

DEUTSCHES
REICH



REISE-
PASS



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		POW		
				-1				

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

MAJOR WOUNDS

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 SUCESS

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

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

SKILLS

☐ LAW [05%]	☐	SCIENCE [01%]	☐
☐ LIBRARY USE [20%]	☐	☐	☐
☐ LISTEN [20%]	☐	☐	☐
☐ LOCKSMITH [01%]	☐	☐ SLIEGHT OF HAND [10%]	☐
☐ MECH.REPAIR [10%]	☐	☐ SPOT HIDDEN [25%]	☐
☐ MEDICINE[01%]	☐	☐ STEALTH [20%]	☐
☐ NATURAL WORLD [10%]	☐	SURVIVAL [10%]	☐
☐ NAVIGATE [10%]	☐	☐	☐
☐ OCCULT [05%]	☐	☐	☐
☐ OP. HVY MACHINE [01%]	☐	☐ SWIM [20%]	☐
☐ PERSUADE [10%]	☐	☐ THROW [10%]	☐
☐ PILOT [01%]	☐	☐ TRACK [10%]	☐
☐	☐	☐	☐
☐ PSYCHOLOGY [01%]	☐	☐	☐
☐ PSYCHOANALYSIS [01%]	☐	☐	☐
☐ RIDE [05%]	☐	☐	☐

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

