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**SIGNATURE**\_\_\_\_\_

NAME \_\_\_\_\_

AGE \_\_\_\_\_ SEX \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

SKIN \_\_\_\_\_ HAIR COLOR \_\_\_\_\_ HAIR TEXTURE \_\_\_\_\_

EYE COLOR \_\_\_\_\_ NOSE SHAPE \_\_\_\_\_

JAW/CHIN SHAPE/WEIGHT \_\_\_\_\_

OCCUPATION \_\_\_\_\_

DAY OF BIRTH \_\_\_\_\_

BIRTHPLACE \_\_\_\_\_

CURRENT RESIDENCE \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



**SANITY POINTS**

INCIDENTS OF SAN LOSS W/OUT INSANITY

VIOLENCE



HELPLESSNESS



>5 SAN LOST IN 1 ROLL,  
TEMP INSANITY  
SAN AT BREAKING PT  
ACQUIRE DISORDER  
AND RESET BRK PT

	INSANE									01	02	03	04	05	06	07	08								
09	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													

MAX

RECOVERY

**BREAKING POINT** \_\_\_\_\_

# QUICK REFERENCE RULES

**TEST OUTCOMES:** ROLL D100. IF UNDER=SUCCESS  
IF DIGITS OF DICE MATCH ALSO(OR ROLL 01)=CRITICAL  
ROLL OVER TEST=FAILURE  
IF DIGITS OF DICE MATCH ALSO (OR ROLL 00)=FUMBLE

**OPPOSED TESTS:** BOTH SIDES ROLL AND COMPARE  
RESULTS CRITICAL BEATS SUCCESS BEATS ANY  
FAILURE. IF BOTH PARTIES SUCCEED OR CRIT,  
WHOEVER ROLLED HIGHER WINS.

**COMBAT OPTIONS:** AIM, ATTACK, CALLED SHOT,  
DISARM, DODGE, ESCAPE PIN, FIGHT BACK, MOVE,  
PIN, WAIT.

**RESISTING INSANITY:** PROJECT SAN LOSS ONTO  
BOND, USE BOND TO REPRESS  
TEMP INSANITY/EPISODE OF DISORDER

# SKILLS

<input type="checkbox"/> ADMINISTRATION [10%]	_____	<input type="checkbox"/> DRIVE [20%]	_____
<input type="checkbox"/> ALERTNESS [20%]	_____	<input type="checkbox"/> FIREARMS [20%]	_____
<input type="checkbox"/> ANTHROPOLOGY [0%]	_____	<input type="checkbox"/> FIRST AID [10%]	_____
<input type="checkbox"/> APPRAISE [10%]	_____	FOREIGN LANGUAGE	_____
<input type="checkbox"/> ARCHEOLOGY [0%]	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> ART _____ [0%]	_____	<input type="checkbox"/> HARANGUE [10%]	_____
<input type="checkbox"/> ART _____ [0%]	_____	<input type="checkbox"/> HVY MACHINEERY [10%]	_____
<input type="checkbox"/> ATHLETICS [30%]	_____	<input type="checkbox"/> HISTORY [10%]	_____
<input type="checkbox"/> CHARM [20%]	_____	<input type="checkbox"/> INSIGHT [10%]	_____
<input type="checkbox"/> CRAFT _____ [0%]	_____	<input type="checkbox"/> LAW _____ [0%]	_____
<input type="checkbox"/> CRAFT _____ [0%]	_____	<input type="checkbox"/> MEDICINE [0%]	_____
<input type="checkbox"/> DISGUISE [10%]	_____	<input type="checkbox"/> MELEE WEAPONS [30%]	_____
<input type="checkbox"/> DODGE [30%]	_____	<input type="checkbox"/> MILITARY TRAINING [0%]	_____
		<input type="checkbox"/> NATURAL WORLD [10%]	_____

# SKILLS

<input type="checkbox"/> NAVIGATE [10%]	_____	<input type="checkbox"/> SEARCH [20%]	_____
<input type="checkbox"/> OCCULT [10%]	_____	<input type="checkbox"/> SOCIAL ETHIQUETTE [10%]	_____
<input type="checkbox"/> PERSUADE [20%]	_____	<input type="checkbox"/> STEALTH [10%]	_____
<input type="checkbox"/> PILOT _____ [0%]	_____	<input type="checkbox"/> STREETWISE _____ [0%]	_____
<input type="checkbox"/> PILOT _____ [0%]	_____	<input type="checkbox"/> STREETWISE _____ [0%]	_____
<input type="checkbox"/> PSYCHOANALYZE [10%]	_____	<input type="checkbox"/> SURGERY [0%] *	_____
REGIONAL LORE	_____	<input type="checkbox"/> SURVIVAL _____ [10%]	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> SWIM [20%]	_____
<input type="checkbox"/> RESEARCH [10%]	_____	<input type="checkbox"/> TRACK [10%]	_____
<input type="checkbox"/> RIDE [10%]	_____	<input type="checkbox"/> UNARMED COMBAT [20%]	_____
SCIENCE [0%]	_____	<input type="checkbox"/> UNNATURAL [0%]	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> USE GADGETS [0%]	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____	<input type="checkbox"/> _____	_____

## PERMANENT RESOURCES:

RESOURCE CHECKS      1      2      3  
                                      

{BLACK OUT UNAVAILABLE BOXES}

<b>MAX 6</b>

**AT HAND**

<b>MAX 6</b>

**STOWED**

<b>UNLIMITED</b>

**IN STORAGE**

## GEAR AND POSSESSIONS



# **GEAR AND POSSESSIONS**

# NOTES

# NOTES

# \*NOTES\*



# **SPELLS AND RITUALS**

**INDIVIDUAL BOND**

**SCORE**

**COMMUNITY BOND**

**SCORE**

**MYTHOS ENTITIES ENCOUNTERED**

**MYTHOS TOMES READ**

**MOTIVATION/MENTAL DISORDER**

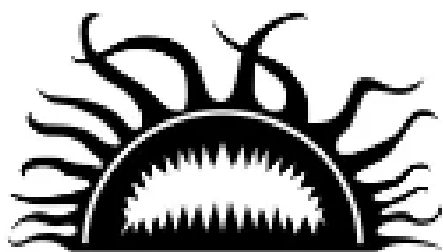
**TRAITS:**

**INJURIES:**

**SCARS:**

**PERSONAL BACKGROUND**

C.E.



SHOGGOTH.NET