Matthew Amos Collyer					Dave							- 4	b ner ner	hom	. Heread	
CHARACTER NAME Seaman?					PLAYER  3					C		. (0	》定			
PROFESSION					LEVEL		EXPERIENC	E POINTS							N V	,
30	Male												i n 🦱		H A	
AGE	GENDER		HEIGHT \	WEIGHT E	EYES	HAIR		SKIN			CHAF	RACTI	ER RE			EET
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY TEMPORARY MODIFIER		TOTAL	CUR	RENT HP			SUBDUAL DAMAGE		SPEED		CURREN SANITY		
STR	10	0		HP	21							30		50		
STRENGTH			$\vdash$	HIT POINTS												
DEX DEXTERITY	5	-3		AC ARMOR CLASS	7	= 10 +	-	-3	+	+		MAX	SANITY	20% SA	ANITY	
CON	12	_	-		TOTAL		ARMOR BONUS	DEX	MISC	MISC	ARMOR CHECK		0.7	1.0	,	
CONSTITUTION	13	1	-				BONUS	MODIFIER	MODIFIER	MODIFIER	PENALTY		97	10	,	
INT	14	2		INITIAT INITIATIVE MO	IVE	-3 =	-3	+								
	1.0		$\vdash$	INTERTIVE MIS	DII IEK	TOTAL	DEX MODIFIER	MISC MODIFIER	Ŋ				_			6/2
WIS WISDOM	10	0					MODIFIER	MODIFIER	SKILL			SKILL	5	MAX R	ANKS	6/3
CHA CHARISMA	12	1		BASE	E ATTA BONUS	CK	+	-3	CORE SKILLS	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHARISMA					BONUS					Animal Empa	athy	CHA	=	1 +		
SAVING TH	IROWS	TOTAL	BASE ABILITY SAVE MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL	MODIFIER		Animai Empa	attiy	INT		2 +		
FORTIT	UDE	2	= 1 + 1 +							Balance ■		DEX†		-3 +	+	
(CONSTITUT	TION)									Bluff ■ Climb ■		CHA STR†	5 =	1 + 0 +	4 +	
REFLE (DEXTERIT		-2	= 1 + -3 +	- +	-	-				Computer Us	se ■	INT		2 +		
WILL		3	= 3 + 0 +						-	Concentratio	n ■	CON	3 =	1 +	2 +	-
(WISDON		3	5 + 0 +							_	amble	INT	=	2 + N/A +		
						STR	MISC	TEMPORARY		Cthulhu Myth Demolitions	105	- INT		1N/A +		
M	ELEE		TOTAL	BASE ATTACK B	ONUS	MODIFIER	MODIFIER	MODIFIER		Diplomacy ■		CHA	2 =	1 +		
ATTA	ACK BONUS		+3 =	+3		0 +	-			Disable Devi	ce	INT	=	2 +	+	-
	ANGED ACK BONUS		+0 =	+3	-	-3 +				Disguise ■		CHA	2 =	1 +	1 +	-
			TOTAL	BASE ATTACK B	ONUS	DEX MODIFIER	MISC MODIFIER	TEMPORARY		Drive ■		DEX	=	-3 +	+	
								MODIFIER		Escape Artis Forgery ■	t =	DEX †	3 =	-3 + 2 +		
W	EAPON		TOTAL ATT	ACK BONUS		DAMA	GE	CRITICAL		Gather Inforr	mation ■	CHA	3 =	1 +		
										Handle Anim	al	CHA		1 +	+	
RANGE	HEIGHT	TY	PE SIZE		S	PECIAL PROPE	ERTIES			Heal ■		WIS	=	0 +		
										Hide ■ Innuendo ■		DEX†	=	-3 + 0 +		
W	EAPON		TOTAL ATT	ACK BONUS		DAMA	GE	CRITICAL		Intimidate ■		CHA				
										Jump ■		STR†		0 +	+	-
RANGE	HEIGHT	TY	PE SIZE		S	PECIAL PROPE	ERTIES		•	Knowledge * G	ambling	INT	=	2 +		
										Buddhism Christianity	,	INT	3 =	2 +		
				MUNITION						Seamanshi		INT	3 =	2 +		
									•	Listen ■		WIS	5 =	0 +	3 +	
										Move Silently Open Lock	/ ■	DEX †		-3 + -3 +		
										Operate Hea	vy Machiner					
										Performance*		CHA CHA		1 +		
	F	EATS				SPELI	LS			Pilot		DEX				
										Psychic Foci	ıs	WIS	=	0 +	+	-
Alertness: +2 aptitude to Listen and Spot									□	Psychoanaly	sis	WIS	=	0 +	+	
Martial Artist: 1d4 lethal/-0 penalty instead of 1d3 subdual/-4 penalty									Read Lips		INT	=	2 + -3 +			
Weapon Proficienc	y (Melee): No	penalty for u	sing the weapon type							Repair Research ■		DEX		-3 + 2 +		
											orse	DEX	=		+	-
										Search ■		INT	3 =	2 +		-
									_ •	Sense Motiv		WIS	5 =	+ 0		-
										Sleight of Ha	nd antonese	DEX INT	<del>-2</del> = 6 =	-3 + 2 +	<del></del> -	
				SEAR						Mandarin		INT	4 =	2 +		
				JEAR						Spellcraft		INT	=	2 +		
										Spot ■ Swim ■		WIS STR†	<u>6</u> =	0 +	<u> </u>	
										Tumble		DEX †		<del>-</del>		
										Use Rope ■		DEX	-2 =	-3 +	1 +	
										Wilderness L	ore ■	WIS	=	0 +	. +	

Skills marked with a 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 Optior** Offense

#### Good saves/Bad saves

Fortitude: Bad
Reflex: Bad
Will save: Good

### **Specializations:**

	Name	Rank	Bonus	Total	Core
Craft #1:	Gamble	0		-	•
Craft #2:		0		-	
Craft #3:		0		-	
Craft #4:		0		-	
Craft #5:		0		-	
Craft #6:		0		-	
nowledge #1:	Gambling	3		5	•
nowledge #2:	Buddhism	1		3	
nowledge #3:	Christianity	1		3	
nowledge #4:	Seamanship	1		3	
nowledge #5:	Commerce	1		3	
nowledge #6:		0		-	
nowledge #7:		0		-	
nowledge #8:		0		-	
Perform. #1:		0		-	
Perform. #2:		0		-	
Pilot #1:		0		-	
Pilot #2:		0		-	
Language #1:	Cantonese	4		6	
Language #2:	Mandarin	2		4	
Language #3:		0		-	

# **Primary Weapon:**

### **Secondary Weapon:**

Armor: None

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

Gear Price Price Name 1920 2000+