M. TTAMETER.		CHARAC'	PERIS	TICS.			
wite Will O	STR	DEX	INT	Idea			
	CON	APP	POW	Luck			
CHARACTER	SIZ	san	EDU —	— Know			
SHEET.		lhu Mythos	Damage B	 Bonus			
SANITY.	.	HIT	SEV	ÆRE WOU	NDS		
Insanity 0 1 2 3 4 5	Unconscious	POINTS.		Location	Penalty		
6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23	1 2 8 9	3 4 5 6 7 10 11 12 13 14	$\frac{1}{2}$ ——				
24 25 26 27 28 29 30 31 32	15 16	17 18 19 20 21	3				
33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50		MAGIC 🥌	4	DEAD	n/a		
51 52 53 54 55 56 57 58 59	KO I	0 1 2 3 4	DRAW	DE	EX		
60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77	5 6	7 8 9 10 11	2	+ Pistol ÷	10		
78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95		14 15 16 17 18	+ Qui	ick Draw ÷			
96 97 98 99	19 20	21 22 23 24 25		= 1d10) +	PORTRAI	T. 🥯
	>	HARACT	er se	CILLS			
☐ Accounting (10)		☐ Lasso (05)			■ Ride ((05)	
☐ Anthropology (01)		☐ Law (05)			☐ Script	• /	
☐ Archaeology (01)		☐ Legends & Lo			☐ Seduc		
Art (05)		Library Use (2	.5)			Sense (05)	
		☐ Listen (25)☐ Locksmith (01)		☐ Sneak ☐ Spit (1		
☐ Bargain (05)		Medicine (05))			Hidden (25)	
☐ Biology (01)		<u> </u>			☐ Swim		
☐ Chemistry (01)		□ Natural Histor	ry (10)		Teams		
☐ Climb (40)		☐ Navigate (10)			☐ Tethe	• ,	
☐ Conceal (15) Craft (05)		Occult (10)	Maalaina (01	, ——— l	☐ Throv	• ,	
\Box		☐ Operate Hvy I Other Langua)	□ Tipple □ Track		
5			gcs (01)		☐ Trap (• •	
☐ Credit Rating (15)						()
Cthulhu Mythos (00)		<u> </u>			<u> </u>	()
☐ Demolitions (01)		<u> </u>	- (EDH 5)		<u> </u>	() ——
☐ Disguise (01) ☐ Dodge (DEX × 2)		Own Languag	e (EDU x 5))	<u> </u>	() ———
☐ Fast Talk (05)		Persuade (15)				(<u> </u>
☐ First Aid (30)		☐ Pharmacy (01)				(ý <u> </u>
☐ Foraging (01)		☐ Photography (10)		<u> </u>	()
☐ Gamble (01)		☐ Physics (01)	5 \			()
☐ Geology (01) ☐ Grit (CON × 2)		☐ Pick Pocket (0 Pilot (01)	3)		FIREA D. Black	чкиз -Powder Weapons (01	, ——
☐ Hide (10)					☐ Pistol		·)
☐ History (05)		<u> </u>				(Draw (01)	
☐ Homesteading (01)		Repair (20/10)			☐ Rifle (• ,	
☐ Insight (10)		<u> </u>			☐ Shotg		
☐ Jump (25)	<u> </u>	<u> </u>		'	□ Macn	ine Gun (05)	
e 🥸 drah 🟁	AND.		(2)	FIR	eari	18. 🥯	
Attack Skill %	Dam.	Att. Fireat	RM	Fan Skill	% Dam.	Range Shots Mal	lf. HP
☐ Fist (50)	1D3+db						
☐ Head Butt (10) ☐ Kick (25)	1D4+db 1D6+db	1 🗇					
☐ Grapple (25)	special	1 🗆					
☐ Martial Arts (01)	double	1 🗆					
<u> </u>							

™ PERSONAL INFORMATION. ™

Name		Player Name				
Residence		Episodes of Insanity				
Personal Description						
		Wounds & Injuries				
						
Family & Friends						
		Marks & Scars				
	SEACKGRO	UND % HISTORY. 🥌				
	_					
	ME 🕸 SAVINGS. 🥯	S EQUIPMENT & POSSESSIONS.				
Income	Cash on Hand	EQUIPMENT » PUBBEBBIONS.				
Savings	— Cash on Fland					
Javings						
Dance and Dance outer						
Personal Property						
D 15						
Real Estate						
HTYM 🥯	os tomes read.					
S ARTIFA	.CTS 🕸 JUJU KNOWN. 🕅	CRITTERS ENCOUNTERED.				
		10000				