

The Dreamlands



Adventurer Name \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Trade Guild Status \_\_\_\_\_  
 Birthplace \_\_\_\_\_  
 Mental Disorders \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_

Characteristics & Rolls

STR \_\_\_\_\_ DEX \_\_\_\_\_ INT \_\_\_\_\_ Idea \_\_\_\_\_  
 CON \_\_\_\_\_ APP \_\_\_\_\_ POW \_\_\_\_\_ Luck \_\_\_\_\_  
 SIZ \_\_\_\_\_ SAN \_\_\_\_\_ EDU \_\_\_\_\_ Know \_\_\_\_\_  
 99-Cthulhu Mythos \_\_\_\_\_ Damage Bonus \_\_\_\_\_

Player Name: \_\_\_\_\_

Horror Roleplaying  
 in the Worlds of  
 H.P. Lovecraft



Sanity Points

Insane 0	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	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

Magic Points

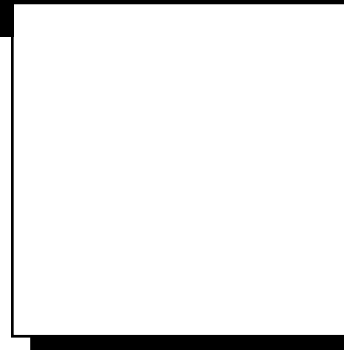
Unconscious 0	1	2	3				
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Hit Points

Dead -2	-1	0	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	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Investigator Skills

- |   |  |
|---|--|
| <input type="checkbox"/> Accounting (10%) _____     | <input type="checkbox"/> Listen (25%) _____          |
| <input type="checkbox"/> Art (05%): _____           | <input type="checkbox"/> Locksmith (00) _____        |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> Martial Arts (00) _____     |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> Medicine (05%) _____        |
| <input type="checkbox"/> Bargain (05%) _____        | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Climb (40%) _____          | <input type="checkbox"/> Navigate (10%) _____        |
| <input type="checkbox"/> Conceal (15%) _____        | <input type="checkbox"/> Occult (05%) _____          |
| <input type="checkbox"/> Craft (05%): _____         | Other Language (00): _____                           |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> _____                      | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> Cthulhu Mythos (00) _____  | Own Language (EDU x5): _____                         |
| <input type="checkbox"/> Dodge (DEX x2) _____       | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> Dream Lore (10%) _____     | <input type="checkbox"/> Persuade (15%) _____        |
| <input type="checkbox"/> Dreaming (00) _____        | Pilot (00): _____                                    |
| <input type="checkbox"/> Drive Carriage (20%) _____ | <input type="checkbox"/> _____                       |
| <input type="checkbox"/> Fast Talk (05%) _____      | <input type="checkbox"/> Ride (05%) _____            |
| <input type="checkbox"/> First Aid (30%) _____      | <input type="checkbox"/> Sneak (10%) _____           |
| <input type="checkbox"/> Hide (10%) _____           | <input type="checkbox"/> Spot Hidden (25%) _____     |
| <input type="checkbox"/> Jump (25%) _____           | <input type="checkbox"/> Swim (25%) _____            |
| <input type="checkbox"/> Legal Customs (05%) _____  | <input type="checkbox"/> Throw (25%) _____           |
| <input type="checkbox"/> Library Use (25%) _____    | <input type="checkbox"/> Track (10%) _____           |



Weapon Classes

- |   |
|---|
| <input type="checkbox"/> Archery (10%) _____      |
| <input type="checkbox"/> Axe (20%) _____          |
| <input type="checkbox"/> Fencing Foil (10%) _____ |
| <input type="checkbox"/> Knife (25%) _____        |
| <input type="checkbox"/> Pole Arms (10%) _____    |
| <input type="checkbox"/> Spear (15%) _____        |

Weapons

weapon	%	damage	hnd	rng	#att	hp	weapon	%	damage	hnd	rng	#att	hp
<input type="checkbox"/> Fist (50%)	_____	1D3+db	1	0'	1	n/a	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	special	2	0'	1	n/a	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Head (10%)	_____	1D4+db	0	0'	1	n/a	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	1D6+db	0	0'	1	n/a	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____