



CHARACTER RECORD SHEET

CHARACTER NAME: Investigator
PLAYER: Colin
PROFESSION: Investigator
LEVEL: 3
EXPERIENCE POINTS:
AGE: 25, GENDER: Male, HEIGHT: 5' 7", WEIGHT: 9st 10, EYES: dark brown, HAIR: black, SKIN: slight tan

ABILITY NAME: STR (8), DEX (16), CON (9), INT (16), WIS (15), CHA (15)
MODIFIERS: STR (-1), DEX (3), CON (-1), INT (3), WIS (2), CHA (2)
TOTAL: HP 12, AC 15, INITIATIVE 3, BASE ATTACK BONUS +1
CURRENT HP, SUBDUAL DAMAGE, SPEED 30, CURRENT SANITY 75
MAX SANITY 99, 20% SANITY 15

SAVING THROWS: FORTITUDE (0), REFLEX (6), WILL (5)
MELEE ATTACK BONUS: +0
RANGED ATTACK BONUS: +4

WEAPON: S&W Safety Hammerless
TOTAL ATTACK BONUS: +0, DAMAGE: 1d10, CRITICAL: x3
RANGE: 15, HEIGHT: , TYPE: Piercing, SIZE: Tiny, SPECIAL PROPERTIES: Hammerless

AMMUNITION: 100 rounds represented by small squares

FEATS: Sharp-Eyed: +2 aptitude to Search and Sense Motive; Stealthy: +2 aptitude to Hide and Move Silently; Trustworthy: +2 aptitude to Diplomacy and Gather Information

SPELLS: Empty list for spells

GEAR: Empty list for gear

CORE SKILLS: SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, Misc Modifier. Includes skills like Animal Empathy, Appraise, Balance, Bluff, Climb, etc.

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.

## Character Notes:

Combat Option: Defense

### Good saves/Bad saves

Fortitude: Bad  
Reflex: Good  
Will save: Good

### Specializations:

Name	Rank	Bonus	Total	Core
Craft #1:	0		-	<input type="checkbox"/>
Craft #2:	0		-	<input type="checkbox"/>
Craft #3:	0		-	<input type="checkbox"/>
Craft #4:	0		-	<input type="checkbox"/>
Craft #5:	0		-	<input type="checkbox"/>
Craft #6:	0		-	<input type="checkbox"/>
Knowledge #1: Submersible	3		6	■
Knowledge #2: Diving Suit	1		0	■
Knowledge #3: Streetwise	4		7	■
Knowledge #4:	0		-	<input type="checkbox"/>
Knowledge #5:	0		-	<input type="checkbox"/>
Knowledge #6:	0		-	<input type="checkbox"/>
Knowledge #7:	0		-	<input type="checkbox"/>
Knowledge #8:	0		-	<input type="checkbox"/>
Perform. #1:	0		-	<input type="checkbox"/>
Perform. #2:	0		-	<input type="checkbox"/>
Pilot #1:	0		-	<input type="checkbox"/>
Pilot #2:	0		-	<input type="checkbox"/>
Language #1:	0		-	<input type="checkbox"/>
Language #2:	0		-	<input type="checkbox"/>
Language #3:	0		-	<input type="checkbox"/>

Primary Weapon: S&W Safety Hammerless: Attack: +0, Damage: 1d10, Critical: x3, Range: 15, Type: Piercing, Size: Tiny, Caliber: .38 S&W, Action: Rev/D, Capacity: 6, Loading: Side, Rate: Multifire, Country/Year: USA(1887)

Secondary Weapon:

Armor: None

Education: 1  
Savings: \$ 1000  
Yearly Income: \$ 500

Gear Name	Price 1920	Price 2000+
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