

4/40 CR +20
160

EV +2
PN +1



INVESTIGATOR SHEET

Player Name Aki Vainio
Date Created 13.10.2011

Investigator Data

Characteristics & Rolls

Investigator Name Silas Nathaniel Rice
Occupation Field Researcher Sex Male Age 38
Colleges & Degrees Ph.D. History
Birthplace & Nationality Coston, US

STR 6 DEX 9 INT 16 Idea 80
CON 9 APP 9 POW 14 Luck 70
SIZ 9 SAN 70 EDU 99 Know 110
99-Cthulhu Mythos 94 Damage Bonus -4

Sanity Points

Magic Points

Hit Points

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
66	67	68	69	<u>70</u>	71	72	73	74	75	76	77	78	79	80	81
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98

Unconscious	0	1	2
3	4	5	6
		<u>7</u>	8
10	11	12	13
		<u>14</u>	15
17	18	19	20
			21
24	25	26	27
			28
31	32	33	34
			35
			36
			37

Dead	-2	-1	0	1	2
3	4	5	6	7	8
					<u>9</u>
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

Investigator Skills

- | | | |
|--|---|---|
| <input type="checkbox"/> Accounting (10%) <u>41</u> | <input type="checkbox"/> Hide (10%) <u>65</u> | <input type="checkbox"/> Pick Pocket* (05%) <u> </u> |
| <input type="checkbox"/> Anthropology (0%) <u>70</u> | <input type="checkbox"/> History (20%) <u> </u> | <input type="checkbox"/> Pilot (0%): <u> </u> |
| <input type="checkbox"/> Archaeology (0%) <u>70</u> | <input type="checkbox"/> Jump (25%) <u> </u> | <input type="checkbox"/> <u> </u> |
| <input type="checkbox"/> Art (05%) <u> </u> | <input type="checkbox"/> Law (05%) <u> </u> | <input type="checkbox"/> Psychoanalysis (0%) <u> </u> |
| <input type="checkbox"/> <u> </u> | <input checked="" type="checkbox"/> Library Use (25%) <u>89</u> | <input type="checkbox"/> Psychology (05%) <u> </u> |
| <input type="checkbox"/> Astronomy (0%) <u> </u> | <input type="checkbox"/> Linguist* (0%) <u> </u> | <input type="checkbox"/> Ride (05%) <u> </u> |
| <input type="checkbox"/> Bargain (05%) <u> </u> | <input type="checkbox"/> Listen (25%) <u> </u> | <input type="checkbox"/> Sing* (05%) <u> </u> |
| <input type="checkbox"/> Biology (0%) <u> </u> | <input type="checkbox"/> Locksmith (0%) <u> </u> | <input type="checkbox"/> Sneak (10%) <u> </u> |
| <input type="checkbox"/> Botany* (0%) <u> </u> | <input type="checkbox"/> Make Maps* (10%) <u>30</u> | <input type="checkbox"/> Spot Hidden (25%) <u> </u> |
| <input type="checkbox"/> Camouflage* (25%) <u> </u> | <input type="checkbox"/> Martial Arts (0%) <u> </u> | <input type="checkbox"/> Swim (25%) <u> </u> |
| <input type="checkbox"/> Chemistry (0%) <u> </u> | <input type="checkbox"/> Mechanical Repair (20%) <u> </u> | <input type="checkbox"/> Throw (25%) <u> </u> |
| <input type="checkbox"/> Climb (40%) <u> </u> | <input type="checkbox"/> Medicene (05%) <u>80</u> | <input type="checkbox"/> Track (10%) <u> </u> |
| <input type="checkbox"/> Computer Use (0%) <u> </u> | <input type="checkbox"/> Natural History (10%) <u>80</u> | <input type="checkbox"/> Treat Disease* (05%) <u> </u> |
| <input type="checkbox"/> Conceal (15%) <u> </u> | <input type="checkbox"/> Navigate (10%) <u> </u> | <input type="checkbox"/> Treat Poison* (05%) <u> </u> |
| <input type="checkbox"/> Credit Rating (15%) <u> </u> | <input type="checkbox"/> Occult (05%) <u> </u> | <input type="checkbox"/> Zoology* (0%) <u> </u> |
| <input type="checkbox"/> Cthulhu Mythos (0%) <u>10</u> | <input type="checkbox"/> Operate Heavy Machine (0%) <u> </u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Debate* (10%) <u> </u> | <input type="checkbox"/> Oratory* (05%) <u>10</u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Diagnose Disease* (05%) <u> </u> | <input type="checkbox"/> Other Languages (0%): <u> </u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Dreaming (POW%) <u> </u> | <input type="checkbox"/> <u>Latin</u> <u>60</u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Dream Lore (1/2 Mythos%) <u>3</u> | <input type="checkbox"/> <u>French</u> <u>80</u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Dodge (DEX x 2%) <u>18</u> | <input type="checkbox"/> <u> </u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Drive Auto/Carriage (20%) <u> </u> | <input type="checkbox"/> Own Language (EDU x 5%): <u> </u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Electrical Repair (10%) <u> </u> | <input type="checkbox"/> <u>English (American)</u> <u>110</u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Electronics (0%) <u> </u> | <input type="checkbox"/> Persuade (15%) <u>80</u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Fast Talk (05%) <u>20</u> | <input type="checkbox"/> Pharmacy (0%) <u> </u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> First Aid (30%) <u> </u> | <input type="checkbox"/> Photography (10%) <u>40</u> | <input type="checkbox"/> <u> </u> (%) |
| <input type="checkbox"/> Geology (0%) <u> </u> | <input type="checkbox"/> Physics (0%) <u> </u> | <input type="checkbox"/> <u> </u> (%) |
| | | Firearms |
| | | <input type="checkbox"/> Handgun (20%) <u> </u> |
| | | <input type="checkbox"/> Machine Gun (15%) <u> </u> |
| | | <input type="checkbox"/> Rifle (25%) <u> </u> |
| | | <input type="checkbox"/> Shotgun (30%) <u> </u> |
| | | <input type="checkbox"/> Submachinegun (15%) <u> </u> |

Attacks and Weapons

Attack Type or Weapon	Skill %	Attack Damage	Base Range	Attacks/Round	Ammo	Impale/Malfunction Number	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	<u> </u>	<u> </u>	touch	1	-	-	-
<input type="checkbox"/> Head Butt (10%)	<u> </u>	<u> </u>	touch	1	-	-	-
<input type="checkbox"/> Kick (25%)	<u> </u>	<u> </u>	touch	1	-	-	-
<input type="checkbox"/> Grapple (25%)	<u> </u>	<u> </u>	touch	1	-	-	-
<input type="checkbox"/> <u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
<input type="checkbox"/> <u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
<input type="checkbox"/> <u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
<input type="checkbox"/> <u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
<input type="checkbox"/> <u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
<input type="checkbox"/> <u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
<input type="checkbox"/> <u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>