01%)		Throw (20%)	
Fast Talk (05%)		☐ Mech. Repair (10%)		Track (10%)	
Fighting (Brawl) (25%		☐ Medicine (01%)			
Fighting		Natural World (10%)			
		Navigate (10%)			
Firearms (Handgun) (20%)		Occult (05%)			
		mage # of Attacks Ran	nge Ammo M	Malf. Move	
Brawl	<u>1D3</u>	+ DB <u>1</u> -	<u> </u>	– Build	Half Fifth
		And the second second		— Dodge	

			My Sto	DRY	
		10 10 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			
	and the second sec				
			BACKST	ORY	
Personal De	scription		and the second	Traits	
				and the second	
Ideology & Beliefs				Injuries & Scars	
Significant I	People			Phobias & Manias	
		and and		P. A.	
Meaningful	Locations			Arcane Tome	s & Spells
Treasured P	OSSESSIONS			Encounters w	ith Strange Entities
			<u></u>		
G	ear & Posses			Spending Level	WEALTH
			and the second second	Cash	
-in the	F	ELLOW	17 10		Quick Reference Rules
Char.		STIGATORS	5	the state	Skill & Characteristic Rolls
Player			Char Player_		Level of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard ½ skill Etreme ⅓ skill Critical 01 Pushing Rolls: must justify reroll;
Char.			Char.		cannot push combat or Sanity rolls Wounds & Healing
Player			Player_		− First Aid heals 1 HP Medicine heals 1D3 HP Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack
Char.			Char.		Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = Dying
Player		10	Player		 Dying: First Aid = temp. stabilized; then require Medicine Natural Heal rate (non Major Wound): recover 1 HP per day

