

BRITISH PASSPORT



HONG KONG



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_____

ATTRIBUTES

| | |
|------------|--|
| STR | |
| | |

| | |
|------------|--|
| DEX | |
| | |

| | |
|------------|--|
| INT | |
| | |

| | |
|------------|--|
| CON | |
| | |

| | |
|------------|--|
| APP | |
| | |

| | |
|------------|--|
| EDU | |
| | |

| | |
|------------|--|
| SIZ | |
| | |

| | |
|------------|-----------|
| MOV | +1 |
| | -1 |

| | |
|------------|--|
| POW | |
| | |

MAJOR WOUNDS

HIT POINTS

MAX:

MAGIC POINTS

MAX:

| | | | | | | | |
|--------------------|----|----|----|----|----|----|---|
| MAJOR WOUND | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| DYING | | | | | | | |
| UNCONSCIOUS | 7 | 8 | 9 | 10 | 11 | | |
| | 12 | 13 | 14 | 15 | 16 | 17 | |
| | 18 | 19 | 20 | 21 | 22 | 23 | |

| | | | | | | | | | |
|----|----|----|----|----|----|---|---|---|----|
| 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 | | | | |

DAMAGE BONUS

BUILD

DODGE

| |
|--|
| |
|--|

WEAPON

SKILL

DAMAGE

RNG

ATTKS

AMMO

MALF

| |
|--|
| |
|--|

| |
|--|
| |
|--|

| |
|--|
| |
|--|

SANITY POINTSTEMP. INSANE INDEF. INSANE

START

MAX

| | | | | | | | | | | | | | | | | | | |
|----|--------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 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 | | | | | | |

LUCK POINTS

| | | | | | | | | | | | | | | | | | | |
|----|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | OUT OF LUCK | | | | | | | | | | 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 | | | | | | |

QUICK REFERENCE RULES**LEVELS OF SUCCESS**

| | | | | | |
|--------------------------|------------------------|---------------------------|--------------------------|-----------------------------|-----------------------|
| FUMBLE 100/96+ | FAIL > SKILL | REGULAR ≤ SKILL | HARD 1/2 SKILL | EXTREME 1/5 SKILL | CRITICAL 01 |
|--------------------------|------------------------|---------------------------|--------------------------|-----------------------------|-----------------------|

PUSHING ROLLS: MUST JUSTIFY REROLL; CANNOT PUSH COMBAT OR SANITY ROLLS**WOUNDS AND HEALING**

FIRST AID HEALS 1HP

MEDICAL HEALS + 1D3 HP

MAJOR WOUND = LOSS OF 1/2 MAX HP IN ONE ATTACK

REACH 0 HP WITHOUT A MAJOR WOUND = UNCONSCIOUS

REACH 0 HP WITH A MAJOR WOUND = **DYING****DYING: FIRST AID** = TEMP. STABILIZED; THEN REQUIRES MEDICINE SKILL.**NATURAL HEAL RATE (NON MAJOR WOUND):** RECOVER 1 HP PER DAY**NATURAL HEAL RATE (MAJOR WOUND):** WEEKLY HEALING ROLL

SKILLS

| | | | | |
|---|--------------------------|--------------------------|---|--------------------------|
| <input type="checkbox"/> ACCOUNTING [05%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> FAST TALK [05%] | <input type="checkbox"/> |
| <input type="checkbox"/> ANTHROPOLOGY [01%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> FIGHTING(BRAWL)[25%] | <input type="checkbox"/> |
| <input type="checkbox"/> APPRAISE [05%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> ARCHAEOLOGY [01%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> ART/CRAFT [05%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> FIREARMS (HANDGUN)[20%] | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> FIREARMS (RIFLE/SHOTGUN)[25%] | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> FIRST AID [30%] | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> HISTORY [05%] | <input type="checkbox"/> |
| <input type="checkbox"/> CHARM [15%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> INTIMIDATE [15%] | <input type="checkbox"/> |
| <input type="checkbox"/> CLIMB [20%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> JUMP [20%] | <input type="checkbox"/> |
| CREDIT RATING [00%] | <input type="checkbox"/> | <input type="checkbox"/> | LANGUAGE(OTHER)[01%] | <input type="checkbox"/> |
| CTHULHU MYTHOS [00%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> DISGUISE [05%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> DODGE [HALF DEX] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> DRIVE AUTO [20%] | <input type="checkbox"/> | <input type="checkbox"/> | LANGUAGE(OWN)[EDU] | <input type="checkbox"/> |
| <input type="checkbox"/> ELEC REPAIR [10%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

SKILLS

| | | | | |
|--|--------------------------|--------------------------|---|--------------------------|
| <input type="checkbox"/> LAW [05%] | <input type="checkbox"/> | <input type="checkbox"/> | SCIENCE [01%] | <input type="checkbox"/> |
| <input type="checkbox"/> LIBRARY USE [20%] | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| <input type="checkbox"/> LISTEN [20%] | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| <input type="checkbox"/> LOCKSMITH [01%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> SLIGHT OF HAND [10%] | <input type="checkbox"/> |
| <input type="checkbox"/> MECH.REPAIR [10%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> SPOT HIDDEN [25%] | <input type="checkbox"/> |
| <input type="checkbox"/> MEDICINE [01%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> STEALTH [20%] | <input type="checkbox"/> |
| <input type="checkbox"/> NATURAL WORLD [10%] | <input type="checkbox"/> | <input type="checkbox"/> | SURVIVAL [10%] | |
| <input type="checkbox"/> NAVIGATE [10%] | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| <input type="checkbox"/> OCCULT [05%] | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| <input type="checkbox"/> OP. HVY MACHINE [01%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> SWIM [20%] | <input type="checkbox"/> |
| <input type="checkbox"/> PERSUADE [10%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> THROW [10%] | <input type="checkbox"/> |
| <input type="checkbox"/> PILOT [01%] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> TRACK [10%] | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| <input type="checkbox"/> PSYCHOLOGY [01%] | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| <input type="checkbox"/> PSYCHOANALYSIS [01%] | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |
| <input type="checkbox"/> RIDE [05%] | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> |

GEAR AND POSSESSIONS

SPENDING LEVEL:

CASH:

ASSETS:

GEAR AND POSSESSIONS

NOTES

NOTES

NOTES

SPELLS AND RITUALS

SIGNIFICANT PEOPLE

FRIENDS

ENEMIES

MYTHOS ENTITIES ENCOUNTERED

MYTHOS TOMES READ

IDEOLOGY/BELIEFS:

TRAITS:

INJURIES:

SCARS:

PERSONAL BACKGROUND

