

# 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"/> Read Lips (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"/> Lore (Harlem) (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Demolitions (01%)	<input type="checkbox"/> Mechanical Repair (10%)	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Medicine (01%)	
<input type="checkbox"/> Diving (01%)	<input type="checkbox"/> Natural World (10%)	
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Navigate (10%)	
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Occult (05%)	
<input type="checkbox"/> Electrical Repair (10%)	<input type="checkbox"/> Operate Heavy Machinery (01%)	
<input type="checkbox"/> Fighting (varies)*	<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Firearms(varies)*	<input type="checkbox"/> Pilot (01%)*	
<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> History (05%)	<input type="checkbox"/> Psychology (10%)	

## 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	09	10	11	12	13
14	15	16	17	18	19	20

## MAGIC POINTS

MAX	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	

## 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

## BACKSTORY

### PERSONAL DESCRIPTION

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### IDEOLOGY/BELIEFS

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### SIGNIFICANT PEOPLE

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### MEANINGFUL LOCATIONS

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### TREASURED POSSESSIONS

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### TRAITS

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### INJURIES & SCARS

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### PHOBIAS & MANIAS

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### ARCANE TOMES, SPELLS & ARTIFACTS

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### ENCOUNTERS WITH STRANGE ENTITIES

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### GEAR & POSSESSIONS

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### CASH & ASSETS

#### SPENDING LEVEL:

#### CASH:

#### ASSETS:

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### TALENTS

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### NOTES

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