

HARLEM UNBOUND



NAME	PLAYER	OCCUPATION	
SOCIAL CLASS	BIRTHPLACE	AGE	GENDER

CHARACTERISTICS

STR	DEX	POW	CON	MOVE RATE
APP	EDU	SIZ	INT IDEA	RACIAL TENSION

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Hypnosis (01%)	<input type="checkbox"/> Renaissance (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Ride (05%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Science (01%)*
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Language (Other)(01%)*	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art & Craft (05%)*	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Artillery (01%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Survival (10%)*
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> Mechanical Repair (10%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Demolitions (01%)	<input type="checkbox"/> Medicine (01%)	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Natural World (10%)	
<input type="checkbox"/> Diving (01%)	<input type="checkbox"/> Navigate (10%)	
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Occult (05%)	
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Operate Heavy Machinery (01%)	
<input type="checkbox"/> Electrical Repair (10%)	<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Fighting (varies)*	<input type="checkbox"/> Pilot (01%)*	
<input type="checkbox"/> Firearms(varies)*	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> History (05%)	<input type="checkbox"/> Read Lips (01%)	

WEAPONS

WEAPON	REGULAR	HARD	EXTREME	DAMAGE	RANGE	ATTACKS	AMMO	MALF.
Unarmed				1d3+db	—	1		

COMBAT

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAMAGE BONUS	BUILD	DODGE

*Skill specialization

HIT POINTS

DYING			MAJOR WOUND			MAX		
UNCONSCIOUS								
00	01	02	03	04	05	06	07	08
07	08	09	10	11	12	13	14	15
14	15	16	17	18	19	20		

MAGIC POINTS

MAX	00	01	02	03	04
05	06	07	08	09	10
12	13	14	15	16	17
19	20	21	22	23	24

SANITY

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

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	

