

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		

HP 24 **AC** 13 = 10 + 3 + 0 + 0 + 0
INITIATIVE 3 = 3 + 0
BASE ATTACK 3

TOTAL 10 **CURRENT HP** **SUBDUAL DAMAGE** **SPEED** **CURRENT SANITY** 162
MAX. SANITY 70 **20% SANITY** 14

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMPORARY MODIFIER

FORTITUDE	1	1	0			
REFLEX	4	1	3			
WILL	6	4	2			

MELEE TOTAL 4 = 3 + 1 + 0 + 0 + 0
RANGED TOTAL 6 = 3 + 3 + 0 + 0 + 0

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

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

AMMUNITION

FEATS **SPELLS**

MARTIAL ARTIST
 WEAPON PROFICIENCY (PISTOL)
 SENSITIVE
 WEAPON PROF. (RIFLE)
 POINT BLANK SHOT

GEAR

SKILLS MAX RANKS 1

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