Archibald						Keith						- 4	By near near	ham	. 15	
CHARACTER NAME Fisheries Expert				PLAYER 3						C	ALL					
PROFESSION	LXPELL					LEVEL		EXPERIENC	E POINTS			AT)
	Male											W 0	A H F		H	contractor of contractor
AGE	GENDER		HEIGHT		WEIGHT	EYES	HAIF	2	SKIN		СНА	RACTI	ER RE			HEET
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER		TOTAL	CU	IRRENT HP			SUBDUAL DAMAGE	SPEED		CURREN SANITY	T	_
STR	10	0			HP	24						30		45		
STRENGTH	10		ш	ш	HIT POINTS				┯┩╞							J
DEX DEXTERITY	10	0			AC ARMOR CLASS	12	= 10 +	-	0 +	2	+	MAX	SANITY	20% SA	NITY	
CON	16	3			CLASS	TOTAL		ARMOR BONUS	DEX MODIFIER M	MISC MODIFIER	MISC ARMOR MODIFIER CHECK	'	99	9		
CONSTITUTION		Ľ	ш	ш							PENALTY	<u> </u>	,,			
INT INTELLIGENCE	17	3			INITIA INITIATIVE	TIVE MODIFIER	0	= 0	·							
WIS	9	-1		П			TOTAL	DEX MODIFIER	MISC MODIFIER	ST		SKILL	S	MAX RA	ANKS	6/3
WISDOM	=		ш	ш						CORE SKILLS		ORILL		5.110		0/ 3
CHA CHARISMA	12	1			BA	SE ATTA	ACK	-	-1	COR	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
											Animal Empathy	CHA	4 =	1 +	3	
SAVING TH	HROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL	MODIFIER		Appraise ■	INT	<u> </u>	3 +	<u> </u>	-
FORTIT	UDE	6	3	+ 3	+	+	+				Balance ■ Bluff ■	DEX † CHA	2	: <u> </u>		<u> </u>
(CONSTITU		=	=	<u> </u>							Climb ■	STR†	1 =		1	
REFL (DEXTERI		1	= 1	+ 0	+	+	+				Computer Use ■	INT		3 +		2
WIL	1	一				=					Concentration ■	CON		3 +	<u> </u>	
(WISDOI		2	= 3	+ -1	[†]	<u> </u>	†				Craft * Diving Suit (not a Craft	int int	2 =	<u> </u>	2	
							ř		TEMPORARY		Cthulhu Mythos ††	-		N/A +		
			TO1	ΓAL	BASE ATTAC	K BONUS	STR MODIFIER	MISC MODIFIER	MODIFIER		Demolitions	INT				
N _{ATT}	MELEE ACK BONUS		+	1 =	+1		⁺ 0	+			Diplomacy ■	CHA				
				=				$\vdash \vdash$	-		Disable Device	INT				
RA ATT	ANGED ACK BONUS		+	-1	+1		+ 0	+			Disguise ■	CHA		+		
			TOT	ΓAL	BASE ATTAC	K BONUS	DEX MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER		Drive Casana Artist -	DEX		<u> </u>		
											Escape Artist ■ Forgery ■	DEX † INT		: 0 + : 3 +		
w	EAPON			TOTAL AT	TACK BONUS		DAM	AGE	CRITICAL		Gather Information ■	CHA	5 =	<u> </u>	4	
S&W Safe			3		-3		1d		×3	٦.	Handle Animal	CHA	3 =		<u> </u>	
RANGE	HEIGHT		PE	SIZE	-0	5	SPECIAL PRO	_	73		Heal ■	WIS		-1 +		-
15		Pier	cing	Tiny			Hammer	less			Hide ■	DEX†	<u> </u>	· 0 +		-
				•	•						Innuendo ■	WIS		-1 +		·
W	EAPON			TOTAL AT	TACK BONUS		DAM	AGE	CRITICAL		Intimidate ■	CHA				
											Jump ■	STR †			4	
RANGE	HEIGHT	TY	PE	SIZE		\$	SPECIAL PRO	PERTIES		■:	Knowledge* Seamanship Marine Geography	INT INT	7 =	-	-	
										┙┇	Biology	INT	9 =	3 +	6	
				Al	MUNITION					_	Submersible Ops	INT	9=	-3+	- 6-	
			00000	30000 30000				_ 0000	1 00000 1 00000		Listen ■	WIS		-1 +		-
			00000) 00000) 00000		Move Silently ■	DEX†		+		
											Open Lock	DEX				
											Operate Heavy Machine Performance*	ry DEX CHA		<u> </u>		
							ODE					- CHA		1 +		
		EATS					SPEL	LS.		•	Pilot	DEX	3 =	+ 0	3	+
											Psychic Focus	WIS		-1 +		
Endurance: +4	competenc	e bonus for	r endurance	tests.						_ □	Psychoanalysis	WIS				·
Gearhead: +2 o	•	•	•							_	Read Lips	INT	4=		<u> </u>	
Sharp-Eyed: +2	2 aptitude	to Search o	and Sense N	lotive							Repair	DEX	10 =		5	2
											Research ■ Ride ■ <i>Horse</i>	INT DEX	6	: <u>3</u> +	3	
										-	Search •	INT				
					1 1					- :	Sense Motive ■	WIS				
					1 1						Sleight of Hand	DEX				+
											Speak Other Language * Danish	INT	4 =	+ 3 +	1	-
					GEAR						German	INT	4 =	- <mark>3</mark> +	1	-
					/411						Spellcraft	INT		<u> </u>		·
										•	Spot ■ Swim ■	WIS STR†	3 =	· <u>-1</u> +	4	
-					-						Tumble	DEX †		<u> </u>		
					1 1					-	Use Rope ■	DEX				
											Wilderness Lore ■	WIS	<u> </u>			
										Skills n	narked with a can be used normarked with a are core skills.	nally even if the	e character ha	as zero (0) s	kill ranks.	

Skills marked with are core skills. † armor check penalty, if any, ap
* 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: Good
Reflex: Bad
Will save: Good

Specializations:

	Name	Rank	Bonus	Total	Core
Craft	#1: Diving Suit (not a Craft)	2		2	
Craft	#2:	0		-	
Craft	#3:	0		-	
Craft	#4:	0		-	
Craft	# 5:	0		-	
Craft	#6:	0		-	
Knowledge	#1: Seamanship	4		7	•
Knowledge	#2: Marine Geography	5		8	•
Knowledge	#3: Biology	6		9	•
Knowledge	#4: Submersible Ops	6		9	
Knowledge	#5:	0		-	
Knowledge	#6:	0		-	
Knowledge	# 7:	0		-	
Knowledge	#8:	0		-	
Perform.	#1:	0		-	
Perform.	#2:	0		-	
Pilot	#1 : Boat	3		3	•
Pilot	#2:	0		-	
Language	#1: Danish	1		4	
Language	#2: German	1		4	
Language	#3:	0		-	

Primary Weapon: S&W Safety Hammerless: Attack: -3, 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 Price Price Name 1920 2000+