	ndrew		
CHARACTER NAME PLA Engineer 3	AYER		CALL OF
PROFESSION	/EL EXPERIENCE POINTS		CTHUI HU
30 Male 6' 13st 2 AGE GENDER HEIGHT WEIGHT EYE	ES HAIR SKIN	CHAR	ACTER RECORD SHEET
ABILITY ABILITY TEMPORARY TEMPORARY			CURRENT
ABILITY NAME SCORE MODIFIER SCORE MODIFIER TO	OTAL CURRENT HP	SUBDUAL DAMAGE	SPEED SANITY
STR 14 2	28		30 55
DEX 15 2 AC ARMOR CLASS	12 = 10 + + 2 +	+	MAX SANITY 20% SANITY
		MISC MISC ARMOR ODIFIER MODIFIER CHECK PENALTY	99 11
		PENALTY	<i>уу</i> п
INT 13 1 INITIATIV	7 E 2 = 2 +		
WIS 11 0	TOTAL DEX MISC MODIFIER MODIFIER	S I I I I I I I I I I I I I I I I I I I	SKILLS MAX RANKS 6/3
	ATTACK +3	SKILL NAME	KEY SKILL ABILITY DANKO MISC
CHA 11 0 BASE	ATTACK +3		ABILITY MODIFIER MODIFIER MODIFIER
	MISC TEMPORARY CONDITIONAL MODIFIER	 □ Animal Empathy □ Appraise ■ 	CHA = $0 + +$ INT = $1 + +$
FORTITUDE 5 = 3 + 2 + +		□ Balance ■	DEX † +
		□ Bluff ■ □ Climb ■	CHA = 0 + + STR† = 2 + +
REFLEX 3 = 1 + 2 + + (DEXTERITY) 3 = 1 + 2 + +	+	□ Computer Use ■	INT = <u>1</u> + +
WILL 1 = 1 + 0 + +	+	Concentration ■ Craft * Galvanic Devices	$\begin{array}{c} \text{CON} &= 2 + + \\ \text{INT} & 3 = 1 + 2 + \end{array}$
		Cthulhu Mythos ††	- = N/A + +
TOTAL BASE ATTACK BON	STR MISC MODIFIER	Demolitions	INT <u>3 = 1 + 2 +</u>
MELEE +5 = +3	+ 2 + +	 Diplomacy Disable Device 	CHA = $0 + +$ INT $3 = 1 + 2 +$
RANGED +5 = +3	+ 2 + +	 □ Disguise ■ 	$\begin{array}{c} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 $
TOTAL BASE ATTACK BON		□ Drive ■	DEX = 2 + +
	MODIFIER	□ Escape Artist ■	DEX † = 2 + +
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	 □ Forgery ■ □ Gather Information ■ 	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
Lee-Metford Rifle +5	2d10-1 x3	□ Handle Animal	CHA = 0 + +
RANGE HEIGHT TYPE SIZE	SPECIAL PROPERTIES	□ Heal ■ □ Hide ■	WIS = $0 + +$ DEX $+ 3 = 2 + 1 +$
150 Piercing Large	Detachable bayonet	□ Hide ■ □ Innuendo ■	$\frac{3}{3} - \frac{2}{2} + \frac{1}{1} + \frac{1}{1}$ WIS = 0 + +
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	Intimidate =	CHA 2 = 0 + 2 +
Webley Mark I Revolver +5	2d8 x3	□ Jump ■ Knowledge* Submersible	STR $\dagger = 2 + +$ INT 2 = 1 + 1 +
RANGE HEIGHT TYPE SIZE 20 Piercing Tiny Exp	special properties bosed Hammer, No Safety	Seamanship	$\frac{2}{1} = \frac{1}{1} + \frac{1}{2} + \frac{1}{1}$
	,	Diving Suit	INT 2 = 1 + 1 +
		□ Galvanic Devices □ Listen ■	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
		□ Move Silently ■	DEX † 3 = 2 + 1 +
		 Open Lock Operate Heavy Machinery 	DEX = $2 + +$ DEX $4 = 2 + 2 +$
		Performance*	CHA = 0 + +
FEATS	SPELLS	□ ■ Pilot	CHA = $0 + +$ DEX 4 = 2 + 2 +
		 Psychic Focus 	WIS = $0 + +$
Point Blank Shot: I competence bonus on attack and damage against apponents within 30 feet		☐ Psychoanalysis	WIS = 0 + + INT = 1 + +
Weapon Proficiency (Pistol): No penalty for using the weapon type Weapon Proficiency (Rifle): No penalty for using the weapon type		■ Read Lips ■ Repair	$\begin{array}{c} \text{INT} & = 1 + + \\ \text{DEX} & 3 = 2 + 2 + \end{array}$
		□ Research ■	INT = <u>1</u> + +
		□ Ride ■ <i>Horse</i> □ Search ■	DEX = $2 + +$ INT $2 = 1 + 1 +$
		□ Sense Motive ■	WIS $2 = 0 + 2 +$
		□ Sleight of Hand	DEX = 2 + +
		□ Speak Other Language* Craft (Ships) □ French	$\begin{array}{c} \text{INT} & \underline{3} = \underline{1} + \underline{2} + \\ \text{INT} & \underline{2} = \underline{1} + \underline{1} + \end{array}$
GEAR		□ Spellcraft	INT = <u>1</u> + +
		■ Spot ■■ Swim ■	WIS $2 = 0 + 2 +$ STR $+ = 2 + +$
			DEX † = 2 + +
		□ Use Rope ■ □ Wilderness Lore ■	DEX 4 = 2 + 2 + WIS = 0 + +
			ly even if the character has zero (0) skill ranks.
		* This skill requires a specialization; see	the skill's listing for details.

* This skill requires a specialization; see the skill's listing for details. †† This skill cannot be taken during character creation.

Character Notes:

Combat Option: Offense

Good saves/Bad saves

Fortitude: Good Reflex: Bad

Will save: Bad

Specializations:

Craft #1: Galvanic Devices 2 3 Craft #2: 0 -	
	_
Craft #3 : 0 -	
Craft #4 : 0 -	
Craft #5 : 0 -	
Craft #6 : 0 -	
Knowledge #1: Submersible 1 2	
Knowledge #2: Seamanship 2 3	
Knowledge #3: Diving Suit 1 2	
Knowledge #4: Galvanic Devices 2 3	
Knowledge #5: 0 -	
Knowledge #6: 0 -	
Knowledge #7: 0 -	
Knowledge #8: 0 -	
Perform. #1: 0 -	
Perform. #2: 0 -	
Pilot #1 : Boat 2 4	-
Pilot #2: 0 -	
Language #1: Craft (Ships) 2 3	
Language #2: French 1 2	
Language #3: 0 -	

Primary Weapon:

Lee-Metford Rifle: Attack: +5, Damage: 2d10-1, Critical: x3, Range: 150, Type: Piercing, Size: Large, Caliber: .303 (black powder), Action: Bolt, Capacity: 8, Loading: Mag, Rate: Standard, Country/Year: UK(1885)

Secondary Weapon:

Armor: None

Education: Savings:	1 \$ 1000		
Yearly Income:	\$ 500		
Gear		Price	Price
Name		1920	2000+