Name	Riethplace	Prop	oun
			Juli
Occupation	Residence		
Reg Half Fifth	Reg Half Fift		m Current
STR Reg Half Fifth	SIZ Reg Half Fift	Hit Points	Maximum Current
CON	POW Reg Half Fift	Magic Points	
DEX Reg Half Fifth	APP	Luck Starting	Current CALL OF 2
Reg Half Fifth	EDU Reg Half Fift	Sanity	Current Insane
IDEA	KNOW	Sumty	40th Anniversary 1981 - 2021
Max Sanity Tempor	ary Insanity 🔲 Indefir	nite Insanity 🔲 🏻 Majo	or Wound Unconscious Dying D
R	eg Half Fifth	Reg I	Half Fifth Reg Half Fifth
Accounting (05%)		gun) (20%)	☐ Occult (05%)
Anthropology (01%)	Firearr (Rifle/S	ns Shotgun)(25%)	Persuade (10%)
☐ Appraise (05%)	Firearms	S	Pilot (01%)
☐ Archaeology (01%)	☐ First A	id (30%)	Psychoanalysis (01%)
Art / Craft (05%)	History	7 (05%)	Psychology (10%)
	Intimid	late (15%)	☐ Ride (05%)
□ Charm (15%)	☐ Jump (2		Science (01%)
☐ Climb (20%)	Languag	e (Other) (01%)	
Computer Use (05%)			
Credit Rating (00%)			Sleight of Hand (10%)
Cthulhu Mythos (00%)	Languag		Spot Hidden (25%)
Disguise (05%)	☐ Law (0		Stealth (20%)
Dodge (half DEX)		7 Use (20%)	Survival (10%)
Drive Auto (20%)	Listen		Swim (20%)
Elec. Repair (10%)		nith (01%)	Throw (20%)
Electronics (01%)		Repair (10%)	☐ Track (10%)
Fast Talk (05%)		ne (01%)	
Fighting (Brawl) (25%)		1 World (10%)	
Fighting	□ Naviga	te (10%)	
Weapon Skill	Damage # of	Attacks Range A	mmo Malf. Move
Brawl	1D3 + DB 1 Build		
Brawl			Dodge Reg Half Fifth
			Damage Bonus

MYS	STORY	
Personal Description	Traits	
Ideology & Beliefs	Injuries & Scars	
Significant People	Phobias & Manias	
Meaningful Locations	Arcane Tomes & Spells	
Treasured Possessions	Encounters with Strange Entities	
GEAR & POSSESSIONS	WEALTH Spending Level Cash Assets	
Char Char.	Skill & Characteristic Rolls Level of Fumble Fail Regular Hard Extreme Critical Success: 100/96+ skill 5 skill ½ skill ½ skill 01	

Player Char. Player. Char. _ Player_

Player. Char. _ Player_ Char. Player.

Pushing Rolls: must justify reroll; cannot push combat or Sanity rolls

Wounds & Healing

2021-Chaosium Inc. Permisson is granted to copy for persona

First Aid heals 1 HP Medicine heals 1D3 HP Major Wounds = loss of ≥ ½ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine Natural Heal rate (non Major Wound): recover 1 HP per day Natural Heal rate (Major Wound): weekly healing roll

