	NameBirthplace OccupationResidence			
occupation	Residence	Age		
STR Half Fifth	SIZ Half Fifth	Hit Points Maximum	Current	
Reg Half Fifth	POW Reg Half Fifth	Magic Points	Current	
Reg Half Fifth	Reg Half Fifth	Starting	Current	
STR Reg Half Fifth CON Reg Half Fifth DEX Reg Half Fifth INT	APP Reg Half Fifth	Luck Starting Current	CALL C	
S INT DEA	EDU	_ Sanity	CTHULF	
	\$ 1C	3		
Max Sanity Tempor	ary Insanity Indefini	te Insanity Major W	/ound □ Unconscious □ Dying	
Re	Half Fifth Firearms	Reg Half	Fifth Reg	
Accounting (05%)	(Rifle/Sh	otgun) (25%)	Persuade (10%)	
Anthropology (01%)	Firearms	1 (2004)	Pilot (01%)	
☐ Appraise (05%) ☐ Archaeology (01%)	First Aid		Psychoanalysis (01%)	
	History	1-43(15)-1	Psychology (10%)	
$\bigcap_{Art/Craft}$ (05%)	☐ Intimida	V2 // 27 // 1// 1// 1// 1// 1// 1// 1// 1// 1//	☐ Ride (05%) ☐ (01%)	
	☐ Jump (20		Science (01%)	
Charm (15%)	Language	(Other) (01%)		
Climb (20%)			☐ Sleight of Hand (10%)	
Credit Rating (00%) Cthulhu Mythos (00%)		(EDU)	Spot Hidden (25%)	
Disguise (05%)	Language Law (05	(Own)	Stealth (20%)	
Dodge (half DEX)		Use (20%)	(10%)	
Drive Auto (20%)	Listen (2		Survival (10%) Swim (20%)	
□ Elec. Repair (10%)	Locksmi		☐ Throw (20%)	
Lice. Repair (1070)		epair (10%)	☐ Track (10%)	
Fast Talk (05%)	_ integni it	0.000		
Fighting (Brawl) (25%)	☐ Medicine	e (()1 %)		
☐ Fast Talk (05%) ☐ Fighting (Brawl) (25%) ☐	☐ Medicin	16 P 9 900		
	□ Natural	World (10%)		
☐ Fighting (Brawl) (25%)		World (10%)		



Player. Char. Player_

VVV	CharPlayer
XXX	CharPlayer
	Char

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Fumble	_		
Success: 100/96+			

cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP Major Wounds = loss of $\geq \frac{1}{2}$ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine Natural Heal rate (non Major Wound): recover 1 HP per day Natural Heal rate (Major Wound): weekly healing roll





