

CHARACTERISTICS

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Archetype _____
 Residence _____
 Birthplace _____

STR **DEX** **INT**
Idea

CON **APP** **POW**

SIZ **EDU** **Move**
Know Rate

Dying	<small>Max HP</small>	Temp. Insane	Indef. Insane	<small>Start</small>	<small>Max</small>	Insane	01	02	03	04	05	06	07	
HIT POINTS	00	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													

DOWN DARKER TRAILS

LUCK	<small>Out of Luck</small>													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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="text"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="text"/>	<input type="checkbox"/> Language (Own) (EDU)	<input type="text"/>	<input type="checkbox"/> Rope Use (05%)	<input type="text"/>
<input type="checkbox"/> Animal Handling (05%)	<input type="text"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="text"/>	<input type="checkbox"/> Law (05%)	<input type="text"/>	<input type="checkbox"/> Science (01%)	<input type="text"/>
<input type="checkbox"/> Anthropology (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Library Use (20%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Appraise (05%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Listen (20%)	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>
<input type="checkbox"/> Archaeology (01%)	<input type="text"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="text"/>	<input type="checkbox"/> Locksmith (01%)	<input type="text"/>	<input type="checkbox"/> Spot Hidden (25%)	<input type="text"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="text"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Stealth (20%)	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Medicine (01%)	<input type="text"/>	<input type="checkbox"/> Survival (10%)	<input type="text"/>
<input type="checkbox"/> Charm (15%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Natural World (20%)	<input type="text"/>	<input type="checkbox"/> Swim (20%)	<input type="text"/>
<input type="checkbox"/> Climb (20%)	<input type="text"/>	<input type="checkbox"/> First Aid (30%)	<input type="text"/>	<input type="checkbox"/> Navigate (10%)	<input type="text"/>	<input type="checkbox"/> Throw (20%)	<input type="text"/>
Credit Rating (00%)	<input type="text"/>	<input type="checkbox"/> Gambling (10%)	<input type="text"/>	<input type="checkbox"/> Occult (05%)	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>
Cthulhu Mythos (00%)	<input type="text"/>	<input type="checkbox"/> History (05%)	<input type="text"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="text"/>	<input type="checkbox"/> Trap (10%)	<input type="text"/>
<input type="checkbox"/> Disguise (05%)	<input type="text"/>	<input type="checkbox"/> Intimidate (15%)	<input type="text"/>	<input type="checkbox"/> Persuade (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="text"/>	<input type="checkbox"/> Jump (20%)	<input type="text"/>	<input type="checkbox"/> Pilot (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="text"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="text"/>	<input type="checkbox"/> Psychology (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Elec. Repair (00%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Ride (15%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

HISTORY

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

POSSESSIONS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); Stay conscious (1 Luck, double per round after).

Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

Natural healing: +2 HP per day.

First Aid: +1D4 HP.

Medicine: +1D4 HP.

FELLOW INVESTIGATORS

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	ME	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____