

Frederick Washington

F.A.T. BAZTRD

Oscar

CALL OF CTHULHU

CHARACTER RECORD SHEET

CHARACTER NAME Computer Hacker / Info-thief PLAYER 4

PROFESSION Computer Hacker / Info-thief LEVEL 6 EXPERIENCE POINTS 60

AGE Male GENDER 6'1 HEIGHT 295 WEIGHT Brown EYES Black HAIR Brown SKIN

CURRENT SANITY

66

MAX. SANITY 70 20% SANITY 14

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR	11	0		
DEX	14	2		
CON	12	1		
INT	18	4		
WIS	14	2		
CHA	16	3		

TOTAL HP 28 CURRENT HP 21 SUBDUAL DAMAGE 0 SPEED 0

AC 12 = 10 + 2 (ARMOR BONUS) + 0 (DEX MODIFIER) + 0 (MISC MODIFIER) + 0 (MISC MODIFIER) + 0 (ARMOR CHECK PENALTY)

INITIATIVE 2 = 2 (DEX MODIFIER) + 0 (MISC MODIFIER)

BASE ATTACK 2 (BONUS)

SAVING THROWS

FORTITUDE (CONSTITUTION) 2 = 1 (BASE SAVE) + 1 (ABILITY MODIFIER) + 0 (MAGIC MODIFIER) + 0 (MISC MODIFIER) + 0 (TEMPORARY MODIFIER)

REFLEX (DEXTERITY) 6 = 4 (BASE SAVE) + 2 (ABILITY MODIFIER) + 0 (MAGIC MODIFIER) + 0 (MISC MODIFIER) + 0 (TEMPORARY MODIFIER)

WILL (WISDOM) 6 = 4 (BASE SAVE) + 2 (ABILITY MODIFIER) + 0 (MAGIC MODIFIER) + 0 (MISC MODIFIER) + 0 (TEMPORARY MODIFIER)

MELEE ATTACK BONUS 2 = 2 (BASE ATTACK BONUS) + 0 (STR MODIFIER) + 0 (MISC MODIFIER) + 0 (TEMPORARY MODIFIER)

RANGED ATTACK BONUS 4 = 2 (BASE ATTACK BONUS) + 2 (DEX MODIFIER) + 0 (MISC MODIFIER) + 0 (TEMPORARY MODIFIER)

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

0000	0000	0000	0000
0000	0000	0000	0000
0000	0000	0000	0000

FEATS

Gearhead +2 computer use, repair

Trustworthy +2 gather info, diplomacy

W.P. Shotgun

SPELLS

GEAR

Dart's Corollary Quantum Laptop

Encryption Program

Tracer

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> ANIMAL EMPATHY	CHA				
<input type="checkbox"/> APPRAISE	INT	4		4	
<input type="checkbox"/> BALANCE	DEX	2		2	
<input type="checkbox"/> BLUFF	CHA	10		3	7
<input type="checkbox"/> CLIMB	STR	0		0	
<input checked="" type="checkbox"/> COMPUTER USE	INT	18		4	7 + 2 Gearhead
<input type="checkbox"/> CONCENTRATION	CON	1		1	
<input checked="" type="checkbox"/> CRAFT* (Computer)	INT	11		4	7
<input type="checkbox"/> CTHULHU MYTHOS††				1	N/A + 1
<input type="checkbox"/> DEMOLITIONS	INT				
<input checked="" type="checkbox"/> DIPLOMACY	CHA	14		3	7 + 4 Sense Motive Trustworthy
<input checked="" type="checkbox"/> DISABLE DEVICE	INT	11		4	7
<input checked="" type="checkbox"/> DISGUISE	CHA	7		3	4
<input type="checkbox"/> DRIVE	DEX	2		2	
<input type="checkbox"/> ESCAPE ARTIST	DEX	2		2	
<input type="checkbox"/> FORGERY	INT	4		4	
<input type="checkbox"/> GATHER INFORMATION	CHA	5		3	2 Trustworthy
<input type="checkbox"/> HANDLE ANIMAL	CHA				
<input type="checkbox"/> HEAL	WIS	2		2	
<input type="checkbox"/> HIDE	DEX	2		2	
<input type="checkbox"/> INNUENDO	WIS	2		2	
<input type="checkbox"/> INTIMIDATE	CHA	3		3	
<input type="checkbox"/> JUMP	STR	0		0	
<input checked="" type="checkbox"/> KNOWLEDGE* (Electronic)	INT	11		4	7
<input type="checkbox"/> (Skiing)	DEX	5		2	3
<input type="checkbox"/> ()	INT				
<input type="checkbox"/> ()	INT				
<input type="checkbox"/> LISTEN	WIS	2		2	
<input type="checkbox"/> MOVE SILENTLY	DEX	2		2	
<input checked="" type="checkbox"/> OPEN LOCK	DEX	6		2	4
<input type="checkbox"/> OPERATE HEAVY MACHINERY	DEX				
<input type="checkbox"/> PERFORMANCE* ()	CHA				
<input type="checkbox"/> ()					
<input type="checkbox"/> PILOT	DEX				
<input type="checkbox"/> PSYCHIC FOCUS	WIS				
<input type="checkbox"/> PSYCHOANALYSIS	WIS				
<input type="checkbox"/> READ LIPS	INT				
<input checked="" type="checkbox"/> REPAIR	DEX	11		2	7 + 2 Gearhead
<input checked="" type="checkbox"/> RESEARCH	INT	11		4	7
<input type="checkbox"/> RIDE	DEX	2		2	
<input checked="" type="checkbox"/> SEARCH	INT	11		4	7
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	9		2	7
<input type="checkbox"/> SLEIGHT OF HAND	DEX				
<input type="checkbox"/> SPEAK OTHER LANGUAGE* ()	INT				
<input type="checkbox"/> ()	INT				
<input type="checkbox"/> SPELLCRAFT	INT				
<input type="checkbox"/> SPOT	WIS	2		2	
<input type="checkbox"/> SWIM	STR	0		0	
<input type="checkbox"/> TUMBLE	DEX				
<input type="checkbox"/> USE ROPE	DEX	2		2	
<input type="checkbox"/> WILDERNESS LORE	WIS	2		2	

Skills marked with can be used normally even if the character has zero (0) skill ranks. Skills marked with are core skills. † ARMOR CHECK PENALTY, if any, applies. * This skill requires a specialization; see the skill's listing for details. †† This skill cannot be taken during character creation.