

СОЮЗ СОВЕТСКИХ  
СОЦИАЛИСТИЧЕСКИХ  
РЕСПУБЛИК



ПАСПОРТ



**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

<b>STR</b>	

<b>DEX</b>	

<b>INT</b>	

<b>CON</b>	

<b>APP</b>	

<b>EDU</b>	

<b>SIZ</b>	

<b>MOV</b>	<b>+1</b>
	<b>-1</b>

<b>POW</b>	

MAJOR WOUNDS

**HIT POINTS**

**MAX:**

**MAGIC POINTS**

**MAX:**

<b>MAJOR WOUND</b>	0	1	2	3	4	5	6
<b>DYING</b>							
<b>UNCONSCIOUS</b>	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 POINTS**TEMP. 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**

<b>FUMBLE</b> 100/96+	<b>FAIL</b> > SKILL	<b>REGULAR</b> ≤ SKILL	<b>HARD</b> 1/2 SKILL	<b>EXTREME</b> 1/5 SKILL	<b>CRITICAL</b> 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**

