

OFFICIAL
PASSPORT



*United States
of America*



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

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WEAPON

SKILL

DAMAGE

RNG

ATTKS

AMMO

MALF

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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
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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"/> FAST TALK [05%]	<input type="checkbox"/>
<input type="checkbox"/> ANTHROPOLOGY [01%]	<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"/> ARCHAEOLOGY [01%]	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> ART/CRAFT [05%]	<input type="checkbox"/>	<input type="checkbox"/> FIREARMS (HANDGUN)[20%]	<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"/> FIRST AID [30%]	<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"/> INTIMIDATE [15%]	<input type="checkbox"/>
<input type="checkbox"/> CLIMB [20%]	<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"/> DISGUISE [05%]	<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"/> 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"/>

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

