

RH.

Wiel -

Criminal - Bookkeeper - Flunk.

ACHTUNG! Cthulhu

Name _____ Occupation _____
Nationality _____ Sex _____ Age 22

Characteristics	
Str	<u>17</u>
Int	<u>15</u>
Con	<u>17</u>
Pow	<u>13</u>
Siz	<u>16</u>
Edu	<u>16</u>
Dex	<u>16</u>
Idea	<u>75</u>
App	<u>13</u>
Luck	<u>65</u>
San	<u>65</u>
Know	<u>80</u>
Damage Bonus (db)	<u>4 1 DG</u>

Hit Points												
-2 (Dead)	-1	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	26	27	28	29	30	31	32	33	34		

Magic Points												
0 (Unconscious)	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
26	27	28	29	30	31	32	33	34				

Sanity												
(99-Cthulhu Mythos _____)	0 (Insane)	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	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			

Investigator Skills

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> Espionage (01%)	Own Language (EDU x5%):	<input type="checkbox"/> Telephony (01%)
<input type="checkbox"/> Aeronautical Systems (01%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Theology (05%)
<input checked="" type="checkbox"/> Anthropology (01%) <u>30</u>	<input type="checkbox"/> Fieldcraft (05%)	<input type="checkbox"/> Parachute (01%)	<input type="checkbox"/> Throw (25%)
<input checked="" type="checkbox"/> Archaeology (01%) <u>30</u>	<input checked="" type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Perform (05%)	<input type="checkbox"/> Track (10%)
Art (05%):	<input checked="" type="checkbox"/> Folklore (05%) <u>30</u>	<input type="checkbox"/> Persuade (15%)	
<input type="checkbox"/> _____	<input type="checkbox"/> Forensics (05%)	<input type="checkbox"/> Pharmacy (01%)	
<input type="checkbox"/> _____	<input type="checkbox"/> Forgery (01%)	<input type="checkbox"/> Photo-Interpretation (01%)	
<input checked="" type="checkbox"/> Astronomy (01%) <u>20</u>	<input type="checkbox"/> Geology (01%)	<input checked="" type="checkbox"/> Photography (10%) <u>20</u>	
<input type="checkbox"/> Bargain (05%)	<input type="checkbox"/> Hide (10%)	<input type="checkbox"/> Physics (01%)	
<input type="checkbox"/> Biology (01%)	<input checked="" type="checkbox"/> History (20%) <u>30</u>	Pilot (01%):	
<input type="checkbox"/> Chemistry (01%)	<input type="checkbox"/> Hypnosis (05%)	<input type="checkbox"/> _____	
<input type="checkbox"/> Climb (40%)	<input type="checkbox"/> Institutional Lore (01%)	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Combat Engineer (15%)	<input type="checkbox"/> Jump (25%)	<input checked="" type="checkbox"/> Psychology (05%) <u>30</u>	
<input type="checkbox"/> Command (05%)	<input type="checkbox"/> Jury Rig (25%)	<input checked="" type="checkbox"/> Radio Operator (01%) <u>30</u>	
<input type="checkbox"/> Comptography (01%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Radio Operator, Sonar (01%)	
<input type="checkbox"/> Conceal (15%)	<input checked="" type="checkbox"/> Library Use (25%) <u>30</u>	<input type="checkbox"/> Ride (05%)	
Craft (05%):	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Ride Motorcycle (15%)	
<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Rope Use (10%)	
<input type="checkbox"/> _____	<input checked="" type="checkbox"/> Martial Arts (01%) <u>30</u>	<input type="checkbox"/> Sabotage (05%)	
<input type="checkbox"/> Credit Rating (15%)	<input checked="" type="checkbox"/> Mechanical Repair (20%) <u>30</u>	<input type="checkbox"/> Scrounge (10%)	
<input checked="" type="checkbox"/> Cryptography (01%) <u>50</u>	<input type="checkbox"/> Medicine (05%)	<input type="checkbox"/> Ski (05%)	
Cthulhu Mythos (00%)	<input type="checkbox"/> Meteorology (10%)	<input type="checkbox"/> Sneak (10%)	
<input type="checkbox"/> Damage Control (15%)	<input checked="" type="checkbox"/> Military Doctrine (05%) <u>20</u>	<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/> Disguise (01%)	<input type="checkbox"/> Natural History (10%)	Spotter (05%):	
<input type="checkbox"/> Diving (01%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> _____	
<input type="checkbox"/> Dodge (DEX x2%)	<input checked="" type="checkbox"/> Occult (05%) <u>30</u>	<input type="checkbox"/> _____	
Drive (20%):	<input type="checkbox"/> Operate Heavy Machine (01%)	<input type="checkbox"/> _____	
<input checked="" type="checkbox"/> <u>Autos</u> <u>30</u>	Other Language (01%):	<input type="checkbox"/> Surgery (01%)	
<input type="checkbox"/> _____	<input checked="" type="checkbox"/> <u>Latin</u> <u>30</u>	<input type="checkbox"/> Survival (01%)	
<input type="checkbox"/> Drive Tracked (10%)	<input type="checkbox"/> _____	<input type="checkbox"/> Swim (25%)	
<input checked="" type="checkbox"/> Electrical Repair (10%) <u>20</u>	<input type="checkbox"/> _____	<input type="checkbox"/> Tactics (01%)	
			<input type="checkbox"/> Torpedo (01%)

Combat Skills

Artillery (01%):	<input type="checkbox"/> _____
	<input type="checkbox"/> _____
	<input type="checkbox"/> Close Combat (25%)
	<input type="checkbox"/> Demolitions (01%)
	<input checked="" type="checkbox"/> Handgun (20%) <u>33</u>
	Heavy Weapons (15%):
	<input type="checkbox"/> _____
	<input type="checkbox"/> _____
	<input type="checkbox"/> Machine Gun (15%)
	Melee Weapons (Various):
	<input type="checkbox"/> _____
	<input type="checkbox"/> _____
	<input checked="" type="checkbox"/> Rifle (25%) <u>60</u>
	<input type="checkbox"/> Rifle Grenade (15%)
	<input type="checkbox"/> Shotgun (30%)
	<input type="checkbox"/> Submachine Gun (15%)
	<input type="checkbox"/> Torpedo (01%)

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist (50%)	<u>40</u>	ID3+db	1	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/> Grapple (25%)		special	2	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/> Head (10%)		ID4+db	0	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/> Kick (25%)		ID6+db	0	touch	1	n/a	<input type="checkbox"/>							
<input type="checkbox"/>							<input type="checkbox"/>							
<input type="checkbox"/>							<input type="checkbox"/>							

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skene

13
17

SF 17 + 1 DG Dam.
 CG 17
 Ser 16 HP 17-4
 Dex 16
 APP 13 $\nearrow \times 10$
 IM 13 Feb 75%
 Pac 13
 FOU 16 \downarrow Qual / Luck 65 May Feb 13.
 (Ly Koran 80%
 Age 22
 810
 Genie -

- Per Begk.
- Aultfady
 - Hixary
 - Liley
 - Oault
 - Phela
 - Pyosley
 - Ostr layer (?)
 - Och
 - Q Moley - Platon.

Feb 10, B