

ACHTUNG! Cthulhu

Name _____ Occupation _____

Nationality _____ Sex _____ Age _____

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 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

- 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%) **51**
- 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%) **51**
- 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%)
- _____
- _____
- _____

Combat Skills

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

Weapons

| melee | % | damage | hnd | rng | #att | hp | firearm | % | damage | malf | rng | #att | shots | hp |
|--|---|---------|-----|-------|------|-----|--------------------------|---|--------|------|-----|------|-------|----|
| <input type="checkbox"/> Fist (50%) 55 | | 1D3+db | 1 | touch | 1 | n/a | <input type="checkbox"/> | | | | | | | |
| <input type="checkbox"/> Grapple (25%) 33 | | special | 2 | touch | 1 | n/a | <input type="checkbox"/> | | | | | | | |
| <input type="checkbox"/> Head (10%) | | 1D4+db | 0 | touch | 1 | n/a | <input type="checkbox"/> | | | | | | | |
| <input type="checkbox"/> Kick (25%) | | 1D6+db | 0 | touch | 1 | n/a | <input type="checkbox"/> | | | | | | | |
| <input type="checkbox"/> | | | | | | | <input type="checkbox"/> | | | | | | | |
| <input type="checkbox"/> | | | | | | | <input type="checkbox"/> | | | | | | | |

*Silent Kill 64%
 Use Enemy Wpn.

S 18 Damage +106
 C 16 Hits 16
 S 16 Melee = 72
 D 14 Bow = 85
 A 16 Luck = 85
 I 14 Magic = 17
 P 12 Knows = 75
 E 15 Age = 21

NAT -

Military, English

Phys 51 top of class

Commande.

Fist 5

Other

Grappling 8

Close Combat 16

Heavy Wpn 8

Field Craft 2

M. D. S 16

First Aid 2

Boat 11

Tactic 19

Rifle 43

Commande 19

SMG 4

Credit Party 4

Survival 15

Military Doc 7

Throw 5

Hand gun 7

Every weapon (con)

Climb 7

Stress Demo 19