

So E Vandour.

Table 11, 9 (TANR)

L Hand
Rank Lieutenant

30 AD.

Name _____
Nationality English.

Occupation S.A.S. (Topps Class)
Sex M Age 21

ACHTUNG! Cthulhu

Characteristics

Str 18 Int 14
Con 16 Pow 17
Siz 16 Edu 15
Dex 14 Idea 72
App 16 Luck 85
San 85 Know 75

Damage Bonus (db) 1D6

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
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Magic Points

0 (Unconscious)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
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
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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
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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
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Total:
↓

- Accounting (10%)
- Aeronautical Systems (01%)
- Anthropology (01%)
- Archaeology (01%)
- Art (05%):
-
-
- Astronomy (01%)
- Bargain (05%)
- Biology (01%)
- Chemistry (01%)
- Climb (40%) 47
- Combat Engineer (15%)
- Command (05%) 24
- Comptography (01%)
- Conceal (15%)
- Craft (05%):
-
-
- Credit Rating (15%) 20
- Cryptography (01%)
- Cthulhu Mythos (00%)
- Damage Control (15%)
- Disguise (01%)
- Diving (01%)
- Dodge (DEX x2%)
- Drive (20%):
-
-
- Drive Tracked (10%)
- Electrical Repair (10%)

Total:
SV/48 + 10 = 32

SV/48 + 10 = 32

19 + 10 + 10 = 39

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Name _____

Occupation _____

Nationality _____

Sex _____

Age _____

ACHTUNG! Cthulhu

Characteristics

Str	Int
Con	Pow
Siz	Edu
Dex	Idea
App	Luck
San	Know

Damage Bonus (db) _____

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
22	23	24	25	26	27	28	29	30	31	32
46	47	48	49	50	51	52	53	54	55	56
73	74	75	76	77	78	79	80	81	82	83

(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
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
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Magic Points

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22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64

Sanity

(99-Cthulhu Mythos _____)	0 (Insane)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
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46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92

Investigator Skills

- Accounting (10%)
- Aeronautical Systems (01%)
- Anthropology (01%)
- Archaeology (01%) Art (05%):
- Astronomy (01%)
- Bargain (05%)
- Biology (01%)
- Chemistry (01%)
- Climb (40%) 50
- Combat Engineer (15%)
- Command (05%) 24
- Comptography (01%)
- Conceal (15%)
- Craft (05%):
-
-
- Credit Rating (15%) 20
- Cryptography (01%)
- Cthulhu Mythos (00%)
- Damage Control (15%)
- Disguise (01%)
- Diving (01%)
- Dodge (DEX x2%)
- Drive (20%):
-
-
- Drive Tracked (10%)
- Electrical Repair (10%)

- Espionage (01%)
- Fast Talk (05%)
- Fieldcraft (05%)
- First Aid (30%) 32
- Folklore (05%)
- Forensics (05%)
- Forgery (01%)
- Geology (01%)
- Hide (10%)
- History (20%)
- Hypnosis (05%)
- Institutional Lore (01%)
- Jump (25%)
- Jury Rig (25%)
- Law (05%)
- Library Use (25%)
- Listen (25%) 27
- Locksmith (01%)
- Martial Arts (01%) 37
- Mechanical Repair (20%)
- Medicine (05%)
- Meteorology (10%)
- Military Doctrine (05%) 12
- Natural History (10%)
- Navigate (10%)
- Occult (05%)
- Operate Heavy Machine (01%)
- Other Language (01%):
-
-
-

- Own Language (EDU x5%):
-
- Parachute (01%)
- Perform (05%)
- Persuade (15%)
- Pharmacy (01%)
- Photo-Interpretation (01%)
- Photography (10%)
- Physics (01%)
- Pilot (01%):
- Boat 22
-
- Psychoanalysis (01%)
- Psychology (05%)
- Radio Operator (01%) 11
- Radio Operator, Sonar (01%)
- Ride (05%)
- Ride Motorcycle (15%) 25
- Rope Use (10%) 20
- Sabotage (05%) 25
- Scrounge (10%)
- Ski (05%)
- Sneak (10%)
- Spot Hidden (25%) 51
- Spotter (05%):
-
-
-
- Surgery (01%)
- Survival (01%) 36
- Swim (25%) 35
- Tactics (01%) 25

- Telephony (01%)
- Theology (05%)
- Throw (25%)
- Track (10%)
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Combat Skills

- Artillery (01%):
-
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- Close Combat (25%)
- Demolitions (01%)
- Handgun (20%)
- Heavy Weapons (15%):
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- Machine Gun (15%)
- Melee Weapons (Various):
-
-
-
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- Rifle (25%)
- Rifle Grenade (15%)
- Shotgun (30%)
- Submachine Gun (15%)
- Torpedo (01%)

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	half	rng	#att	shots	hp
Fist (50%)	55	ID3+db	1	touch	1	n/a	<input type="checkbox"/>							
Grapple (25%)	33	special	2	touch	1	n/a	<input type="checkbox"/>							
Head (10%)		ID4+db	0	touch	1	n/a	<input type="checkbox"/>							
Kick (25%)		ID6+db	0	touch	1	n/a	<input type="checkbox"/>							
							<input type="checkbox"/>							
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*Silent Kill 64%.
Use Energy wpn.

S 18. Damage +106
 C 16. Hits 16.
 S 16. Cle = 72.
 D 14. Pow = 25.
 H 14. Rec = 85.
 T 12. Mag = 17.
 D 12. Know = 75.
 E 15. Age = 21.

NAT -

Militia. English.

Phy 6.1 tops + class

Commade.

Fist 5 Officers
 Grappl & Close Combat 16. 14
 Hand Weapons & Fiddle Craft
 M. 15 16. First Aid
 Boat 11. Tatoo 14
 R-Bo -4.3 Comm 4
 Smg -4. Great Party 5
 Survival -5. Millitary Doc 7
 Threw -5. Hand Gun 15
 Climbing 7
 Every weapon com) Cross Demo 7
 4519