

SAMANTHA O'NEILL RYAN TRISH
 CHARACTER NAME PLAYER
 AGENT
 PROFESSION LEVEL 4
 31 F 5'6" 120 Green Blond Tan
 AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

CALL OF CTHULHU

CHARACTER RECORD SHEET

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMPORARY SCORE TEMPORARY MODIFIER

STR	12	1		
DEX	16	3		
CON	11	0		
INT	17	3		
WIS	14	2		
CHA	15	2		

TOTAL 10 CURRENT HP SUBDUAL DAMAGE SPEED

HP 24

AC 13 = 10 + 3 + 0 + 0

INITIATIVE 3 = 3 + 0

BASE ATTACK 3

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER CONDITIONAL MODIFIERS

FORTITUDE 1 = 1 + 0 + 0 + 0

REFLEX 4 = 1 + 3 + 0 + 0

WILL 6 = 4 + 2 + 0 + 0

MELEE ATTACK BONUS TOTAL 4 = 3 + 1 + 0 + 0

RANGED ATTACK BONUS TOTAL 6 = 3 + 3 + 0 + 0

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

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RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

FEATS

MARTIAL ARTIST

WEAPON PROFICIENCY (PISTOL)

SENSITIVE

WEAPON PROF. (RIFLE)

POINT BLANK SHOT

SPELLS

GEAR

CURRENT SANITY 162

MAX. SANITY 70 20% SANITY 14

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
ANIMAL EMPATHY	CHA				
APPRAISE	INT				
BALANCE	DEX				
BLUFF	CHA	8	3	5	
CLIMB	STR				
COMPUTER USE	INT				
CONCENTRATION	CON				
CRAFT* ()	INT				
CTHULHU MYTHOS††		1	N/A	1	
DEMOLITIONS	INT				
DIPLOMACY	CHA	4	3	1	
DISABLE DEVICE	INT	7	3	4	
DISGUISE	CHA	5	3	2	
DRIVE	DEX	5	3	2	
ESCAPE ARTIST	DEX	9	3	6	
FORGERY	INT				
GATHER INFORMATION	CHA				
HANDLE ANIMAL	CHA				
HEAL	WIS				
HIDE	DEX	10	3	7	
INNUENDO	WIS	4	2	2	
INTIMIDATE	CHA				
JUMP	STR				
KNOWLEDGE* ()	INT				
()	INT				
()	INT				
()	INT				
LISTEN	WIS	6	2	4	
MOVE SILENTLY	DEX	10	3	7	
OPEN LOCK	DEX	10	3	7	
OPERATE HEAVY MACHINERY	DEX				
PERFORMANCE* ()	CHA				
()					
PILOT	DEX	4	3	1	
PSYCHIC FOCUS	WIS				
PSYCHOANALYSIS	WIS				
READ LIPS	INT	5	4	1	
REPAIR	DEX	4	3	1	
RESEARCH	INT				
RIDE	DEX	4	3	1	
SEARCH	INT	7	3	4	
SENSE MOTIVE	WIS	7	2	5	
SLEIGHT OF HAND	DEX	4	3	1	
SPEAK OTHER LANGUAGE* (LATIN)	INT	4	3	1	
(SPANISH)	INT	4	3	1	
SPELLCRAFT	INT				
SPOT	WIS	7	2	5	
SWIM	STR				
TUMBLE	DEX				
USE ROPE	DEX				
WILDERNESS LORE	WIS				

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.

CHINESE 5 = 3 + 1 + 1
 GERMAN 5 = 3 + 1 + 1
 RUSSIAN 5 = 3 + 1 + 1

SKIN - 6 3 3 -